



Panayiotis KOKORAS

Bellow
for accordion and electronics

2021



Preview

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Composed for Krassimir Sterev

Preview

Duration 9' 20 minutes

Denton, Texas
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Preview

Performance Notes

General

- The notation doesn't imply the sound produced. The score works as a manual for the performer in order to produce and manipulate the sounds required.
- Timbre techniques are to be understood as ideal indications and may thus in practice be treated flexibly and creatively.
- The change from one sound type to another should not be executed at one instance (unless indicated) but a 'transformation time' should allow the sound to be shaped. This transformation time is important and creative expression tool and should be considered throughout the piece.
- Emphasis should be given on the right and rich productions of the variable sound possibilities rather than to exact and precise execution of the passages that anyway are not particularly demanding.
- The virtuosity required for the piece may be called 'La Virtuosite du Son' for the musician has the duty to make sound and not to play sounds.
- The structure and the ideas of the piece can be revealed only if the sound possibilities treated with meticulous precision and accuracy.

Notation

The notation shows a score for an accordion staff and a corresponding sound staff. The accordion staff is divided into three sections: Key. (right hand), Blw. (bellows), and Btn. (left hand). The Key. section shows a 4/4 time signature and a key signature of one sharp (F#). The Blw. section shows a wavy line representing bellows movement, with a box indicating 'bellows shake almost closed, on each 16th the bellows stamp LH tone cluster is also mixed at low volume'. The Btn. section shows a series of notes with a 'sim...' marking. The Sound Staff (Elec.) shows a visualization of the sound, with a time marker of 2:49. The notation includes various markings such as 'mz stamp trem', 'P stamp trem', and 'no stamp'.

STAFF

- ACCORDION STAFF: The accordion staff is divided in three main sections defined by two-line bottom and top: the keyboard (right hand), the bellows and the buttons (left hand). In the keyboard section, the area between the two lines indicates range from low to high; the bellows area shows the movement of the bellows; and the buttons area indicate proportionally the buttons to be pressed. The five lines staff is also utilized in the score.

Each sound is described with a keyword e.g., "bellows stamp" and a descriptive symbol when appropriate, in addition text notes in a box may provide further information.













- SOUND STAFF: The lower section of the staff provides a visualization of the sound to be produced. The vertical axis represents frequency and the horizontal axis time. Generally, the coloring/density represents loudness, black for the loud to white for quite sounds. The patterns displayed in this section provide an arbitrary visualization of the sound to be produced such as high/low, bright/dull, ordered/chaotic, coherent/erratic, smooth/coarse, soft/raspy, tonal/noisy, etc. In addition, a number of onomatopoeic and/or echomimetic words and expressions aiming to represent or imitate a sound or its context such as aggressive, peaceful, mournful cry of pain, mental and physical suffering, sorrow or pleasure.

Performance Notes - Sound Lexicon

For more information about the timbre of the sounds used in the piece, please refer to the online sound lexicon. Below you will find an index of the audio performance notes by measure numbers:

Sound Lexicon

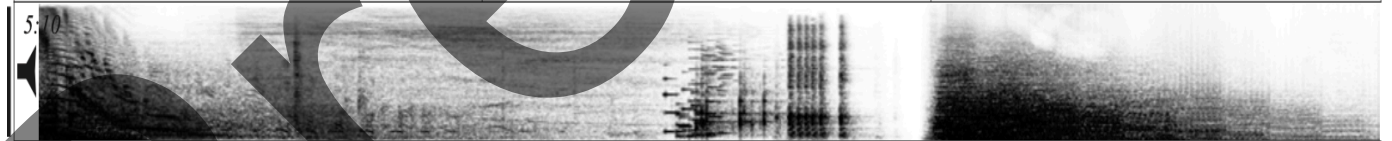
 b2-5_bellow_accordion.wav
 b12-15_bellow_accordion.wav
 b29-31_bellow_accordion.wav
 b42-45_bellow_accordion.wav
 b54_bellow_accordion.wav
 b71-75_bellow_accordion.wav
 b76-78_bellow_accordion.wav
 b88-90_bellow_accordion.wav
 b95_bellow_accordion.wav
 b99-101_bellow_accordion.wav
 b105-109_bellow_accordion.wav
 b118-120_bellow_accordion.wav

 b120_bellow_accordion.wav
 b129-131_bellow_accordion.wav
 b133_bellow_accordion.wav
 b144_bellow_accordion.wav
 b147_2nd-half_bellow_accordion.wav
 b153_bellow_accordion.wav
 b160-163_bellow_accordion.wav
 b171-173_bellow_accordion.wav
 b187_bellow_accordion.wav
 b199_bellow_accordion.wav
 b208-213_bellow_accordion.wav
 b224-227_bellow_accordion.wav

