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Title

Música para cuarteto

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Publication Date

2020

Música para cuarteto

Para flauta, viola, piano y percusión

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2013-15

Flauta



Frulatto

S.N

Sonido Natural



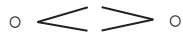
Solo Aire



Sonido Eólico



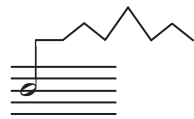
Embocadura: Cerrada, normal y abierta



Sonido que se inicia desde el silencio



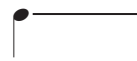
Trasladar el dedo hacia dentro de la boquilla



Wistle Tom



Altura mas aguda / grave posible



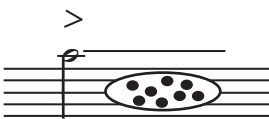
Linea de prolongación que indica la duración aproximada del sonido



Lineas de prolongacion y trayectoria en el registro del sonido



Cambio brusco de presión del aire obteniendo aproximadamente la altura indicada



Juegos aleatorio de llaves sosteniendo la presión del aire de la nota inicial

Viola

S.P

Sul Ponticello

A.S.P

Alto Sul Ponticello

S.T

Sul Tasto

A.S.T

Alto Sul Tasto

T. ORD.

Toque ordinario



Linea de prolongación que indica la duración aproximada del sonido



Lineas de prolongacion y trayectoria en el registro del sonido



Altura mas aguda / grave posible

scra.

Scratch



sord.

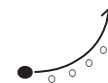
Scratch asordinando las cuerdas



Presión del arco: normal



Presión del arco: Exagerado

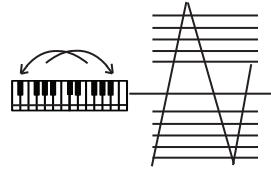


Glissando de armonicos

Piano



Cluster



Deslizar la mano superficialmente sobre el teclado con la dirección indicada para generar un sonido percusivo, sin presionar las teclas



Presionar soltar violentamente un pedal del piano para generar un golpe explosivo



Percutir la medera de la parte inferior del teclado, fuertemente.



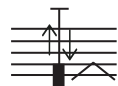
Ejecutar desde el teclado la nota o las notas indicadas en combinación simultanea del traspaso de un tubo de metal sobre las cuerdas.



Ejecutar desde el teclado la nota o las notas indicadas en combinación simultanea del traspaso de uno o dos dedos sobre las cuerdas.



Raspar la cuerda o cuerdas indicadas con una dirección sobre la misma ascendente o descendente



Percusión

T. ORD.

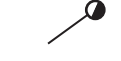


Toque ordinario

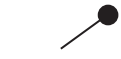
Escobillas de metal



Baqueta blanda



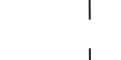
Baqueta semiblanda



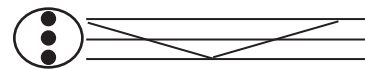
Baqueta dura



Toque con punta de baqueta



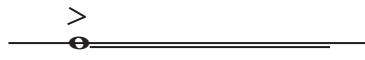
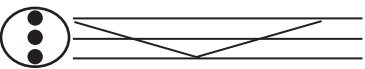
Toque con base de baqueta



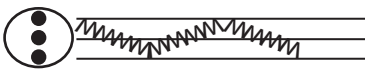
Recorrido específico sobre la superficie del instrumento



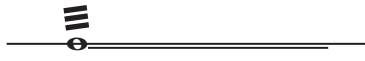
Rozar audible sobre la superficie del instrumento



Pequeños movimientos rápidos sobre la superficie del instrumento



Redobles cerrado








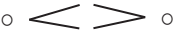






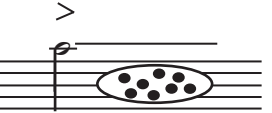
Ataque sobre un punto determinado del instrumento








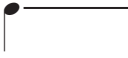






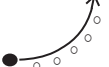
Traslado rápido sobre el borde del platillo / gong



Flute

-  Frulatto
-  Natural Sound
-  Only air
-  Aeolian sound
-  Mouthpiece: closed, normal, open
-  The sound starts imperceptibly
-  Move one finger inside the mouthpiece
-  Wistle Tom
-  High pitched / Low pitched
-  Prolongation lines sound
-  Prolongation and Glissandi lines sound
-  Abrupt pressure change, obtaining the eight note
-  Random motion of keys without specify pitch

