

Moments of Bliss

...for Markus and Alice

Score in C

Brett Dean (2004)
(rev. 03/2007)

I. Hotel Room (Awakening)

Quiet, mysterious (♩ = 60)

ca. :50"

0:00" Hotel Room ambient, air con, distant TV sounds 0:11" Car approaching & passing 0:26" Barking dog 0:33" Dog 0:40 - 42" Cars passing 0:45 - 50" Dog

Resultant Sound

MIDI Keyboard

Hn. 2

Hn. 4

Perc. 1 Tuned Gong (firm sticks) *pppp* extremely distant, remote

Perc. 2 Large Tam tam *ppp*

Perc. 3 Small Tam tam *ppp*

Perc. 4 Bass Drum *ppp*

E. Gtr. *ppp* distant Secondary TV ambient enters (vibraphone percussion) *sim.*

R.S. *ppp*

MIDI Kbd.

Vin. II Last Desk Player 1 take Whirly Tube

Vla. Desk 1 - con sord. *ppp* Desk 2, Player 1 - con sord. *ppp* Desk 2, Player 2 - con sord. *ppp*

Vc. Desk 1 - con sord. *ppp* Desk 2, Player 2 - con sord. *ppp* Desk 2, Player 2 - con sord. *ppp* (Desk 2) - continue ad lib. in this manner with up-bow crescendi & jeté modules of varying length, not co-ordinated

Db. 1 Solo *ppp*

Effects: with wah-wah pedal Foot pedal to realise dynamics

Sample Score Only

A
(Cl. in Bb)
ppp
(Cl. in Bb)
ppp

Bsn. 1
ppp

Bsn. 2
ppp

Hn. 2

Hn. 4

Perc. 1 (Tuned Gong)

Perc. 2 (Large Tam tam)

Perc. 3 (Small Tam tam) to Tubular Bells

Perc. 4 (Bass Drum)

E. Gtr.
ppp *pp*

R.S.

MIDI Kbd.

A

Vln. I

Vln. II

Desk 1, Player 1 - (con sord.)
jeté
ppp
continue ad lib. in this manner with up-bow crescendi & jeté modules of varying length, not co-ordinated (Desks 1&2)

Desk 1, Player 2 - (con sord.)
jeté
ppp
continue ad lib. in this manner with up-bow crescendi & jeté modules of varying length, not co-ordinated

Vla.
continue ad lib. in this manner with up-bow crescendi & jeté modules of varying length, not co-ordinated

continue ad lib. in this manner with up-bow crescendi & jeté modules of varying length, not co-ordinated

continue ad lib. in this manner with up-bow crescendi & jeté modules of varying length, not co-ordinated

continue ad lib. in this manner with up-bow crescendi & jeté modules of varying length, not co-ordinated

Desk 3, Player 1 - con sord.
jeté
ppp

Desk 3, Player 2 - con sord.
jeté
ppp
continue ad lib. in this manner with up-bow crescendi & jeté modules of varying length, not co-ordinated

Vc.

Db. (1 Solo)

B Still and pensive, yet intimate (♩ = 56) **Broad** (♩ = 44) ♩ = 56

16 take Whirly Tube Spin Whirly Tube above head at different speeds*

Bsn. 2 *pp*

Hn. 1 *ppp*

Hn. 2 *ppp*

Hn. 3 *ppp*

Hn. 4 *ppp*

Tpt. 1 Solo - con sord. Harmon, stem removed *p-mp* *expr., cool and smoky* *mf* ten.

Tpt. 2 non sordino *ppp*

Tpt. 3 *ppp*

Tba. *ppp*

Timp. *pp*

Perc. 1 to Vibraphone (Pedal on, motor 1/2 on) *pp* distant and dreamy *pp* * *ten. mp*

Perc. 2 take Whirly Tube

Perc. 3 Tubular Bell - (l.v.) *ppp*

Perc. 4 Ride Cymbal (brush)* Ped. Bass Dr. *pp* Drum Kit *as before* *ten.*

E. Gtr.

Pno. Piano *mp* *mf* ten.

R.S. Restaurant ambience, echo Hotel ambience 2 Restaurant ambience 2

MIDI Kbd. B-1

B Still and pensive, yet intimate (♩ = 56) ♩ = 56

16 Desks 1-4 div. (con sord.) up-bow & jeté pattern as in b.15

Vln. I Whirly Tube as before

Vln. II (Last Desk) - Whirly Tube as before

Vla. (Desk 1) - up-bow & jeté pattern as before

(Desk 2) - up-bow & jeté pattern as before

(Desk 3) - up-bow & jeté pattern as before

(Desk 4) - up-bow & jeté pattern as before

(Desk 5) Whirly Tube as before

(Desk 1) - up-bow & jeté pattern as before *1. Solo* *ten. p*

(Desk 2) - up-bow & jeté pattern as before

(Desk 3) - up-bow & jeté pattern as before

(Desk 4)

(Desk 5) Whirly Tube as before

Db. 1 Solo *pizz.* *mp* *ten.*

* Percussion 4 - add subtle and sparse use of brushed snare, pedal bass drum, hi-hat, ad lib., all in *pp* to create a "cool", smoky atmosphere

