Johan Svensson

marionette

for string instrument,
electro-mechanical devices
and lights

2018

commissioned by and dedicated to
Karin Hellqvist

with support from Helge Axːson Johnsons stiftelse

dur: 15'30

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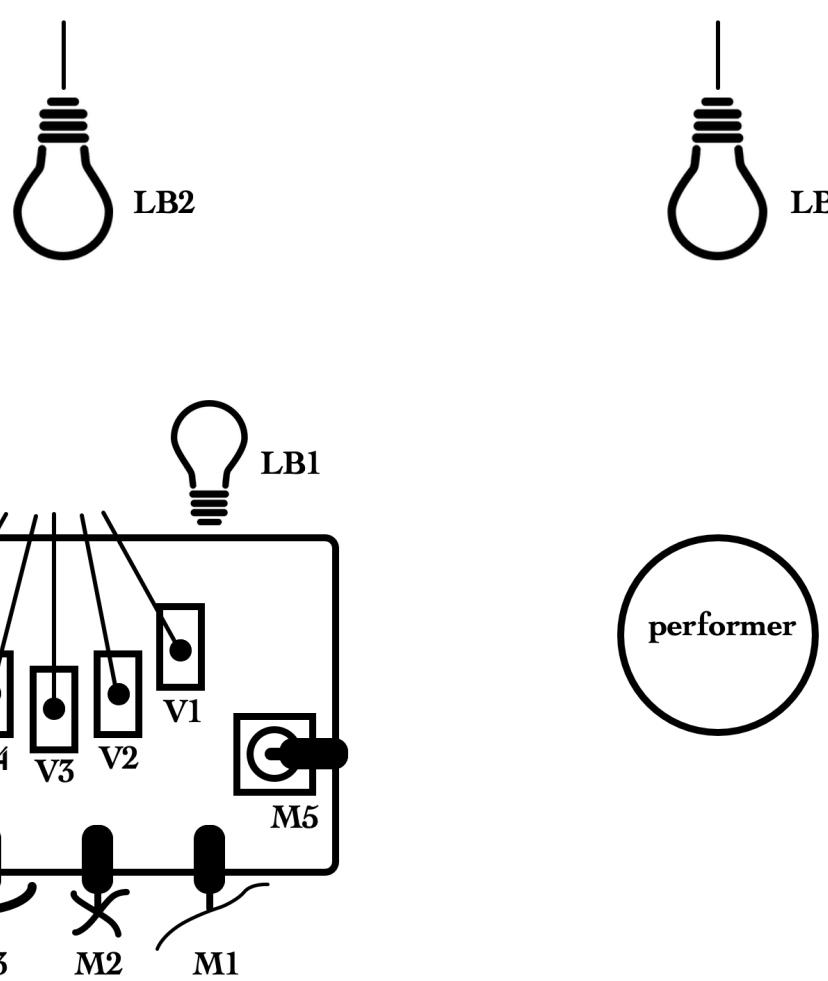
ABOUT

marionette is a kind of duo where the string instrument player (most suitable for violin, viola or cello) is one part and an electro-mechanical / light structure (built from motors, vibrators, LEDs, light bulbs and relays) the other. As if connected with invisible strings, a human-machine relationship is created where movements and actions are reproduced in the medium of the other part.

STAGING



DC motors
M1: thin wire attached
M2: thin rubber band attached
M3: thick rubber band attached
M4: plastic piece attached
M5: wheel with sandpaper attached - produces friction against sandpaper surface
M6: hanging motor spinning on a wooden surfce.

M1-4 produce different propeller sounds

vibrators
V1: on glass surface
V2: on stone surface
V3: on metal surface
V4: on plastic surface
V5: on wooden surface

light bulbs
LB1: on/behind table
LB2: hanging above table
LB3: hanging above performer

!!! instrument and all devices should be amplified !!!

* all devices and lights can be provided by the composer

GENERAL INSTRUCTIONS

The electro-mechanical/light construction is controlled by a computer through an Arduino and the string instrument player is performing with a click track.

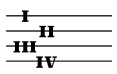
All four strings should be slightly dampened with yarn. The goal is to reduce the sustain while changing the attack sound and the pitch as little as possible.

Page turning can only be done where specified (if not using a tablet and turning with a pedal), and only with the hand being in a lowered position (mostly with the right hand).

All dynamic signs should be read as *action dynamics*, where the sign indicates the energy that should be put into the action while the sounding result probably is much softer.

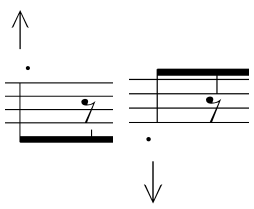
The different playing techniques in general have their own note heads and they are clarified at their first appearance (reminders occur at some points).

