ANDRÉ CODEÇO
P-SPACE

P – Space

for

Brass Quintet

Notas do autor

P-Space nasce de uma constatação originada em minha atual pesquisa, que busca investigar a matéria e o espaço musica a luz do pensamento sincrético. A constatação foi que: considerando o trato composicional, todo fenômeno sonoro, enquanto entidade metafísica, representa uma perturbação no espaço (aqui, espaço físico). Esta afirmação clarifica que, as metáforas de movimento, fortemente utilizadas em linguagem musical, traduzem o cenário dimensional espaço/tempo que rege nossa realidade.

Assim sendo, uma série de questões surgem. Se jogamos uma pequena pedra em uma piscina de grande porte, com todo seu conteúdo (imaginemos a água) completamente imóvel, as ondas se darão apenas nas camadas mais superficiais. Se fosse uma grande pedra, as ondas seriam maiores, as camadas atingidas seriam mais profundas. Isso porque além da gravidade que atrai os corpos e toda mecânica envolvida no processo, todo movimento no tempo é, de certa forma, uma perturbação no espaço.

Portanto, P-Space é produto desta analogia e também, é uma tentativa de evocar perguntas ligadas a esta questão, e não respostas.

Composer's Notes

P-Space comes from an observation in my current research, which seeks to investigate the musical matter and space by the view of syncretic thought. The finding was that: considering musical composition, all sound phenomena, while metaphysical entity, is a disturbance in space (here, physical space). This statement clarifies that the metaphors of movements, heavily used in musical language, translate the dimensional scenario space/time, that governs our reality.

Therefore, a number of questions arise. If we throw a pebble in a large pool, for example, with all its contents (imagine the water) completely immobile, there will be waves only in the most superficial layers. But using a large rock, the waves would be higher, the affected layers would be deeper. It happens because, apart from the gravity that attracts all the bodies, and, mechanics involved in the process, every movement in time, in a certain way, is a disturbance in space.

Therefore, P-Space is the product of this analogy, as well, is an attempt to evoke questions related to this issue, not answers.

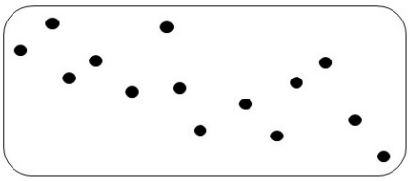
Duração aproximada/Duration: 3:40s

I Trompete (Sib) / I Trumpet
II Trompete (Sib) / II Trumpet
Trompa / Horn
Trombone Tenor / Tenor Trombone
Trombone Baixo / Bass Trombone

Bula / Instructions

Random glissando. It should be played increasing gradually the range for both high and low notes, as indicated by the lines in the figure. Dynamic it is not necessarily linked to the glissando's "stretching". Dynamics, will be indicated in the score.

Glissando aleatório. Deve-se tocá-lo aumentando gradativamente o alcance tanto para notas agudas, quanto para notas graves, conforme indica as linhas na figura. Não necessariamente a dinâmica está ligada ao "esticamento" do glissando. Ela, a dinâmica, será indicada na partitura.



Tocar notas aleatórias tomando por referencia as a direção dos pontos na figura. Não é preciso seguir o número exato de pontos, apenas seguir as direções.

Play random notes following the direction of the dots in the picture. It`s not necessary play the exact number of dots. Just follow the directions.

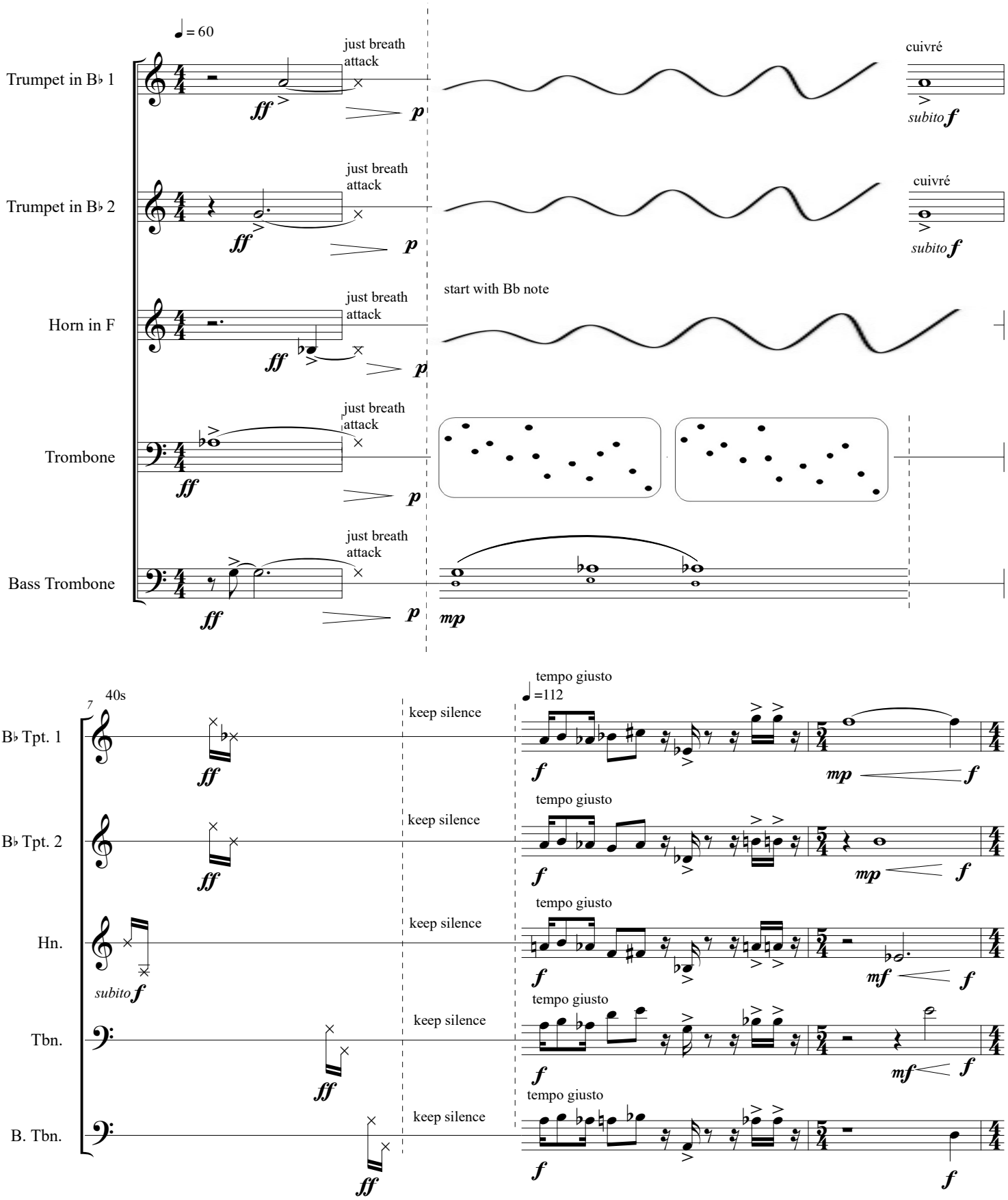
Tocar uma nota aguda e outra grave. Não é necessário que a seja a nota mais aguda/grave possível. Contudo, a distância entre as notas deve ser extrema o suficiente para provocar contraste exagerado entre as alturas.

Play one high note and another low. Any pitch, doesn't have to be the highest or lower one. Just make sure to show a big distance between them.

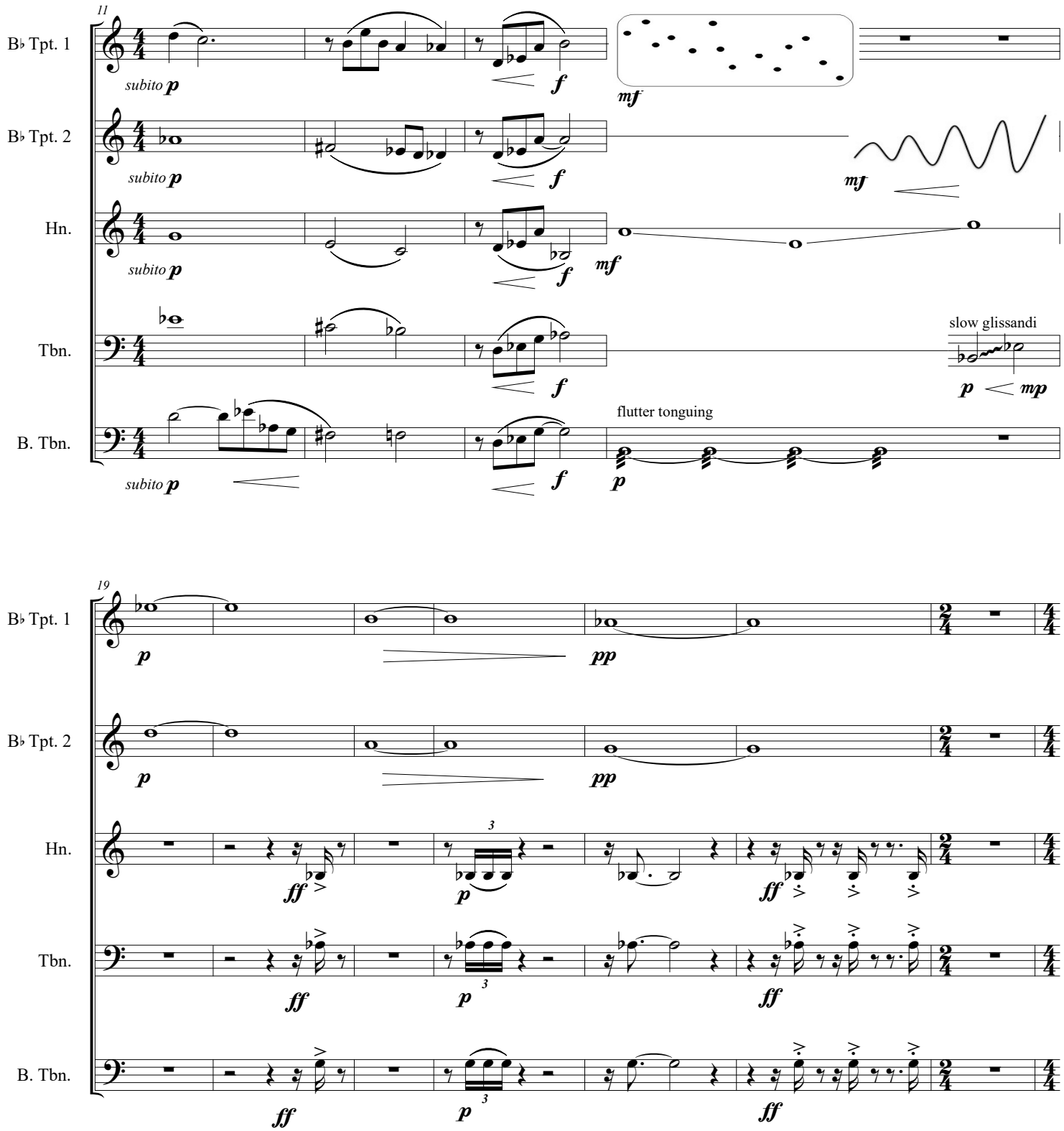
A Partir de uma nota mais grave e alcançar uma mais aguda e em seguida alcançar uma mais grave através de glissandos lentos crescentes ou decrescentes conforme indicado pela linha.