23 $\text{♩} = 44$ Whirly Tube as before $\text{♩} = 56$ To Bassoon **ritenuto**

Bsn. 2 *pp*

Hn. 1 *ppp*

Hn. 2 *ppp*

Hn. 3 *ppp*

Hn. 4 *ppp*

Tpt. 1 *ppp*

Tpt. 2 *ppp* con sordino: harmon mute, stem removed

Tpt. 3 *ppp*

Tba. *ppp*

Timp. *pp*

Perc. 1 *dim.*

Perc. 2 *pp* *Spin Whirly Tube above head at different speeds

Perc. 3 *ppp*

Perc. 4 (Drum Kit) *ppp*

Pno. *mp*

R.S. Restaurant ambience 3

MIDI Kbd. C0

Vln. I $\text{♩} = 44$ Whirly Tube as before $\text{♩} = 56$ Tutti div. senza sord. (Whirly Tube players return to section) **ritenuto**

Vln. II Whirly Tube as before Tutti div. senza sord. (Whirly Tube players return to section)

Vla. (Desk 1) -up-bow & jeté pattern as before Tutti div. senza sord. (Whirly Tube players return to section)

(Desk 2) -up-bow & jeté pattern as before

(Desk 3) -up-bow & jeté pattern as before

(Desk 4) -up-bow & jeté pattern as before

Vc. Whirly Tube as before Tutti div. senza sord. (Whirly Tube players return to section)

Desk 1 (both players) -up-bow & jeté pattern as before

(Desk 2) -up-bow & jeté pattern as before

(Desk 3) -up-bow & jeté pattern as before

(Desk 4)

Db. (L. Solo) Whirly Tube as before

C Broad, becoming expansive (♩ = 44)

Cl. 1 in B♭

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Perc. 1

Hp. 1

Hp. 2

Pno.

R.S.

MIDI Kbd.

pp *f* *mf* *p* *poco a poco cresc.*

pp *f* *mf* *p* *poco a poco cresc.*

To Celesta

Restaurant ambience continues for another ca. 30", l.v.

C Broad, becoming expansive (♩ = 44)

Vin. I

Vin. II

Vla.

Vc.

Db.

pp *poco a poco cresc.* *poco a poco cresc.* *poco a poco cresc.* *poco a poco cresc.* *poco a poco cresc.* *poco a poco cresc.* *poco a poco cresc.* *uniss.* *poco a poco cresc.*

pp *Tutti arco* *pp* *poco a poco cresc.*

Hn. 2

Tpt. 1

Tpt. 2

Tpt. 3

Hp. 1

Hp. 2

Vin. I

Vin. II

Vla.

Vc.

Db.

p *senza sord.* *p* *(non sord.)* *p* *mf* *mf* *cresc.*

p *senza sord.* *p* *(non sord.)* *mp* *f* *mf* *cresc.*

mf *f* *cresc.*

mf *f* *cresc.*

mf *f* *cresc.*

mf *f* *cresc.*

mf *f* *cresc.*

mf *f* *cresc.*

45 **D**

Fl. 1 *mfpp* *mp*

Fl. 2 *mfpp* *mp*

Ob. 1 *mfpp* *mp*

Ob. 2 *mf* *mp*

C. A. *mf espr.*

Cl. 1 in Bb *mfpp* *mp*

Cl. 2 in Bb *mfpp* *mp*

Hn. 2 *fp*

Tpt. 1 *fp*

Tpt. 2 *fp*

Tpt. 3 *fp*

Perc. 1 *pp delicate and distant*
Vibraphone (motor off, pedal on, soft sticks)

Perc. 2 *pp delicate and distant*
4 Suspended Cymbals (thin metal)

Perc. 4 *pp delicate and distant*
Marimba (soft sticks)

Hp. 1 *ff arpegg.*

Hp. 2 *ff arpegg.*

Cel. *mp* *dim.*

Vln. I *ffpp* *dim. poco a poco al niente*

Vln. II *ffpp* *dim. poco a poco al niente*

Vla. *ffpp* *dim. poco a poco al niente*

Vla. *ffpp* *dim. poco a poco al niente*

1. Solo *f espr.*

Vc. *ffpp* *ppp* *mp dim.*

Vc. *ffpp* *ppp* *mp dim.*

Db. *ffpp*

rallentando

Fl. 1 *dim.*

Fl. 2 *dim.*

Ob. 1 *dim.*

Ob. 2 *dim.*

C. A.

Cl. 1 in B \flat *dim.*

Cl. 2 in B \flat *dim.*

Cl. 3 in B \flat (Cl. in B \flat) *mf* *dim.*

Bsn. 1 *mf* *dim.*

Bsn. 2 *mf* *dim.*

Bsn. 3 (Bsn) *mf* *dim.*

Perc. 1 (Vibr.) *p* *dim.*

Perc. 2 Sizzle Cymbal (soft stick) to Tam tam

Perc. 4 Marimba (soft sticks) *ppp* *pp* *dim.*

Cel.

Vin. I

Vin. II

Vla.

Vc.

Db. Desk 1 *p floating* *dim.*

Desk 2 *pp floating*

pp floating