PLAYING TECHNIQUES AND SPECIFICATIONS

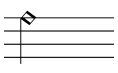


All string instrument action is notated on a 4-line staff where each line represens one string. The actions should be performed on the notated string (or on other specified places on the instrument).

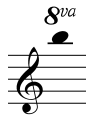
Bow and pizzicato actions should be performed on open strings if nothing else is written. Tapping should be performed on the notated string: sounding pitch is free of choice.



Right arm up / left arm down. Arm up means it should be in a "ready to play" position. Arm down means it should be hanging down loosely by the side of the body. Transitions between up and down should always be done swiftly.



The harmonic sound should always have the following sounding result:
Violin: 3rd partial. Viola: artificial harmonic.
Cello: 9th partial or artificial harmonic: the same choice each time.



The rest of the signs are explained as they appear.

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marionette

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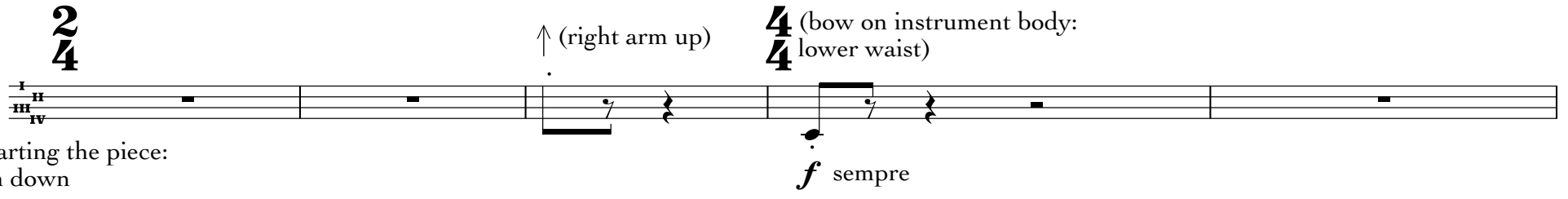
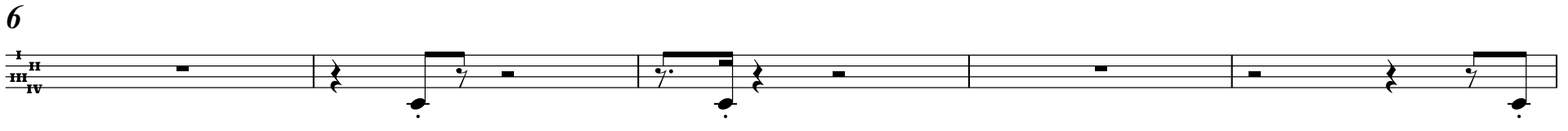
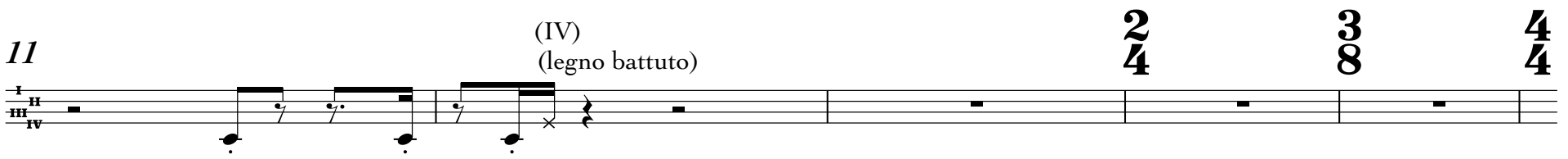
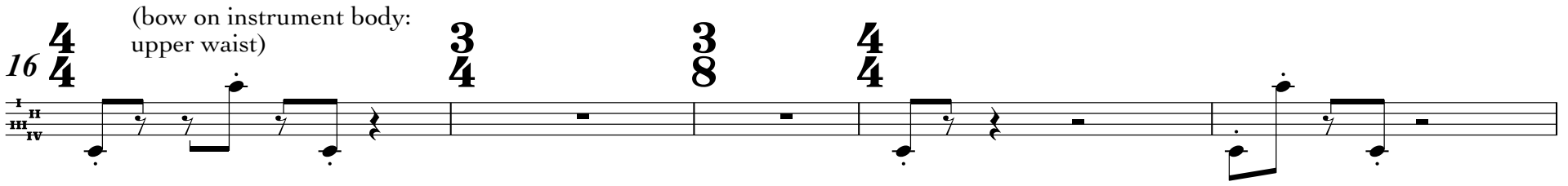
PART 1

