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### **Title**

Puntos de Agua II

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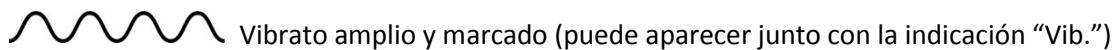
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## Puntos de agua II

Indicaciones

### Generales



Vibrato amplio y marcado (puede aparecer junto con la indicación "Vib.")



Crescendo a partir de nada (o lo más cercano posible)



Diminuendo a partir de nada (o lo más cercano posible)

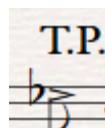
### Alientos



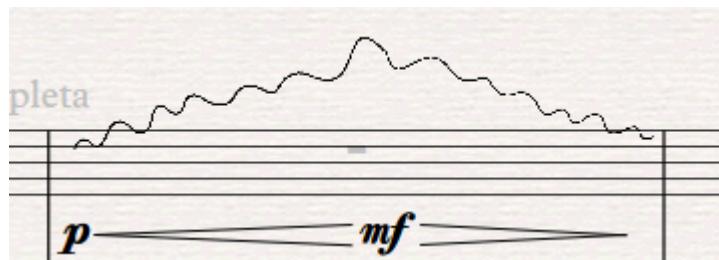
**Slap Tongue** - La indicación S.T. aparecerá una vez en la partitura, en adelante la cabeza de nota con forma de acento denotará dicho efecto.



**Key Slap + Nota** - Se golpean las llaves posibles y se toca la nota.

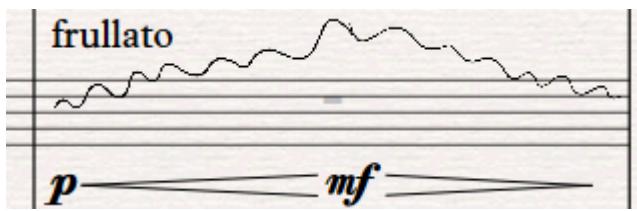


**Tongue Pizz** – Emisión del sonido como “escupiendo”. La indicación T.P. aparecerá una vez en la partitura, en adelante la cabeza de nota con forma de acento denotará dicho efecto.



Sucesión de notas rápidas

siguiendo la figura.



Igual que el anterior pero con frullato.

## Percusión

**S.D.** Snare Drum (Tarola).



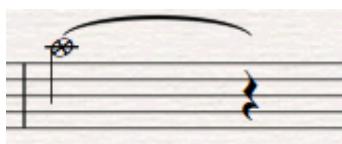
Tocar haciendo círculos sobre la superficie del instrumento.



Baqueta o baquetón suave.



Escobillas.



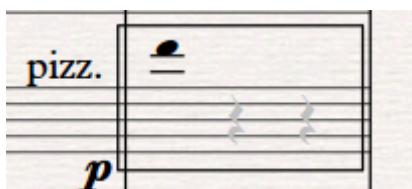
Dejar vibrando (no apagar)

## Piano



Dejar sonando (Utilizar pedal que por lo general viene escrito)

## Cuerdas



La nota que aparece dentro del recuadro se ejecutará en cualquier parte del compás o fragmento de compás que comprenda dicho recuadro. En este caso la nota se puede ejecutar libremente en cualquier parte del compás, pero solo durante el mismo ya que el recuadro termina donde termina el compás. Habrá recuadros que abarquen varios compases, para lo cual uno debe respetar los silencios anteriores y posteriores.



Indica una sucesión lo más rápida posible de sonidos, lo mas stacato posible.

En la partitura aparece de la siguiente manera.

punta      *gliss.*

*simile*

**b**

**p**

El ejecutante deberá tocar con la punta del arco lo más rápido posible sobre una cuerda. Las notas que aparecen son los límites y debido a la velocidad e incertidumbre del efecto pueden no sonar.

