

WITHIN STILLNESS

low string quartet

ZACHERY S. MEIER

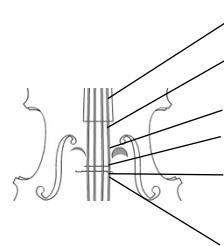


within stillness

low string quartet

PERFORMANCE NOTES

Bow Position



- m.s.t.** - further onto the fingerboard;
- s.t.** - normal sul tasto
- n.** - normal
- s.p.** - normal sul ponticello
- m.s.p.** - as close to the bridge without touching. At soft dynamic levels, the tone should be extremely weak
- o.t.b.** - on the bridge; there should be no audible pitch. This marking indicates a gesture of white noise. Avoid scratchy texture or high harmonic sounds by using a fast bow and dampening the string when indicated with ♫



creaking: place bow on open strings, dampen all strings with left hand, and twist the bow into the string to create a creaking sound.



bowing tailpiece: using heavy pressure, bow the tailpiece to produce a resonant, humming sound.



tie accents: while bow is moving, apply a small amount of pressure to achieve an accent.

Bow Pressure



bow pressure: moving from "pure" tone to distortion back to tone. At the height of this, distortion should never completely envelope the sound, but rather aim for slightly more distortion than tone.

Arrows and Lines

→ **gradual transition**; a smooth transition between markings.

— **continuation**; previous marking should be continued for the duration of the line. Note values will accompany this line above the staff.

Note Heads



air-sounds; these are exclusively used with o.t.b. to indicate string position and duration. Pitch should not be present.

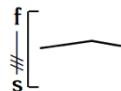


hair buzz; following a pizz, place the tip of the bow on the activated string to create a buzzing sound.

Tremoli



harmonic tremoli; emphasis should be placed on the sounding harmonic.

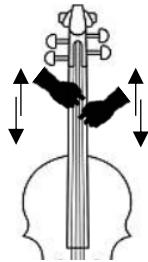


tremolo speed bracket; the line indicates how fast (f) or slow (s) the tremolo should be.



unmetered tremolo; no distinct rhythmic consistency. This will sometimes be accompanied by "Morse Code", for which the bowing patterning should resemble to irregular patterns of Morse Code.

Fingernail Glissandi



fingernail glissandi; The index and middle fingernails from each hand are placed on top of two strings (Cello: left: A and D, right: C and G; for Double Bass: left: E and A, right: D and G), beginning in the middle of the finger board. Independently, slowly slide fingernails up and down the strings, interpreting the line given. The resultant sound is a mixture of soft scratching and air sounds.

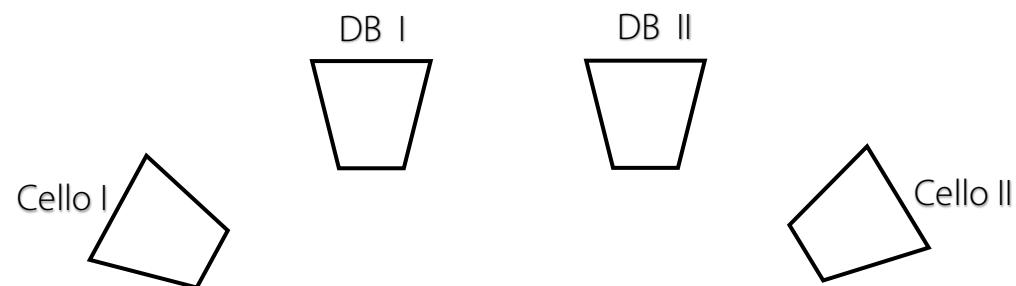
The line on the single-line staff is a representation of two parameters: Density and Distance. The color spectrum, from white to black, relates to the amount of "noise" that should be pursued; white being very little noise to black being the most noise. The height of the line shows the distance up and down the fingerboard, short being very close and tall being far apart. The gesture should never feel hurried but energized.

Notation; Refer to the diagram below for notation.



Performance Staging

When possible, please arrange the ensemble to the following diagram.
This layout provides more clarity to certain spatial ideas throughout the work.