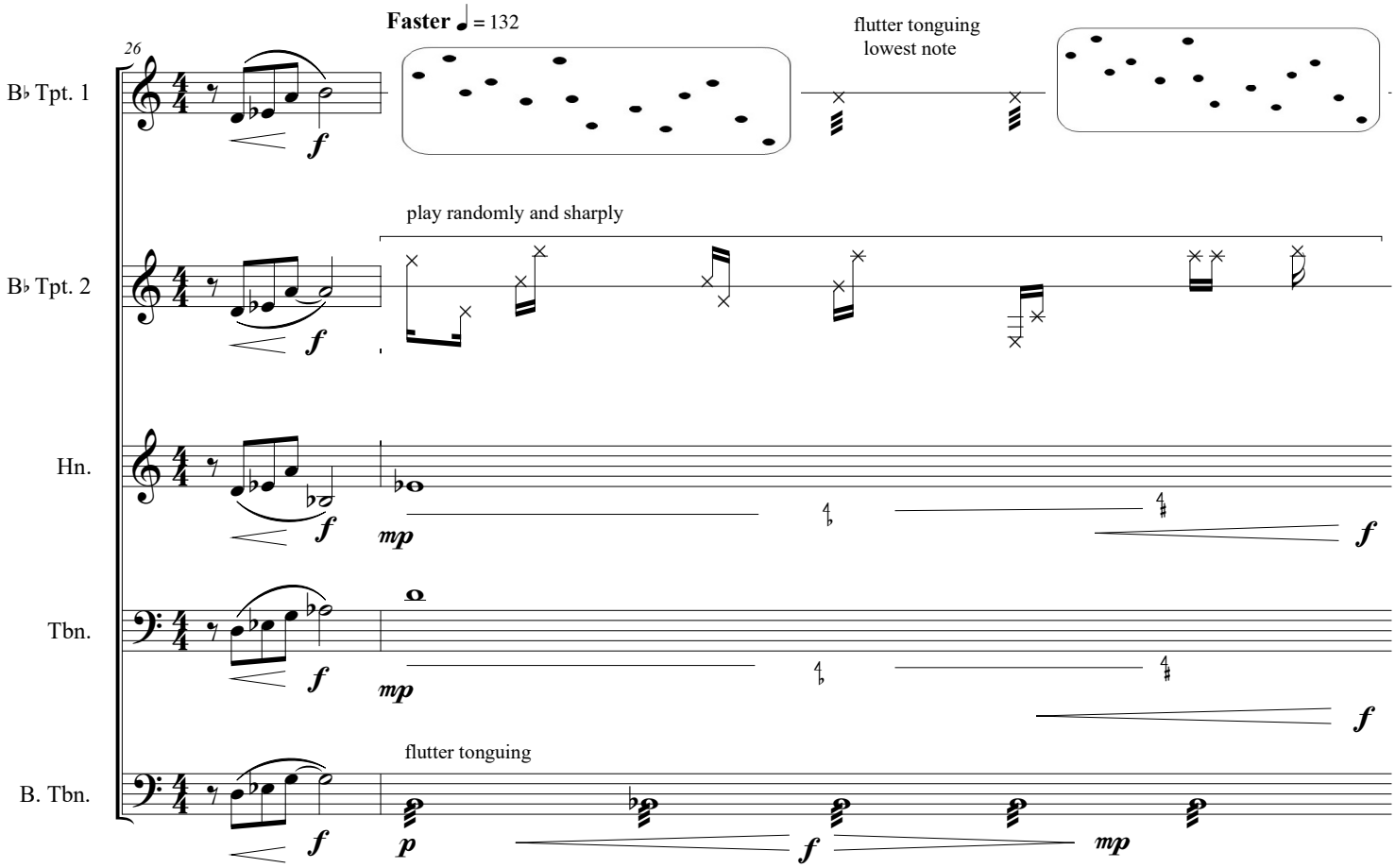
Move through slowly glissandos from a low note, to a higher and then, to a lower one. There's no exact picth, just follow the lines.