Electronics

FIXED ELECTRONICS

The Spectrogram below displays the frequency on the vertical axis and the time on the horizontal axis. Moreover, the colorings of grey indicate frequency loudness (from black for loud frequencies to white for silence). It works as visual representation of the tape part in order to guide/ help the performer to follow it easier and more accurately. The spectrogram aims to make it easier to discern individual musically meaningful features. At the left top corner of every staff there is a timestamp of the prerecorded material.



CLICK TRACK

- Download the tape part and the click track so that you can create your DAW project.
- The stereo electronic part and the amplified sax should be projected from the speakers system.
- The click track file should be assigned to a separate output send to the performer's earbuds on stage.

Preview

Preview

Brontosaurus Honking Cries

Bellow

Panayiotis Kokoras

4/4 Master Switch 5/4

Keys

Bellows

Buttons

Sound *resembles train horns*

Electronics

0:00

4/4

Key.

Blw.

Btn.

Snd.

Elec.

0:08

7/4

Key.

Blw.

Btn.

Snd.

Elec.

0:15

10/4

Key.

Blw.

Btn.

Snd.

Elec.

0:23

Lh clusters, unless indicated, press all six rows of buttons and 4-5 columns, following the fingers configuration; more buttons at the bottom, less at the top

LH cluster, short close gesture of the bellows

air button

mz

air LH cluster

13/5

close bellows to full stop until a thumping sound is produced; open up to get ready for the next one

Key.

Blw.

Btn.

Snd.

Elec.

0:30

bellows stamp

p

mz

p pos

very slow bellows move

resembles train horns

echo horns

2 4
164

Key. *mz* *p pos* *mz* *p pos* *mz* 3

Blw. *mz* *p pos* *mz* *p pos* *mz* 3

Btn.

Snd. *echo horns*

Elec. 0:37

5 4
194

Key. *mz* *p pos*

Blw. *f* *mz* *p pos*

Btn.

Snd.

Elec. 0:44

22

Key. *p*

Blw. *f* *mz*

Btn.

Snd.

Elec. 0:51

25

Key.

Blw.

Btn.

Snd.

Elec. 0:58

28 5 6
4 4

Key. *f* *mz*

Blw. *f* *mz*

Btn.

Snd. *horn bend*

Elec. 1:04

apply pressure on the bellows, gently depress a key halfway

4/4

31

Key.

Blw. *mf*

Btn.

Snd.

Elec. 1:13

34

Key.

Blw. *f*

Btn. *mf*

Snd. *ord. sound* *horn bend*

Elec. 1:19

37

Key.

Blw.

Btn.

Snd.

Elec. 1:26

40

Key.

Blw. *mf*

Btn.

Snd. *ord. sound* *horn bend* *moan gliss*

Elec. 1:33

apply pressure on the bellows, gradually depress/ release a key halfway

gliss may occur up to a tone lower from the notated note

43

Key.

Blw.

Btn.

Snd.

Elec. 1:39

4 Fantasia Stable

46

Key.

Blw.

Btn.

Snd.

Elec.

1:46

49

Key.

Blw.

Btn.

Snd.

Elec.

1:53

gradually depress/ release buttons halfway

52

Key.

Blw.

Btn.

Snd.

Elec.

1:59

apply pressure on the bellows, gradually depress buttons halfway & stomp the bellows

bellows stamp

55

Key.

Blw.

Btn.

Snd.

Elec.

2:06

58

Key.

Blw.

Btn.

Snd.

Elec.