Written for New Music on the Point

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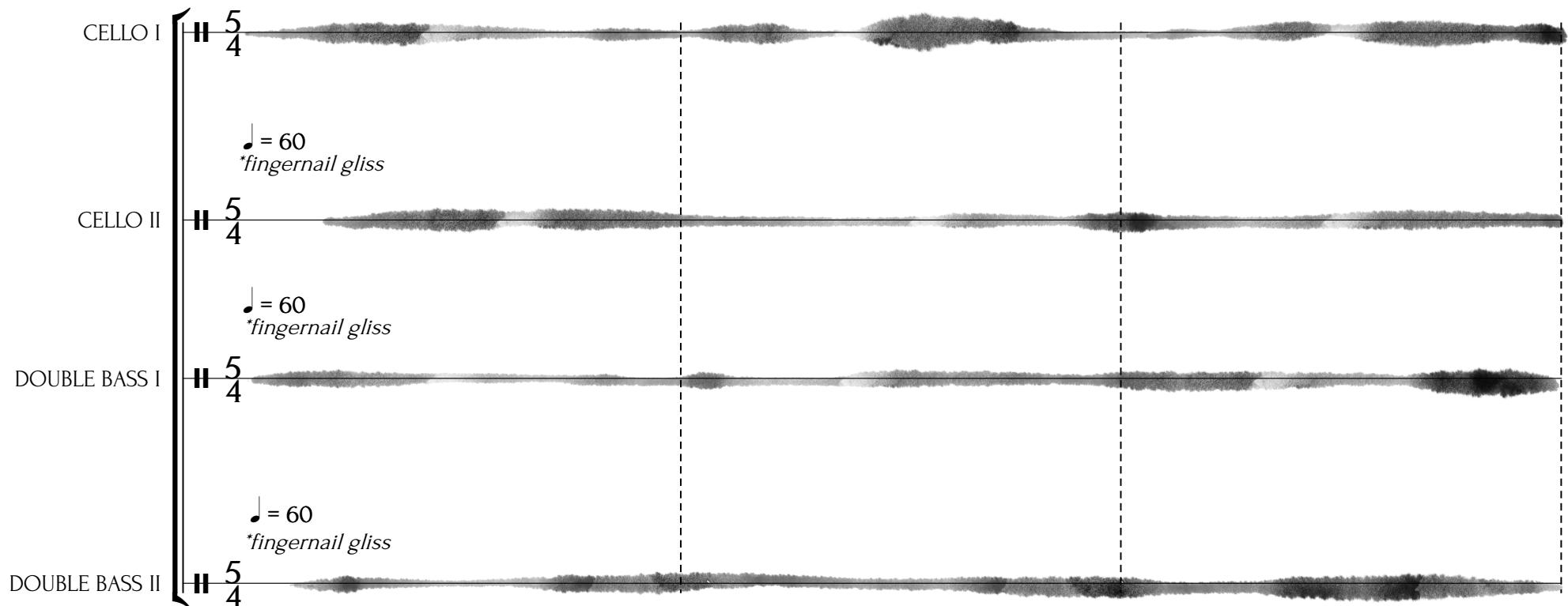
w i t h i n s t i l l n e s s