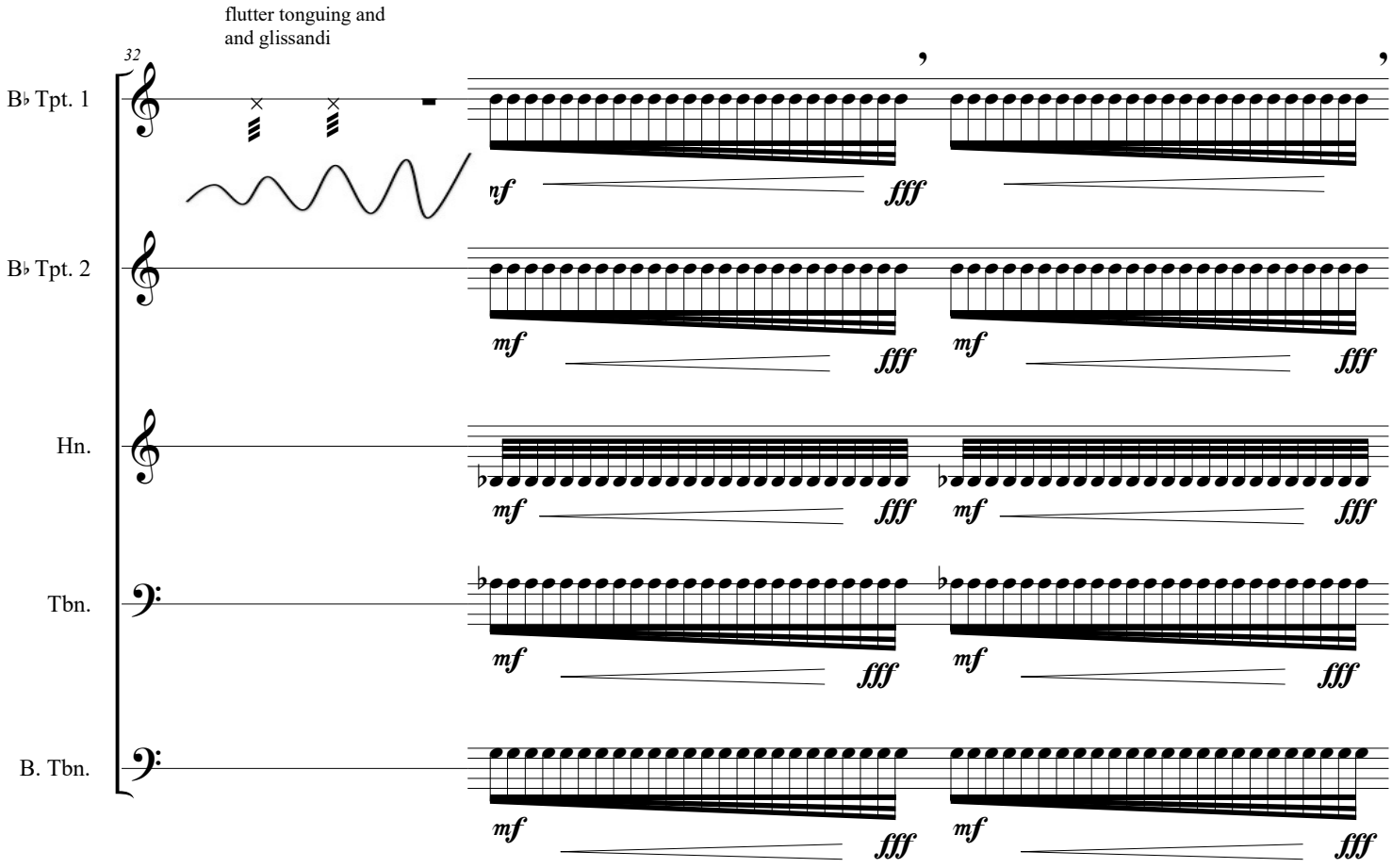
P - Space

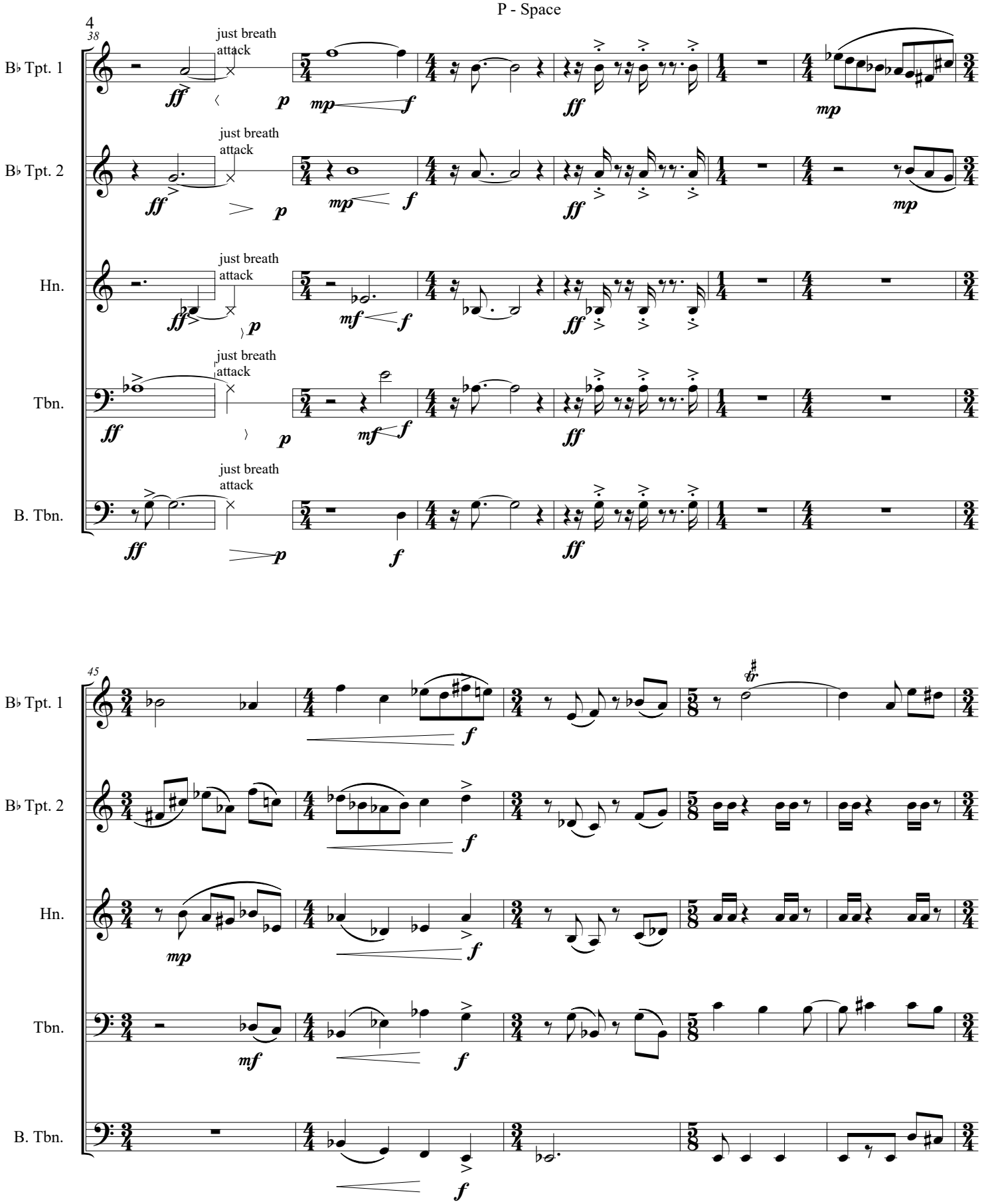

♩= 60
Trumpet in B♭ 1
just breath attack
ff
p
cuivré
subito f
Trumpet in B♭ 2
just breath attack
ff
p
cuivré
subito f
Horn in F
just breath attack
start with Bb note
ff
p
Trombone
just breath attack
ff
p
Bass Trombone
just breath attack
ff
p
mp
7
40s
B♭ Tpt. 1
keep silence
ff
tempo giusto
♩=112
f
mp
f
B♭ Tpt. 2
keep silence
ff
tempo giusto
f
mp
f
Hn.
keep silence
subito f
tempo giusto
f
mf
f
Tbn.
keep silence
ff
tempo giusto
f
mf
f
B. Tbn.
keep silence
ff
tempo giusto
f
f