2:13

61

Key.
Blw.
Btn.
Snd.
Elec. 2:19

5
64

Key.
Blw.
Btn.
Snd. LH cluster
Elec. 2:26

6
67

Key. *p* *f*
Blw.
Btn.
Snd. bellows stamp moan gliss
Elec. 2:34

9
70

Key. *f* *f* *f*
Blw.
Btn.
Snd.
Elec. 2:43

4 Flapping Kettle Kite
73

bellows shake almost closed, on each 16th the bellows stamp
LH tone cluster is also mixed at low volume

keep only air button open

Key.
Blw.
Btn.
Snd. mz stamp trem p stamp trem no stamp
Elec. 2:49

6
76

smaller more bellows movement more percussive sound 80% stamp vs 20% tone

6/4

5/4

Key.

Blw.

Btn.

Snd.

Elec.

2:56

P stamp trem

sim...

swell

f

mz

79

4/4

3/4

4/4

Key.

Blw.

Btn.

Snd.

Elec.

3:04

P stamp trem

sim...

f

mz

82

5/4

4/4

Key.

Blw.

Btn.

Snd.

Elec.

3:11

P stamp trem

f

p stamp trem

sim...

85

tap the LH button to produce a percussive sound that resembles typewriter

Key.

Blw.

Btn.

Snd.

Elec.

3:18

type tap

3

Typewriter Rodeo

88

move LH fingernails up or down the buttons to create a rough, scraping sound that resembles the return sound of the typewriter carriage

Key.

Blw.

Btn.

Snd.

Elec.

3:25

type tap

guiro button

3

91 6
4

Key. > > > >

Blw. > > > >

Btn. type tap

Snd. guiro button

Elec. 3:32

4 Machine Gun Novelism 5
4 3
4

94 4

Key.

Blw.

Btn. f

Snd. f

Elec. 3:39

97 4
4 5
4

continue tapping the button and move a little the bellows so that a syncopated tone fades in & out

Key.

Blw. p pos B.S. 5, 11 p B.S. 5, 11

Btn.

Snd. f

Elec. 3:46

100 4
4

Key.

Blw. p mz f

Btn.

Snd.

Elec. 3:53

Shuddering Rose Elevator

103

vert small, short and even strokes up and down with center pivot point

Key.

Blw. p bellows stamp no stamp ord.

Btn.

Snd. triple bellows shake f p pos

Elec. 3:59

106

transform bellows knock sound: 0 ord sound
 50% knock sound 100% knock sound

Key.

Blw. *no stamp* *bellows stamp* *no stamp*

Btn.

Snd. *bellows shake* *acc.* *triple bellows shake* *f pos*

Elec. 4:06

109

Key.

Blw. *triple bellows shake*

Btn.

Snd. *ord.* *bellows stamp*

Elec. 4:13

112

triple shake transition from no percussive (bellows knock) to 80% percussive sound, tone sound should also be part of the mix

Key.

Blw.

Btn.

Snd. *p* *f pos* *mz* *p pos*

Elec. 4:

Fuzza Groova

115

Key.

Blw. *triple bellows shake*

Btn.

Snd. *f*

Elec. 4:28

118

Key.

Blw.

Btn.

Snd.

Elec. 4:34

121

Key.

Blw.

Btn.

Snd. *triple bellows shake*
f no stamp

Elec.

4:42

124

Key.

Blw.

Btn.

Snd.

Elec.

4:49

127

Key.

Blw.

Btn.

Snd.

Elec.

4:56

130

Key.

Blw.

Btn.

Snd.

Elec.

5:02

6 Stutter Chipmunk
RH cluster burst followed by short gliss
LH cluster soft swell

133

Key.

Blw.

Btn.

Snd.

Elec.

5:10

10

136

7/4 6/4

Key. Blw. Btn. Snd. Elec.

5:17

p

139

5/4 4/4

Key. Blw. Btn. Snd. Elec.

5:26

f

142

5/4 6/4

Key. Blw. Btn. Snd. Elec.

5:34

sim...

145

2/4 6/4

Key. Blw. Btn. Snd. Elec.

5:42

f

148

3/4 5/4

Key. Blw. Btn. Snd. Elec.

5:50

f *mz.*

Messiaen Feast

151 $\frac{4}{4}$

Key. *f*

Blw.

Btn.

Snd.

Elec. 5:57

f *pos* *p*

154

Key.

Blw.

Btn.

Snd.

Elec. 6:04

157

Key.

Blw.

Btn.

Snd.

Elec. 6:10

160

gradually release the keys/buttons from think cluster to one RH tone

$\frac{6}{4}$

Key.

Blw.

Btn.

Snd.

