

**Henrik Hellstenius**



# **Victoria Teller**

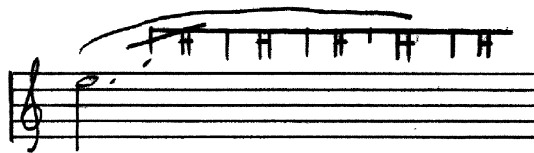
for el-violin and electronics



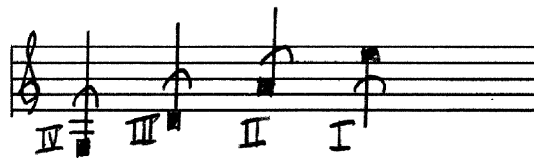
Comissioned by Victoria Johnson with support from Norsk Komponistfond

## Performance Notes

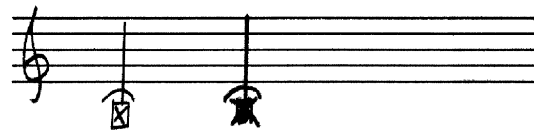
-  - Ordinary fermata
-  - Long fermata



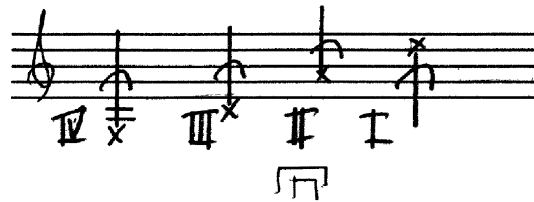
- Irregular iteration between two pitches on one string. play with fast bow and light finger pressure.



- Bow on Bridge - producing noise sound or pitch



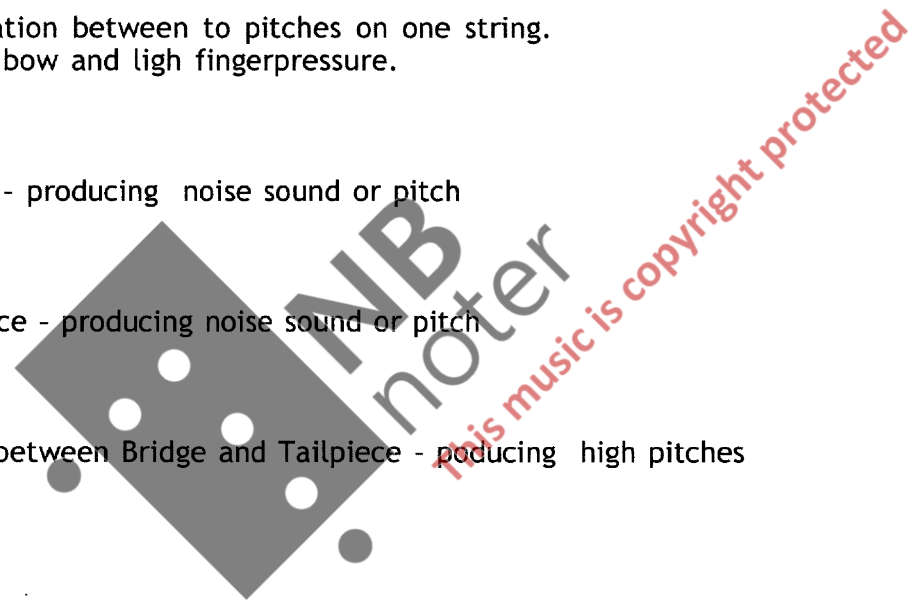
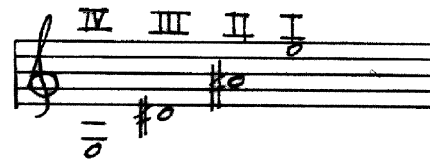
- Bow on Tailpiece - producing noise sound or pitch



- Bow on string between Bridge and Tailpiece - producing high pitches

- Heavy bow pressure - producing "crunch tone"

Scordatura:



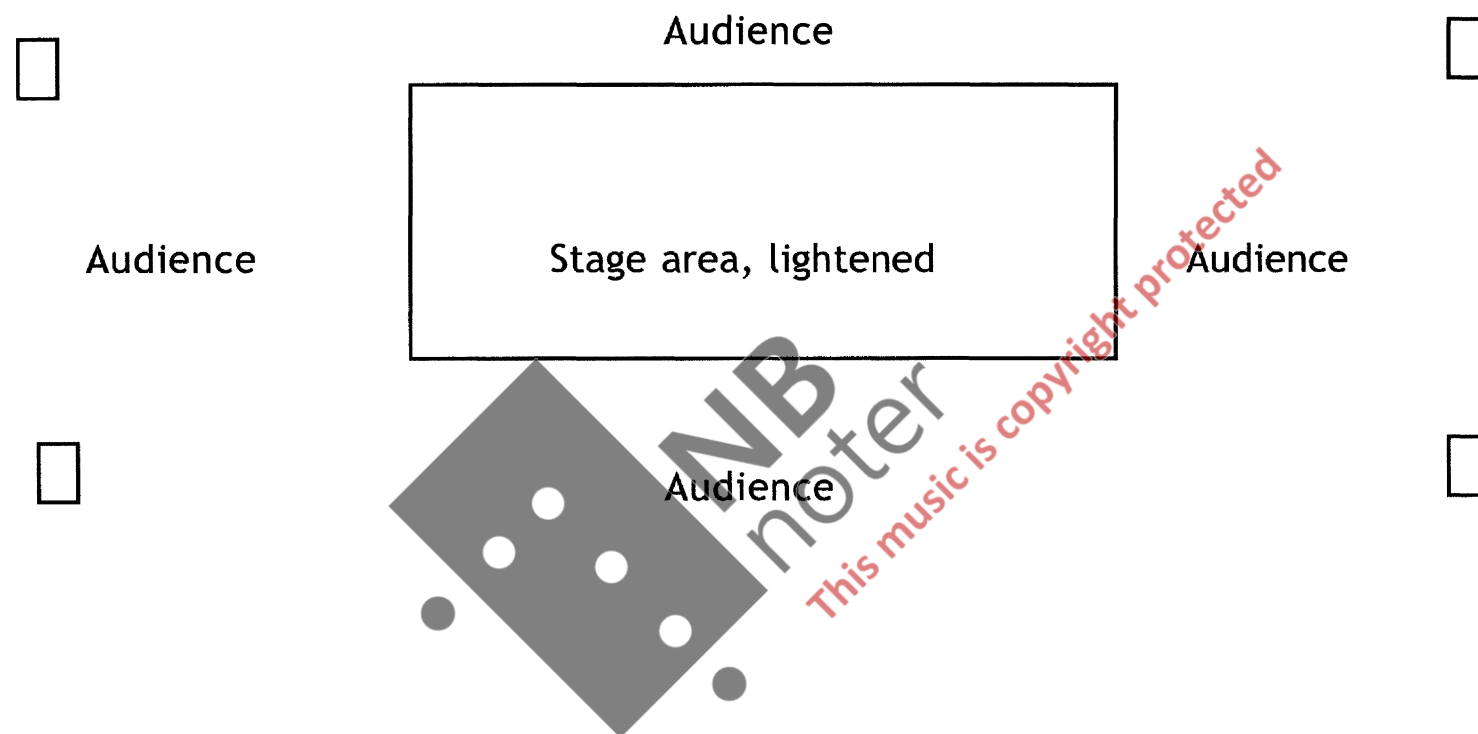
Technical:

4 loudspeakers

head microphone

Max/MSP: Patches containing soundfiles and live processing

Stage:



The armenian philosopher and mystic Georges Ivanovitch Gurdjieff once gave a student an exercise to count from 1 to 50 and backward, seven times. This exercise was intended to help the student to see how difficult it is to keep your concentration, even on such a simple task. There is a continuous flow of associations, thoughts and memories that hinder our intention to focus our mind.

I have made this piece exclusively to the violinist Victoria Johnsen, based on the counting exercise. The piece is written together and for her. It is a kind of a private instrumental theatre, where Victoria counts and plays violin in duet with sounds taken from her own private family. The music she plays is based on improvisations she made on fragments I wrote for her. In other words, Victoria is in all parts of the piece, both as private person and musician. She performs this, for us, as an example of how immense difficult it is to keep concentration in a world full of impressions and with a mind constantly breaking off itself.

4/4 **SUL TASTO SEMPRE**  
NON VIBRATO  $\text{♩} = 42$  **A**

VN.  $\text{pppp}$

VOICE **IN YOUR OWN LANGUAGE COUNTING**

**SOUNDFILE 1 : DOMESTIC AMBIENCE**

MAX/MSP

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24

⑧

VN.  $\text{ppp}$

VOICE

MAX/MSP **SF1**

25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 49 48

⑮

VN.  $\text{pp}$   $\text{ppp}$   $\text{pp}$   $\text{ppp}$   $\text{pp}$   $\text{ppp}$   $\text{pp}$   $\text{ppp}$   $\text{pp}$   $\text{ppp}$   $\text{pp}$   $\text{ppp}$