-for low string quartet-

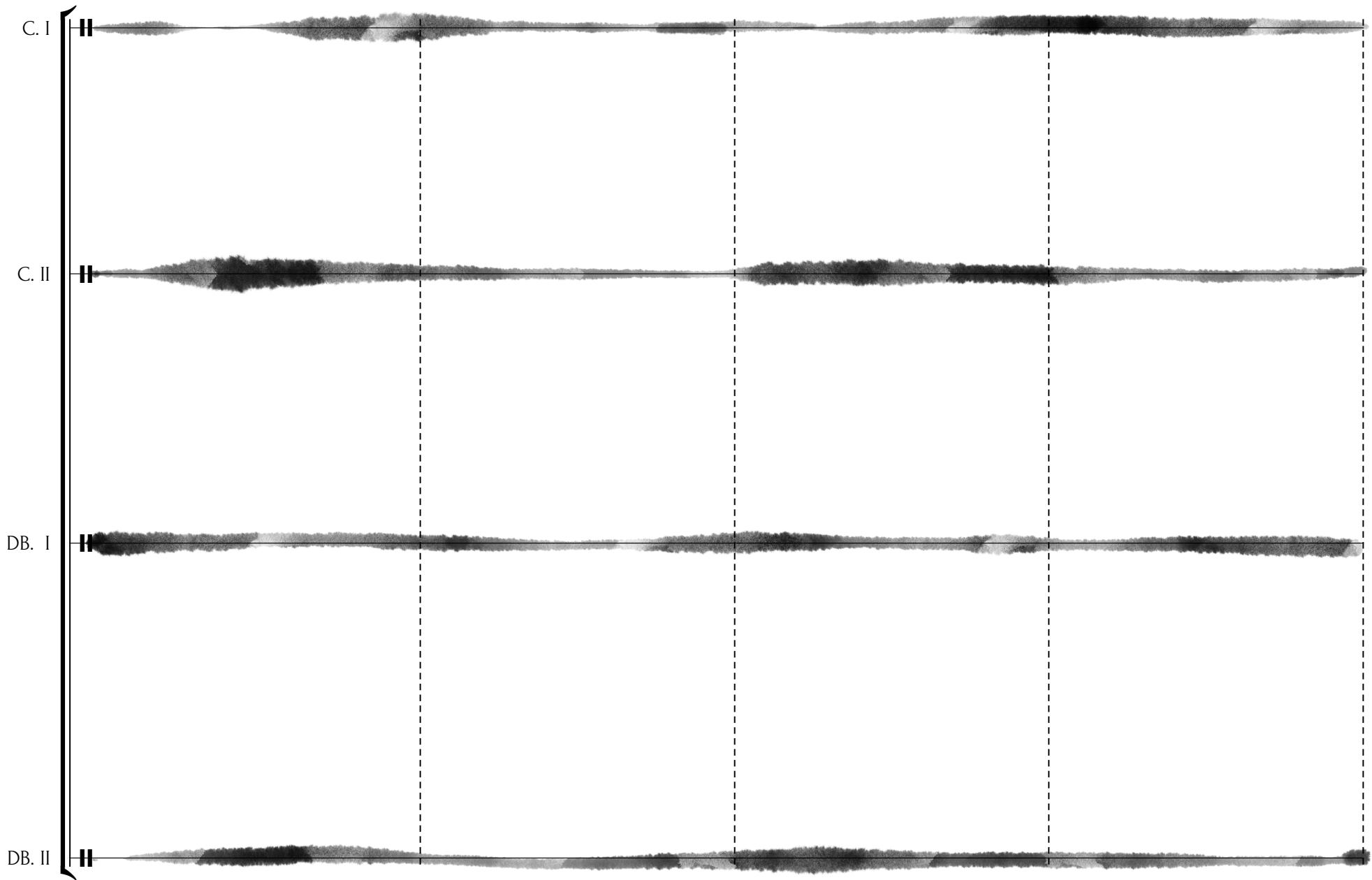
vignette no. 1

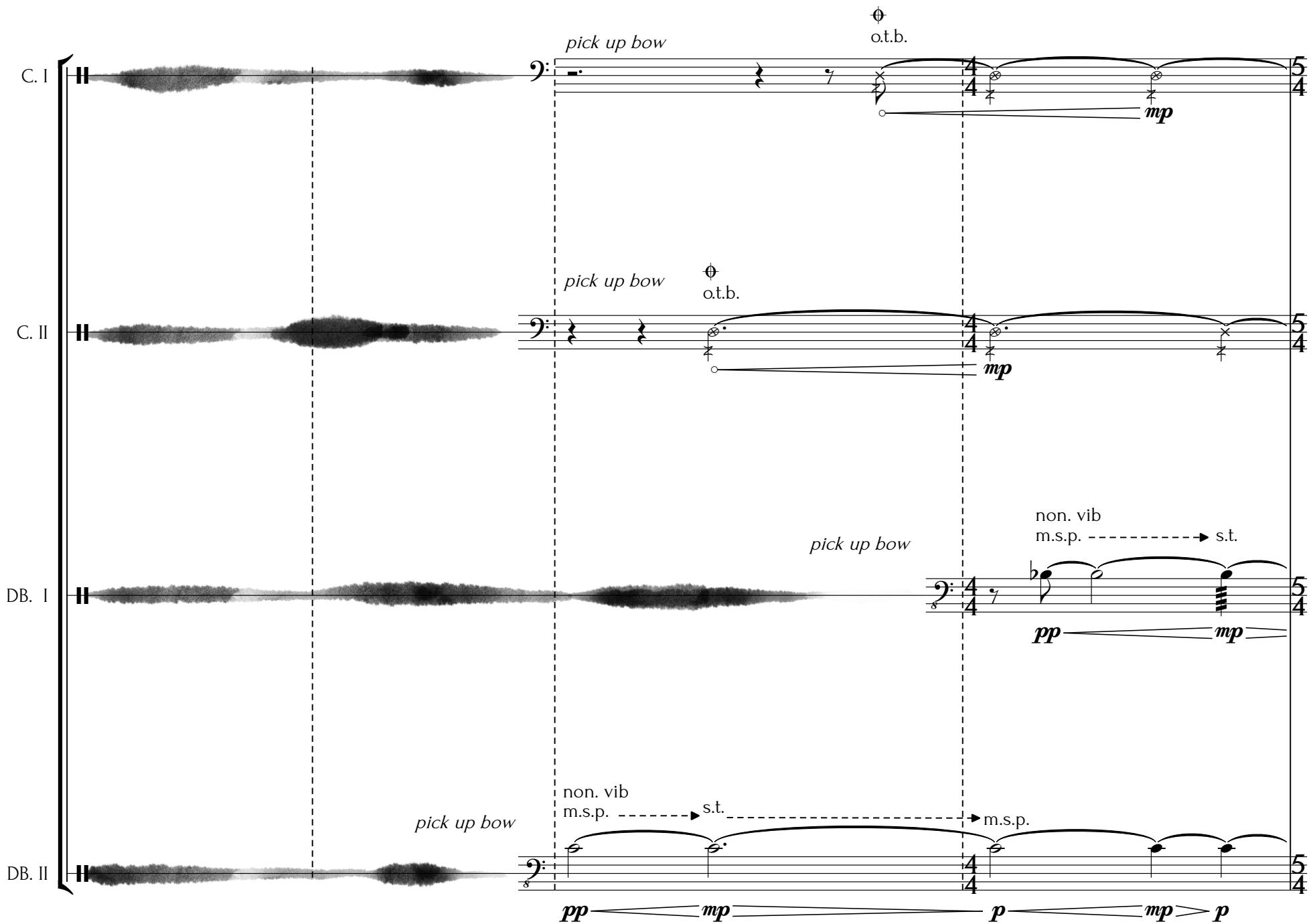
$\text{♩} = 60$
**fingernail gliss*

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* Fingernail Gliss: Density of line represents speed; height represents distance along fingerboard.



