

Gabriel Mălăncioiu

Irisation

- for two piano players and two percussion players -

Ensemble

Percussion 1 : crotali, glockenspiel, vibrafono, marimba, triangolo,
temple blocks, bongos, gran cassa

Percussion 2: crotali, glockenspiel, vibrafono, marimba, triangolo,
piatti, wind chimes (metal), timpani

Piano 1 : piano

Piano 2 : piano, celesta, wind chimes (glass)

Piano 2 player must have a metal plectrum, wire brushes and a wooden mallet.

This score is protected by S.A.C.E.M. and U.C.M.R.-A.D.A.

Before any public performance a declaration must be sent to your national author's society.

Irisation

2007

Senza misura, libero
Lento molto misterioso

Crotali con arco

20 ''

Musical score for the first system of 'Irisation'. It features four staves: two for Crotali (Vibrafono) and two for Piano. The Crotali parts are marked 'con arco' and 'p loco'. The Piano 1 part is marked 'pizz. (sound 8va↑) p loco' and 'mp (touch string at center)'. The Piano 2 part is marked 'trem. with brushes on strings around the indicated notes' and 'pp', with a 'Ped. pressed' instruction. A double bar line is present at the end of the system.

Vibrafono senza motore con arco

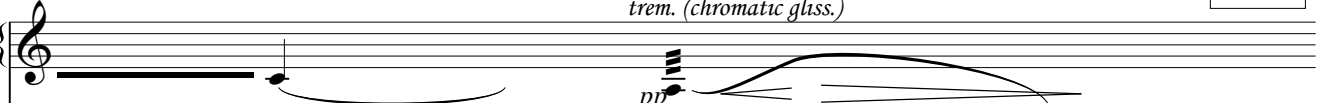
40 ''

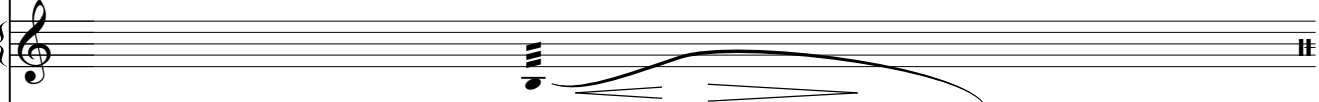
Musical score for the second system of 'Irisation'. It features four staves: two for Crotali (Cr.) and two for Piano (Pno.). The Crotali parts are marked 'sempre p'. The Piano 1 part is marked 'Wind chimes (glass)'. A double bar line is present at the end of the system.

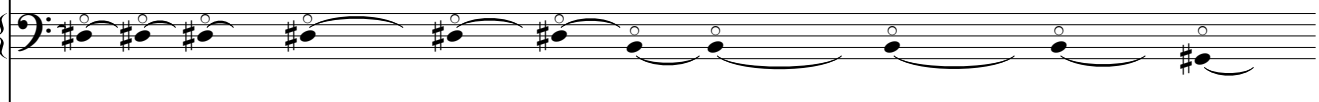
1'

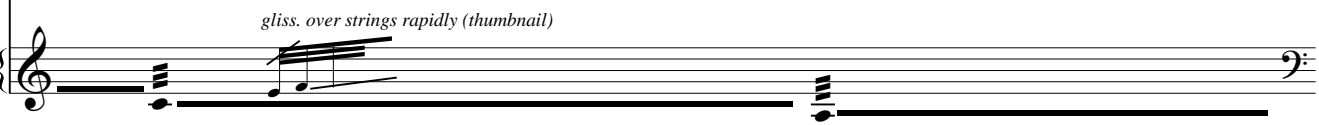
Musical score for the third system of 'Irisation'. It features four staves: Vibrafono (Vibr.), Marimba (Mar.), Piano 1 (Pno. 1), and Piano 2 (Pno. 2). The Marimba part is marked 'yarn mallets' and 'trem. (chromatic gliss.)', with a 'pp' dynamic. A double bar line is present at the end of the system.


*rubber mallets
trem. (chromatic gliss.)* 1' 20''

Vibr. 


Mar. 

Pno. 1 


Pno. 2 *gliss. over strings rapidly (thumbnail)* 





1' 40''

Vibr. 


Mar. *Wind chimes (metal)* 

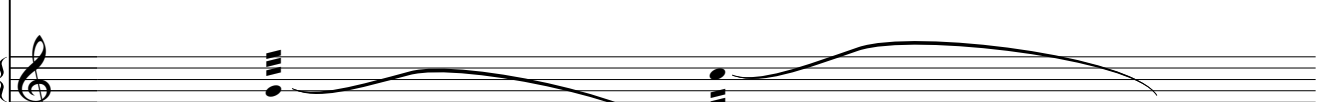
Pno. 1 


Pno. 2 

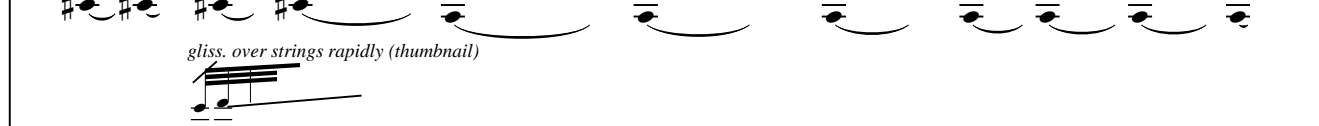



2'

Vibr. 