# Puntos de agua II

José Angel García Nuño

**Tranquilo ♩ = 75**

The musical score consists of two systems of music, each with multiple staves and specific dynamics and articulations.

**System 1 (Top):**

- Flauta:** Stays silent throughout the system.
- Clarinete en Sib:** Stays silent throughout the system.
- Clarinete bajo en Sib:** Playing eighth-note patterns with dynamic *ppp* at the beginning, transitioning to *p* in the middle.
- Fagot:** Stays silent throughout the system.
- Glockenspiel:** Playing eighth-note patterns with dynamic *mp*.
- Percusión:** Playing eighth-note patterns with dynamic *pp* followed by *p*.
- Piano:** Playing eighth-note patterns with dynamic *mp*. Includes a dynamic marking *s. d.* with a triangle symbol.

**System 2 (Bottom):**

- Violín:** Playing eighth-note patterns with dynamic *o* followed by *p*, then *sul E*.
- Violín:** Playing eighth-note patterns with dynamic *mp*.
- Viola:** Playing eighth-note patterns with dynamic *pizz.*
- Viola:** Playing eighth-note patterns with dynamic *pizz.*
- Violonchelo:** Playing eighth-note patterns with dynamic *pizz.*
- Violonchelo:** Playing eighth-note patterns with dynamic *pizz.*
- Contrabajo:** Playing eighth-note patterns with dynamic *pizz.*

