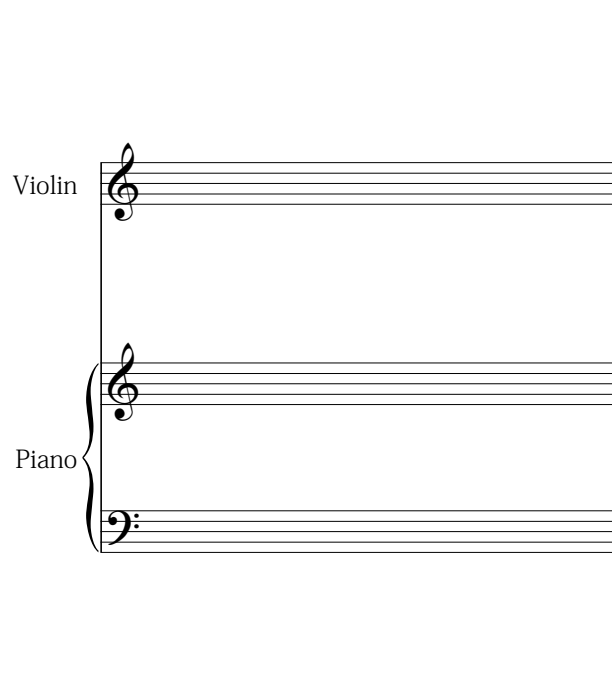


- Non-Stable Equilibrium -

2009



Eric Skytterholm Egan

5 Minutter

The Transition from potential, only virtual, sound patterns to actual sound gestures and music is caused by changes in the agent's sensomotor and mental tonus through exchange of energy between him and his environment, from a non-stable equilibrium (rest) to active states of fluctuation. A non-stable equilibrium is a state full of creative possibilities. Silence, therefore, to be broken and transformed into sound gestures or music, is a kind of analogue to the quantic vacuum that is postulated in some modern cosmological models for the creation of the universe... it is not passive, but conceals its power in order, at a certain moment, to release all thinkable combinations of acoustic and kinetic energy into a world of music and dance.

Nils Lennart Wallin - *Biomusicology*

Performance Notes:

- The piece consists of a series of musical gestures which are framed by various lengths of silence.
- Broadly speaking there are three separate musical characters that are presented and developed.
 - TACET bars should last for a period of time as close as possible the duration stated.
 - Keep in mind that the longest silences (14", 9", 8") should be at least as long as notated.
 - The shortest (1', 2") should certainly be no longer than stated.
- If anything, the character of each section should be exaggerated physically, through body language.
- In each TACET, the players should freeze completely and not move again until the beginning of the next section.

- Non-Stable Equilibrium -

Performance Score

Eric Skytterholm Egan

Violin

$\text{♩} = 90$ Playful yet Focused

p *f* *mp*

TACET 8"

Piano

$\text{♩} = 90$ Playful yet Focused

p *mp* *sfz*

TACET 8"

Vln.

$\text{♩} = 90$ Playful yet Focused

mp *ff* *mf*

TACET 3"

Pno.

$\text{♩} = 90$ Playful yet Focused

mp *mf* *sfz*

TACET 3"

Vln.

$\text{♩} = 60$ Furious and Intense

fff (possible) →

TACET 5"

Vln.

$\text{♩} = 90$ Playful yet Focused

p *f* *mp*

Attacca →

Pno.

$\text{♩} = 90$ Playful yet Focused

p *mp* *pp*

Attacca →

♩=90 Playful yet Focused

Vln. *mf* *ff* *mf* *mp* *mf* **TACET 4"**

Pno. *mf* *f* *sfz* *mf* *p* *mp* **TACET 4"**

♩=90 Playful yet Focused

Vln. *pp* *p* *pp* **TACET 3"**

Pno. *pp* *p* *pp* **TACET 3"**

♩=60 Furious and Intense

Vln. *fff* (possible) → *sim.* *9:8* *4:3* *5:4* **TACET 2"**

♩=90 Playful yet Focused

Vln. *mf* *ff* *p* *mp* *mf* *mp* **T. 3"**

Pno. *mf* *f* *sfz* *p* *mp* *mf* *p* *sfz* *mp* **T. 3"**

♩=90 (possible) Hectic!

Vln. *f* →

T. 1"
(Very Short Pause)

♩=90 (possible) Hectic!