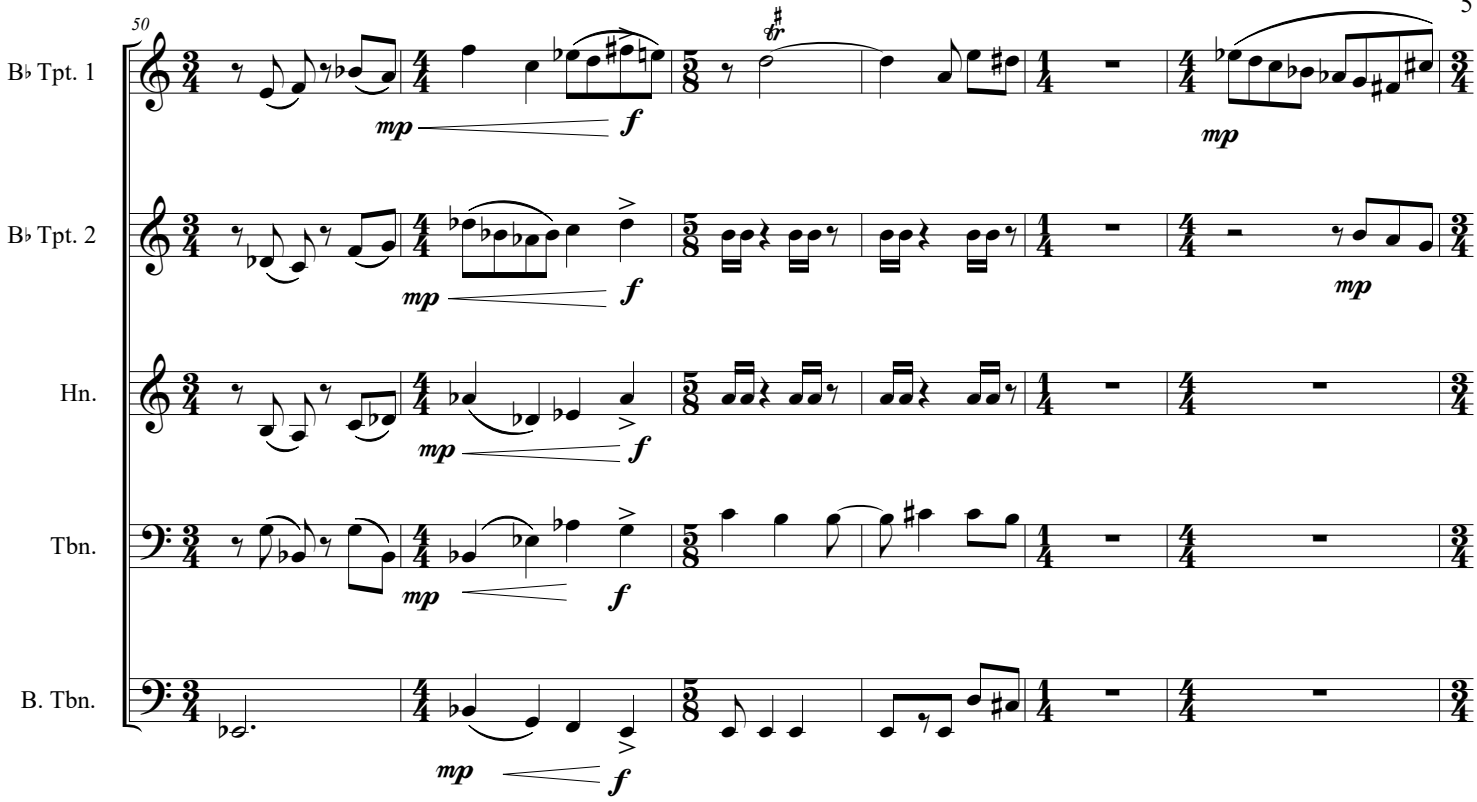
©

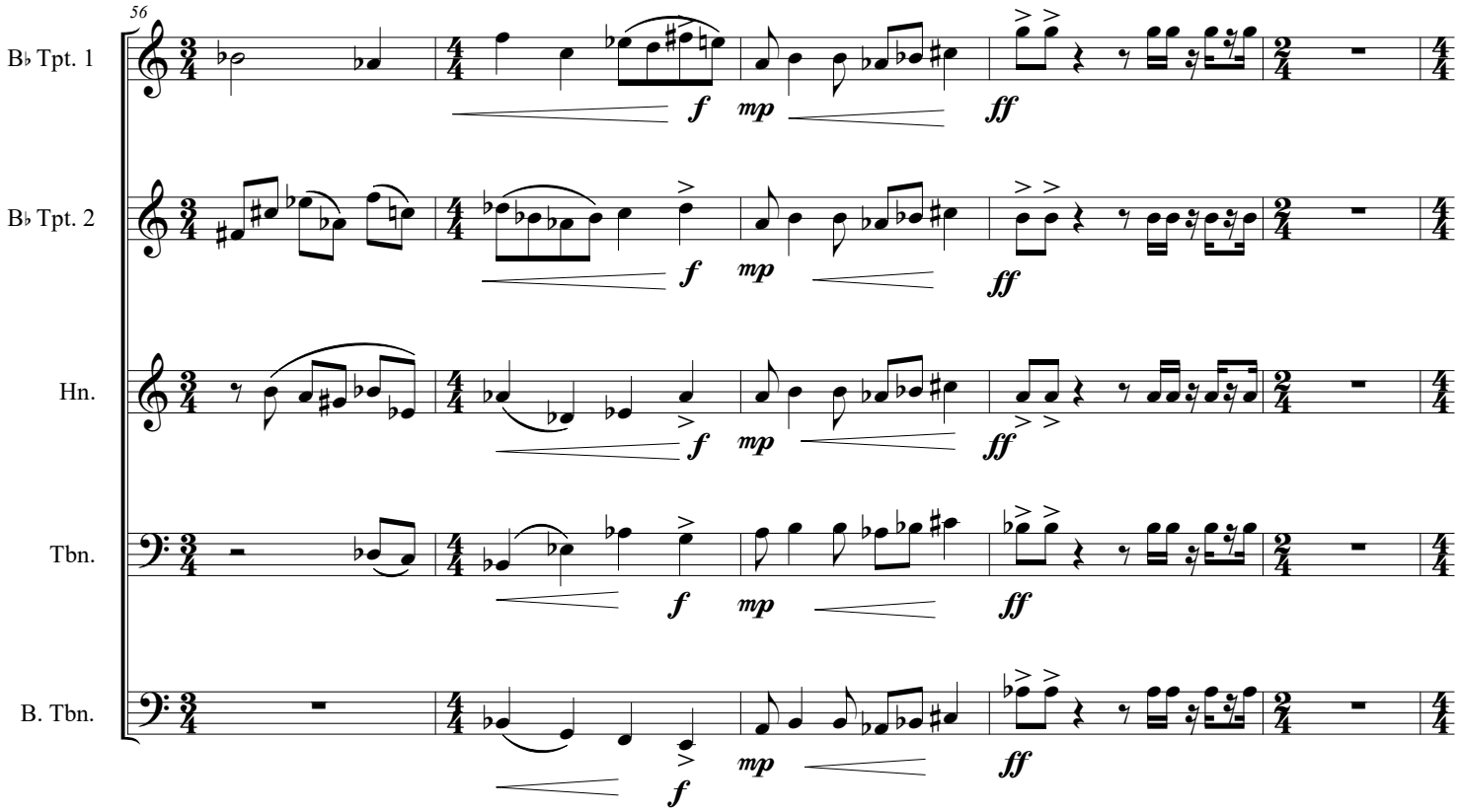

11
B♭ Tpt. 1
B♭ Tpt. 2
Hn.
Tbn.
B. Tbn.
subito p
f
mf
slow glissandi
p mp
flutter tonguing
19
pp
ff
3

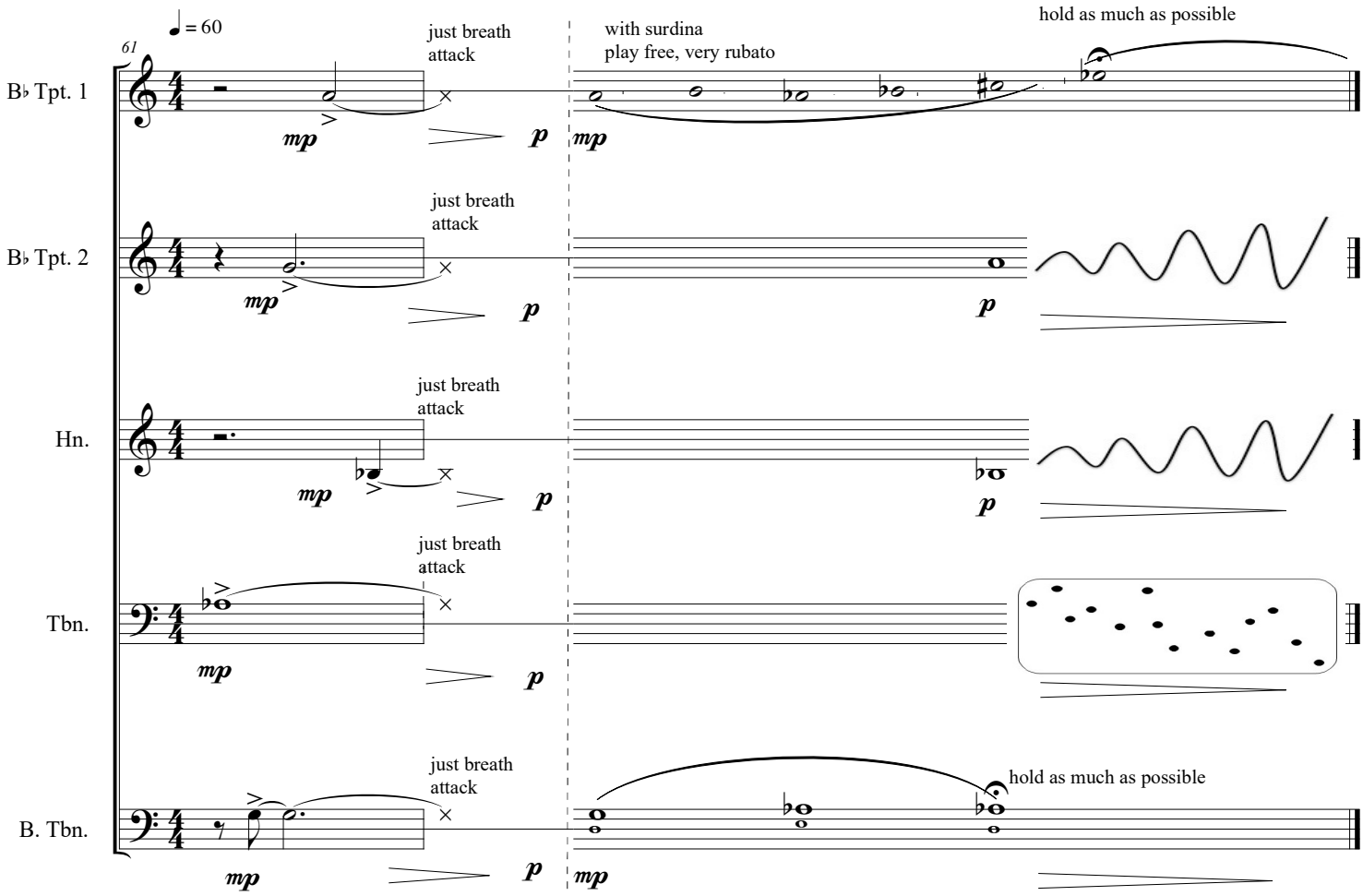

Faster ♩ = 132
26
B♭ Tpt. 1
B♭ Tpt. 2
Hn.
Tbn.
B. Tbn.
flutter tonguing
lowest note
play randomly and sharply
flutter tonguing
f
mp
p


flutter tonguing and
and glissandi
32
B♭ Tpt. 1
B♭ Tpt. 2
Hn.
Tbn.
B. Tbn.
mf
fff


