

# Lebst du schon?

A

F. Bergmann

$\text{♩} = 72$

Violine

Projektor anschalten *pp* *p* *m.s.p.* *4*

0:00" 0:20" 0:50" 1:15"

Bassklarinette in B

Projektor umschalten *p* *p* *pp* *p*

Stoppuhr anschalten *pp* *p* *Projektor umschalten* *p* *p* *pp* *p*

MIDI

Klavier

Projektor umschalten *pp* *6* *5*

Sampler

weißes Rauschen *ff* *decrescendo poco a poco a poco*

Objekte

Diaprojektor

Bild 1: Fassade *Projektor an* *4* *3*

Bild 2: Fassade *5*

Bild 3: Fassade *4* *3*

Bild 4: Fassade *9*

2

mit Spannschraube,  
1:50" Saite mit Hand dämpfen

B

2:05"

m.s.p.

2:30"

Vi. 8 *pp*

Bkl. (B) *pp*  
S-Bogen abnehmen,  
mit der Hand aufs Oberstück schlagen  
Saite mit der Hand so stark  
wie möglich abdämpfen

Klav. *pp* *12ma*  
Projektor umschalten

Sampler

Diaproj.

Bild 5: Fassade

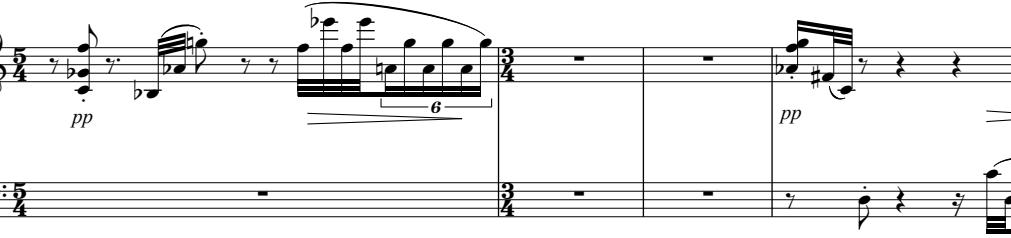
Spannschraube

3

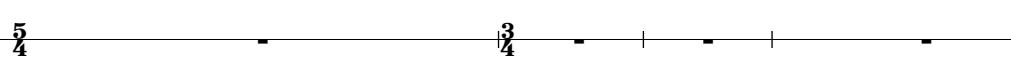
12

Vl. 

Bkl. (B) 

Klav. 

Sampler 

Diaproj. 

3:05"

Spannschraube

Projektor umschalten

pp Saite abdämpfen

*15ma-*

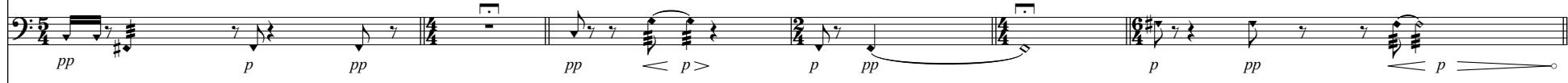
Bild 6: Fassade

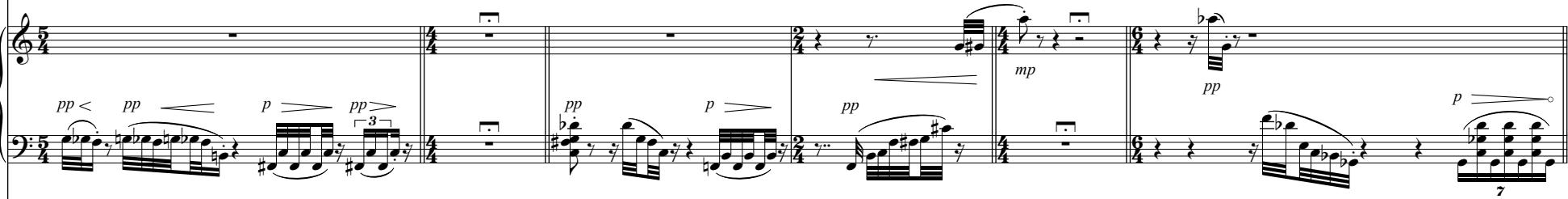
C

4

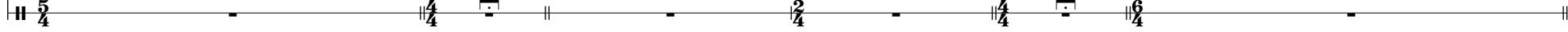
19      3:15" m.s.p.

