

denovaire

# for john coltrane

examination and remix  
of „giant steps“  
for four instruments





# for john coltrane - explanation & legend

an examination of john coltrane's "giant steps" for contemporary ensemble

## instruments

flute in C  
soprano saxophone in Bb  
violoncello  
contrabass

## models

models are loops being referred to in the score. every musician plays his/her material in his/her own tempo, not being synced to the main timing.

a model incorporates free elements (so called chaotic modifiers) which are (if not otherwise stated) queried anew every iteration, thus complex soundworlds can be created easily.

(\*) **chaosfermatas** create unregular lengths

(\*) a model's tempo is the same as the main time of its notation (not reference).

(\*) a model's end is often being varied by "veol" (vary end of loop), and thus shifted differently every iteration.

(\*) a model is being played from the beginning of its container

(\*) a model does not (!) have to start or end with its beginning, jump into it freely and break off hard at the end of its reference bar.

(\*) all that is enclosed by the model's container belongs to its original form; all that is written outside are temporary alterations.

(\*) a model is being referred to in the score by its name

(\*) a model is to be played along its model bar until its end

(\*) notated material has higher priority than a model

(\*) a model can be modified during its performance (from "outside")

(\*) more models can stack up and should be played (creatively) together

(\*) if a model is being played and a new one introduced: both models play. the preceding model's bar is interrupted due to readability and crossed after the new model's container to indicate its continuation.

(\*) a model's notes do not have to correspond with the main time signatures, the models are absolutely independent. due to notation issues models can contain barlines, they do not have meaning.

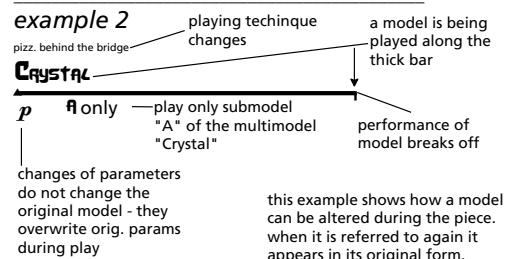
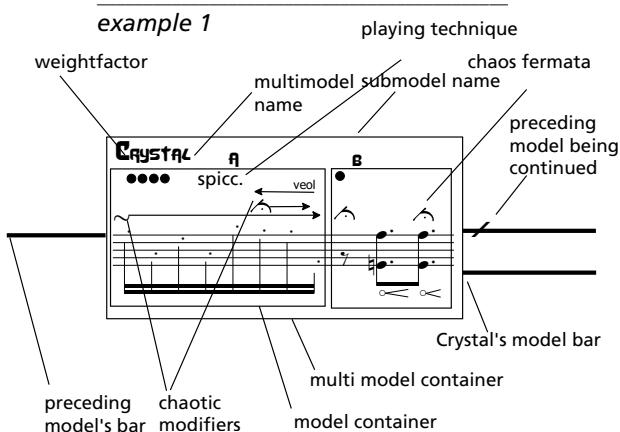
(\*) breaks being overbared by a model's bar appear smaller and subscripted and serve as rhythmic orientation only, not as regular breaks.

## chaotic modifiers

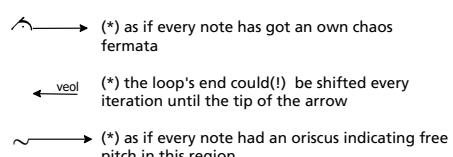
there are four parameters which can affect more than one note:

chaos fermata (ex.4)  
chance modifiers (ex. 5 & 6)  
vary end of loop (ex.7)  
free pitches

all overbared notes are affected by a modifier. (ex.3)



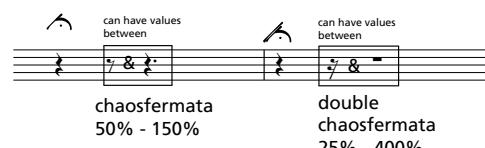
## example 3



## example 4

### chaosfermatas

the length of the chaosfermata varies every iteration - so the loop becomes irregular!



## chance modifiers

during a model's performance notes or parameters can not only alter through fixed statements but also by varying , chance-driven commands, called chance modifiers.

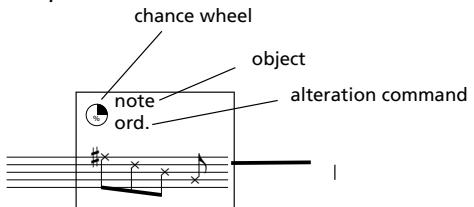
the command consists of three parts

- a) chance wheel
- b) object being altered
- c) alteration command

during performance get a feeling for the modifications and trust the sound: this is the reason, there are no numbers in the chance wheel for they serve a intuitive purpose.



### example 5



in this example every pizzicato has got a 25% chance to be played ordinario.

### example 6

every 4 notes:

\* tempo: btw. orig. and 1/4 & apply gliss.  
\* orig. tempo

in this example after four notes the tempo could drop or raise to original value. dotted containers are to be executed on running models.

## multi models

in a model several sub models are being combined (ex.7)

every submodel can have a weightfactor, indicated by one or more black balls. the more balls a model has, the more often it is to be performed in the whole. if there is no weight, all submodels are equally often played.

after playing a submodel jump to any other submodel (or the same). every pending decision (chaosfermata, veol etc.) is to be chosen anew (!!).