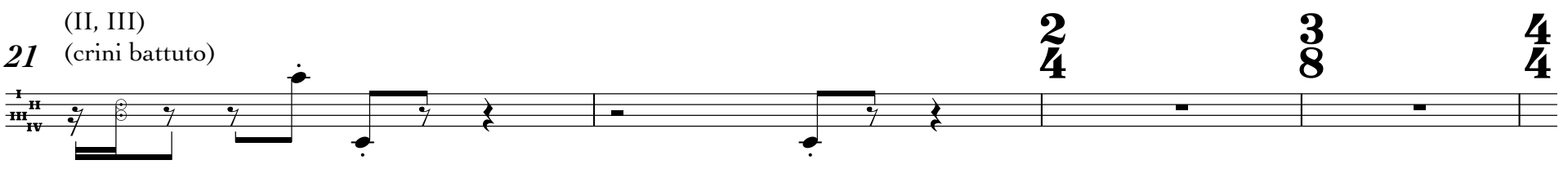
♩ = 85

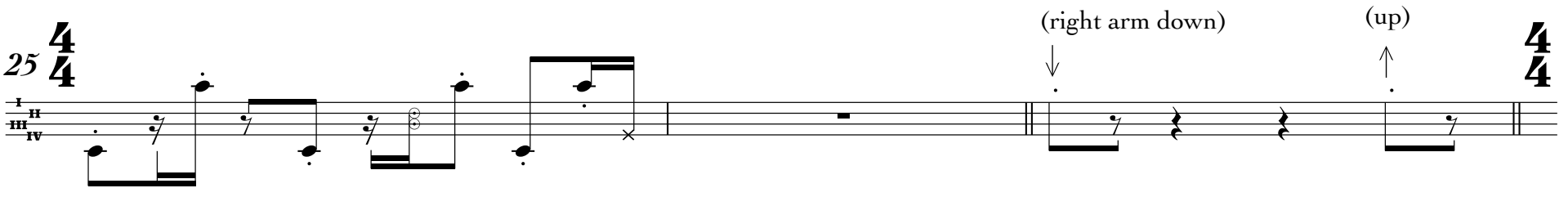












PART 2

(♩ = 85)

28

(hit fingerboard with thumb)

(tap with index finger)

(IV)

f sempre

32

36

(I)

40

44

48

52

♩ = 60

(right arm down)

TURN PAGE

PART 3

(♩ = 60)

56

mp

f

60

damp strings with left hand

(hit strings with bow, keep bow on strings)

(quickly release bow from strings)

f

mp

64

f

damp strings with left hand

(not damped)

68

(crini battuto)

(two bounces)

sounding pitch:

8va

f

mp

harmonic

p

73

f

sim.

76

(several bounces)

mp

f

80

85

8va

mp

p

f

PART 4

♩ = 80

(hit strings with left hand)

89

ff

p

ff

93

p

ff

p

97

ff

sim.

100

sim.

p

ff

sim.

p

104

ff

p

sim.

ff

p

ff

p

ff

109

TURN PAGE

PART 5

♩ = 60

110

(left hand pizz. and legno battuto)

mf sempre

(hit strings with left hand)

114

118

legno

123

126

129

legno

132

135
(tap string and make a gliss. upwards)
legno
138
141
144
147
150
(right arm down)
(left arm down)
153
click track off
stand as still as possible
TURN PAGE
35"

INTERMEZZO 1

(♩ = 60)

154

(left arm up)

click track on

159

163

166

(right and left arm up)

PART 6

171 ♪ = 120

(left hand pizz.)

f sempre

175

180

184

189

(crini)

193

198

203

208

213

218

TURN PAGE

INTERMEZZO 2

223

♩ = 60

228

sim.

8va

233

sim.

(fast arpeggio)

238

243

248

TURN PAGE

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PART *7*

♩ = 60

251

4 3
0 1

sim.

ff sempre

(left hand pizz. and
legno battuto)

255

(vertical
bowing)

259

263

267

2 (sempre simile)

271

274

279

283

INTERMEZZO 3

285 (♩ = 60)

stand as still as possible when not playing
(fast flicker in the three light bulbs)

289

minor 2nd interval, overpressure

fff

(light flicker in the three light bulbs)

292

minor 2nd interval, overpressure

fff

(fast flicker in the three light bulbs)

295

minor 2nd interval, overpressure

fff

sim.

(fast flicker in the three light bulbs)

298

minor 2nd interval, overpressure

fff

(fast flicker in the three light bulbs)

click track off

30"

302

click track on