

Waves

Viola

Litha Efthymiou

Duration: c.5'

Notes

Passages that are to be played with scratch tone are indicated in the score.

All microtones are indicated in the score. The pitch destination need not be exact. A slight rise or fall in pitch is all that is required.

A triangular note head indicates any high or low note(s) depending on direction.

The player is sometimes asked to tremolando between two notes. On some occasions the tremolando is feathered, indicating that the player should either begin the tremolando fast and gradually decrease in speed, or begin slow and gradually increase in speed. The precise rate of acceleration or slowing down is left to the performer's discretion.

A crossed note head (x) instructs the player to tap the body of the viola with right hand fingers in most resonant (and convenient) part. The rhythm indicated is given as a guide. This percussive sound should be relatively fast and the amount of notes indicated need to not be reflected exactly in performance.

Left hand pizzicato is indicated in the score.

Feathered beams indicate a gradual slowing down of the specified passage. The precise rate of slowing down is left to the performer's discretion.

Freely c. ♩ = 100

Waves

Litha Efthymiou

Scratch tone.
Pont. Molto vib.
Sul G and D

Norm. Molto vib.

Norm.

sf *p* *mf*

Hold bow up in the air (arm straight) before attacking next note.

Scratch tone.
Pont. Molto vib.

poco accel.

Norm. Molto vib.

sf *p* *ff*

Hold bow up in the air (arm straight and gradually bring down) before attacking next note.

a tempo

Sul C and G

Tap body of viola with RH fingers - free rhythm. Bend knees and curl body inwardly.

sfp *f* *p* L.H. pizz.

Scratch tone.
Pont. Molto vib.

poco accel.

a tempo

Sul G and D

Norm. Molto vib.

sfp *f*

Move body forward and backward as if tilting with the music

Scratch tone.
Pont. Molto vib.

Norm.

pp *ffp* *f* *pp*

Scratch tone.
Pont. Molto vib.

Sul G and D

Norm. Molto vib.

Scratch tone

Norm. Molto vib.

sfp *fp* *ff* *ff* *fff*

Sul A and D

ff *f* *p* *f* *tr*

tr

gliss. *Sul C and G* *sf* *f* *pp*

Sul G and D *gliss.* *sf*

Scratch tone.
Pont. Molto vib.
Stamp foot on each accent, moving one step forward with each stamp.

poco accel.

sf *ff*

Sul G *f*

a tempo

Norm. *ff*

Slow, measured

Hit body of viola

poco accel.

mf

Fast

Vigorously move head and body from side to side as slides are performed.

mf

gliss. *gliss.*

Scratch tone.
Pont. Molto vib.
Sul G and D

Norm.

Nod head on each Sf

sf p mf sf sf sf

Pont.

p f

Tap body of viola with
RH fingers - free rhythm

gliss. Sul G Sul D

L.H pizz.

mf p

Hold bow up in the air
(arm straight) before attacking
next note.

Scratch tone.
Pont. Molto vib.

Sul G and D

poco accel.
Norm. Molto vib.

gliss.

sf p

gliss.

Gently move body from side to side
as if tilting with the music.

a tempo

f p Lilting pp

pp ppp