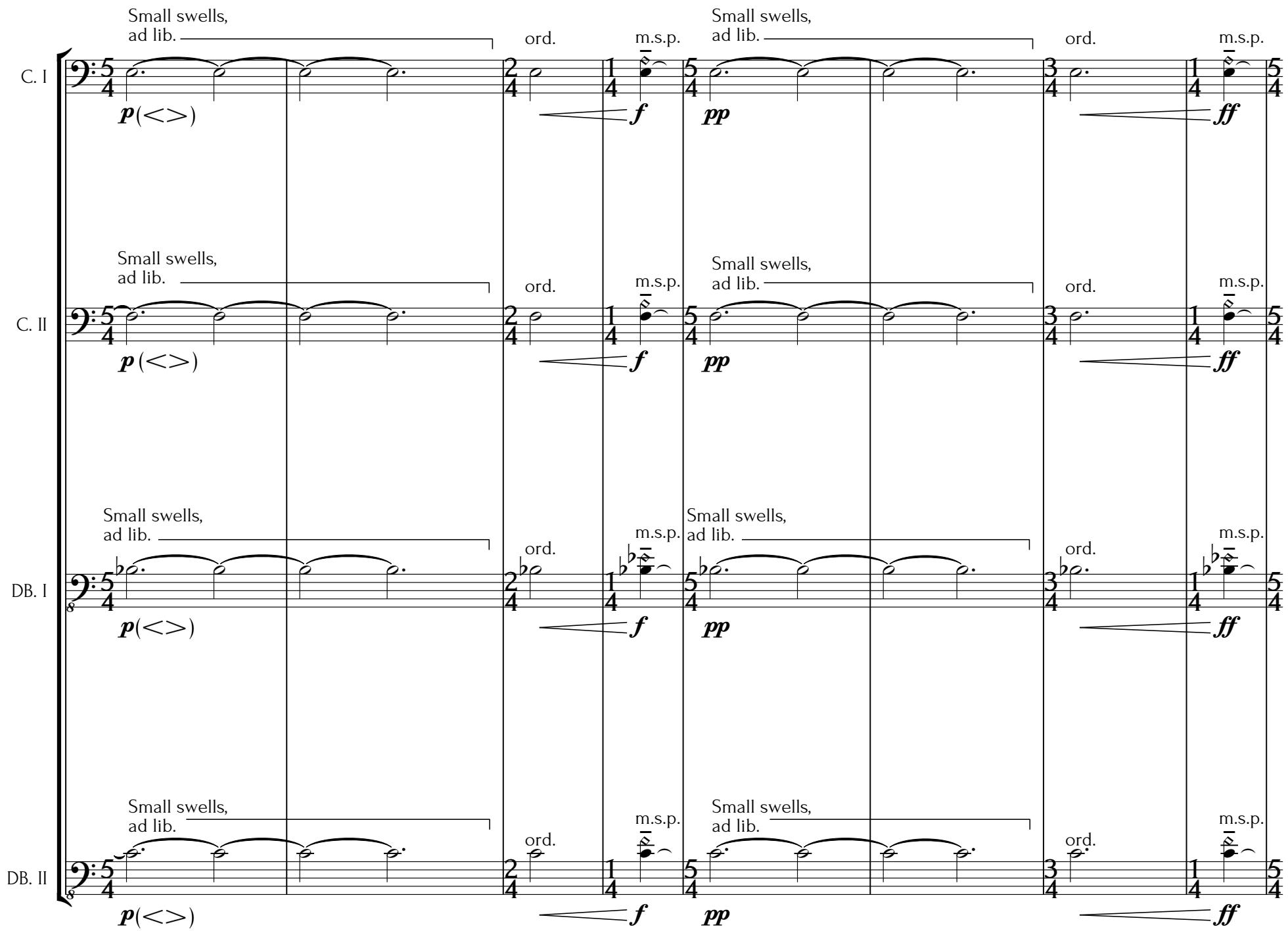


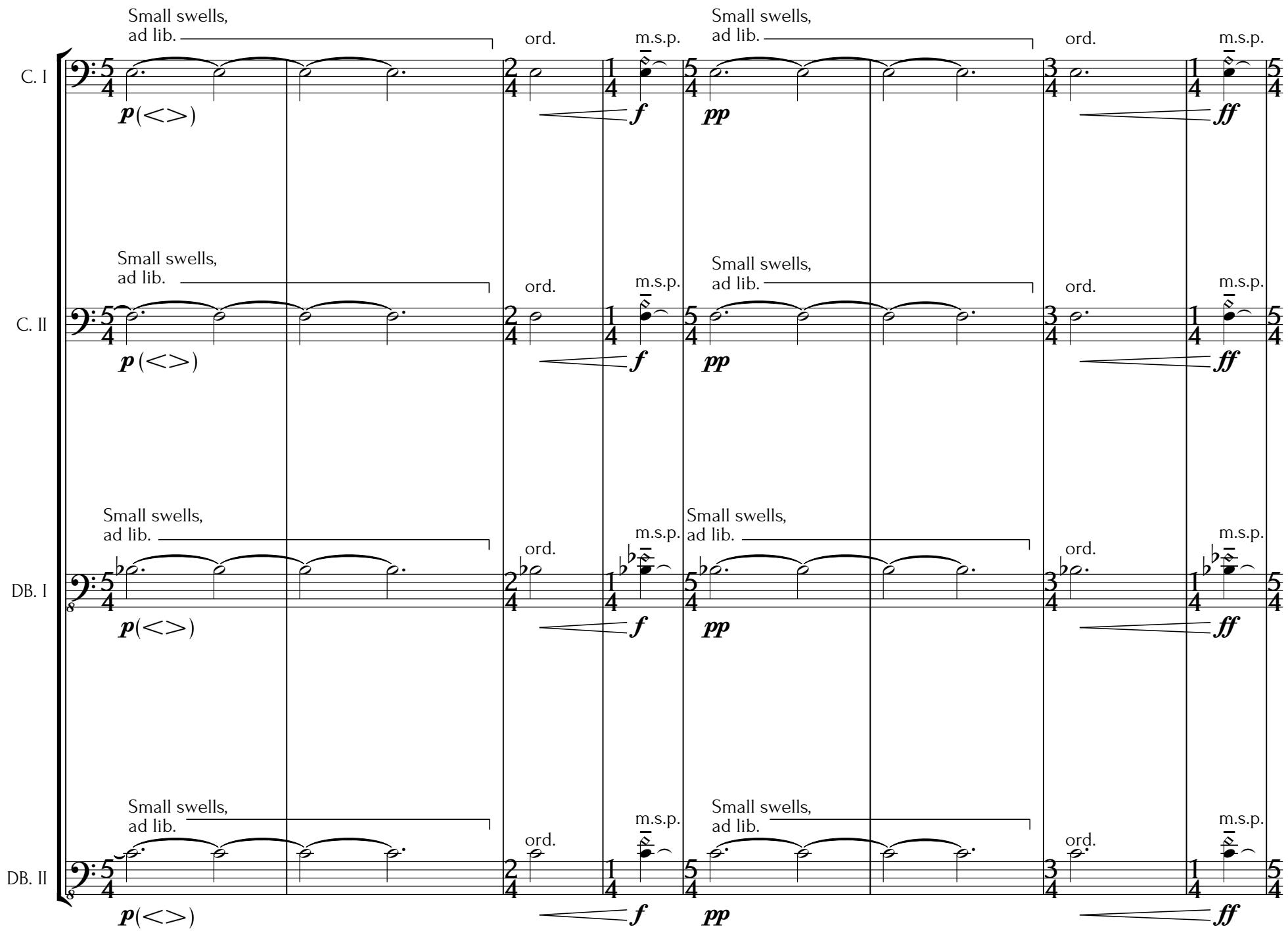
C. I

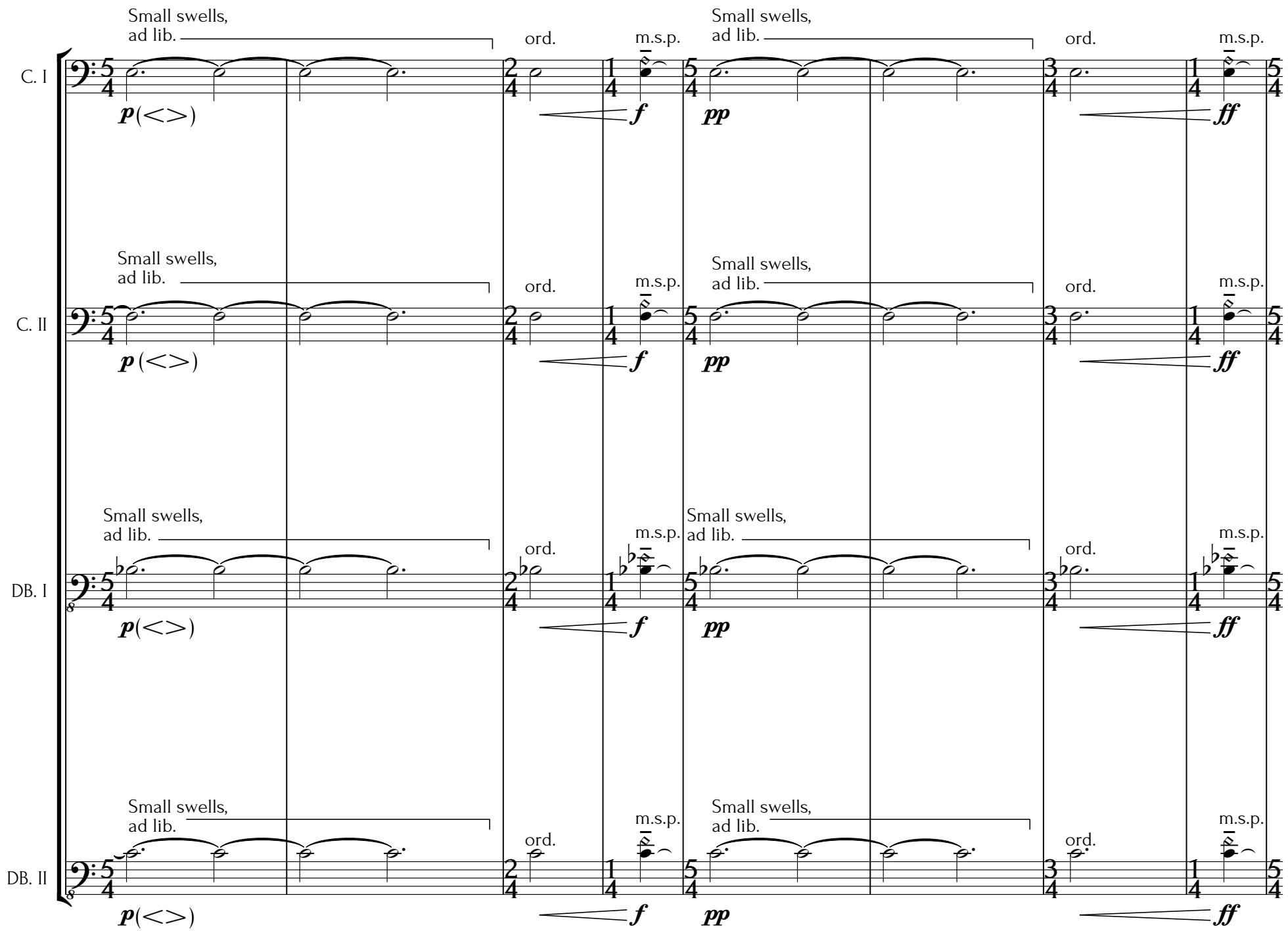
C. II

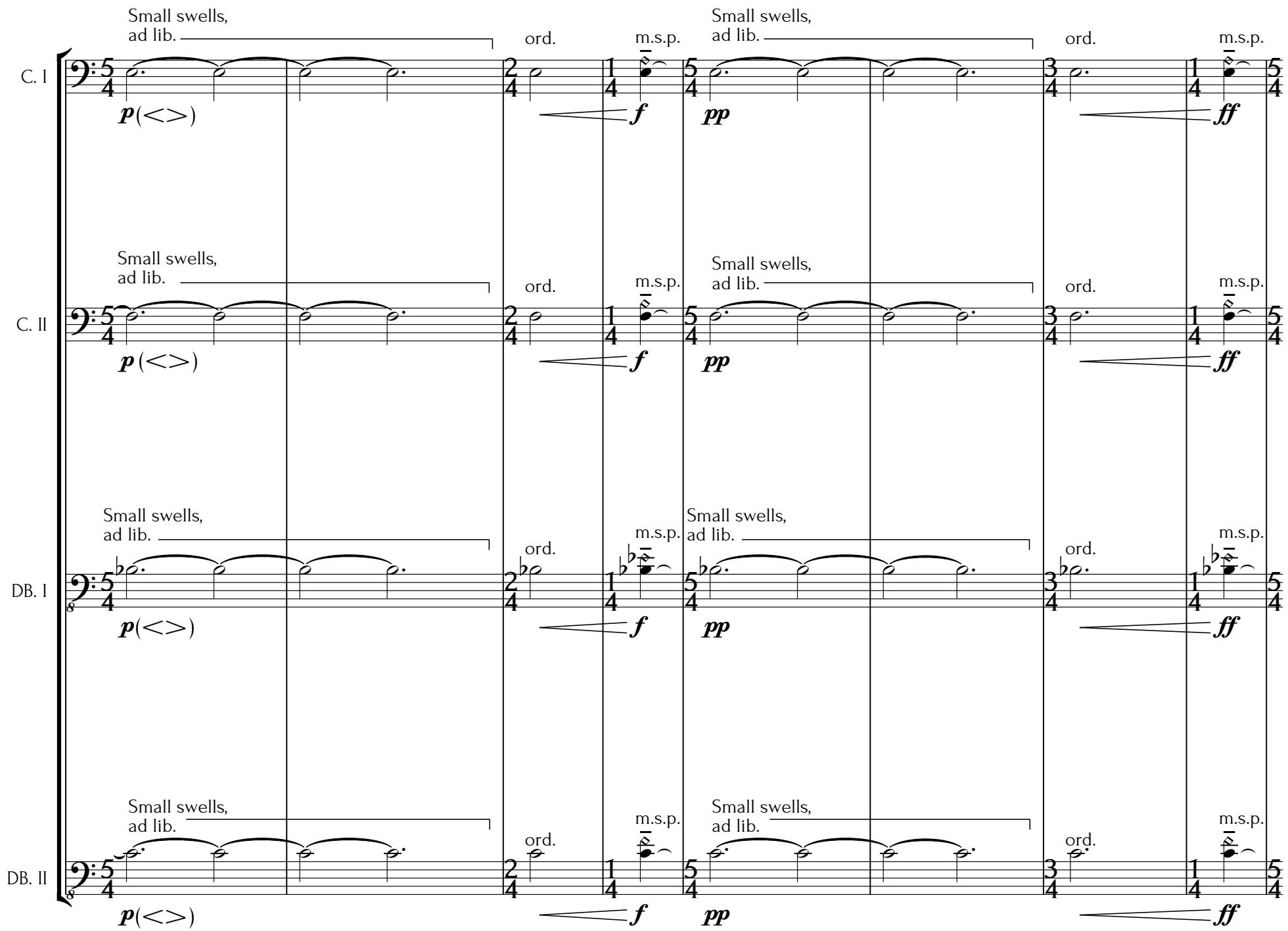
DB. I

DB. II

C. I Small swells,
 ad lib. _____ ord. m.s.p. Small swells,
 ad lib. _____ ord. m.s.p.


 C. II Small swells,
 ad lib. _____ ord. m.s.p. Small swells,
 ad lib. _____ ord. m.s.p.


 DB. I Small swells,
 ad lib. _____ ord. m.s.p. Small swells,
 ad lib. _____ ord. m.s.p.


 DB. II Small swells,
 ad lib. _____ ord. m.s.p.


Play at random

Irregular, but frequent
m.s.p.

less

let fade

C. I

mf

Irregular, but frequent
Play at random

m.s.p.

less

let fade

C. II

mf

Play at random
Irregular, but frequent

m.s.p.

less

let fade

DB. I

mf

Play at random
Irregular, but frequent

m.s.p.

less

let fade

DB. II

mf

Play at random
Irregular, but frequent

m.s.p.

less

let fade

vignette no. 2

CELLO I

Φ
"morse code"
o.t.b.

CELLO II

Φ
"morse code"
o.t.b.

DOUBLE BASS I

Φ
"morse code"
o.t.b.

DOUBLE BASS II

Φ
"morse code"
o.t.b.

mf pp mf

mp mf mp mf

mf mp pp

mp mf pp

C. I

C. II

DB. I

DB. II

C. I

9:5

4

mp mf

p mf

p mp

p mp

C. II

9:5

4

p

mf

p pp

mf

~~Φ creaking slow, irregular~~

m.s.p.

