

Violin

et absence -

for violin and percussion ensemble

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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 Placement of Performers

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

Violin

♩ = 60

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

sul tasto

==

C

19

7

Voice

les yeux normale

pu - re - té normale

Violin

sul pont.

5

5

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

Percussion 1

Cymbal (m)

soft yarn mallets
bow --- edge

ppp *p*

D

23

Voice

les deux points de

vue é - ble

i - den - ti - té

Violin

normale

sul pont.

5

5

mp *mp* *ppp* *ppp* *ppp* *cut off violin with text* *fff* *tr* *p* *f*

Percussion 1

Cymbal (l)

soft yarn mallets
bow

edge

Percussion 2

Maracas (vh)

ppp *f*

Percussion 3

Maracas (vh)

ppp *fff*

Percussion 4

Maracas (vh)

ppp *fff*

Percussion 5

Maracas (vh)

ppp *fff*

Percussion 6

Maracas (vh)

ppp *fff*

Violin

28

sfz/p *fff*

les yeux

normale

5

5

ppp mp

mp

ppp *fff* ppp

ppp

fff ppp f

sul pont. normale

ppp *fff* ppp

p

Violin

34

sfz/p *fff*

les yeux

5

5

f *fff*

sul pont.

ppp *fff* ppp

normale

5

5

ppp f ppp

f *fff*

subito ppp

normale

5

5

p mf subito *fff*

sul pont.

Percussion 1

Snare Drum (piccolo) light sticks

ppp f

Percussion 2

Maracas (vh)

Cymbal (vl)

ppp *fff*

fff ppp

Percussion 3

soft yarn mallets bow

ppp p

Maracas (vh)

ppp *fff*

Percussion 4

ppp *fff* *fff* ppp

ppp *fff*

Percussion 5

Maracas (vh)

ppp

Maracas (vh)

fff

Percussion 6

ppp *fff* ppp *fff*

ppp

The musical score is arranged in a system with six staves. The top staff is for Violin, and the bottom five are for Percussion 1 through Percussion 6. The score is divided into measures by vertical bar lines. The Violin staff begins with a measure number '47' and a key signature change to B-flat major. The Percussion 1 staff features complex rhythmic patterns with dynamic markings like *f*, *p*, *fff*, and *subito*. The Percussion 2 staff includes a box labeled 'Tom-toms (h,m,l,vl)' and 'hard yarn mallets'. The Percussion 3 staff has a box labeled 'Bongos (h,l))' and 'sticks'. The Percussion 6 staff uses a treble clef and features sustained notes with dynamic markings like *fff*.

Violin

53

ppp

ppp *p* *ppp*

violin: cut off with first attack of maracas

Percussion 1

Cymbal (m)

soft yarn mallets
bow → edge

ppp *p*

Percussion 2

Maracas (vh)

ppp *p*

Percussion 3

Maracas (vh)

fff

3

Percussion 4

Maracas (vh)

ppp *f*

Percussion 5

Maracas (vh)

ppp

Percussion 6

Maracas (vh)

ppp

65

Violin

Percussion 1

Percussion 2

Percussion 3

Percussion 4

Percussion 5

Percussion 6

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

Cymbal (l)

soft yarn mallets
bow → edge

ppp *p*

Maracas (vh)

ppp < *fff*

mf *ppp*

Maracas (vh)

ppp *mp* *ppp*

Maracas (vh)

fff *ppp* < *fff*

Maracas (vh)

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

The score is written for five percussion parts and a violin. The percussion parts are labeled Percussion 1 through 5. Percussion 1 and 2 are marked with a double bar line and a repeat sign, indicating they are to be played as written. Percussion 3, 4, and 5 are marked with a double bar line and a repeat sign, indicating they are to be played as written. The violin part is marked with a double bar line and a repeat sign, indicating it is to be played as written. The score includes various musical notations such as notes, rests, and dynamic markings.

Violin: The violin part begins with a treble clef and a key signature of one sharp (F#). It starts with a rest for 75 measures, followed by a series of notes and rests. Dynamic markings include *f*, *ppp*, *mf*, *ppp*, *mp*, and *ppp*. The part concludes with a double bar line and a repeat sign.

Percussion 1: The part begins with a double bar line and a repeat sign, indicating it is to be played as written.

Percussion 2: The part begins with a double bar line and a repeat sign, indicating it is to be played as written.

Percussion 3: The part begins with a double bar line and a repeat sign, indicating it is to be played as written. It includes a section labeled "Maracas (vh)" and a section labeled "Cymbal (vl)". Dynamic markings include *ppp*, *f*, and *ppp*. The part concludes with a double bar line and a repeat sign.

Percussion 4: The part begins with a double bar line and a repeat sign, indicating it is to be played as written.

Percussion 5: The part begins with a double bar line and a repeat sign, indicating it is to be played as written. It includes a section labeled "Maracas (vh)". Dynamic markings include *ppp*, *mp*, and *ppp*. The part concludes with a double bar line and a repeat sign.

6'52"