

I-Worm

Para saxofon alto y electronica.

Michel Soto 2018

Dedicada a Henrique Portovedo.

Indicaciones

●
|
Ordinario

▲
|
Slap tongue

×
|
Golpe de llave

①
•••••
Numero de multifonico
Libro de Marcus Weiss
•••••
|
•••••
Notas resultantes
Multifonico

■
|
Sonido de aire

↑ ↓ Exhalar/Inhalar
|
Ataque lo mas rapido posible
■ ••••• Ataques continuos

grito
|
Funciona de la misma manera que el growl pero articulando un grito desesperado

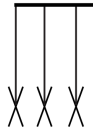
○ ● | Presion de aire

○ Toda la presion posible

● Presion media

● La menor presion posible (que continue siendo audible)

○ ○ ○
••••• indica usar llaves superiores o inferiores (3 o mas llaves)
Golpe de llaves



Es como el golpe de llave normal pero se golpean varias llaves simultaneamente

growl
|
Alto
Medio (Registro)
Bajo
Hacer cambio de registro siguiendo la linea
Entonar el growl mientras se toca la nota
Lo mas rapido posible y articulando un balbuceo agresivo

00:00 00:04 00:08 00:13

Dynamic markings: f , sfz , $< ff >$, f , f , $< ff >$, $< ff >$, $> mf$

Annotations: growl

Track 1: Sujeto

00:13 00:18 00:21 00:26

Dynamic markings: mf , ff , mf , f , mf , f , mf , $< f >$, ff , p , mp , ff , $> mf$

Annotations: grito

Track 2: Contrasujeto

00:26 00:30 00:35 00:39

Dynamic markings: ff , f , sfz , sfz , sfz , ff , f , sfz , ff

Track 3: Divertimento1

00:39 00:44 00:47 00:52

f mf ff mp f ff mp ff

Cue Cue

Track 2: Contrasujeto

00:52 00:56 01:00 01:05

f sfz ff f f ff ff mf

Cue Cue

growl

Track 4: Sujeto rt

01:05 01:09 01:14 01:18

ff f sfz sfz sfz ff f sfz ff

Cue Cue

Track 5: Sujeto AUM



01:18

01:21

01:24

01:28

01:31

Musical score for Track 5: Sujeto AUM, measures 01:18 to 01:31. The score features a piano part with various dynamics and articulations. Dynamics include *f*, *sfz* < *ff*>, and < *ff*>. Articulations include accents (>), slurs, and breath marks (v). Performance instructions include "growl" and "poo". A waveform is visible at the top of the staff.

Track 5: Sujeto AUM

Cue

01:31

01:36

01:39

01:44

Musical score for Track 5: Sujeto AUM, measures 01:31 to 01:44. The score features a piano part with various dynamics and articulations. Dynamics include *mf*, *ff* > *mf*, *f*, *mf*, *f*, *mf* < *f* < *ff*, *p* < *mp* < *ff*, and > *mf*. Performance instructions include "grito" and "poo". A waveform is visible at the top of the staff.

Track 3: Divertimento1



Cue

Cue

01:44

01:49

01:52

01:57

Musical score for Track 3: Divertimento1, measures 01:44 to 01:57. The score features a piano part with various dynamics and articulations. Dynamics include *mf*, *ff*, *f*, *ff*, and <. Performance instructions include "growl" and "poo". A waveform is visible at the top of the staff.

Track 1: Sujeto

01:57 02:01 02:04 02:07 02:10

This musical score for Track 1: Sujeto features a vocal line with a melodic contour and piano accompaniment. The piano part includes chords and rhythmic patterns, with dynamic markings *ff* and *sfz*. Cue points are marked at 02:01, 02:04, and 02:07. A circled '1' is present above a chord at 02:01.

Track 6: Divertimento2

02:10 02:14 02:17 02:20 02:23

This musical score for Track 6: Divertimento2 features a vocal line with a melodic contour and piano accompaniment. The piano part includes chords and rhythmic patterns, with dynamic markings *f* and *ff*. A 'growl' effect is indicated in a box above the piano part at 02:14 and 02:20. Cue points are marked at 02:10, 02:14, 02:17, 02:20, and 02:23.

02:23 02:27 02:31 02:36

This section continues the musical score for Track 6: Divertimento2, featuring a vocal line and piano accompaniment. The piano part includes chords and rhythmic patterns, with dynamic markings *f*, *sfz*, *ff*, and *mf*. A 'growl' effect is indicated in a box above the piano part at 02:31. Cue points are marked at 02:23, 02:27, 02:31, and 02:36.