Mar. 

Pno. 1 

Pno. 2 *gliss. over strings rapidly (thumbnail)* 



2' 20''

Vibr.

Mar.

Pno. 1

Ped. pressed pp

Pno. 2

2' 40''

Vibr.

Mar.

Pno. 1

Pno. 2

Wind chimes (metal)

gliss. over strings rapidly (thumbnail)

Glockenspiel

3'

Glk.

Mar.

Pno. 1

Pno. 2

f loco

pp

pull plectrum over string (towards player)

lay plectrum aside

Ped. pressed pp

Triangolo

3 ' 20 ''

Trgl. *f* **Vibrafono trem.**

Mar.

Pno. 1 *pp* *f*

Pno. 2 *f* *Wind chimes (glass)*

Vibr. *mf* **Piatti con arco**

Glk. **Glockenspiel** *f* **Triangolo**

Pno. 1 *f* *gliss. over strings rapidly(thumbnail)* *pp* *mf*

Pno. 2 *mf* *pp* *mf*

3 ' 40 ''

Vibr. *pp* *mf* **Triangolo**

P-ti **Glockenspiel** *mf*

Pno. 1 *mf*

Pno. 2 *mf* *gliss. over strings rapidly(thumbnail)*

4 '

Marimba *mp* 4' 20"

Piatti *con arco*

Wind chimes (metal)

Pno. 1 *mp*

Pno. 2 *mp* pull plectrum over string (towards player)



$\text{♩} = 50$

Glockenspiel *p sereno*

Vibrafono *p sereno*

Pno. 1 *senza Ped. p sereno*

Pno. 2 *lay plectrum aside*

poco a poco accel.

Marimba

p

gliss. with brushes on strings

Ped. pressed p feerico



poco a poco cresc.

oscuro

lay brushes away

♩=120

Temple Blocks

mf

Timpani wooden mallets

sonoro

f con vigore
gliss. over strings rapidly (wooden mallet)

senza Ped. *f*

8^{ub}

3

^ gliss.

^ gliss.

^ gliss.

f

^ gliss.

^ gliss.

3

(8)

(8)

♩=130

f

^ gliss.

^ gliss.

5

T. bl.

Timp.

Pno. 1

Pno. 2

$\text{♩} = 140$

T. bl.

Timp.

Pno. 1

Pno. 2

$\text{♩} = 150$ *poco a poco dim.*

Timp.

Pno. 1

Pno. 2

Timp. *gliss.* *gliss.*

Pno. 1



poco a poco accel. e cresc. *Presto possibile*

Bongos wooden mallets

Bong. *pp* *fff* *8va*

Pno. 1 *pp* *fff* *8va*

Pno. 2 *pp* *fff*

15''

Senza misura

10 ''

Gran Cassa

G.C. *fff*

Vibrafono *con motore legato soft mallets*
pp as fast as possible variations with the same notes

Marimba *legato soft mallets*
pp as fast as possible variations with the same notes

Pno. 1
8^{va}
catch the vibrations with Pedal after a staccato attack.
ff *Ped.*

Pno. 2
8^{va}
ffff ruvido *Ped.*

Vibr. variations with the same notes
pp as fast as possible

Mar. variations with the same notes
pp as fast as possible

Pno. 1
f *Ped.*

Pno. 2
Celesta *loco legato*
 variations with the same notes
pp as fast as possible

20'' ↓

Vibr. *pp as fast as possible* variations with the same notes

Mar. *pp as fast as possible* variations with the same notes

Pno. 1 *mf* Ped.

Pno. 2 *pp as fast as possible* variations with the same notes

15'' ↓

Vibr. *pp as fast as possible* variations with the same notes

Mar. *pp as fast as possible* variations with the same notes

Pno. 1 *mp* Ped.

Pno. 2 *pp as fast as possible* variations with the same notes

10'' ↓


$\text{♩} = 70$


Vibr. *pp as fast as possible* variations with the same notes


Mar. *pp as fast as possible* variations with the same notes


Pno. 1 *una corda*
pp molto legato

Pno. 2


Vibr. 

Mar. 

Pno. 1 *pp molto legato* 

Pno. 2 *pp molto legato* 

Vibr. *senza motore* 

Mar. *pp molto legato* 

Pno. 1 

Pno. 2 

Vibr. 

Mar. 