Vl. 

Bkl. (B) 

Klav. 

Sampler 

Diaproj. 

**D**

Spannschraube  
m.s.p.

25 3:56".

Vl. *pp* *p* *mp* *p* *mp* *p* *mp* *p* *mp* *p*

Bkl. (B) *pp* *p* *mp* *mp* *mp* *p* *mp*

auf Oberstück schlagen  
Saite abdämpfen

Klav. *pp* *p* *p* *p* *p*

Sampler

Diaproj.  $\sharp$   $\flat$   $\sharp$   $\flat$

5

This musical score page, labeled 'D', contains five staves. The first three staves (Viola, Bassoon (B), and Piano) feature complex rhythmic patterns with grace notes and slurs. The Viola staff includes dynamic markings like 'pp', 'p', and 'mp'. The Bassoon staff includes instructions 'aufs Oberstück schlagen' and 'Saite abdämpfen'. The Piano staff includes dynamic markings like 'pp', 'p', and 'p'. The Sampler and Diaproj. staves are mostly blank. The page number '5' is located at the bottom right.

6

31

This musical score page contains five staves. The first staff features the Viola (Vl.) in 5/4 time, playing eighth-note patterns with dynamic markings like  $mp$ , ' $<>$ ', and ' $p$ '. The second staff shows the Bassoon (B) in 5/4 time, with similar performance techniques. The third staff is for the Piano (Klav.), also in 5/4 time, featuring sixteenth-note patterns and dynamics such as  $p$ , ' $p < p$ ', ' $p >$ ', and ' $mp$ '. The fourth staff is for the Sampler, which consists of vertical bars indicating digital samples. The fifth staff is for the Diaproj., showing a continuous horizontal bar with time signature changes between 5/4, 3/4, 2/4, and 5/4.

Vl.

Bkl. (B)

Klav.

Sampler

Diaproj.

38

Vl. 

E

7

Bkl. (B)

Klav.

Sampler

Diaproj.

43

Vln.

Bkl. (B)

Klav.

Sampler

Diaproj.

**F**ordinario

This musical score page contains five staves. The first three staves represent live instruments: Violin (Vln.), Bassoon (Bkl. (B)), and Piano (Klav.). The fourth staff is for a digital sampler, and the fifth is for a digital projector (Diaproj.). The score begins with a dynamic of *p*. The Violin and Bassoon play eighth-note patterns with dynamics *p*, *mp*, and wedge markings. The Piano part consists of sixteenth-note patterns with dynamics *mp*, *p*, *pp*, and *mp*. The Sampler and Diaproj. parts provide rhythmic patterns of vertical bars. A title **F**ordinario is centered above the piano part. Measure numbers 43 are present at the start of each staff.

50

Vln.

Bkl. (B)

Klav.

Sampler

Diaproj.

This musical score page contains five staves. The first staff (Vln.) shows a melodic line with various dynamics and performance markings like '<>' and '3'. The second staff (Bkl. (B)) features a bass line with dynamic changes and rhythmic patterns. The third staff (Klav.) includes two systems of piano music, each with its own dynamic markings. The fourth staff (Sampler) consists of a single continuous horizontal line of short vertical dashes. The fifth staff (Diaproj.) shows a series of time signatures (4/4, 5/4, 4/4, 4/4, 3/4) with corresponding horizontal bars below them.

10

55

**G**

Vln.

Bkl. (B)

Klav.

Sampler

Diaproj.  $\frac{3}{4}$  - | - | - | - | - |  $\frac{4}{4}$  - |  $\frac{3}{4}$  - |  $\frac{5}{4}$  - |  $\frac{5}{4}$

62

This musical score page contains five staves. The top three staves are for the Viola (Vl.), Bassoon (Bkl. (B)), and Piano (Klav.). The Viola staff uses a treble clef and includes dynamic markings like < p, mp, >, and rit. The Bassoon staff uses a bass clef and includes dynamic markings like < mp, p, >. The Piano staff has two systems, each starting with a dynamic of mf. The bottom two staves are for the Sampler and Diaproj. The Sampler staff consists of vertical bars. The Diaproj. staff shows a sequence of time signatures: 5/4, 4/4, 4/4, 3/4, 2/4, 4/4, 5/4, 4/4, 4/4, 4/4, 4/4, 4/4, 4/4.

Vl.      Bkl. (B)      Klav.      Sampler      Diaproj.

rit.

8va - |

mf

12

**H** kein Tempo

♩ = 72

Spannschraube

kein Tempo

con sord.  
sul tasto

+ Kl.