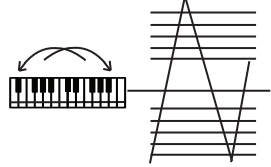
Viola

-  Sul Ponticello
-  Alto Sul Ponticello
-  Sul Tasto
-  Alto Sul Tasto
-  Ordinary position
-  Prolongation lines sound
-  Prolongation and Glissandi lines sound
-  High pitched / Low pitched
-  Scratch
-  Scratch with sordina
-  Bow pressure: Normal
-  Bow pressure: Exaggerated
-  Harmonic glissandi

Piano



Cluster



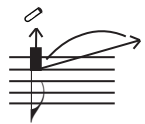
Slide the hand on the keyboard without pressing keys



Press and violently release the pedal piano



Percuss hard down keyboard



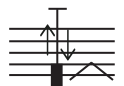
Execute the indicated note (or notes) from the keyboard
In combination simultaneously with the transfer on the strings with a metal tube



Execute the indicated note (or notes) from the keyboard
In combination simultaneously with the transfer on the strings with a finger (or fingers)



Scrape the string ascending or descending



Percussion

T. ORD.



Ordinary touch

Drummers metal brushes



Soft drumstick



Semi-soft drumstick



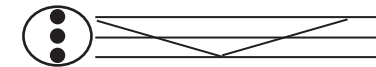
Hard drumstick



Touch with the tip of the drumstick



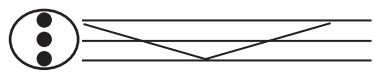
Touch with the base of the drumstick



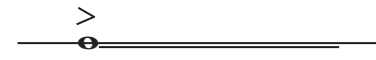
Specific surface travel of the instrument



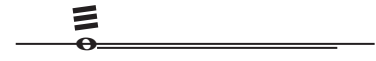
Graze on the surface of the instrument



Short movements on the surface of the instrument



Roll closed



Attack on a certain point of the instrument



Quick transfer on the edge of the cymbal / gong



Flauta TRANQUILO NERVIOSO

viola

Percusión

SPLASH
CRASH
RIDE

GONG

Con 1 palillo Con 2 palillos

TM3 Picc.
Tamb.

TOM GRAVE

Piano

Asordinar las cuerdas con la mano

SFZ

$\text{♩} = 65$

S.P.

A.S.P.

SPLASH
CRASH

FF

Asordinar las cuerdas con la mano

SFZ

Seco

4" **LIGERO**

Fl. *Liscio - in vibrato*

P

Vla. *II. c*

P

SPLASH

Red

Perc.

Pho.

Roll.

FF

SFZ

Ped

4" **LIGERO**

Fl. *Liscio - in vib.*

S.N.

S.T. *mf*

S.P.

8va

FFF

SFZ *ppsub*

TAMB. PICC.

FF

Ped

7"

Fl.

LIGERO

Gliss. (4) \sharp

mp *FFF*

Vla.

(m. vib)

PP *FF* *FF*

Perc.

TAMB

TOM

Pno.

Red

Liscio

S.P *m.S.T*

SECO *CRASH* *SPLASH*

PESADO

The score is divided into four systems. The first system includes Flute (Fl.), Viola (Via.), Percussion (Perc.), and Piano (Pno.). The Flute part starts with a **SFZ** dynamic and includes a **(CH)** marking. The Viola part begins with a **F** dynamic and features **Sord.** markings. The Percussion part includes **CRASH** and **TAMBOUR** parts, both starting with **F**. The Piano part starts with **F** and includes **Rall.** markings. The second system continues the Flute and Viola parts, with the Flute part including a **SFZ** dynamic and the Viola part including a **mp** dynamic. The Percussion part includes **GONG** and **TAMB. PICC TAMBOUR** parts, both starting with **F**. The Piano part continues with **Rall.** markings. The third system features a **CRASH** part with **FF** and **F** dynamics, and a **4"** time signature. The Flute part includes **SFZ** and **S.P** markings. The Viola part includes **A.S.T** and **S.P** markings. The Percussion part includes **TAMB. PICC TAMBOUR** with **F** dynamic. The Piano part continues with **Rall.** markings. The fourth system is a continuation of the Percussion and Piano parts, with the Percussion part including **TAMB. PICC TAMBOUR** and **F** dynamic, and the Piano part including **Rall.** markings.

6" TRANQUILO VIOLENTO TRANQUILO

Fl.

Vla.

Perc.

Pno.

FF P P FF P P S.P ST P P (rit.) PP PPP F mp FF SFZ

Ped. Ped. Ped.

$\text{♩} = 70$ $\text{♩} = 70$ $\text{♩} = 120$

± 16"

Fl. *liscio* *mf*

Vla. *F* *S.P.*

Perc.

