

Far Infrared 3.0

for two or more players

By Sophie L. Stone

Instrumentation: open (2 or more players)

Duration: open (12-minute example with the score)

Notes:

- choose a line most suited to your instrument (not all lines need to be covered and some may be duplicated)
- although time is notated, actions are not fixed in time and may begin and end at will
- for some instruments it is impossible to sustain the sound for the entirety of the timeframe; take short breaks/breaths when needed
- the piece is generally quiet, and all actions should be taken slowly

Key:

—▶ — e.g. movement, direction, change

○ — e.g. instrument movement, circular bowing

↖ — e.g. embouchure change (mouthpiece turned towards the body), direction of bow (to sul pont. or behind bridge), change of pitch (e.g. flatter)

Sustain – perform without interruption (unless to break)

Sustain multiple tones simultaneously – e.g. chords, multiphonics, double stops

Sustain multiple tones simultaneously (unstable) – e.g. whistle tones, soft/unstable multiphonics, broken chords

Sustain unstable pitch – e.g. whistle tones, blowing at the mouthpiece, playing 2mm from the string, small fluctuations in pitch, changes to timbre

1. Sustain medium pitch (*p*) → *pp* → *mp* (Air noise) → Sustain unstable pitch (*p*) → Sustain high pitch (*p*) → *mf*

2. Air noise (*mp*) → Brush instrument (*mp*) → Glissando as slow as possible (*p*) → Sustain any pitch (*mp*) → Sustain multiple tones simultaneously (*pp*) (unstable)

3. Sustain low pitch (*mp*) → Sustain multiple tones simultaneously (*p*) → Sustain any pitch (*p*) → Air noise (*p*)

4. Sustain any pitch (*p*) → Very slow pitch bend between any medium or low pitches (*p*) → (interrupted) Air noise (*p*) → Sustain three pitches (in succession) (*mp*) → Sustain highest possible pitch (*p*) (unstable) as quiet as possible

5. Sustain lowest possible pitch (*p*) → Sustain any pitch (*p*) → *pp* → Sustain any unstable sound (*p*) → Sustain any unstable sound (*p*) → Air → pitch (*p*) → Sustain a lower pitch (*mp*)

Time markers: 0', 1'15", 1'35", 2'20", 2'45", 3', 3'15", 3'45", 3'50", 4'15", 4'30", 5'05", 5'10", 5'45", 6', 6'50", 7'10", 7'30", 7'45", 8', 8'05", 9', 9'15", 9'30", 9'40", 9'55", 10'10", 10'35", 10'50", 11', 11'30", 11'20", 12'