**Common Dynamics and Articulations:**

- vib.**: Vibraphone-like wavy lines above the piano staff.
- o**: Open mouth or similar sound effect.
- p**: Dynamic marking for piano.
- pizz.**: Pizzicato dynamic.
- s. d.**: Sustained dynamic.
- sul E**: Playing on the E string.
- mp**: Mezzo-forte dynamic.
- pp**: Pianissimo dynamic.
- ppp**: Pianississimo dynamic.
- p**: Dynamic marking for piano.
- pizz.**: Pizzicato dynamic.
- Wavy line**: Wavy line above the piano staff.
- V**: V-shaped dynamic.
- z**: Z-shaped dynamic.
- z wavy**: Z-shaped dynamic with wavy lines.
- z z**: Z-shaped dynamic with two z's.
- z z wavy**: Z-shaped dynamic with two z's and wavy lines.
- z z z**: Z-shaped dynamic with three z's.
- z z z wavy**: Z-shaped dynamic with three z's and wavy lines.
- z z z z**: Z-shaped dynamic with four z's.
- z z z z wavy**: Z-shaped dynamic with four z's and wavy lines.
- z z z z z**: Z-shaped dynamic with five z's.
- z z z z z wavy**: Z-shaped dynamic with five z's and wavy lines.
- z z z z z z**: Z-shaped dynamic with six z's.
- z z z z z z wavy**: Z-shaped dynamic with six z's and wavy lines.
- z z z z z z z**: Z-shaped dynamic with seven z's.
- z z z z z z z wavy**: Z-shaped dynamic with seven z's and wavy lines.
- z z z z z z z z**: Z-shaped dynamic with eight z's.
- z z z z z z z z wavy**: Z-shaped dynamic with eight z's and wavy lines.
- z z z z z z z z z**: Z-shaped dynamic with nine z's.
- z z z z z z z z z wavy**: Z-shaped dynamic with nine z's and wavy lines.
- z z z z z z z z z z**: Z-shaped dynamic with ten z's.
- z z z z z z z z z z wavy**: Z-shaped dynamic with ten z's and wavy lines.
- z z z z z z z z z z z**: Z-shaped dynamic with eleven z's.
- z z z z z z z z z z z wavy**: Z-shaped dynamic with eleven z's and wavy lines.
- z z z z z z z z z z z z**: Z-shaped dynamic with twelve z's.
- z z z z z z z z z z z z wavy**: Z-shaped dynamic with twelve z's and wavy lines.
- z z z z z z z z z z z z z**: Z-shaped dynamic with thirteen z's.
- z z z z z z z z z z z z z wavy**: Z-shaped dynamic with thirteen z's and wavy lines.
- z z z z z z z z z z z z z z**: Z-shaped dynamic with fourteen z's.
- z z z z z z z z z z z z z z wavy**: Z-shaped dynamic with fourteen z's and wavy lines.
- z z z z z z z z z z z z z z z**: Z-shaped dynamic with fifteen z's.
- z z z z z z z z z z z z z z z wavy**: Z-shaped dynamic with fifteen z's and wavy lines.
- z z z z z z z z z z z z z z z z**: Z-shaped dynamic with sixteen z's.
- z z z z z z z z z z z z z z z z wavy**: Z-shaped dynamic with sixteen z's and wavy lines.
- z z z z z z z z z z z z z z z z z**: Z-shaped dynamic with seventeen z's.
- z z z z z z z z z z z z z z z z z wavy**: Z-shaped dynamic with seventeen z's and wavy lines.
- z z z z z z z z z z z z z z z z z z**: Z-shaped dynamic with eighteen z's.
- z z z z z z z z z z z z z z z z z z wavy**: Z-shaped dynamic with eighteen z's and wavy lines.
- z z z z z z z z z z z z z z z z z z z**: Z-shaped dynamic with nineteen z's.
- z z z z z z z z z z z z z z z z z z z wavy**: Z-shaped dynamic with nineteen z's and wavy lines.
- z**: Z-shaped dynamic with twenty z's.
- z wavy**: Z-shaped dynamic with twenty z's and wavy lines.
- z**: Z-shaped dynamic with twenty-one z's.
- z wavy**: Z-shaped dynamic with twenty-one z's and wavy lines.
- z**: Z-shaped dynamic with twenty-two z's.
- z wavy**: Z-shaped dynamic with twenty-two z's and wavy lines.
- z**: Z-shaped dynamic with twenty-three z's.
- z wavy**: Z-shaped dynamic with twenty-three z's and wavy lines.
- z**: Z-shaped dynamic with twenty-four z's.
- z wavy**: Z-shaped dynamic with twenty-four z's and wavy lines.
- z**: Z-shaped dynamic with twenty-five z's.
- z wavy**: Z-shaped dynamic with twenty-five z's and wavy lines.
- z**: Z-shaped dynamic with twenty-six z's.
- z wavy**: Z-shaped dynamic with twenty-six z's and wavy lines.
- z**: Z-shaped dynamic with twenty-seven z's.
- z wavy**: Z-shaped dynamic with twenty-seven z's and wavy lines.
- z**: Z-shaped dynamic with twenty-eight z's.
- z wavy**: Z-shaped dynamic with twenty-eight z's and wavy lines.
- z**: Z-shaped dynamic with twenty-nine z's.
- z wavy**: Z-shaped dynamic with twenty-nine z's and wavy lines.
- z**: Z-shaped dynamic with thirty z's.
- z wavy**: Z-shaped dynamic with thirty z's and wavy lines.
- z**: Z-shaped dynamic with thirty-one z's.
- z wavy**: Z-shaped dynamic with thirty-one z's and wavy lines.
- z**: Z-shaped dynamic with thirty-two z's.
- z wavy**: Z-shaped dynamic with thirty-two z's and wavy lines.
- z**: Z-shaped dynamic with thirty-three z's.
- z wavy**: Z-shaped dynamic with thirty-three z's and wavy lines.
- z**: Z-shaped dynamic with thirty-four z's.
- z wavy**: Z-shaped dynamic with thirty-four z's and wavy lines.
- z**: Z-shaped dynamic with thirty-five z's.
- z wavy**: Z-shaped dynamic with thirty-five z's and wavy lines.
- z**: Z-shaped dynamic with thirty-six z's.
- z wavy**: Z-shaped dynamic with thirty-six z's and wavy lines.
- z**: Z-shaped dynamic with thirty-seven z's.
- z wavy**: Z-shaped dynamic with thirty-seven z's and wavy lines.
- z**: Z-shaped dynamic with thirty-eight z's.
- z wavy**: Z-shaped dynamic with thirty-eight z's and wavy lines.
- z**: Z-shaped dynamic with thirty-nine z's.
- z wavy**: Z-shaped dynamic with thirty-nine z's and wavy lines.
- z**: Z-shaped dynamic with forty z's.
- z wavy**: Z-shaped dynamic with forty z's and wavy lines.