VOICE

MAX/MSP **SF1**

47 46 45 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28

*alto sul tasto*  
(Bow close to fingers)

*Bow*  
Nutz  
sul tasto

*gliss*

*(l.v.)*

⑳

(ORD) **SUL TASTO SEMPRE**  
*irregular trem.*

VN.  $\text{pppp}$   $\text{pp} > \text{ppp}$   $\text{pp}$   $\text{ppp}$   $\text{pp}$   $\text{ppp}$   $\text{pp}$   $\text{ppp}$   $\text{pp}$   $\text{ppp}$

VOICE

MAX/MSP **SF1**

27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5

*gliss.*

ORD.  $\text{p}$   $\text{ppp}$   $\text{p}$

TASTO

TASTO

3  
4

26

ARCO SULTASTO [B]

COL LEGNO BATT

SECCO

Bow on bridge (No pitch)

ORD.

4 (#) flag.

SECCO SULTASTO

TASTO

Make variations in pitch by tuning screw.

VN

VOILE

MAX/MSP

SOUND FILE 2

COUNTING

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19

(SF1)

31

on bridge (no pitch)

ORD.

SULTASTO

bow on bridge (pitch)

SULTASTO flag.

VN

MAX/MSP

SOUND FILE 2

(SF1)

20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40

34

nut

tasto

TASTO

bow on bridge "cruch tone"

ORD. SECCO

TASTO

VN

MAX/MSP

SOUND FILE 2

(SF1)

41 42 43 44 45 46 47 48 49 48 47 46 45 44 43 42 41 40 39 38

38

bow on bridge (no pitch)

TASTO

VN

MAX/MSP

SOUND FILE 2

(SF1)

37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12

43

3/4

♩ = 52

[C]

NUT TASTO

TASTO

ORD.

VOICE

COUNT IN OTHER LANGUAGE

PPP

PP

P

11 10 9 8 7 6 5 4 3 2 1

SF2

SF1

SF3

ELECTRONIC WAVES

49

ORD → TASTO

TASTO

gliss.

ORD.

TASTO

5

5

P

PP

PPP

PP

PPP

PP

P

PP

flag.

13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28

GRANULIZER

RECORD

PLAY (PP)

SF3

53

ORD.

TASTO

I (♭)

III

TASTO

MAKE VARIATIONS IN PITCH ON E-STRING, BY USING TUNING SCREEN

PPP

PP

PP

flag.

29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 49 48

GRAN.

SF3

STOP

59

ORD.

TASTO

ORD.

TASTO

ORD.

TASTO

ORD.

TASTO

ORD.

TASTO

ORD.

PPP

PP

PPP

P

PPP

PPP

P

PPP

P

PPP

P

47 46 45 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28

GRANULIZER

RECORD

PLAY

SF3

4 64

TASTO

VN.

PPP

VOICE

27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4

MAX/MSP

GRAN.

SF3

STOP

GRAN. RECORD LOOP PLAY

70

JÉTE

VN.

P

VOICE

3 2 1 3

MAX/MSP

GRAN.

SF3

STOP

GRAN. RECORD LOOP PLAY

RECORD LOOP PLAY

RECORD LOOP PLAY

RECORD LOOP PLAY

77

TASTO SEMPRE

VN.

PPP

MAX/MSP

GRAN.

SF3

RECORD LOOP PLAY

RECORD LOOP PLAY

RECORD LOOP PLAY

84

TASTO

VN.

PPP

MAX/MSP

GRAN.

SF3

STOP

SOUNDFILE 6

SOUNDFILE 4

SOUNDFILE 5

DOMESTIC SOUNDS

GRANULIZER

PLAY LAST LOOP

STOP

89

4/4

SUL TASTO

ppp

glsr

ORD. rFlag. 7

pp

MAX/MSP

SF6

SF5

11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31

3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

94

TASTO

ppp

glsr

ORD. TASTO

ppp

TASTO

MAX/MSP

SF6

SF5

32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 49 48 47 46 45

26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 49

100

ppp

glsr

ORD. TASTO

gliss.

ppp

pp

pp

l.v.

MAX/MSP

SF6

SF5

49 48 47 46 45 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21

48 47 46 45 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23

GRANULIZER [RECORD] [LOOP PLAY] STOP

106

ppp

glsr

gliss.

ppp

pp

ppp

ppp

SENZA MISURA

2/4

MAX/MSP

GRAN

SF5

20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1

22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1

RECORD [LOOP PLAY] RECORD [LOOP PLAY] RECORD [LOOP PLAY] RECORD [LOOP PLAY]

SOUNDFILE 1 DOMESTIC AMBIENCE



112 2 ORD. (6)

4

sf ppp

P > ppp

TASTO

ppp

3 ORD.

4

TASTO

p ppp

CON MISURA

6 4

♩ = 76

TASTO

ppp

4 4

ff

MAX/MSP

GRAN

STOP

RECORD

LOOP PLAY

SF1

120

ORD.