Pno. *f* →

T. 1"
(Very Short Pause)

♩=60 Furious and Intense

Vln. *fff* (possible) →

TACET 1"
(Very Short Pause)

♩=90 Playful yet Focused

Vln. *pp* *p* *pp* *mp* *mf* *mp* *f*

T. 3"

♩=90 Playful yet Focused

Pno. *pp* *pp* *p* *mp* *mf* *p* *sfz* *mp* *mf*

T. 3"

♩=90 (possible) Hectic!

Vln. *pp* (possible) →

TACET 1"

♩=90 (possible) Hectic!

Pno. *pp* (possible) →

TACET 1"

♩=90 Playful yet Focused

Vln. *mf* *ff* *mf*

Pno. *mf* *f* *sfz*

TACET 1"

(Very Short Pause)

♩=90 Playful yet Focused

Vln. *pp* *p* *pp*

Pno. *pp* *p*

TACET 14"

At least 14" - Hold for as long as you feel is possible depending on the tension in the room.

♩=90 Playful yet Focused [sic.]

Pno. *f*

TACET 1"

(Very Short Pause)

♩=90 Playful yet Focused

Vln. *pp* *p* *pp*

Pno. *pp* *p*

TACET 4"

TACET 4"

6

♩=90 Playful yet Focused

Vln. *mf* *ff* *mf* *mp* *mf* *mp* *f*

♩=90 Playful yet Focused

Pno. *mf* *f* *sfz* *mp* *mf* *p* *sfz* *mp* *mf*

Static intense sound!
No vibrato!

Vln. *f* **TACET 3"**

Pno. **TACET 3"**

♩=60 Playful yet Focused *molto accel.* ♩=120

Vln. *pp* *p* *pp* **TACET 1"**
(Very Short Pause)

♩=60 Playful yet Focused *molto accel.* ♩=120

Pno. *pp* *p* **TACET 1"**
(Very Short Pause)

♩=90 (possible) Hectic!

Vln. *f*

♩=90 (possible) Hectic!

Pno. *f*

Vln. T. 8"

Pno. T. 8"

♩=90 Playful yet Focused molto rit. ♩=45

Vln. TACET 5"

Pno. TACET 5"

I ♩=60 Furious and Intense *fff* (possible) →
 II ♩=60 Hectic but Precise *pp* (possible) →

Pno. T. 4"

♩=90 Playful yet Focused molto rit. ♩=45 ♩=90

Vln. T. 4"

Pno. T. 4"

8

♩=60 Furious and Intense

Vln. *fff* (possible) →

Vln. *fff* (possible) →

T. 2"

♩=90 Playful yet Focused

Vln. *mf* *ff* *f* *mp* *mf* *mp* *f*

♩=90 Playful yet Focused

Pno. *mf* *f* *p* *mp* *mf* *p* *mp* *f*

Static intense sound!
No vibrato!

Vln. *f*

T. 9"

Pno.

T. 9"

♩=60 Furious and Intense *fff* (possible) - Diminuendo in final bar both times

Pno. *fff* *p*

T. 4"

♩=60 Playful yet Focused *molto accel.* ♩=120

Vln. *mp* *f* *mp* TACET 2"

Pno. *mp* *mf* *sfz* *mp* TACET 2"

Vln. *fff* (possible) → *sim.* 9:8 4:3 5:4 3

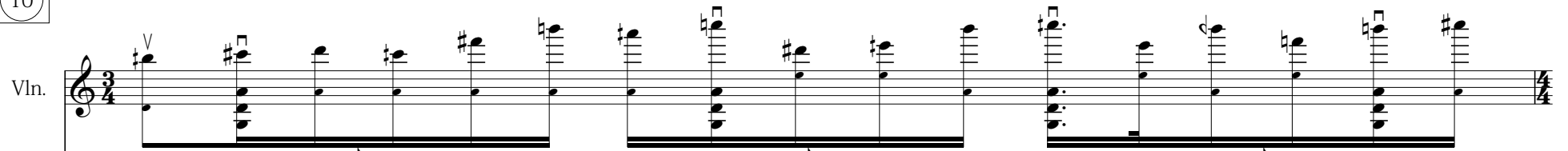
Pno. *fff* (possible) → 8va 3 9:8 4:3 5:4 3