+ Kl.

73

Vi. *mp* *[ebow]* ?? x Projektor umschalten *mp* [Alba] *sul A*

*+ Kl.* *+ Kl.*

Bkl. (B) auf das Mundstück [Benedikt] *[ebow]* aufs Oberstück schlagen Klarinette in B [Alba] [VI.] *+ VI.* *+ VI.*

*mp*

Saiten abdämpfen

Klav. [Benedikt] *mp* *ebow* *15ma* [VI.] [VI./Kl.] [VI./Kl.]

Una-Corda-Pedal blockieren ?? x Projektor umschalten Kassettenspieler anschalten

*[VI.]*

Sampler

Diaproj. Fassade + Benedikt Fassade Fassade + Alba

$\text{♩} = 72$

Spannschraube

85

Vl.

**I**

*mf*

13

Bassklarinette  
in B

aufs Oberstück schlagen

Kl.

*mf*

**I**

Kassette

Klav.

1 x Projektor  
umschalten

Saite abdämpfen

*mf*

Kassettenspieler:

*f*

Objekte

*mf*

Fassade

Diaproj.

96

Vi.

Bkl. (B)

(15)

Klav.

Objekte

Diaproj.

This musical score page contains five staves. The top staff is for the Viola (Vi.) in treble clef. The second staff is for the Bassoon (Bkl. (B)) in bass clef. The third staff is for the Piano (Klav.) in treble clef, with a brace connecting it to the fourth staff. The fourth staff is for Objects (Objekte) in treble clef. The bottom staff is for Diaproj. The score begins at measure 96. The piano part features eighth-note patterns with slurs and '3' over groups of three. The objects part has sixteenth-note patterns with slurs and '3' over groups of three. The diaproj. part consists of vertical bars. Measure 15 starts with a dashed line and continues the patterns from measure 96. The viola and bassoon parts have various dynamic markings like accents and slurs.

**J** kein Tempo

101 rit.

VI. [Florian] + Pno. [Alba]

Bkl. (B) [VI.] [VI.] [VI.] Klarinette in B  
[Alba]

1 x Projektor umschalten Kassette wechseln ?? x Projektor umschalten Vib. 1 an 1 x Projektor umschalten

MIDI + VI. [9+10]

(15) [Florian] ?? x Projektor umschalten

Sampler 8 8 8 8 8 8 8 8 p

Objekte Vibrator 1

Diaproj. Fassade + Florian/Tisch/Lampe Tisch Vibratoren, Interieur

16

III + Kl.  
Vl.      + Kl.  
[Florian] + Pno.  
Alba VI./Kl.  
Pno./Kl.

+ VI.  
Kl.      + VI.  
[VI./Pno.] [Alba] VI./Kl.  
+ Pno [Benedikt]

Vib. 3 an  
1 x Projektor  
umschalten

?? x Projektor  
umschalten Vib. 1 an  
?? x Projektor  
umschalten

+ VI.  
[11] + Kl.  
[12]

[VI./Kl.] [VI./Kl.] [Florian] VI./Kl. [Benedikt]

Vib. 1 aus,  
Vib. 2 an 1 x Projektor  
umschalten Kasstenspieler  
anschalten 1 x Projektor  
umschalten

Sampler

Objekte  
Vibrator 2  
Vibrator 1+2  
Kassettenspieler:  
weißes Rauschen crescendo poco a poco  
Vibrator 1+2 +3

Diaproj. Abstraktion I Abstraktion II

**K**

♩ = 72

Spannschraube

124 [Kassettenspieler ist aus] Vl. *ppp* kein Tempo [Kl/Pno.] 17 ad lib.

Kl. Bassklarinette in B aufs Oberstück schlagen 1 x Projektor umschalten Klarinette in B [Kassettenspieler ist aus] Kassettenrekorder aus, Vibrator 1 aus + Kl. [13] — [14] — 9 — Saite abdämpfen [15] *ma* — Vibrator 2+3 aus

Klav. [Kassettenspieler ist aus] *ppp* Sampler Objekte Diaproj. Abstraktion III Bühnenlicht aus

18

132

Vl. +Pno. ad lib. ad lib. +Pno. ad lib. ad lib. [Alba]

Kl. +Pno. Bassklarinette in B +Pno. [Alba]

+ VI. [15] + Kl. [16] + VI. [17] + VI. [8] Projektor ausschalten

[12] [11] [10] [13] [1] Klav.

Sampler

Objekte

Diaproj. Projektor aus