

Instrumentation

BASS CLARINET [B. CL.]

DIDGERIDOO [D.D.]

VIOLIN [VIN.]

CELLO [VIC.]

PIANO [PNO.]

PERCUSSION

TRIANGLE [TRPL.]*

BASS DRUM [B. DR.]

BASS CLARINET IS WRITTEN WITH FRENCH NOTATION

THERE ARE A LOT OF PPP AND INTIMATE SOUNDS. THE USE OF MICROPHONES IN THESE CASES ARE OPTIONAL BUT I PREFER NOT TO USE THEM.

THERE ARE VIDEO LINKS THAT SHOWS SOME OF THE EXTENDED TECHNIQUES. EX = [PNO1] FOR ONE EFFECT OF THE PIANO.

IN THE WHOLE PIECE I USE A LOT OF EFFECTS WITH THE INFERBOWL. IN SOME CASES YOU CAN CONTROL DYNAMICS BY THE VELOCITY OF THE MOVEMENT, BUT, IN OTHER CASES IT'S IMPOSSIBLE. THAT'S WHY IN N° III I DECIDED NOT TO INDICATE THEM.

* TRY TO USE A SMALL TRIANGLE (4 in.) WITH A THINNER BEATER.

Performance notes

= MUTE INSTRUMENT

= LOWEST AND HIGHEST NOTE.

= JUST AIR

= APPROXIMATE PITCH

= INHALE.

= EXHALE.

FRULL. = FRULLATO.

grull. = GRULLATO.

S.V. = SENZA VIBRATO

VIB. = VIBRATO.

ORD. = ORDINARY.

M.S.P. = MOLTO SU PONTICELLO.

= BEHIND THE BRIDGE.

= PENCIL NOISE.
SFF

= PLAY AS FAST AS POSSIBLE.

= RITARDANDO.

= ACCELERANDO.

= INSIDE THE PIANO

= PLAY WITH SUPENBOWL Mallet.

W/STICK = PLAY WITH THE STICK OF THE Mallet.

O = PLAY WITH A RING. [PNO.3]

= PLAY WITH A MEDIUM, SOFT BRUSH.

= PLAY WITH A SMALL, HARD BRUSH.

= PLAY ON THE BACK OF THE INSTRUMENT. [VIC.1]

FALL BOARD = PLAY WITH THE SUPENBOWL ON THE CLOSED PIANO FALL BOARD. [PNO.4]

ANGLE OF FALL BOARD = PLAY WITH THE SUPENBOWL ON THE ANGLE OF THE CLOSED PIANO FALL BOARD. [PNO.4]

RESONATION PATCH = PLAY WITH THE SUPENBOWL ON THE RESONATION PATCH. [B.DR.1]

PATCH = PLAY WITH THE SUPENBOWL ON THE ORDINARY PATCH. [B.DR.2]

= PLAY WITH THE SUPENBOWL ON STRINGS, VERY SLOW; YOU FINISH THE ACTION WHEN THE LONG OF THE STRING ENDS. [PNO.5], [VIC.2]

PNO. gliss. with SUPENBOWL Mallet. [PNO.1]

B.cl. = SPECIAL MULTIPHONIC with prull. covering only first harmonics. LITTLE INTERRUPTIONS FOR BREATHING ARE O.K. [B.CI.1]

Dg. = PEDAL NOTE WITH FRULL. The NOTATION IS FOR VARIATIONS IN PITCH. LITTLE INTERRUPTIONS FOR BREATHING ARE O.K.

PNO. = TOUCH APPROXIMATE STRINGS WITH YOUR OPEN HAND. VERY PPP EFFECT. [PNO.2]

TRY TO EMULATE THE DIRECTIONS WITH THE SUPENBOWL ON THE INDICATED PARTS OF THE INSTRUMENT.

PNO. = PLAY AS FAST AS POSSIBLE FROM THE LOWEST NOTE MOVING UP AD. LIB. THE PROXIMATE REGISTER IS WRITTEN ON THE SCORE. [PNO.6]

VIC. = PLAY AS FAST AS POSSIBLE MOVING ON A STRING. SOMETIMES THE BRUSH HAS TO COVER TWO STRINGS () [VIC.3]

VIC. = PLAY AD. LIB. ON THE TAILPIECE. VERY PPP EFFECT. [VIC.4]

B.DR. = PLAY AS FAST AS POSSIBLE WITH THE BRUSH. [B.DR.3]

VIN. } gliss. HARMONICS AS FAST AS POSSIBLE.
VIC. } REPEAT ACTION.

PNO. = gliss. BETWEEN NOTES. DURATION OF gliss. IS AD LIB. [PNO.7]

Leviathan

ANGELES ROJAS

$\text{♩} = 42$

1 4 8 5 15 3 7 7 13 2 6 9 11 5

4 4 16 8 8 4 16 8 4 4 16 8 8 8

BASS CLARINET

DIDGERIDOO

BASS DRUM

PIANO

5 3 9 13 4 7 4 6 9

4 4 8 16 4 8 4 4 4

B.C.I.

Dg

B. DR.

PNO.