

Tres Tramas del Agua

for clarinet and electronics

2022

*Written for the event "Where have the Rivers gone? -Art & Sound
influenced by the Sheaf & Porter, in collaboration with the University of
Sheffield (15th June 2022)*

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Performance Directions

This piece is written for semi-improvised clarinet in Bb and electronics.

There are three different electronic materials which guide the performer to select the appropriate “trama”*. You can play this in full or choose any part of it (you can also repeat the same part or play the whole “trama” in full several times). You don’t need to finish each “trama” – although you can if you wish to, and you have time. Perform the changes between “tramas” and the end of the piece smoothly.

These are the 3 different “tramas”:

Trama 1: This appears at the start and the end of the piece – it is the only of them appearing twice. The electronic material is made of water drops.

Trama 2: This is made of slow and water flow.

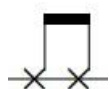
Trama 3: This is made from sounds of fast flowing water and human voices (towards the end of it)

The structure of the piece is:

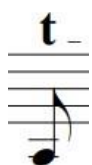
Trama 1 (0:00 to 1:29) – **Trama 2** (1:29 to c.3:44) – **Trama 3** (c.3:44 to c.5:05) –
Trama 1 (c.5:05 to end)

Performer should respond to each of them using the material from the score while listening to the electronics, working on the mixture of both textures (the one from the electronics and the one from the clarinet).

Techniques




short percussive sounds made by the keys - always indefinite pitch.



note accompanied by the consonant **t**.

air




unpitched air.

air+sound



"airy" sounds – pitched.

S



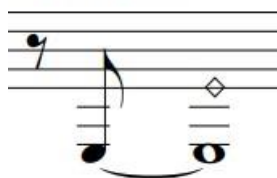
Unpitched air accompanied by consonant **s**.

flz.



flutter tongue.

ord+voice



Note + voice. Diamond-shape notes show the pitch to be hummed by the performer – as the full score, this is transposed.

**In Spanish, "trama" means fabric's texture – and plot.*

To receive the electronic file to perform the piece, please contact isubenito@gmail.com.

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Isabel Benito Gutierrez
(2022)

Freely (♩ = c. 120)

Trama 1

Clarinet in B \flat

The score consists of six systems of music. The first system shows the clarinet part with dynamics *ffff*, *ff*, *mf*, and *ff*, and a 'key sound' texture. The second system includes dynamics *p*, *mf*, *ff*, *f*, *mf*, *mp*, *p*, *pp*, and *mf*, with an 'ord. 3' marking and a 'key sound' texture. The third system features dynamics *ff*, *fff*, and *mf*, with a '3' marking. The fourth system includes dynamics *p*, *ff*, *p*, and *ff*, with 'ord. 6' and '6' markings. The fifth system shows dynamics *mp*, *fff*, and *mf*, with a 'key sound' texture and a '3' marking. The sixth system features a 'key sound' texture with dynamics *ppp* and *ffff*, and a text box: 'Keep accelerating and decelerating this gesture. Hold this texture as long as you consider.'

Trama 2

♩ = c. 40

air

fff > 0 0 < *f* > 0 *fff* *f* *mf* > *p* *mp*

ord.

air

mf < *ff* *p* ³ *f* *sfz* *p* < *mf* *f* *mp*

ord.

air

mf *f* *p* *fff*

S 6

air+sound 6

mf *p*

ord.

air+sound 6

ff *p* *ff* *p* *sfz*

ord.

air

p > *fff* > *p* > *mf* > 0 *fff*

rit.

S 6

Trama 3

♩ = c. 80

flz.

p

6 6 ord+voice
f *sffz* *mp* *f*

ord. flz. ord. flz. ord. flz.
p *f* *p* *ff* *p* *fff*

ord+voice
pp *f* *mp* *mf* *f*

flz. ord. flz. ord+voice 3 3 ord. flz. ord. 3 flz.
ff *p* *ff* *p* *f* *p* *mf*

ord. flz. ord. flz. ord. flz.
p *mp* *p* *mf* *mp* *f*

ord. flz. ord+voice flz.
mp *ff* *p* *mp* *mf* *ffff*

6 6 6 6
p

6 6
f *sffz* *mp*