

Michal Rataj

CELLACUSMATA

for cello, live electronics and ambisonic sound environment

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Surround sound system for performance is good.

MAX patch is available upon request by the composer: **mr@michalrataj.com**

Cues are operated by the performer or a tech assistant.

Cues inside bold enclosure are automatically triggered by the computer.

All 32nd-fanned beams are rather schematic and they don't represent an exact number of notes. Improvise over the phrase.

Cellacusmata

Michal Rataj 2020

A *flautando* -----> *ord.* -----> *vibr.*

Violoncello

Sampler

pp *f* *mf* *f* *mf*

Cue 1

-----> A. S. P. *ord.*

Vc.

Samp.

p -----> *f* -----> *pp*

wait for reverb to fade out

flautando

Cue 2

notes overlap, fade into one another

ca 5s

poco vibr. >

Vc.

Samp.

f -----> *p* -----> *mf* -----> *f* -----> *pp*

Cue 3

Cue 4

wait for sound to stop

flautando

Vc.

Samp.

pp -----> *f* -----> *pp sub.*

II. I.

flautando

Cue 5

Cue 6

Cue 7

II. IV. A. S. P. IV./III. *flautando*

Vc.

Samp.

sim. -----> -----> *p* -----> *pp*

Cue 8

Cue 9

Cue 10

Cue 11

wait for the sound to stop

B

Impro Block I.

non vib. A. S. P.

flautando

Vc. I. *mf* *gliss* *fp*

wait ca 8s for the synth wave to fade out

Samp. Cue 12 Playback Part 1 Cue 13 Deep Attack

Vc. II. *pp* *mf* *fp* *pp* *flautando*

gliss

Samp. synth wave Cue 14 Deep Attack

Vc. *pp* *fp* *flautando*

Samp. synth wave Cue 15 Deep Attack

C

♩ = 40 **poco accel.**

poco vib.

Vc. tenuto *pp* *p* *f*

Samp. Cue 16 sample Part 1 fades out slowly Cue 17

Vc. tenuto *p sub.* *poco vibr.* tenuto *p sub.*

Samp. Cue 18 SOGs gliss down

Vc. *poco vibr.* *tenuto*
p sub.

Samp. Cue 19

Vc. *poco vibr.* *f p sub.* *poco vib.*

Samp. Cue 20 Cue 21

Vc. *p sub.* *f*

Samp. D Impro Block II. Cue 22 Playback Part 2 Deep attack

Vc. *pizz.* *Bartok* *ca 4s* *non legato* *poco vibr.*
ff *mf* *ffp* *mf*

Samp. Cue 23 delayed reverb

Vc. *pizz.* *Bartok* *ca 4s* *non legato* *poco vibr.*
ff *mf* *ffp* *mf*

Samp. Deep Attack Cue 24 delayed reverb

pizz. Bartok II.

Vc. *ff* *pp* *f* *p* *fp*

Samp. Deep Attack Cue 25 bass gliss up bass gliss down Deep Attack

E non leg. *f* *ff* *f* *ca 5s* *espress.* *sim.*

Vc. col legno battuto

Samp. Sample Part2 fades out Cue 26 Cue 27

Vc.

Samp. Cue 28

free tempo non leg. *ff* *poco vib.* *col legno battuto* *a tempo* *sim.*

Vc.

Samp. Cue 29 Cue 30

Vc.

Samp. Cue 31

Vc. *non leg.* A. S. P. *gliss.*

Samp. Cue 32 Cue 33

f

Playback PART 3

F

Impro Block IV.

Vc. IV. A. S. P. I. *gliss.* *gliss.*

Samp. *p* *pp* *f* Cue 34 Deep Attack

slow gliss down high shimmer

Vc. II. I. *gliss.* *gliss.*

Samp. *p* *pp* *f* Cue 35

slow gliss down high shimmer

Vc. III. I. *gliss.* *gliss.* = c. 70

Samp. Deep Attack *p* *pp* *f* Cue 36 *gliss.* Bass gliss down

seagull

slow gliss down

G

Light, like the air

Vc. *p* *p* *sim.* *poco* *c. l. tratto* *ord.* *p* *p sub.*

Samp. Cue 37

Vc. *poco vib.* *ord.*
mf *p* *p* *sim.*
Cue 38
Samp.