DB. I

II:5

4

mp

II

~~Φ creaking slow, irregular~~

bow tailpiece

hair buzz

pizz. arco

p

DB. II

II:5

4

mp

I

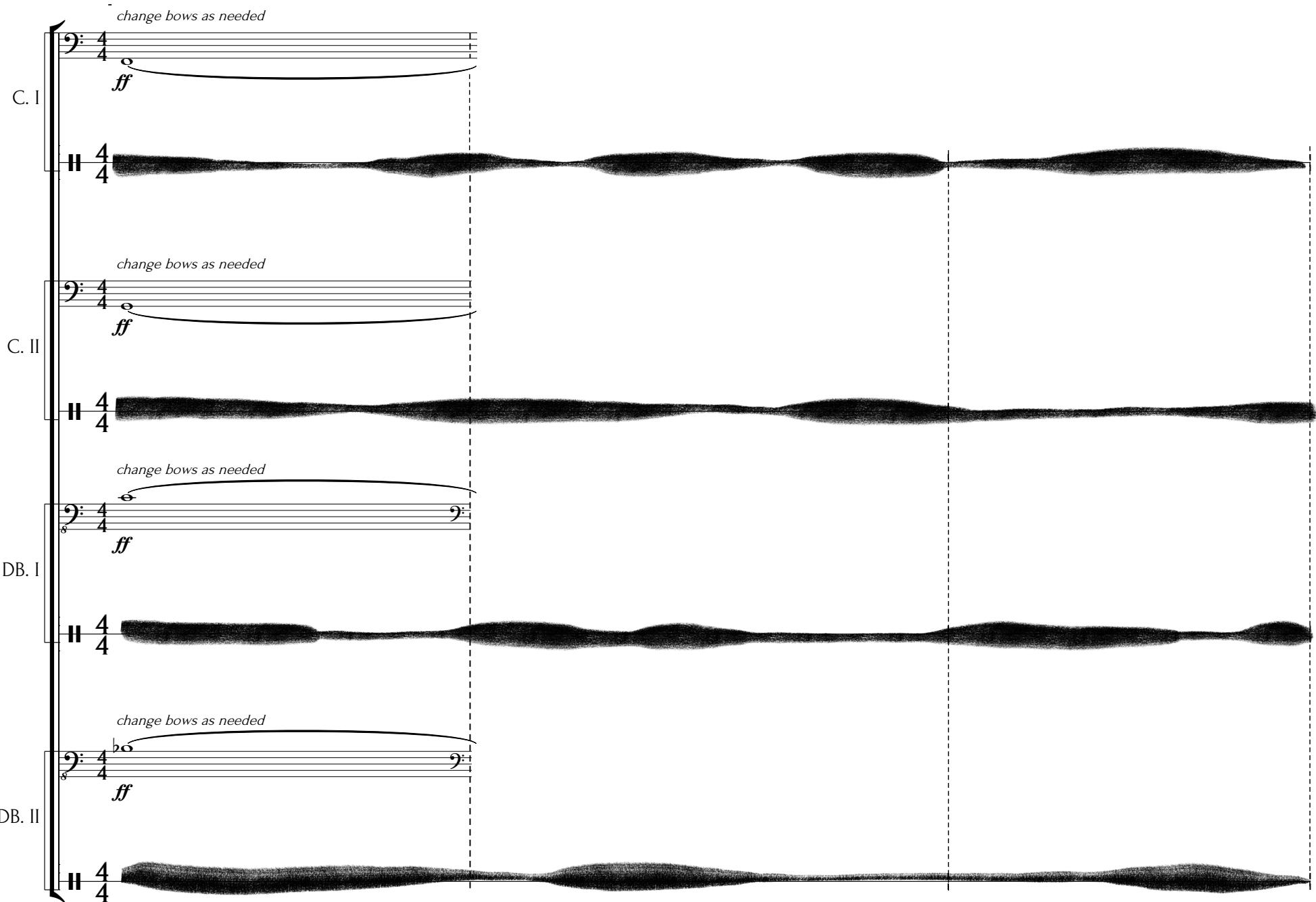
C. I  m.s.p.
pp
bow tailpiece
pizz. arco
hair buzz
+
mp