Pno. 1 

Pno. 2 

Musical score for the first system, featuring four staves: Vibra., Mar., Pno. 1, and Pno. 2. The Vibra. staff has a dynamic marking of *mp* and fingering numbers 5 and 6. The Mar. staff has a dynamic marking of *mp* and fingering numbers 6 and 7. The Pno. 1 staff has a dynamic marking of *mp*. The Pno. 2 staff has a dynamic marking of *mp* and fingering numbers 7 and 6. The music consists of eighth-note patterns with various accidentals.

Musical score for the second system, featuring four staves: Vibra., Mar., Pno. 1, and Pno. 2. The Vibra. staff has a dynamic marking of *pp* and fingering numbers 5, 6, and 5. The Mar. staff has a dynamic marking of *pp* and fingering numbers 6 and 6. The Pno. 1 staff has a dynamic marking of *pp*. The Pno. 2 staff has a dynamic marking of *pp* and fingering numbers 7 and 7. The music continues with eighth-note patterns and includes a *b* accidental in the Vibra. staff.

Musical score for the third system, featuring four staves: Vibra., Mar., Pno. 1, and Pno. 2. The Vibra. staff has a dynamic marking of *pp* and fingering numbers 5, 5, 5, and 5. The Mar. staff has a dynamic marking of *pp* and fingering numbers 6, 6, 6, and 6. The Pno. 1 staff has a dynamic marking of *pp*. The Pno. 2 staff has a dynamic marking of *pp* and fingering numbers 7 and 7. The music continues with eighth-note patterns and includes *b* accidentals in the Vibra. and Pno. 1 staves.

Musical score for the first system, featuring Vibra, Maracas, and two Piano parts. The Vibra part has a melodic line with a '5' fingering. The Maracas part has a rhythmic pattern with a '6' fingering. The two Piano parts have complex textures with '7' and '6' fingerings. The key signature has one sharp (F#) and the time signature is 3/4.

Musical score for the second system, featuring Vibra, Maracas, and two Piano parts. This system includes a dynamic change to *f* (forte) for the Maracas and Piano parts. The Vibra part continues with its melodic line. The Maracas part has a '6' fingering. The two Piano parts have '7' and '6' fingerings. The key signature has one sharp (F#) and the time signature is 3/4.

Musical score for the third system, featuring Triangolo, Maracas, and two Piano parts. The Triangolo part has a rhythmic pattern with a '3' fingering and a *pp* (pianissimo) dynamic. The Maracas part has a '6' fingering and a *pp* dynamic. The two Piano parts have '7' and '6' fingerings and a *pp* dynamic. The key signature has one sharp (F#) and the time signature is 3/4.

Trgl. $\{$ $\|$ $\underbrace{\text{quarter}}_3$ $\underbrace{\text{quarter}}_3$ $\underbrace{\text{quarter}}_3$ $\underbrace{\text{quarter}}_3$ | $\underbrace{\text{quarter}}_3$ $\underbrace{\text{quarter}}_3$ $\underbrace{\text{quarter}}_3$ $\underbrace{\text{quarter}}_3$

Pno. 1 $\{$ 8va --- 8va ---

Pno. 2 $\{$ 7 7 7 7 7 7

Trgl. $\{$ $\|$ $\underbrace{\text{quarter}}_3$ $\underbrace{\text{quarter}}_3$ $\underbrace{\text{quarter}}_3$ | $\underbrace{\text{quarter}}_3$ $\underbrace{\text{quarter}}_3$ $\underbrace{\text{quarter}}_3$ $\underbrace{\text{quarter}}_3$

Pno. 1 $\{$ (8) --- (8) ---

Pno. 2 $\{$ 7 7 7 7 7 7

Trgl. $\{$ $\|$ $\underbrace{\text{quarter}}_3$ $\underbrace{\text{quarter}}_3$ $\underbrace{\text{quarter}}_3$ | $\underbrace{\text{quarter}}_3$ $\underbrace{\text{quarter}}_3$ $\underbrace{\text{quarter}}_3$ $\underbrace{\text{quarter}}_3$

Cr. $\{$ (Glk.) $\text{Crotali bacch. di triangolo}$ p ---

Pno. 1 $\{$ (8) --- (8) ---

Pno. 2 $\{$ 7 7 7 7 7 7

The musical score for page 16 consists of four staves:

- Trgl. (Tromba):** Features a melodic line with groups of three eighth notes, marked with a '3' and a brace. The dynamics range from *mp* to *f*. A box labeled 'Glockenspiel' is positioned above the staff, and a 'gliss.' marking is placed above a note.
- Cr. (Corno):** Shows chordal textures with dynamic markings of *mp* and *f*.
- Pno. 1 (Piano 1):** Contains a complex, multi-voiced texture with dynamic markings of *mp* and *f*. A dashed line with '(8)' indicates a specific range.
- Pno. 2 (Piano 2):** Features a similar complex texture to Pno. 1, with dynamic markings of *mp* and *f*. A dashed line with '(8)' is also present.

Performance notes

- ↓ - synchronization in *Senza misura* sections
- - change to ..
- ↑ - highest note possible

In the piano score, Ped. pressed refers to the sustaining pedal.

Duration 8'30"