

# the infinite space between

Transposed score

a collaboration with Joshua Lantzy and Jacob Richman  
for building, chamber ensemble, six dancers, and electronics.

## TUNING (1-4 Delay, 5 EQ, 6 Panning)

Very slowly unfolding, in free time at own breathing pace.

Repeat each cell until directed to move to the next cue.

As piece develops, slowly begin embellishing material as desired.

Bend pitches, gliss between notes as desired.

Kirsten Volness

The score is organized into three numbered sections (1, 2, 3) across five systems of staves.

- System 1:**
  - Voice 1:** Treble clef. Section 1: "Quiet breathing sounds, ad lib." Section 2: "Hmmm...\*" with *ppp* dynamic. Section 3: "Enter after alto flute" with *ppp* dynamic.
  - Voice 2:** Treble clef. Section 1: "Audible but calm breathing sounds, ad lib." Section 2: "Hmmm...\*" with *ppp* dynamic. Section 3: "Enter after voice 1" with *ppp* dynamic.
- System 2:**
  - Alto Flute:** Treble clef. Section 3: "Begin at end of a vocal note" with *pp* dynamic and *sim. swell* marking.
  - Bass Clarinet in B $\flat$ :** Treble clef. Section 3: *pp* dynamic.
  - Trombone:** Bass clef. Section 3: *pp* dynamic.
- System 3:**
  - Percussion:** Percussion clef. Includes "Bamboo chimes" with instruction "play sparsely until noted. listen to delay".
  - Delay (ms):** Percussion clef. Includes a box with "100 ms" and instruction "Change deliberately and maintain position".
  - Filtering (EQ):** Percussion clef. Includes "20 kHz" and "20 Hz" markings.
  - Panning:** Percussion clef. Includes instruction "position determines routing".

**Footnote:**  
\*Vocalists are to hum unless otherwise indicated.  
Sounds of slow breathing around/in addition to hummed pitches are also encouraged.  
Fermatas last as long as breath will allow.

6 **4** **5** Open up a bit - maintain tranquil flow *mp*

Voice 1

Voice 2 *ppp*  
Hmmm...\*

A. Fl. Always after bcl  
*sim. (fall on release)*  
dynamic swells grow gradually louder

B. Cl. *pp* *sim.*  
dynamic swells grow gradually louder

Tbn.

Perc. chimes continue throughout  
after dancers have reached farthest distance  
Dark sus cymbal  
short breaks between rolls / swells  
*pp* *mp* *pp* *mp*

**4** **5** Open up a bit - maintain tranquil flow  
Hold 2 second delay  
Cymbal cues beginning of EQ sequence

Del.

EQ

Perc.

10

Voice 1

Voice 2

A. Fl.

B. Cl.

Tbn.

Perc.

Del.

EQ

Perc.

*pp*  $\longleftarrow$  *mp*  $\longleftarrow$  *pp*  $\longleftarrow$  *mp*

Stay in high freq,  
close position

Panning solo begins  
Front  
L R  
L R  
Rear R

Detailed description: This is a page of a musical score for a chamber ensemble. It features nine staves: Voice 1, Voice 2, A. Fl., B. Cl., Tbn., Perc., Del., EQ, and Perc. The score is in 3/4 time and begins at measure 10. Voice 1 has a melodic line with a slur over measures 10-13. Voice 2 has a sustained note in each measure. A. Fl. and B. Cl. have sustained notes with a slur over measures 10-13. Tbn. has a sustained note in each measure. Perc. has a pattern of notes with dynamics *pp* and *mp* indicated. Del. has a sustained note in each measure. EQ has a melodic line with a slur over measures 10-13. The bottom Perc. staff has a panning solo starting in measure 13, with instructions for panning from Front to Rear.

6 Still at your own desired tempo, feeling more rhythmic

14

Voice 1

Voice 2

A. Fl.

B. Cl.

Tbn.

Perc.

Del.

EQ

Perc.

Enter at least two beats after voice 1  
*mp*

Chimes and cymbal ad lib.  
add Triangle / metals

*pp* < *mp*

6 Still at your own desired tempo, feeling more rhythmic  
Slowly move toward one another and stop when you hit next mark

After full melody enters be creative and listen.  
Respond to how your movements affect sound.

side to side in front  
L R

expand to all

Panning improv

19

**7** Beat settles in  $\text{♩}=96$

mp

mp

8

Voice 1

Voice 2

A. Fl.

B. Cl.

Tbn.

trombone entrance cues prep for 7

add Footsteps / drum

add Footsteps / drum

Perc.

*mf*

**7** Beat settles in  $\text{♩}=96$

640 ms

Del.

EQ

Perc.

24

8

*mp*

Voice 1

Voice 2

A. Fl.

B. Cl.

Tbn.

Perc.

add bells / texture  
vary beat more

8

Del.

EQ

Perc.

Detailed description: This is a page of a musical score, page 6. It features eight staves. The top two staves are for Voice 1 and Voice 2. Voice 1 starts at measure 24 with a melodic line in a treble clef with a key signature of one flat. Voice 2 provides a harmonic accompaniment. The next three staves are for woodwinds: A. Fl. (Alto Flute), B. Cl. (Bass Clarinet), and Tbn. (Tuba). The Percussion staff includes a box with the instruction 'add bells / texture vary beat more'. Below these are three more percussion staves: Del. (Delicate Percussion), EQ (Electronic Quilting), and Perc. (Percussion). A rehearsal mark '8' is placed above the first measure of the woodwind and percussion sections. Dynamics of mezzo-piano (*mp*) are indicated for the voices and woodwinds.

29

9 *cresc.*

Voice 1

Voice 2

A. Fl.

B. Cl.

Tbn.

Perc.

ad lib.

*cresc.*

9

Del.

EQ

Perc.

32

The image shows a page of a musical score, page 8, starting at measure 32. The score is arranged in two systems. The first system includes staves for Voice 1, Voice 2, A. Fl., B. Cl., Tbn., and Perc. The second system includes staves for Del., EQ, and Perc. The key signature has one flat (B-flat), and the time signature is 8/8. Voice 1 has a melodic line with a long note in the first measure. Voice 2 has a more active line with eighth and sixteenth notes. The A. Fl. part has a complex rhythmic pattern in the first measure. The B. Cl. part has a melodic line in the second measure. The Tbn., Perc., Del., EQ, and Perc. parts are mostly silent, indicated by rests.



10

Continue improvising riffing off material already presented to build a more active rhythmic texture, crescendo to climax then ramp down again to CODA, musicians tacet as desired

34

Voice 1



Voice 2



A. Fl.



B. Cl.



Tbn.



Perc.



10

Continue improvising riffing off material already presented to build a more active rhythmic texture, crescendo to climax then ramp down again to CODA, musicians tacet as desired

Del.



EQ



Perc.



**11** CODA  
 Stagger phrases, play at own pace.  
 Wind down one by one to land on concert D.

Bend / play with intonation  
 to create "wobble" effect

35

Voice 1

Voice 2

A. Fl.

B. Cl.

Tbn.

Perc.

very quiet steady cymbal roll  
 last to release

*pp*

**11** CODA  
 Stagger phrases, play at own pace.  
 Wind down one by one to land on concert D.

Bend / play with intonation  
 to create "wobble" effect

Del.

EQ

Perc.

move toward the center and stay until end

Full spectrum

Run in circles gradually  
 slowing and spiraling  
 in to center.