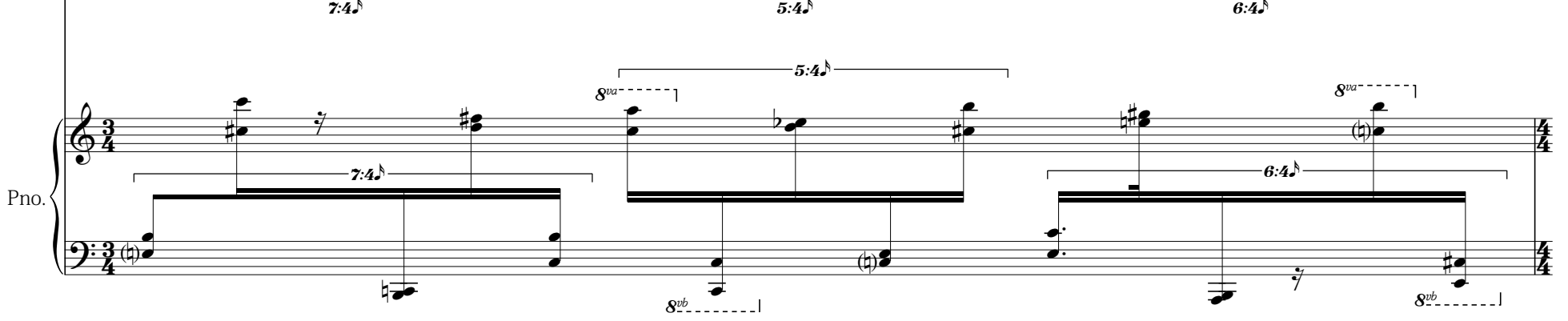
Vln. 9:8 3 6:5 5:4 3 5:4 6:4 3

Pno. 8va 3 9:8 5:4 3 5:4 6:4 3

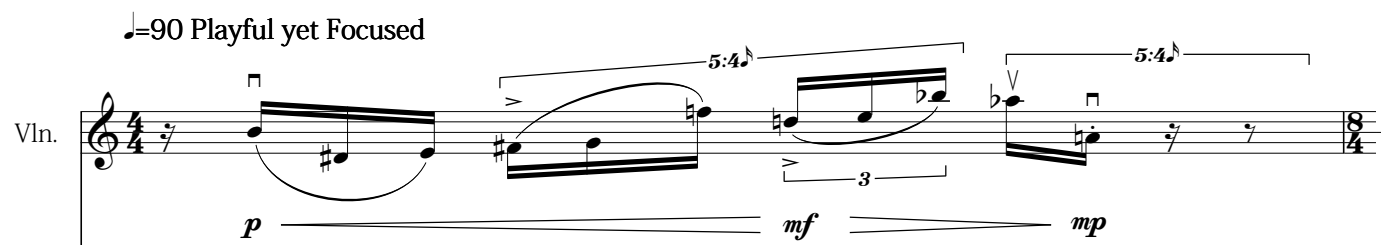
Vln. 5:4 10:8 3 9:8

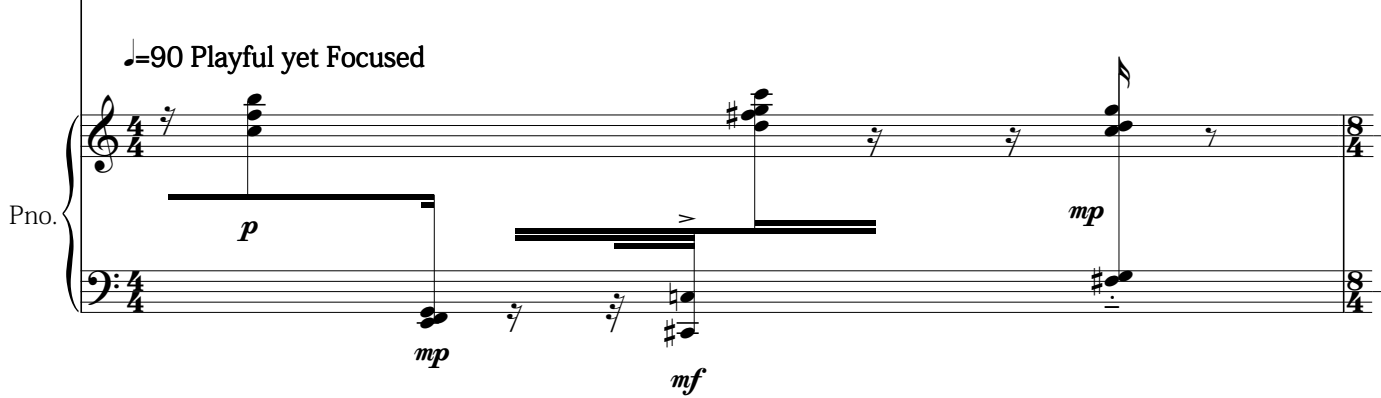
Pno. 5:4 10:8 8va 3 3 3

Vln. 

