


LAKE - SIX
(LAGO - SEIS)

for
Accordion
(Para Acordeón)

SERGIO ANDRÉS CASTRILLÓN ARCILA

2015

General Symbols:

$tr^{(\#)}$  = Indicates an irregular trill using semitones above and below the pitch marked. The trill can be played starting with the altered pitch too. Namely, the order of pitches in the gesture is totally flexible.

(x3) (x2) = Repeat the gesture 3 times, 2 times etc.



= Indicates if the gestures are overlapping or not.



= Long pause, it could be up to 5 seconds.



$tr^{(\#)}$ (b) = Keep the trill and change the pitches upper and lower ending up in a transition to the highest register.

General Indications.

Time: It is related to the indication above. i.e: Aggressive; could be associated to a fast or slow time sensation. Namely, it would be decided by the performer. When time indicated the performer can extend it but never reduce it. i.e: 30 sec can become 40 sec

Pitches: The defined pitches will be written and indicated in the score. When pitches are not indicated or would be Ad libitum, the performer can decide them.

This piece aims to a free performance, to a connection between the composer and the performer. The piece gives freedom itself and obligates the performer to take decisions. Every performance has to be as different as possible under the same idea whatever it is.

"LAKE-SIX" evokes contradictions, "LAKE-SIX" is an ERUPTING VOLCANO!!!

The length is about 8 minutes. However, the performer can fix his/her own length.

LAKE-SIX
(LAGO-SEIS)
for Accordion

Servo Storm's Estonia-Accordia 2015
To: Harri Kuusijärvi

Aggressive.

(short)



① (Both hands allowed)

Nervous.

④

Play ① and superimpose ② if needed. Keep present the panning effect. Hold it for 30sec

⑤

hctic (Keep on contrasting the dynamics)

Build a sequence of thrills reaching the middle register. Always changing pitches. The transition from one to other should be fast and contrasting. Hold it 30sec

⑥

(Long transition: about 1 min)

⑦ Calmed

Keep the cluster static and after around 10 sec take off a note one by one until end up with the lowest only. The order and choice is random, not planned!!! Notes can appear again.

mf Static cluster

f p pp → Keep it for long time

mf f p pp → Keep it for long time

⑧ Vivid

tr(♯) tr(♭)

Go to the highest register

c - r - e - s - c - e - n - d - o - - - -

Transition of the cluster to the highest register - - - -

Violent

pp (It has to be physically demanding)

Play 30 seconds of absolutely noisy sounds/gestures. Clusters, trills and any other technique allowed. Please keep the tension up and the noise can be explored also in soft dynamic ranges.

fff (Like an explosion) or an eruption

⑩ Tired

tr(♯) Gliss (Bend) tr(♯) tr(♯) tr(♯) tr(♯)

morendo

morendo

fine