

Révolutions d'orphée

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Instructions for performance:

Layers

- This music contains two basic layers:
- - a "keyboard layer" for one or more keyboard instruments (in unison)
- - a "canon layer" for up to 15 players (sustaining non-keyboard instruments)
- An optional "soloist layer" may be added to the "canon layer"; in this case one player should play at a louder dynamic and with more expressive colour (vibrato, portamento, etc) than the rest of the "canon" voices. The "soloist layer" can begin immediately, or can be gradually introduced into one of the existing "cannon" voices.

Keyboard Layer:

Follow the notated score at the tempo indicated, cueing the interruptions for the rest of the players.

Canon Layer:

The canon layer is not a "true" canon: all players begin together, each starting at a different numbered box within the canon part.

- Players must respect the exact register and pitches of the canon
- Players must respect the specified tempi at each point in the canon
- One player must begin at box 1; this is the only player who can become the soloist layer.
- One player must start at box 15
- When a player finishes iteration 15, they may choose either to wait 30 seconds and then begin again at box 1, or stop playing for the duration of the piece

Interruptions

Five textural interruptions occur during the piece. Interruptions are tutti events. Instances of interruption are notated in the keyboard part. Each interruption affects all instruments in both the keyboard and canon layers. The (primary) keyboard player indicates to the rest of the players each time an interruption takes place. Canon players refer to their separate "interruptions" score for pitch material and playing technique.

- Each successive interruption becomes more "in tune" with the piano
- Bracketed notes in the "interruptions" score are optional, depending on the range of the instrument playing
- If there is a "soloist" they may choose to either participate in the interruptions, to ignore the interruptions and continue playing the canon, or to slowly glissando away from their current register toward the given "interruption pitch". The "soloist" must perform the same action for each interruption.

Tuning:

Instrumentalists playing the canon layer should tune higher or lower than the piano

- Tuning should deviate from the piano by no more than a quarter tone (higher or lower)
- The highest tuning should occur in the instrument which begins at the lowest iteration of the melody.

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Canon Layer

The musical score consists of eight staves of music, each representing a different canon layer. The staves are arranged vertically, with staff 1 at the top and staff 8 at the bottom.

- Staff 1:** Tempo $\text{♩}=200$, dynamic pp , ritardando (rit.).
- Staff 2:** Tempo $\text{♩}=105$.
- Staff 3:** Tempo $\text{♩}=80$, dynamic pp , ritardando (rit.).
- Staff 4:** Tempo $\text{♩}=60$.
- Staff 5:** Dynamic p .
- Staff 6:** Ritardando (rit.).
- Staff 7:** Dynamic mp .
- Staff 8:** Ritardando (rit.).

Measure numbers are indicated on the left side of the staves: 12, 23, and 33. Measure 12 starts with staff 1, measure 23 with staff 5, and measure 33 with staff 7. Measure 12 ends with staff 4, measure 23 with staff 6, and measure 33 with staff 8.

44

9

mf

rit.

10

11

f

55

12

13

ff

65

14

15

(Interruptions)

1 10" (0:45) 2 5" (1:10) 3 15" (4:35) 4 10" (5:40) 5 5" (7:00)

The musical score consists of five measures. Measure 1 starts at tempo 74 with a treble clef, a sharp sign, and a common time signature. It contains a single note on the second line. Measure 2 starts with a common time signature and a note on the fourth line. Measure 3 starts with a common time signature and a note on the fifth line. Measure 4 starts with a common time signature and a note on the fourth line. Measure 5 starts with a common time signature and a note on the third line.

Keyboard Instrument

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1 **40"** **$\text{♩}=52$**
key signature always applies, except to interruptions

2 **5"** **$\text{♩}=52$**

19

The musical score consists of three staves of keyboard instrument music. Staff 1 (measures 1-40) starts with dynamic *ppp* and tempo $\text{♩}=52$. It includes a instruction "una corda sempre" with an arrow pointing to the right. Staff 2 (measures 7-13) starts with dynamic *p* and tempo $\text{♩}=52$, with a dynamic instruction "(sempre *pp*)". Staff 3 (measures 19-?) starts with dynamics *ppp* and *pp*, and includes a instruction "sos. ped. until decay" with an arrow pointing to the right.



Musical score page 2, measures 29-30. The top staff starts with a sixteenth-note note head followed by a sixteenth-note rest. The bottom staff features a sixteenth-note pattern. A bracket labeled "Duo" spans the end of measure 29 through the beginning of measure 30.

Musical score page 2, measures 34-35. The top staff has a sixteenth-note note head followed by a sixteenth-note rest. The bottom staff shows a sixteenth-note pattern. Measures 34 and 35 are identical in structure.

Musical score page 2, measures 40-41. The top staff begins with a sixteenth-note note head followed by a sixteenth-note rest. The bottom staff displays a sixteenth-note pattern. Measures 40 and 41 are identical.

Musical score page 2, measures 46-47. The top staff starts with a sixteenth-note note head followed by a sixteenth-note rest. The bottom staff shows a sixteenth-note pattern. Measures 46 and 47 are identical.

3

15"

51

56

61

67

72

3

10"

51

56

61

67

72

4

10"

51

56

61

67

72

15"

3

10"

4

3

30"

76

f pp

svb *Red.*

5

ff