51

Fl.

Cl.

Cl. bajo

Fag.

Glock.

Ride *mf*

Perc.

Ride (borde) *mf*

Pno.

*pp* *mf*

Vln.

arco sul A

Vln.

pizz. *mf*

Vla.

pizz. *mp*

Vla.

pizz. *mp*

Vc.

pizz. *mp*

Vc.

pizz. *mp*

Cb.

*nat. arco*

*mp*

Musical score for orchestra and piano, page 67. The score includes parts for Flute (Fl.), Clarinet (Cl.), Bass Clarinet (Cl. bajo), Bassoon (Fag.), Glockenspiel (Glock.), Percussion (Perc.), Piano (Pno.), Violin (Vln.), Cello (Vcl.), Double Bass (Cb.), and Bassoon (Vla.). The piano part (Pno.) features complex sixteenth-note patterns. The strings (Vln., Vcl., Cb.) play sustained notes with dynamic markings like 'mf' and 'p'. Various performance techniques are indicated, such as 'punta gliss.', 'simile', and 'Ped.'. The score is divided into measures by vertical bar lines.

Musical score page 6, system 76. The score includes parts for Flute (Fl.), Clarinet (Cl.), Bass Clarinet (Cl. bajo), Bassoon (Fag.), Glockenspiel (Glock.), Percussion (Perc.), Piano (Pno.), Violin (Vln.), Second Violin (Vln.), Viola (Vla.), Second Viola (Vla.), Cello (Vc.), and Double Bass (Cb.). The music features various dynamic markings such as *p*, *mf*, *mp*, *pp*, and *gliss.* The piano part has a prominent role with eighth-note patterns. The strings and woodwind parts include performance instructions like "arco", "dulce y cantable", and "simile". The bassoon and bass clarinet parts feature sustained notes with grace notes. The double bass part has sustained notes with slurs.

84

Fl. *mf*

Cl.

Cl. bajo

Fag. *mp*

Glock.

Perc.

(8)

Pno.

Vln. *p*

Vln.

Vla. *mp* *mf*

Vla. *arco* *p*

Vc. *mf*

Vc.

Cb.

*dulce y cantable*

Musical score page 8, featuring 12 staves of music for Flute, Clarinet, Bass Clarinet, Bassoon, Glockenspiel, Percussion, Piano, Violin, Double Bass, Cello, and Double Bassoon.

The score includes dynamic markings such as *mf*, *mp*, *dulce y cantable*, and *gliss.*. Measure 8 starts with woodwind entries and transitions to a piano section with complex chords. Measures 9-10 feature sustained notes and wavy lines. Measures 11-12 show woodwind entries again, with bassoon and double bass providing harmonic support. The score concludes with a final section involving sustained notes and wavy lines.



102

113

Fl.

Cl.

Cl. bajo

*mp*

(8)

*8vb*

*mp*

*mp*

Fag.

Glock.

Perc.

Gong

*cantabile*

Pno.

*mp*

*pp*  $\leftarrow$  *mp*

*mp* *cantabile*

*Ped.*

Vln.

*p*

*sul E*

*p*

Vln.

*sul E*

*o*

*o*

*mp*

*o*

Vla.

*sul A*

Vla.

*sul D*

*mp*

Vc.

*p*

*p*

*p*

*p*

Vc.

*p*

*p*

*p*

*p*

Cb.

*p*

*p*

*p*

*p*

*mp*

*mp*

*mp*