4
38
B♭ Tpt. 1
B♭ Tpt. 2
Hn.
Tbn.
B. Tbn.
just breath attack
45


50
B♭ Tpt. 1
B♭ Tpt. 2
Hn.
Tbn.
B. Tbn.
mp
f

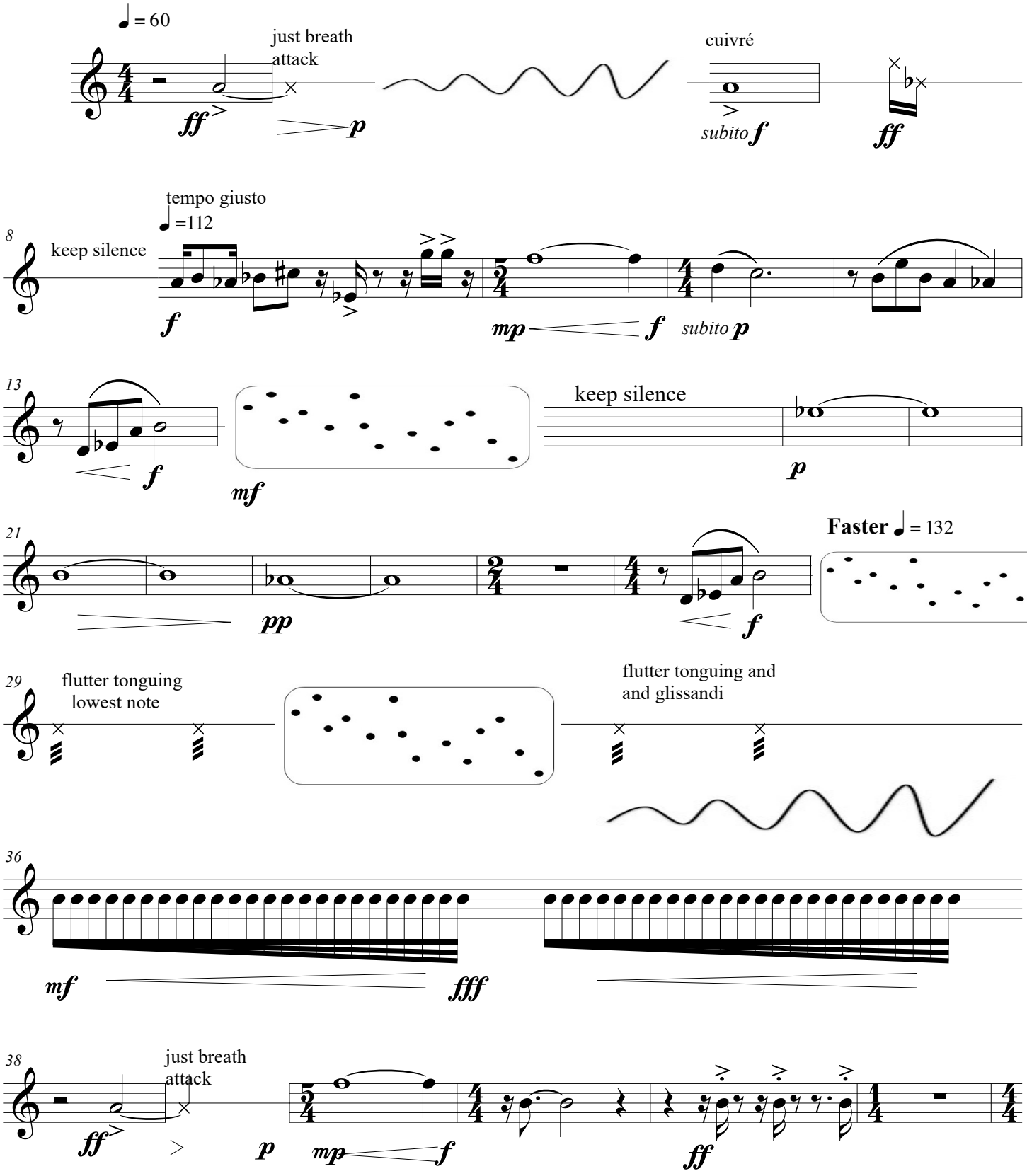

56
B♭ Tpt. 1
B♭ Tpt. 2
Hn.
Tbn.
B. Tbn.
f
mp
ff


61
♩ = 60
B♭ Tpt. 1
B♭ Tpt. 2
Hn.
Tbn.
B. Tbn.
just breath attack
with surdina
play free, very rubato
hold as much as possible
mp
p

P - Space

I Trumpet

André Codeço



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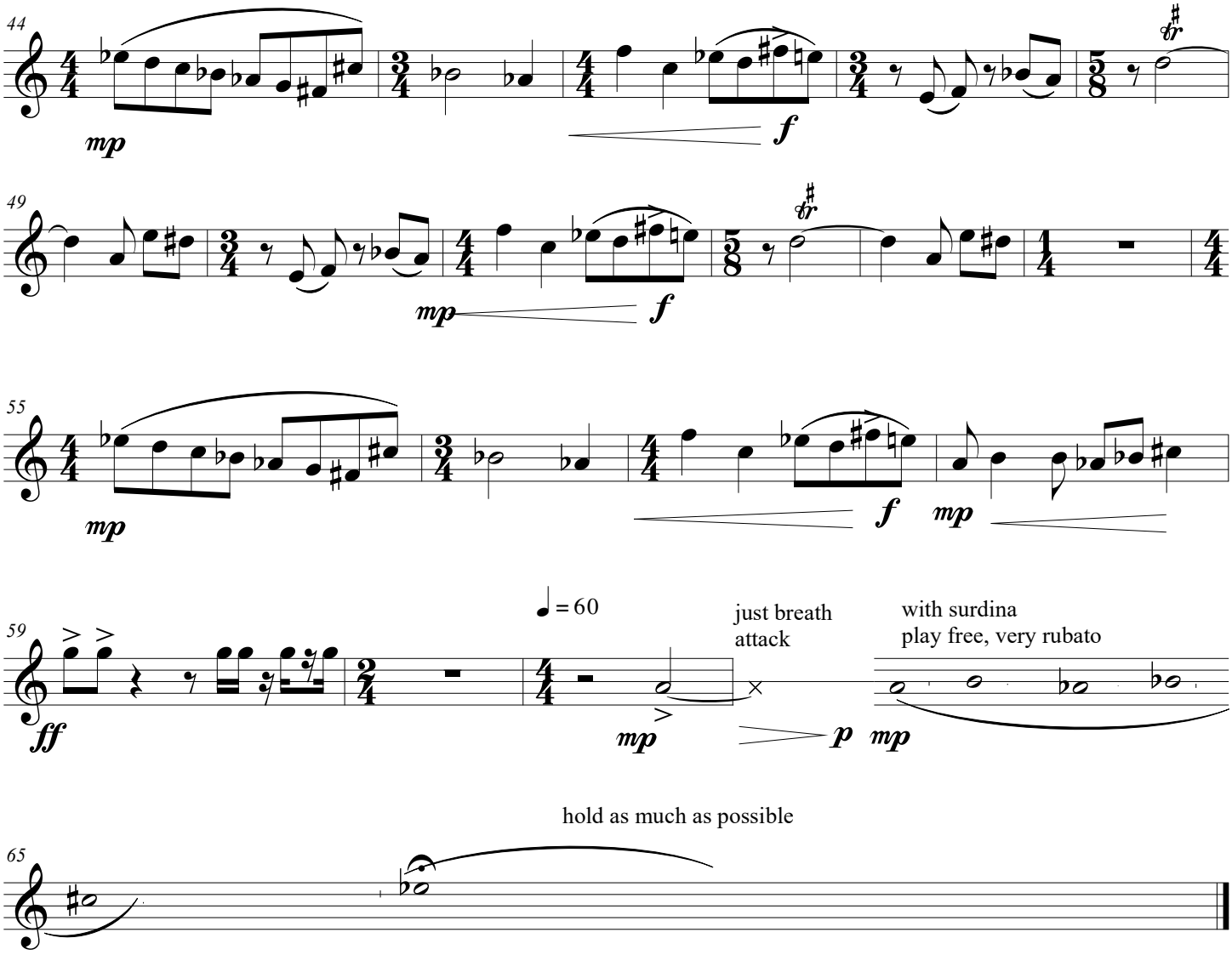
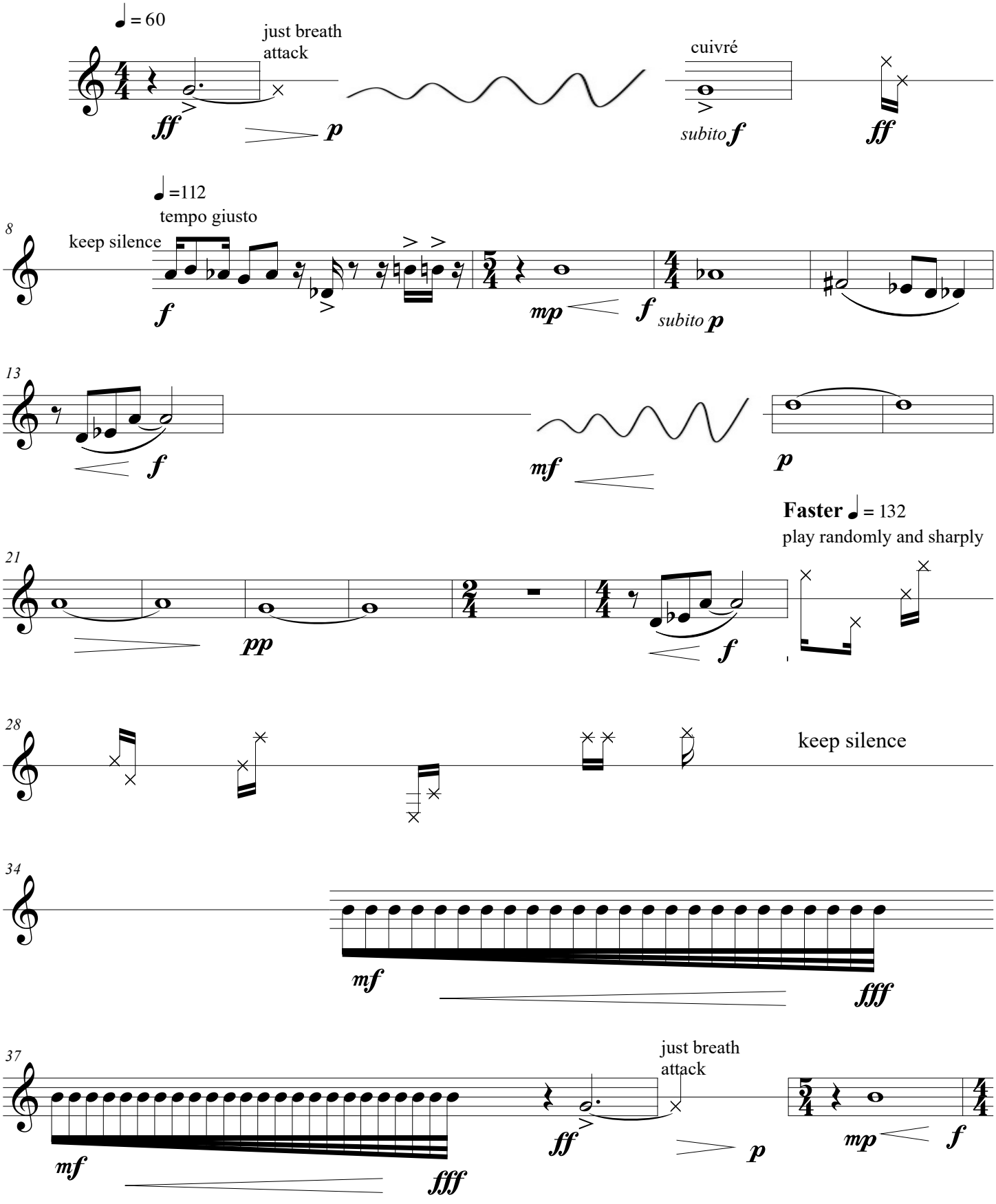