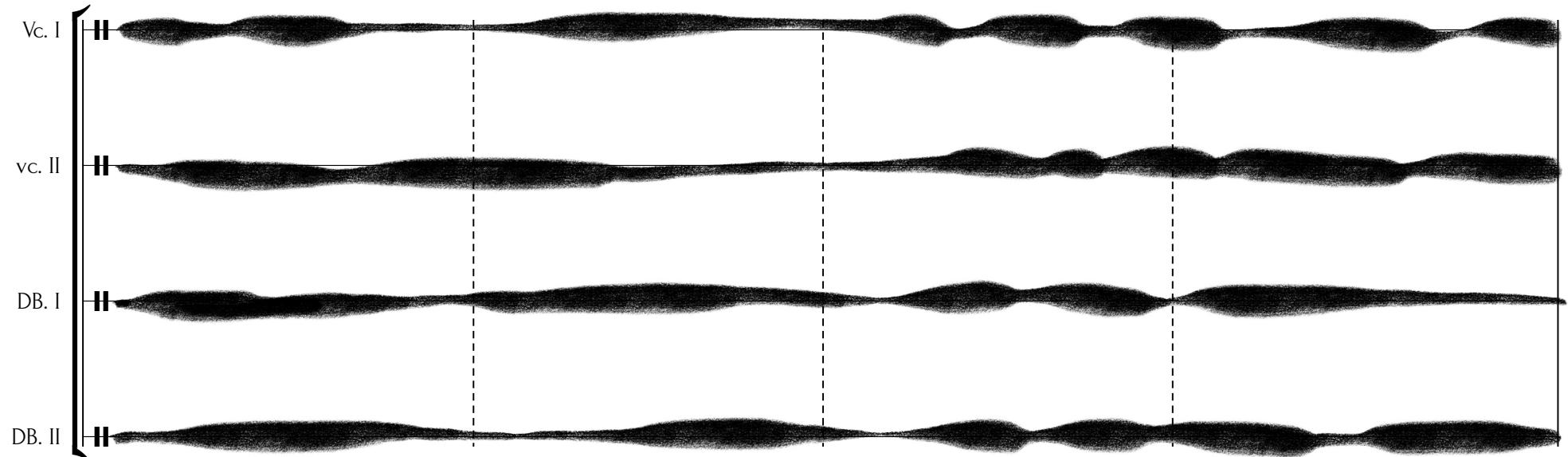
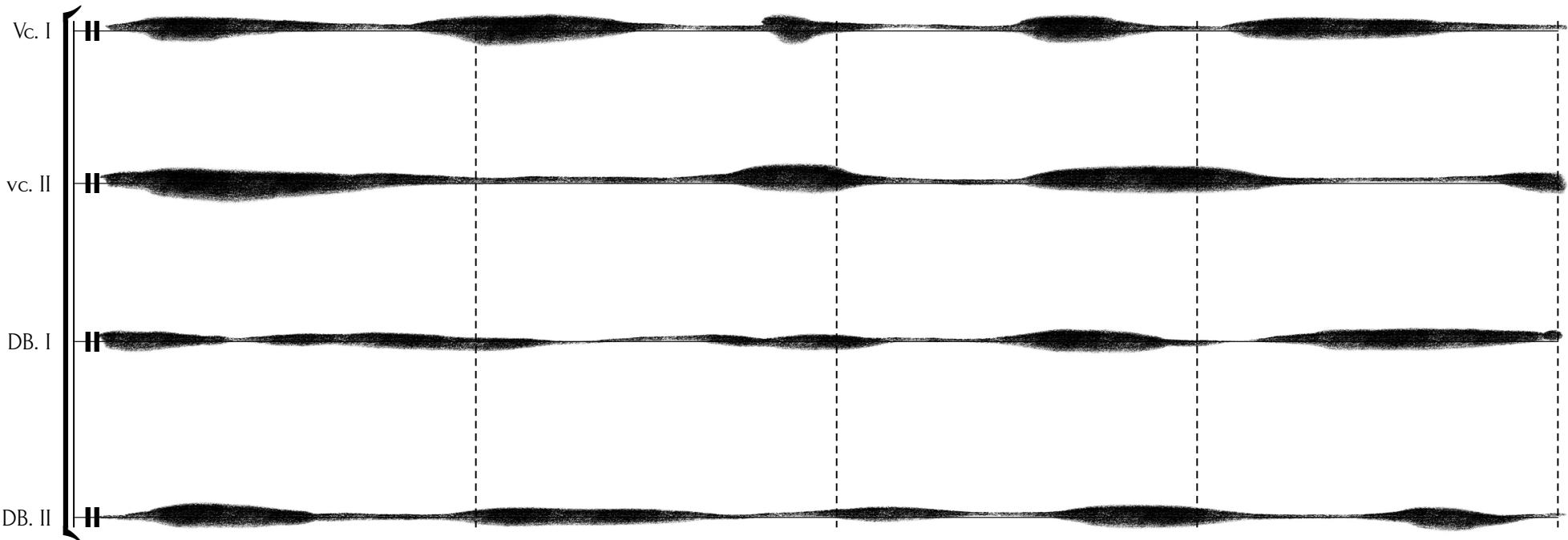
C. II *pressure
mp
bow tailpiece
 m.s.p.
mp 
mp *mf*
mp *mf*

DB. I m.s.p.
mp *mf*
mp *mf*
mf m.s.p.
mf

DB. II *hair buzz*
pizz. arco
+
p
s.p.
 m.s.p.







m.s.p.

vc. I

f

m.s.p.

vc. II

f

m.s.p.

db. I

f

m.s.p.

db. II

f

Measure 1: vc. I (m.s.p., >, >), vc. II (m.s.p., >, >), db. I (m.s.p., >, >, >), db. II (m.s.p., >, >)

Measure 2: vc. I (mp, >), vc. II (mp, >), db. I (mp, >, >, >), db. II (mp, >, >)

Measure 3: vc. I (mf, >), vc. II (3/4), db. I (3/4), db. II (3/4)

Measure 4: vc. I (4/4), vc. II (4/4), db. I (4/4), db. II (4/4)

Measure 5: vc. I (4/4), vc. II (4/4), db. I (4/4), db. II (4/4)

vc. I

vc. II

db. I

db. II

accel.

vc. I

vc. II

accel.

db. I

db. II

♩ = 92

mp

♩ = 92

mp

♩ = 92

mp

♩ = 92