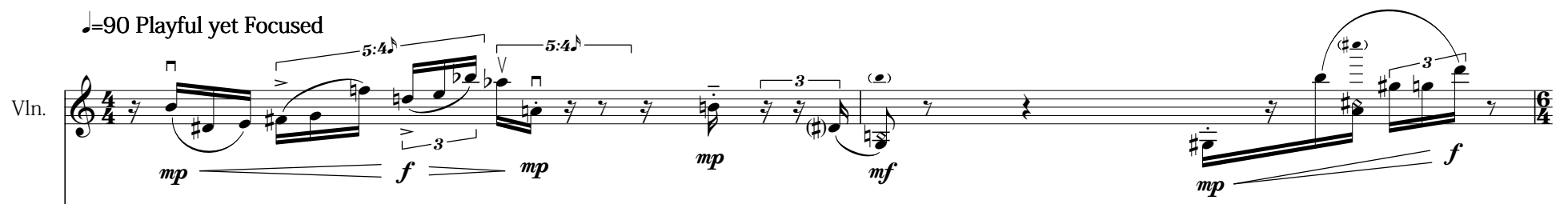
Pno. 

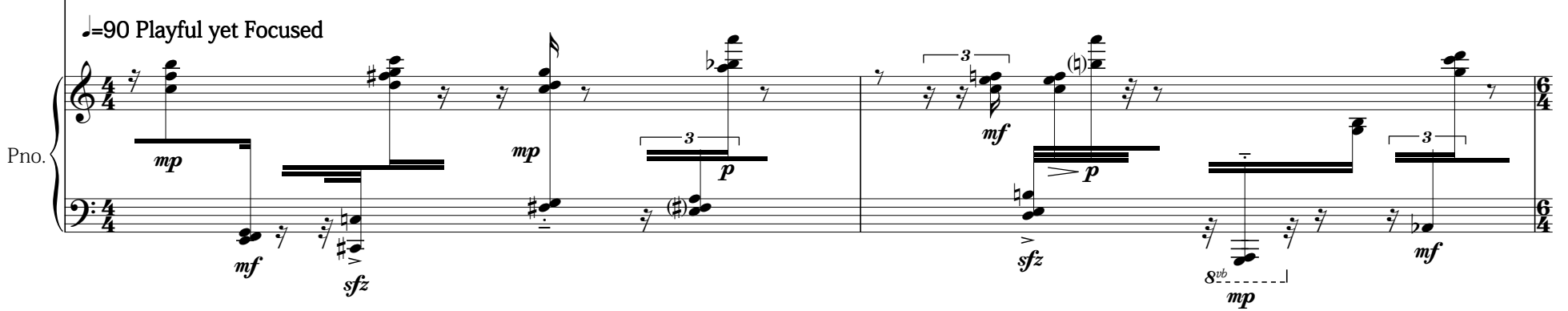
♩=90 Playful yet Focused

Vln.  TACET 5"

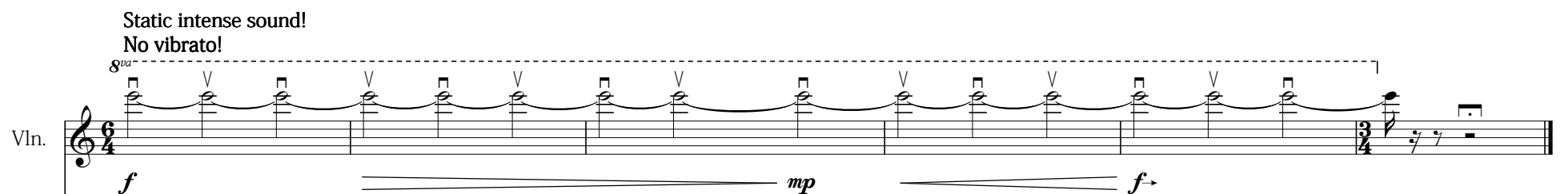
Pno.  TACET 5"

♩=90 Playful yet Focused

Vln. 

Pno. 

Static intense sound!
No vibrato!

Vln. 

Pno. 