44
mp
f
49
mp
f
55
mp
f
mp
59
ff
= 60
mp
just breath
attack
p
with surdina
play free, very rubato
mp
hold as much as possible
65

P - Space

II Trumpet

André Codeço



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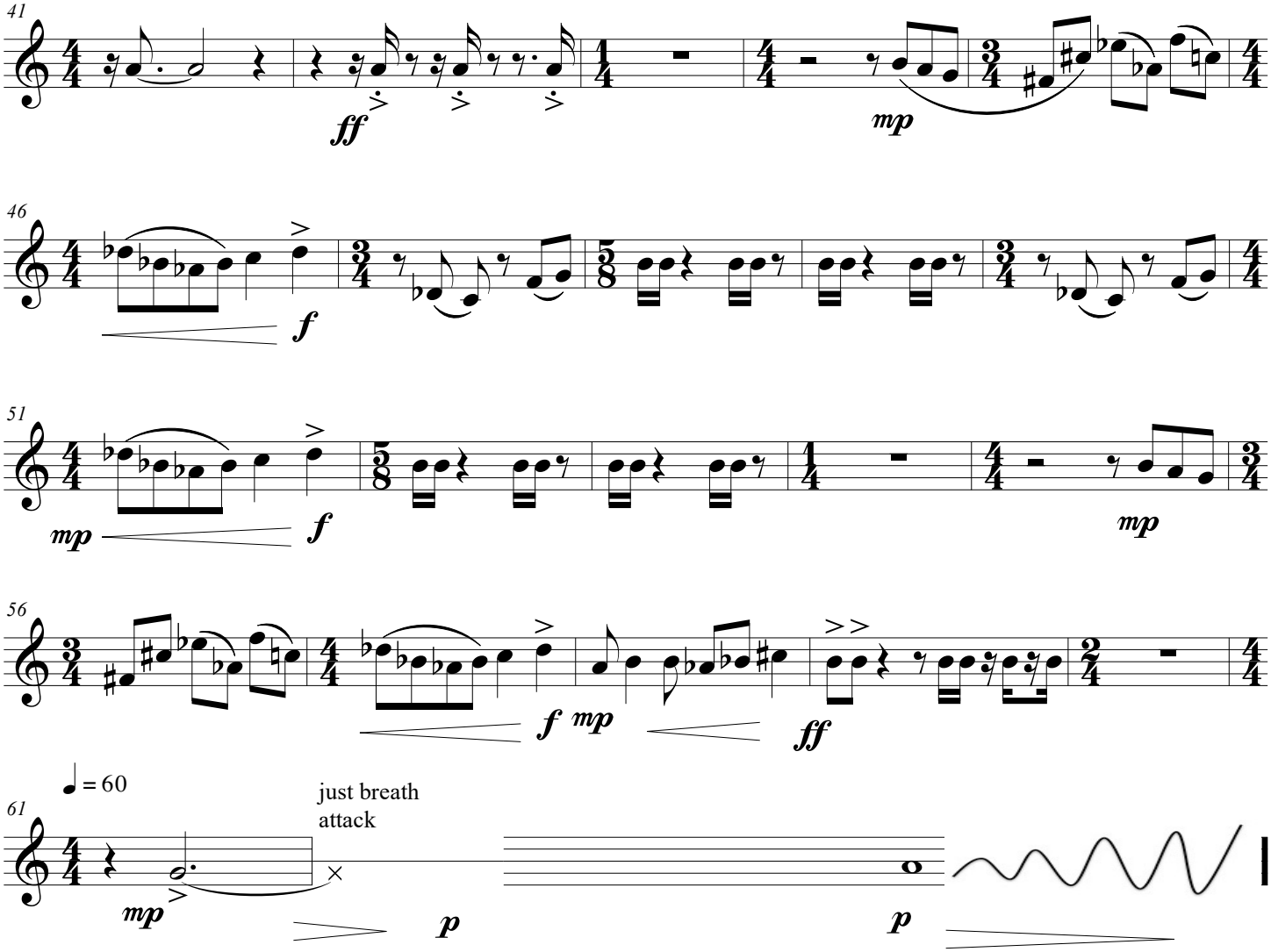
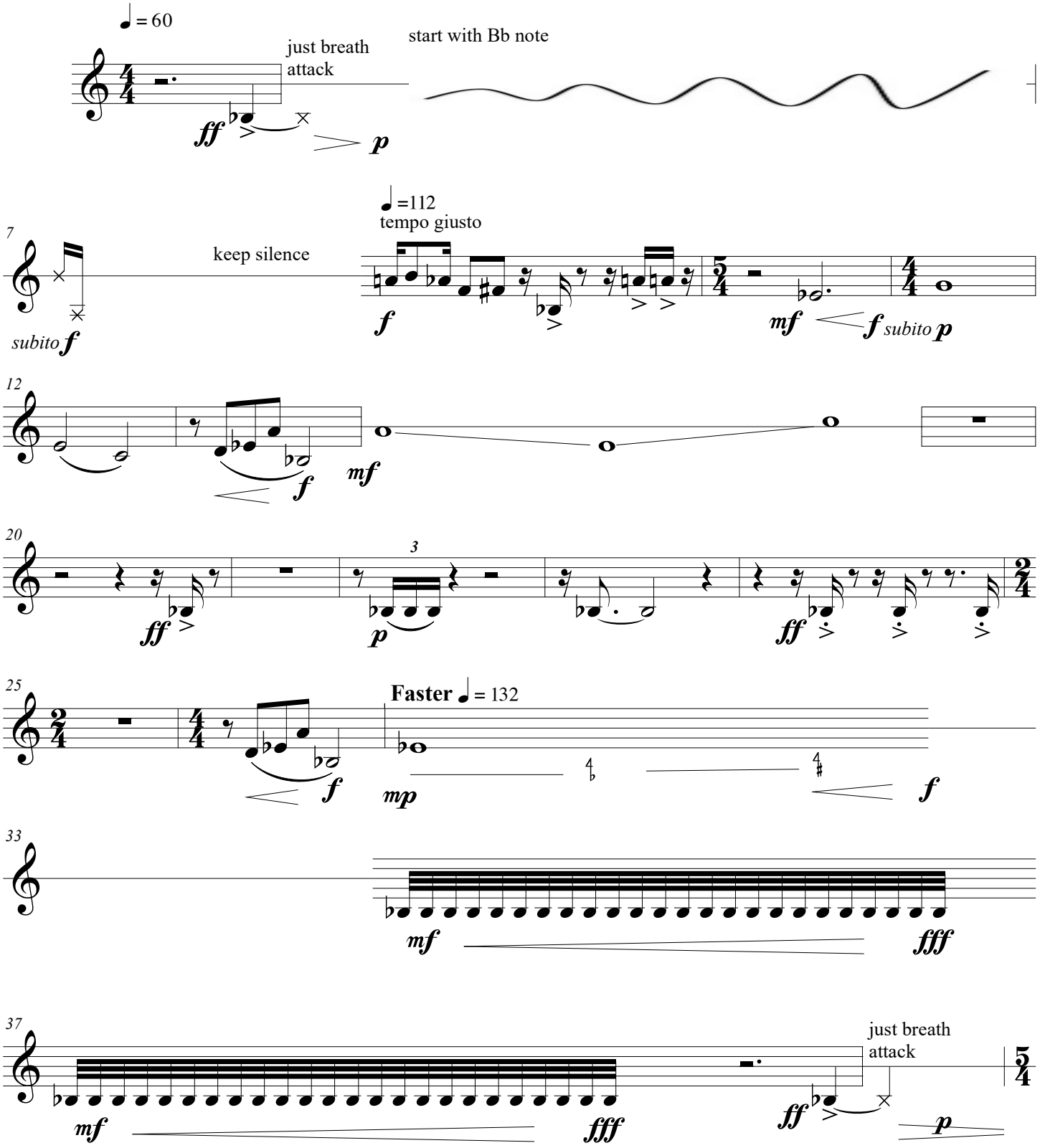