1

TASTO

sfz2

pppp

Almost inaudible / Bow tasto as close to L.H. as possible

gliss.

gurr

♩ = 92

MAX/MSP

GRAN

STOP

RECORD

LOOP PLAY

SF1

127

♩ = 92

ORD.

TASTO

sfz2 pp

Almost inaudible / Bow tasto close to L.H.

pppp slay.

Flas.

ORD

pp

TASTO

ppp

G

MAX/MSP

GRAN

STOP

SOUNDFILE 7

ELECTRONIC WAVES

SF1

SOUNDFILE 8

COUNTING

SOUNDFILE 9

DOMESTIC SOUNDS

① ② ③

① ② ③

134

ORD.

pp

pp

sfz2

ppp

TASTO

ppp

ORD.

pp

sfz2

pp

TASTO

ppp

SUL PONT

3

sfz2

MAX/MSP

SF8

SF7

SF9

④ ⑤ ⑥

④ ⑤ ⑥

3:4 8. 9 10 11 12 13 14 15 16 17 18 19 20 21

3:4 8. 9 10 11 12 13 14 15 16 17

3:5 (Sim.) 3:5 3:5

140

7

ORD. TASTO SUL PONT

f pp ppp sfz ppp P gliss. SUL PONT

MAX/MSP

(sim) 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39

SF8 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32

SF7

SF9

146

TASTO / BOW CLOSE TO L.H. SIM. AD LIB.

ORD. TASTO

sfz ppp mf P ppp

MAX/MSP

40 41 42 43 44 45 46 47 48 49 50 49 48 47 46

SF8 33 34 35 36 37 38 39 40 41 42 43 44

SF7

SF9

151

SUL PONT TASTO

ORD. V (H=) III

PPP mf ppp fly. f PPP pp ppp P < f >

MAX/MSP

45 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28

SF8 45 46 47 48 49 50 49 48 47 46 45 44 43 42

SF7

SF9

157

SUL PONT TASTO ORD. TASTO SUL PONT TASTO ORD. BOW CLOSE TO L.H.

sfz ppp pp mf > pp ppp pp < p > sf ppp sfz ppp

MAX/MSP

27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10

SF8 41 40 39 38 37 36 35 34 33 32 31 30 29 28

SF7

SF9

163 (8)

MAX/MSP

VN

TASTO → ORD. BOW CLOSE TO L.H.

f ppp

SF8 9 8 7 6 5 4 3 2 1

27 26 25 24 23 22 21 20 19 18 17 16 15 14 13

SF7

SF9

169

SUL PONT

MAX/MSP

VN

ORD. TASTO

pp p pp ppp sffz

SF8 12 11 10 9 8 7 6 5 4 3 2 1

3:5 3:5 3:5 3:5

SF7

SF9

175

TASTO

MAX/MSP

VN

ORD. TASTO / BOW CLOSE TO L.H.

p ppp ppp sffz pp

SF1

SOUNDFILE 1 DOMESTIC AMBIENCE

180

Jete ARCO

MAX/MSP

VN

Jete ARCO

pp ppp pp ppp

SF1

- ♩ = 116
- SOUNDFILE 10 COUNTING OTHER LANGUAGE
  - SOUNDFILE 11 DOMESTIC SOUNDS
  - SOUNDFILE 12 ELECTRONIC WAVES

183  $\downarrow = 116$  I

9

VN.   
 VOICE: COUNTING / OTHER LANGUAGE   
 MAX/MSP: SF10, SF11 (DOMESTIC SOUNDS), SF12 (ELECTRONIC WAVES)   
 Dynamics: *pp*, *f*, *sfz*, *mf*, *pp*, *pp*   
 Performance: *TASTO*

189

VN.   
 VOICE: *BATT. II*, *Jéte*   
 MAX/MSP: SF10, SF11, SF12   
 Dynamics: *pp*, *sfz*, *ppp*, *ppp<sub>sub.</sub>*, *p*   
 Performance: *arco*, *II*, *I*

195

VN.   
 VOICE: *Jéte*, *Jéte*   
 MAX/MSP: SF10, SF11, SF12   
 Dynamics: *sfz*, *pp*, *p*, *sfz*   
 Performance: *SUL PONT*, *arco*

(10)

201

Handwritten musical score for measures 201-212. The score includes staves for Violin (VN), Voice, and MAX/MSP. The VN staff features complex fingering diagrams (II, I, II) and dynamic markings (p, pp, f, 3, pp, sf). The Voice staff shows rhythmic patterns with accents. The MAX/MSP staff contains MIDI event markers for SF10, SF11, and SF12, with note numbers ranging from 37 to 50. Performance instructions include "Bowl close to L.H.", "SUL PONT", and "SIM. AD LIB.".

