## **DOLMEN DUSK**

## by André Pinto

## **SCORE NOTES**

- The piece has 15 horizontal pages.
- Each page consists of 3 transparent layers with graphics. Pages 13, 14 and 15 only consist of 2 layers.
- Layers can be arranged at will for each performer, depending on who plays what.
- Pages are ought to be read in sequential order, or not.
- Height (the y axis) represents relative pitch.
- Color variations represent timbre variations:
  - 1. yellows, oranges, reds very fast attacks, impulse like, yellows are more tonal than reds, oranges stand in between;
  - 2. blues, violets slower attacks, tonal;
  - 3. brown/orangey smirch random mass of fast attack sounds with long decays;
  - 4. greens rapid iterant pulses, ostinato;
  - 5. grey buzz, drone, hum, very slow attack and decay;
  - 6. black lines guidelines/phrasing suggestions.
- Shapes and textures should influence performer's expression.
- An approximation of duration per page should be defined initially, however, not the reading speed.
- The performer may repeat a page or part of it to fit within the established duration per page.
- The performer must not turn to the next page before finishing the previous one at least once.

























