

brief moments

(miniatures) for vibraphone and guitar

connor d'netto

calm. (♩ = 100)

vibraphone
(motor off)**1.**

guitar

⑥ = D

p dolce

3

vib. *l.v.* *sim.* *ppp dolcissimo* *mp* *p l.v.* *più agitato* *mf l.v.*

gtr. *(nat. harm.)* *l.v.* *sim.*

Red. sempre

8 **A**

vib. *pp* *(Red. sempre)* *pp dolcissimo*

gtr. *mp espress.* *mf* *p*

13 **B**

vib. *mf* *p* *sempre p*

gtr. *mp espress.* *mf* *p* *poco cresc.*

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* The vibraphone should be prepared with a piece of glue-tack on the indicated C#, muting the note and preventing it from sustaining while the pedal is held down.

A middle C (natural) drone is to be sustained throughout this miniature. This drone is provided by a combination of both players softly humming, breathing as necessary, and by the vibraphone player bowing the note with their left hand (while playing their part with two mallets in their right hand). The combination of the players humming and the bowed vibraphone together should allow the drone to sustain softly throughout, while also giving it subtle changes in colour.

This miniature should seem almost completely static, with its affect created by the repetition of material, varying instrumental density and layering of parts, and the interjection of rest between cells of material. As such, extra dynamic contouring should be avoided, beyond the minimal indications given.

crystalline, static. (♩ = 60)

vibraphone
(motor off)

guitar

drone*

♯ prepare with glue-tack*

ped. sempre

⑥ = D

humming and vib. L.H. bowed*

pp distant, constant

2.

37

vib.

gtr.

drone.

p (ped. sempre)

p sempre l.v.

pp

p

44

vib.

gtr.

drone.

ppp

p

E

51

vib.

gtr.

drone.

pp

p