41
ff
mp
46
f
51
mp
f
mp
56
f
mp
ff
61
= 60
just breath
attack
mp
p
p

P - Space

Horn in F

André Codeço



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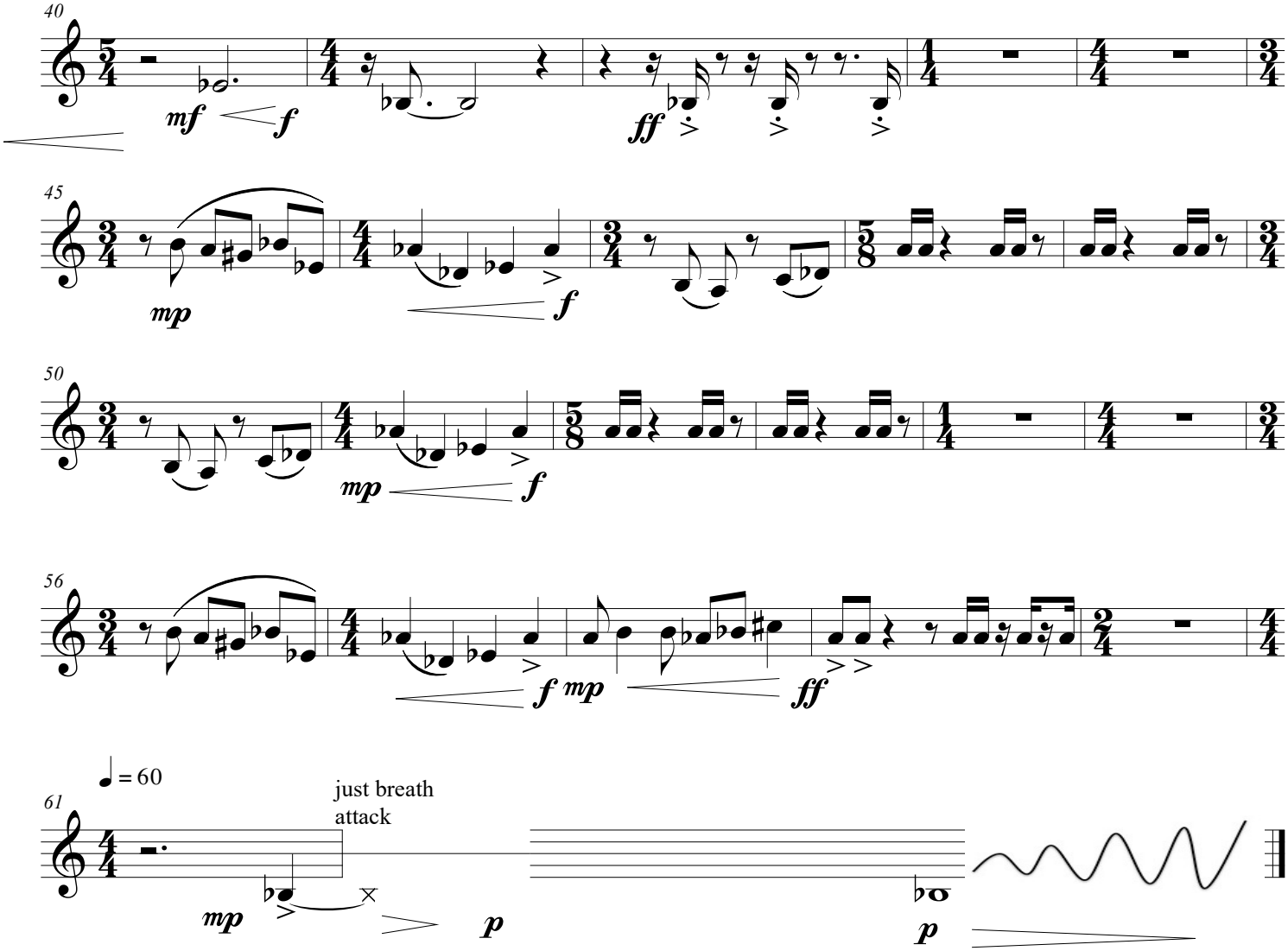
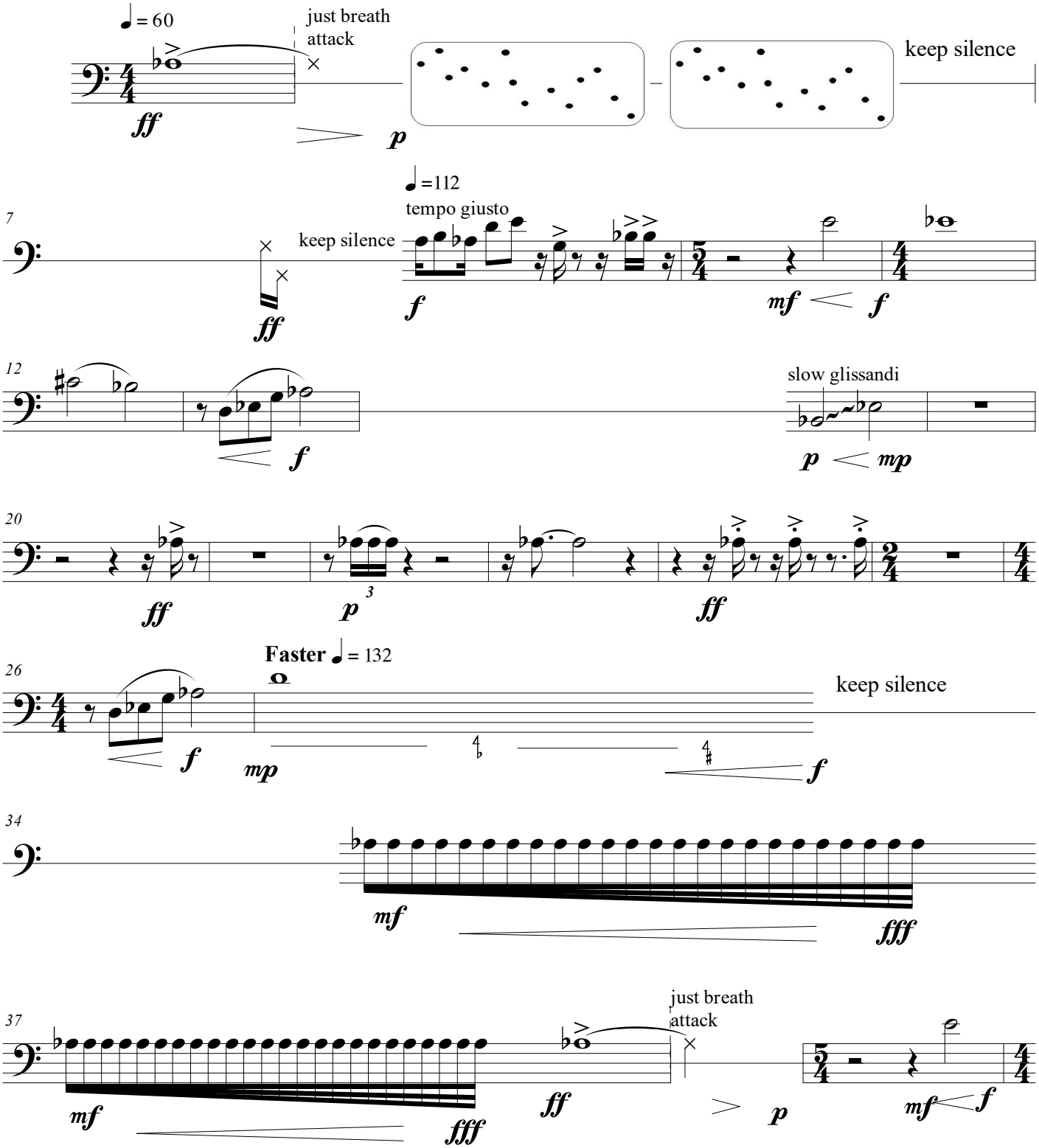