CRASH *♩ = 120*

RIPE

TAMBOUR

Tot *F*

TAMB. PICC *♩ = 120* *P*

Pno. *F* *(Dopo)*

Ped

2"

Fl.

Vla.

Perc.

Pno.

FF

S.N.

FF

Ped.

TRANQUILO, TIEMPO LIBRE

GONG

6"

5"

W.T.

S.N.

GLISS. ARM.

S.P.

mp

p

mp

mp

Ped.

6" 7" AGil $\text{♩} = 90$ 2m. vib.

Fl. *mp* *pp*

Vla. *S.P.* *GLISS AEM* *JETE CON LEGNO*

Perc. *CRASH* *T.OED* *RIDE* *SPLASH* *TAMBOUR* *Tom*

Pno. *mp* *P* *FF* *mp* $\text{♩} = 90$

Ped *P* *FF* *mp* *FF*

4" 8"

Fl.

Vla.

CRASH
RIDE

GONG

Perc.

TAMB. PICC.
TAMBOR

PESADO

TOM

RAPIDO

Pno.

Ped

A.S.T. S.P. S.P. SFZ A.S.P. T.ORD S.P. SFZ GLISS GLISS PP

FFF F FF SN

Fl.

Vla.

Perc.

Pno.

Fl. and Vla. staves. Fl. staff has dynamics **FF** and **SFZ**. Vla. staff has dynamics **S.P.** and **F**. A tempo marking $\text{♩} = 60$ is present. A bracket above the Fl. staff spans 6 measures.

SCHERZANDO

Percussion staves for **TAMB. PICC** and **TAMBOR**. Both staves show rhythmic patterns with accents and dynamic markings.

Percussion staff for **TOM**. It shows two notes with dynamics **FF** and **mp**.

Piano (Pno.) staves. The right hand has chords with dynamics **F** and **FF**. The left hand has chords with dynamics **F** and **FF**. Pedal markings (**Ped**) are indicated below the staves. A tempo marking $\text{♩} = 60$ is present.

10"

Fl. *Fruil.*

Vla.

Perc.

Pno.

Tom

GONG

LIVIANO

Ped

F
 FF
 mf
 ST
 PPP
 Vc.
 S.P.
 GLISS
 ARM
 mp
 FF
 P
 P
 F
 F
 P
 P
 mf

6" CON MISTERIO ± 20"

Fl.

Vla.

Perc.

Pno.

RASPAR SOBRE LA CUERDA

CRASH

FF

FFF

mp

FF

mf

#0

Ped.

VIOLENTO

± 25"

Fl.

vla.

Perc.

Trpt

Tonl

Pno.

Handwritten musical score for a piece titled "VIOLENTO". The score is written on six staves: Flute (Fl.), Viola (vla.), Percussion (Perc.), Trumpet (Trpt), Trombone (Tonl), and Piano (Pno.). The tempo is marked "VIOLENTO" and the duration is approximately 25 seconds. The score includes various musical notations such as notes, rests, dynamics (sf, p, f, ff, mf), and performance instructions like "RASPARE SOBRE LA CUERDA" and "PERCUTIR SOBRE LAS CUERDAS".

Flute (Fl.): Starts with a dynamic of *sf*. The piece features several slurs with a tempo marking of $\text{♩} = 100$. Dynamics range from *p* to *ff sub*. The score includes fingering numbers (IV, V) and breath marks.

Viola (vla.): Starts with a dynamic of *A.S.T* and *S.P*. Dynamics include *f* and *ff*. It features slurs with a tempo marking of $\text{♩} = 100$ and the instruction "I.C.". The score includes bowing marks and dynamic hairpins.

Percussion (Perc.): Features a series of rhythmic patterns. Dynamics include *ff* and *p*. The instruction "TAMB. PICC." is present.

Trumpet (Trpt): Features a series of rhythmic patterns. Dynamics include *ff* and *p*. The instruction "TAMB. PICC." is present.

Trombone (Tonl): Features a series of rhythmic patterns. Dynamics include *ff* and *p*. The instruction "TAMB. PICC." is present.

Piano (Pno.): Starts with a dynamic of *fff* and a *Ped* (pedal) marking. The score includes instructions: "RASPARE SOBRE LA CUERDA", "TECLAS NEGRAS", "TECLAS BIANCAS", "PERCUTIR SOBRE LAS CUERDAS", and "SOBRE LAS CUERDAS".

Fl. *ffz*

vla *sfz*

Perc

TRANQUILA

Pno. *fff*

Ped

5"