

Percussion 4

et absence -

for violin and percussion ensemble

Thomas DeLio

2016

Instrumentation

Violin

Percussion ensemble (six players)

percussion 1: cymbal (medium), triangle (high, thin beater),
snare drum (very high, piccolo), guiro, four
tom-toms (high, medium, low, very low), bass
drum (medium)

percussion 2: maracas (very high), cymbal (low), cabasa,
tom-toms (high, medium, low, very low)

percussion 3: maracas (very high), cymbal (very low), bongos
(high, low)

percussion 4: maracas (very high), chimes

percussion 5: maracas (very high), vibraphone

percussion 6: maracas (very high), glockenspiel (sounding two
octaves higher than written)

Duration = ca. 7 minutes

Spatial Positioning of Players

Percussion 1, 2 and violin may be onstatge (percussion 1 left-rear of stage, percussion 2 center-right front);
percussion 3, 4, 5, and 6 are all offstage, as close as possible to the positions indicated in the diagram below.

percussion 1

percussion 2

violin

percussion 3

percussion 4

percussion 5

percussion 6

Text

The 90th fragment from the North Point Press edition of *A Tomb for Anatole*
by Stéphane Mallarmé as translated by Paul Auster

pureté	purity
double	double
--- identité	--- identity
---	---
les yeux	the eyes
les deux points de	the two points of
vue égaux	equal sight

Notes

Violinist must occasionally speak and play.

x = speak unvoiced

♪ = speak voiced

*et absence -***B** Thomas DeLio

A

Violin $\text{♩} = 60$

pp *ppp* *f* *f* *ppp* *ff* *ppp*

B

Violin

normale

5

mf *p* *mp* *ppp* *ff* *p* *mp* *subito ppp* *mf* *f* *ppp* *ppp* *fff*

Wherever harmonics are indicated use natural harmonics whenever possible, sounding where written.

normale

sul pont.

C

Violin

13

mf *p* *mp* *mf* *ppp* *mp* *ppp* *p* *fff* *ppp* *fff* *ppp*

normale

sul ponticello
entirely on bridge
fundamental
should disappear

normale

Percussion 4

19

Voice

sfz/p *fff*

les yeux

normale

pu - - re - - té

normale

Violin

5

sul pont.

ppp *mp* *ppp* *fff* *fff* *subito ppp* *ppp* *f* *p*

5

mp *f*

Maracas (vh)

Chimes

Violin

34

sfz/p *fff*

les yeux

f *fff*

fff *ppp*

sul pont.

ppp *f* *ppp*

f *fff*

subito ppp

p *mf* *subito p* *fff*

normale *sul pont.*

Percussion 4

Maracas (vh)

ppp *fff*

fff *ppp*

ppp *fff*

ppp



Violin

40

normale 5 7 5 5 *fff* subito *ppp* *f* *fff* pizz 5 arco 3 pizz arco normale sul pont. normale pizz arco sul pont. pizz

p *mp* *fff* *ppp* *fff* *ppp* *fff* *ppp* *fff* *ppp* *fff* *ppp* *fff* *ppp* *fff* *ppp* *fff*

Percussion 4

Chimes

fff *ppp* *f* *ppp* *fff* *ppp* *fff*

Violin

47

arco

F

9

fff *p* *fff* *p* *fff*

Percussion 4

Violin

53

ppp *ppp* *p* *ppp*

Percussion 4

Maracas (vh)

ppp *f*

Violin

Percussion 4

This musical system covers measures 65 to 74. The Violin part begins with a whole rest in measure 65. In measure 66, it plays a half note G4 (one sharp) with a *ppp* dynamic. In measure 67, it plays a half note A4 (two sharps) with a *p* dynamic. In measure 68, it plays a half note B4 (three sharps) with a *ppp* dynamic. In measure 69, it plays a half note C5 (four sharps) with a *mp* dynamic. In measure 70, it plays a half note D5 (five sharps) with a *mp* dynamic. In measure 71, it plays a half note E5 (six sharps) with a *ppp* dynamic. Measures 72, 73, and 74 contain whole rests. The Percussion 4 part has whole rests in measures 65, 66, and 67. In measure 68, it plays a half note G4 (one sharp) with a *ppp* dynamic. In measure 69, it plays a half note A4 (two sharps) with a *mp* dynamic. In measure 70, it plays a half note B4 (three sharps) with a *ppp* dynamic. Measures 71 through 74 contain whole rests.



Violin

Percussion 4

This musical system covers measures 75 to 84. The Violin part begins with a whole rest in measure 75. In measure 76, it plays a half note G4 (one sharp) with a *f* dynamic, followed by a *ppp* dynamic. In measure 77, it plays a half note A4 (two sharps) with a *mf* dynamic. In measure 78, it plays a half note B4 (three sharps) with a *ppp* dynamic. In measure 79, it plays a half note C5 (four sharps) with a *mp* dynamic. In measure 80, it plays a half note D5 (five sharps) with a *ppp* dynamic. In measure 81, it plays a half note E5 (six sharps) with a *ppp* dynamic. In measure 82, it plays a half note F5 (seven sharps) with a *ppp* dynamic. In measure 83, it plays a half note G5 (eight sharps) with a *ppp* dynamic. In measure 84, it plays a half note A5 (nine sharps) with a *ppp* dynamic. The Percussion 4 part has whole rests in measures 75 through 84.

2"