Track 1: Sujeto

02:36 02:41 02:44 02:49

grito growl growl

mf < ff > mf p < mp < ff f < ff > < ff > p < mp < ff f < ff

Track 3: Divertimento1

02:49 02:54 02:57 03:02

f mf ff mp f < ff mp ff

Track 1: Sujeto

03:02 03:06 03:10 03:15

grito

f < ff > f f < ff > < ff > mf

sfz

Track 1: Sujeto

Cue

03:15 03:19 03:23 03:28

f sfz ff f f ff ff mf

growl

Track 1: Sujeto

Cue

03:28 03:32 03:36 03:41

f sfz ff f f ff ff mf

growl

Track 7: Pedal

Cue

03:41 03:45 03:50 03:54

ff f sfz sfz sfz ff f sfz mp

04:33



04:37

grito

04:43

04:46

mf

fff

f

fff

04:46



04:51

grito

fff

mf

fff

f

sfzsfz

fff

p

04:54



04:59

grito

ff

mf

f

fff

04:59



05:04

grito

f

fff

f

05:06



05:12

grito

mf

fff

f

fff



05:12

05:15

05:20

05:25

ff f sfz sfz sfz < < ff < < f

05:25

05:28

05:33

05:38

ff fff ff fff

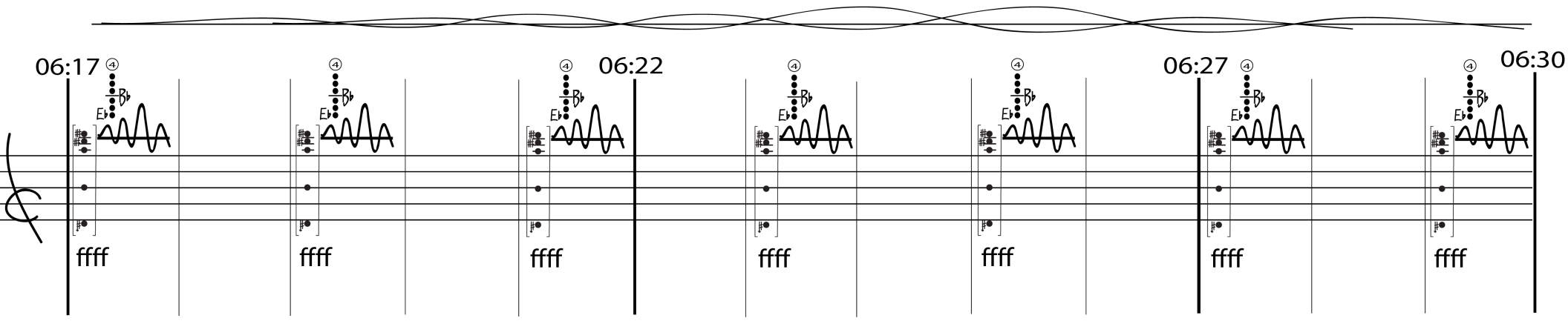
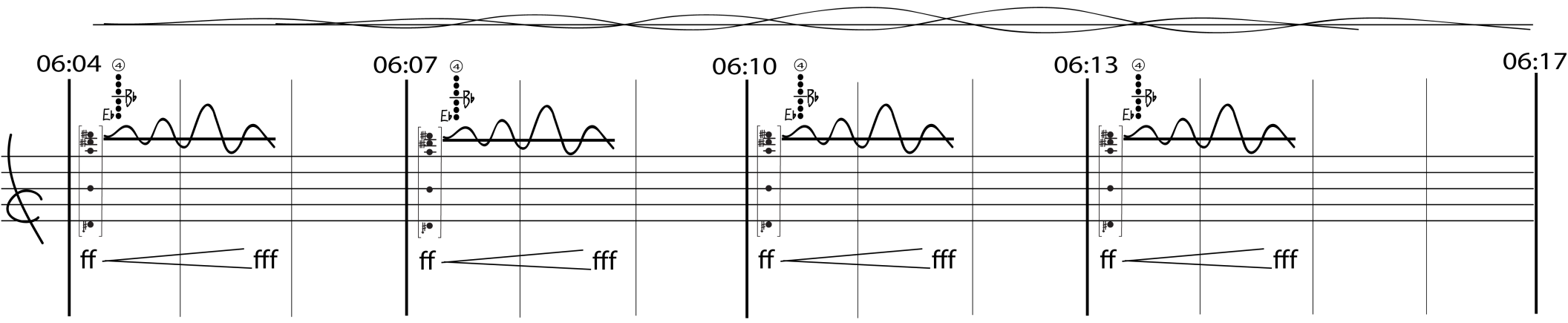
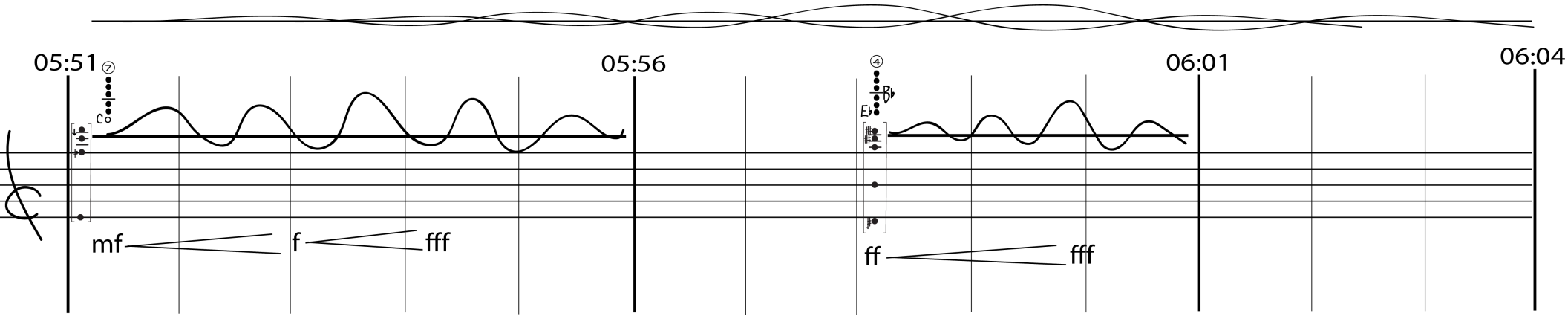
05:38

05:43

05:48

05:51

ff fff ff fff



06:30 06:33 06:37 06:40 06:43

ffff ffff ffff sfz ff mf ffff mp

06:40 06:44 06:48 06:53

f sfz ff f f ff ff mf

growl loop

Track 1: Sujeto 06:54 06:59 07:02 07:07

grito mf ff mf f mf f mf f ff p mp ff mf

Cue Cue Cue