Vc. *molto vibr.* *ord.* *gliss.*
p *p* *p* *mf* *pp*
Cue 39 freeze
Cue 40
Samp. Playback Part 4

H
Vc. A. S. P. *ord.* *col legno battuto*
p *fp* *f*
Deep Attack
Cue 41
Samp.

Vc. A. S. P. *ord.* *col legno battuto*
p *fp* *f*
Cue 42
Samp.

Vc. A. S. P. *pizz. Bartok* *pizz. Bartok*
p *fp* *f* *ff*
Cue 43
Cue 44
Samp.

Vc. *pizz. Bartok*

Samp. Cue 45 Cue 46 Cue 47

I ♩ = c. 78 *Improvise accents and change order of pitches in the row, keep cool rhythm*

Vc. *pizz.*

Samp. *pp f* TAP TEMPO HERE *cue pp*

Vc. *f* *ca 20s* *sim. >* *pp f*

Samp. Cue 48 *solenoids on the Glass chime* Cue 49

Vc. *cue* *pp* *f* *ca 15s* *sim. >* *pp f*

Samp. Cue 50 *solenoids on the Glass chime* Cue 51

Vc. *cue* *pp* *f* *ca 8s* *sim. >* *p* *cue* *p*

Samp. Cue 52 *solenoids on the Glass chime*

Vc. **J** *cca 5s* A. S. P. *poco vib.* arco *gliss.* II. seagull

Sfz *f* *fp* *fp* *ff p sub.*

Samp. Cue 53 Playback Part 5 Bells Cue 54 Deep Attack SOGs gliss slow Cue 55 church bells

Vc. A. S. P. *gliss.* *p* high shimmer *pp* *ff*

Samp. SOGs gliss slow deep bass gliss up *mf* Deep Attack

Vc. follow beat, random accents A. S. P. *gliss.* *fp* *p*

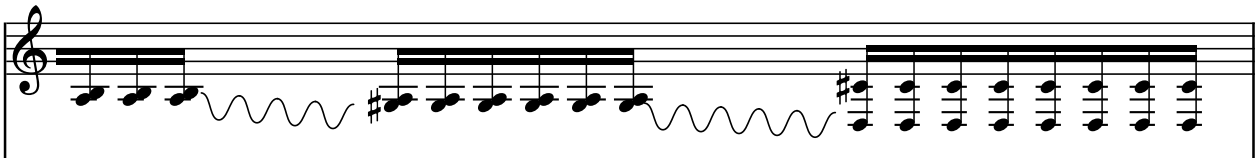

Samp. Cue 56 church bells (B.P.M. 70) synth wave 1

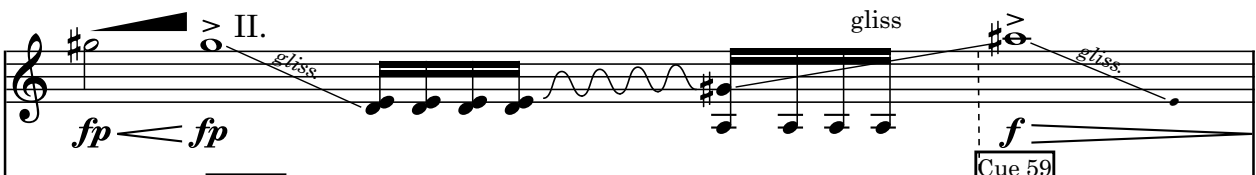
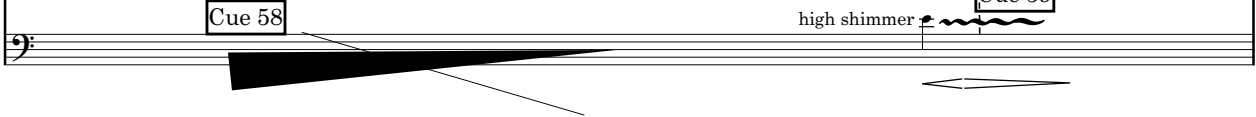
Vc. II. *poco molto vib.* follow beat, random accents A. S. P. *gliss.* I. *fp* *fp* *p* *fp*