208

Handwritten musical score for measures 208-212. The score includes staves for Violin (VN), Voice, and MAX/MSP. The VN staff includes markings for "ORD. V", "TASTO", "ORD. Jete", "BATT.", and "TASTO". Dynamic markings include sfz2, mf, pp, and p. The Voice staff shows rhythmic patterns. The MAX/MSP staff contains MIDI event markers for SF10, SF11, and SF12, with note numbers ranging from 40 to 49. A large watermark "NB noter" is visible across the page.

213

Handwritten musical score for measures 213-217. The score includes staves for Violin (VN), Voice, and MAX/MSP. The VN staff includes markings for "3:2", "s.p.", "SUL PONT", "Jete", "SUL PONT", and "SUL TASTO". Dynamic markings include p, sfz, and ppp. The Voice staff shows rhythmic patterns. The MAX/MSP staff contains MIDI event markers for SF10, SF11, and SF12, with note numbers ranging from 20 to 39.

218

Jeté

BOW ON BRIDGE

ORD.

TASTO (#2)

BOW ON BRIDGE

MAX/MSP

SF11

SF12

19 18 17 16 15 14 13 12 11 10 9 8 7 6

28 27 26 25 24 23 22 21 20 19 18

3 3 3 3 3 3 3 3 3 3 3 3 3 3

ppp

flag. pp

mf

sfz

l.v

224

SUL PONT

Jeté

SUL TASTO

ORD.

SEMPRE

MAX/MSP

SF10

SF11

SF12

5 4 3 2 1

17 16 15 14 13 12 11 10 9 8 7 6

18 17 16 15 14 13

3 3 3 3 3 3 3 3 3 3 3 3 3 3

ppp

f

f

f

230

SENZA MISURA

2

4

MAX/MSP

SF11

SF12

12 11 10 9 8 7 6 5 4 3 2 1

5 4 3 2 1

3 3 3 3 3 3 3 3 3 3 3 3 3 3

ff

f

ff

fp

fff

12 2 4 4

TASTO TASTO

Jeté

VN.

MAX/MSP

SF11

SF12

245

BOW ON BRIDGE (NOISE SOUND)

BOW ON TUNING PEG

$\downarrow = 42$  [K]

BOW ON BRIDGE (NOISE SOUND)

BOW ON TAILPIECE (MOSTLY NOISE)

BOW ON TAILPIECE (PITCH EMERGING)

VN.

MAX/MSP

SOUNDFILE 13

SOUNDFILE 14

GRANULIZER

RECORD

LOOP PLAY

STOP

COUNTING

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

CLUSTER

251

BOW ON BRIDGE (PITCH SOUND)

Jeté

TAILPIECE (CLEAR PITCH)

(NOISE)

NOISE → PITCH → NOISE → PITCH

Jeté

ARC'D ORD.

TAILPIECE NOISE →

VN.

MAX/MSP

SF13

SF14

GRANULIZER

RECORD

LOOP PLAY

STOP

17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40

257 PITCH

Bow on BRIDGE (PITCH)

SUL PONT

Jeté

ARCO

TAILPIECE (PITCH)

Bow on STRING BETWEEN TAILPIECE AND BRIDGE

VN.

mf

p

ppp

pp

mp

p

mf

SF13

SF14

41 42 43 44 45 46 47 48 49 50 49 48 47 46 45 44 43 42 41 40

MAX/MSP

GRAN RECORD LOOP PLAY

SF11

SF12

262

Bow on BRIDGE CRUNCH/TONE (NOISE)

ORD. BOW PRESSURE (PITCH)

SUL PONT

Jeté

Arco

VN.

mf

f

ff

mf

ff

f

p

pp

ppp

p

SF13

SF14

39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20

MAX/MSP

GRAN STOP

SF11

SF12

267

Bow on BRIDGE (PITCH + NOISE)

ORD. SUL PONT

Bow on TAILPIECE (NOISE)

Bow on BRIDGE (PITCH)

VN.

p

ppp

ppp

mf

ppp

ppp

SF13

SF14

19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1

MAX/MSP

SF11

SF12