Elec. 6:17

163 $\frac{5}{4}$

Key. *p*

Blw.

Btn.

Snd.

Elec. 6:25

166

4 close bellows to full stop until a thumping sound is produced; no tone, only percussive sound

3/4



Key.

Blw.

Btn. B.S. M

Snd. *bellows stamp*

Elec. 6:34

4 Martian Arts Kick Drills

169

bellows stamp with tone

5 *bellows stamp percussion*

knock the chin bellows for the thumping sound, press the knee side bellows with air button on

4 range defined chromatic cluster

Key. air button

Blw.

Btn. f

Snd. (air)

Elec. 6:41

172

5/4

4

Key.

Blw.

Btn.

Snd.

Elec. 6:48

175

Key.

Blw.

Btn.

Snd.

Elec. 6:55

178

Key.

Blw.

Btn. p pos f

Snd. air

Elec. 7:02

181 $\frac{5}{4}$ $\frac{3}{4}$

Key.

Blw.

Btn.

Snd.

Elec.

7:08

184 $\frac{5}{4}$

Key.

Blw.

Btn.

Snd.

Elec.

7:15

same chords

6 Cascade Quicksand Fall $\frac{7}{4}$ $\frac{6}{4}$

187 $\frac{4}{4}$

Key.

Blw.

Btn.

Snd.

Elec.

7:22

190 $\frac{4}{4}$

Key.

Blw.

Btn.

Snd.

Elec.

7:32

193 $\frac{7}{4}$ $\frac{5}{4}$ stronger bush bellows

Key.

Blw.

Btn.

Snd.

Elec.

7:40

14

196

4/4

Key. []

Blw. []

Btn. []

Snd. []

Elec. []

7:49

7/4

199

5/4

3/4

Key. []

Blw. []

Btn. []

Snd. []

Elec. []

7:56

7/4

202

4/4

5/4

press indicated buttons on rows 4 & 5 and a cluster on rows 1-3

Key. []

Blw. []

Btn. []

Snd. []

Elec. []

8:04

4/4

205

Key. []

Blw. []

Btn. []

Snd. []

Elec. []

8:13

5/4

208

5/4

Key. []

Blw. []

Btn. []

Snd. []

Elec. []

8:20

211

4/4

Key. *p pos* *< f*

Blw. 2

Btn.

Snd.

Elec. 8:28

214

5/4 6/4 4/4

Key.

Blw. 12 16 14

Btn. *p* *p pos*

Snd.

Elec. 8:35

cluster gliss move the cluster from top to bottom range by sliding the hand on the keyboard

217

Key.

Blw. 14 14

Btn. *press gradually*

Snd.

Elec. 8:43

220

Key.

Blw. 14 5/4 4/4

Btn. *p pos* *f pos*

Snd.

Elec. 8:50

223

Superhero Homestretch

below stamp gets less and less to stop strong and short push of the bellows, and pull back with minimum tone, like decay as it repeats and elongates, the pull tone gets louder

Key.

Blw. 12

Btn. *p pos*

Snd. *bellows stamp* *cluster* *no stamp*

Elec. 8:57

16

226

Musical score for measures 226-231. The score is divided into five systems: Key, Blw., Btn., Snd., and Elec. The Key staff shows a sequence of arrows indicating fingerings. The Blw. staff shows clusters of notes. The Btn. staff shows clusters of notes. The Snd. staff shows clusters of notes. The Elec. staff shows a spectrogram with a time marker of 9:04.

229

Musical score for measures 229-234. The score is divided into five systems: Key, Blw., Btn., Snd., and Elec. The Key staff shows a sequence of arrows indicating fingerings. The Blw. staff shows clusters of notes. The Btn. staff shows clusters of notes. The Snd. staff shows clusters of notes. The Elec. staff shows a spectrogram with a time marker of 9:11.

232

5
4

palm cluster gliss to one note

Musical score for measures 232-237. The score is divided into five systems: Key, Blw., Btn., Snd., and Elec. The Key staff shows a sequence of arrows indicating fingerings. The Blw. staff shows clusters of notes. The Btn. staff shows clusters of notes. The Snd. staff shows clusters of notes. The Elec. staff shows a spectrogram with a time marker of 9:17. A note in the Snd. staff is marked with 'mz' and a diamond symbol. A large watermark 'Preview' is overlaid on the page.

Preview

Preview