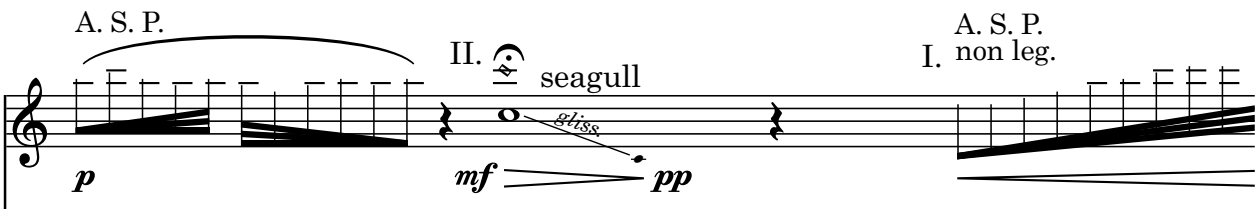
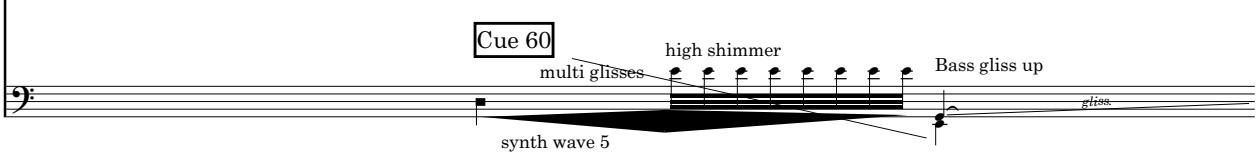
Samp. synth wave 2



Vc. A. S. P. follow beat, random accents A. S. P. *gliss.* *fp* *p*

Samp. Cue 57 synth wave 3 SOGs gliss down deep bass gliss up *gliss.* *p*


Vc. 
Samp. 


Vc. 
Samp. 

Vc. 
Samp. 


Vc. 
Samp. 

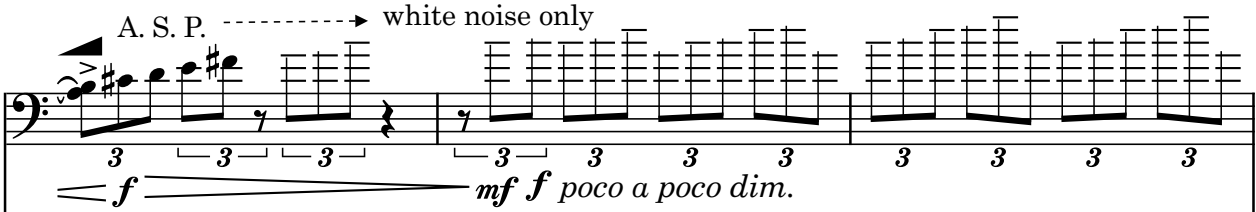
Vc. 
Samp. 


Vc. 

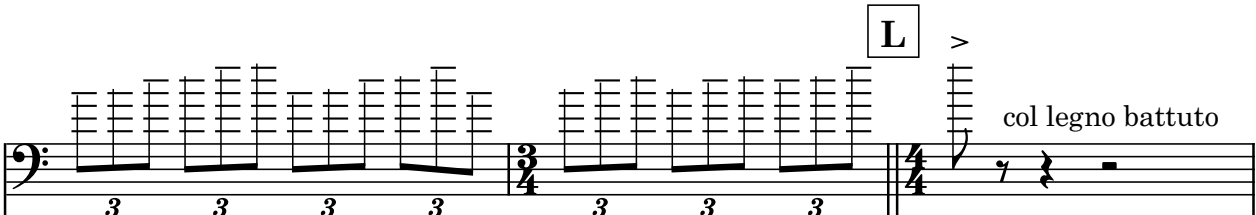
Samp. 

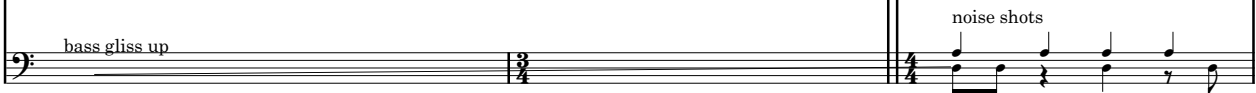
Vc. 

Samp. 


Vc. 


Samp. 

Vc. 

Samp. 

Mute all strings. Improvise rhythms with playback using given models, poco a poco dim.

Vc. 

Samp. 

(4)

Vc.

Samp.

(8)

Vc.

Samp.

(12)

Vc.

Samp. *follow playback*

(16)

Vc.

Samp.

(4) (8)

Vc.

Samp.

Cue 63