40
mf
f
ff
45
mp
f
50
mp
f
56
f mp
ff
61
= 60
just breath
attack
mp
p
p

P - Space

Trombone

André Codeço



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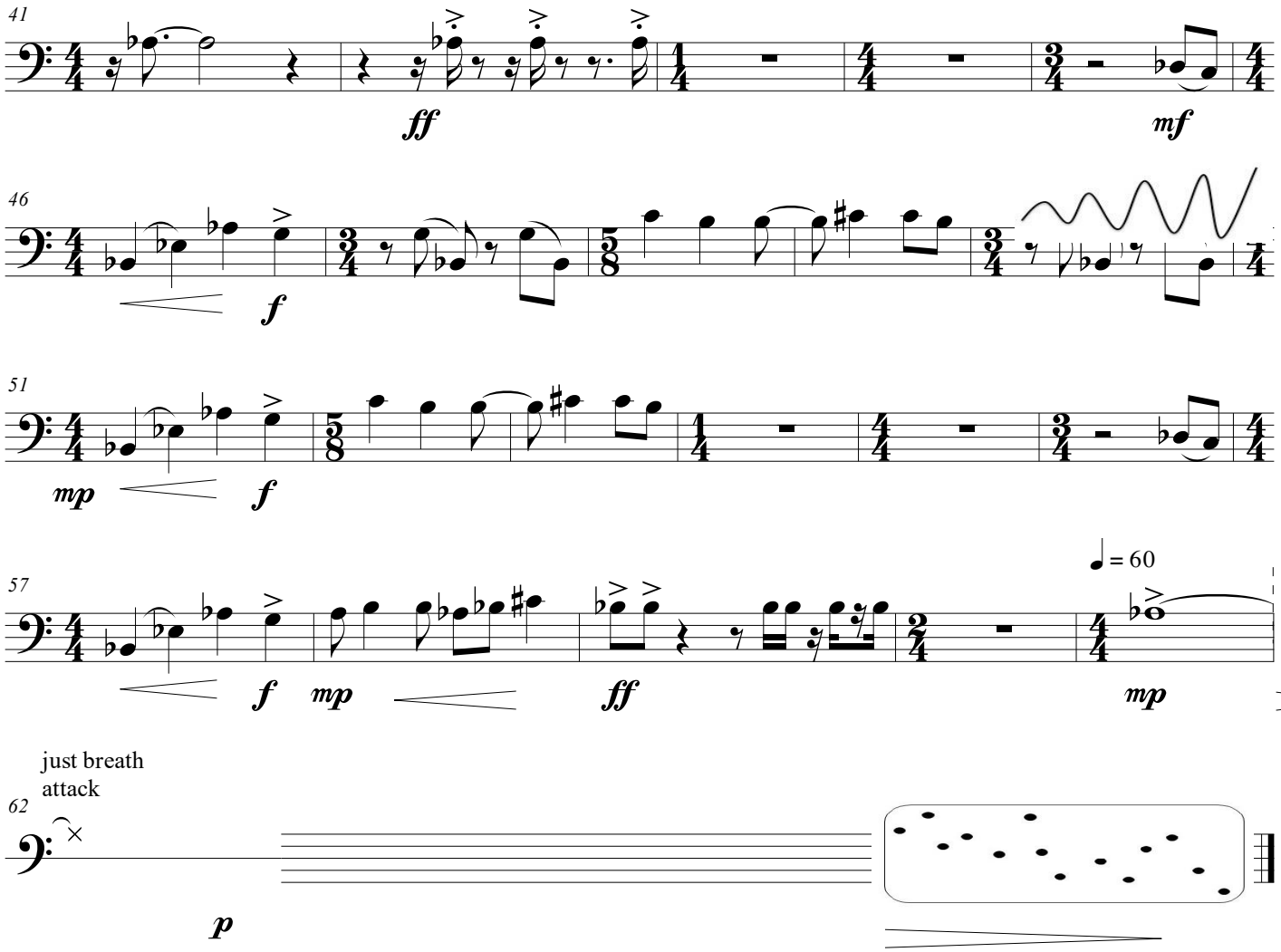
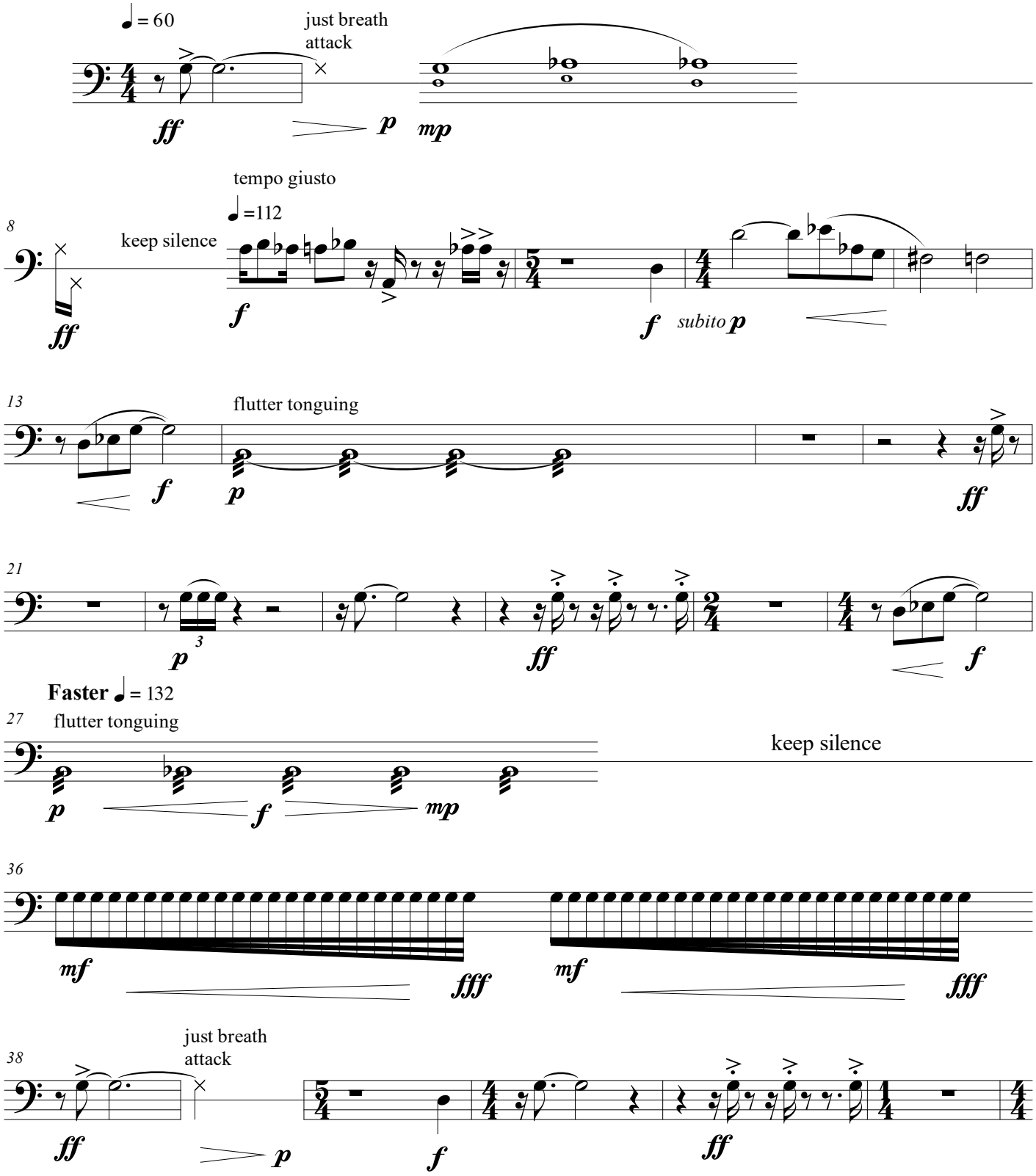

41
ff
mf
46
f
51
mp
f
57
f
mp
ff
mp
= 60
just breath
attack
62
p

P - Space

Bass Trombone

André Codeço



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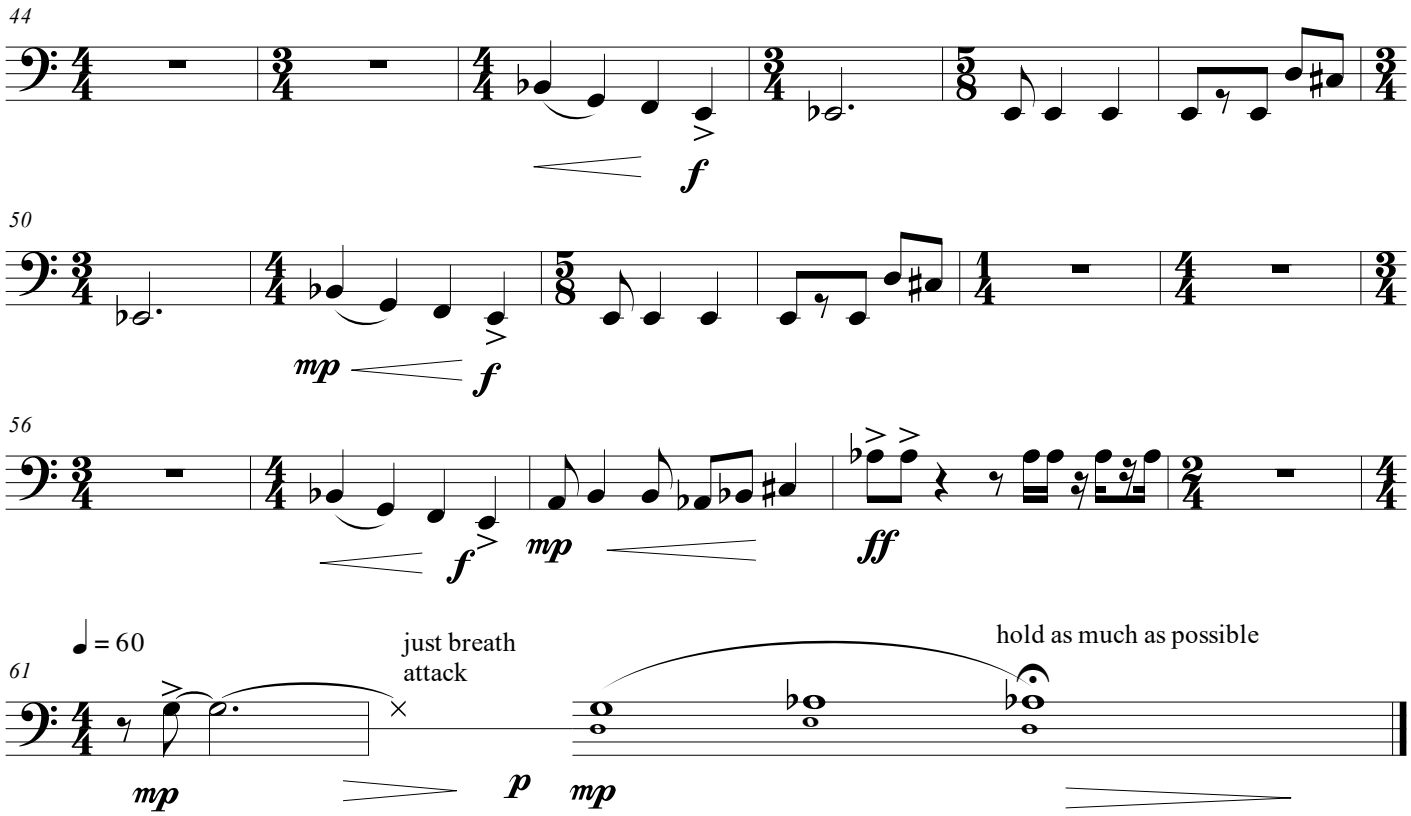
44
50
56
61
= 60
just breath
attack
hold as much as possible