### vary end of loop - veol

the end of the loop is shifted, meaning the repeating mark is shifted towards the beginning of the material, or towards the end ... this is to be shifted every iteration anew. this results in a varying length of the repeated material, an unsteady loop.

the max. shifting can be done until the arrow of the line, not anymore farther, so every veol-model has a basis material which cannot be erased.

### ( ) omission

if a note is surrounded by brackets it can be omitted during loop play

### free pitches

~ stems crossed by an oriscus are to be played with any pitch.  
in the case of chords written for monophonic instruments: choose any of those pitches every iteration anew.

## echo and shadow

as improvisational references there are two elements which invite to refer to another musician. both do not conquer the source instrument but contribute to its beauty.

(\*) echo means playing a delay with similar sounds which decays more or less quickly

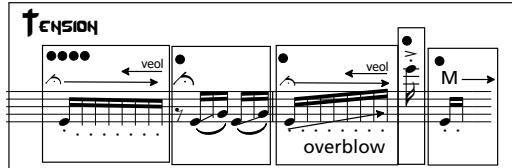
(\*) shadow asks for similar sounds or sound ideas taken from the source and stretch them providing a basis or underground

## remarks

play everything without artificial pauses or hesitations (subito) - the models and patterns glide into each other seamlessly without loss of energy towards the end.

material affected by a lot of modifiers such as chaos fermatas on every note and veol and omissions open space for a lot of possibilities. explore those in practise to be able to perform spontaneous and emotional music!

### example 7



if, for example, a submodel with three balls and one with just one ball combine to a multimodel, then the first is to be performed three times more often than the second, but in any order.  
do not do the math, focus on the sound.

## bowing positions

xxst	mid board
xst	begin board
st	btw ordinario and board (sulla tastiera)
ord	ordinario
sp	btw ord. and bridge (sul ponticello)
xsp	close to the bridge, no basenote audible
xxsp	half hair on the bridge
sc	close to the clamp
xsc	very close to the clamp
xxsc	bow the clamp
dc	btw clamp and bridge
:I	first string (violine E, cello A)
:II	second string
:III	third string
:IV	fourth string

## notation and symbols

### vc&kb

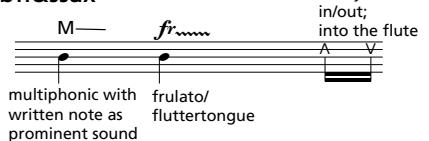


◊ dampening/ mute:  
lay hand loosely atop  
strings to dampen

○ tone  
※ noisy

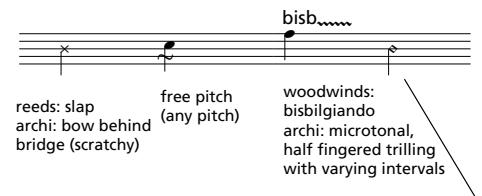
ord//xxst move bow across string(s)

### bfl&ssax



- ① sax&flute: regular
- ② overblow to spectral sounds
- full tone
- half air/rone
- air only
- into the flute
- standart embouchure

### general



### transition

a dotted line indicates transitions from one state to another

↖ drop pitch (fall) at end of note for a quartertone (or whatever is possible with multiphonic)

for john coltrane

**6**  $\downarrow=66$ , fierce

**16**

**9**

**16**

**7**

**16**

denovaire, 2015  
bm:uk

flute

soprano sax

cello

contrabass

ord.

sp

xsp

pizz, ord.  
dirty, noisy

ord.

mf

sp

ord.

II beh. bridge

II beh. bridge

f

5

5

WB

walking bass Giant Steps  
(pizz.) in  $\downarrow=140$

mf

sp

ord

if only 4 string bass  
perform senza gliss.

contrabass

GIANT STEPS

JOHN COLTRANE

$\downarrow=140$

Bmaj7 D7 Gmaj7 Bb7 Ebmaj7 Am7 D7 Gmaj7 Bb7 Ebmaj7 F#7

Bmaj7 Fm7 Bb7 Ebmaj7 Am7 D7 Gmaj7

C#m7 F#7 Bmaj7 Fm7 Bb7 Ebmaj7 C#m7 F#7

7 4 F# fl 10 *mf*

6 16 *f*

9 16 *ff*

7 16 *ff*

ss *mf*

vc *mf*

cb *mf*

*WB*

*sp*

*if only 4 string bass  
perform senza gliss.*

**6 16 4**

**17**

**fl**

**ss**

**vc**

**cb**

**p**

**t p cht**

**clean, beautiful tones**

**p**

**blow on reed toneless slap toneless rev. slap**

**clean, beautiful tones**

**p**

**beh. br. thumb on wood**

**clean, beautiful tones**

**p**

**beh. br. thumb on wood**

**clean, beautiful tones**

29

**6  
16**

**11  
16**

**9  
16**

fl

kb

vc

cb

f

ord.

dirty

3

mf

**7  
16**

**7  
4**

**9  
16**

fl

kb

vc

cb

f

M

mf

ff

2

xsp

mf

ff

ord.

ff

sp

mf

5:9

5:9

5:9

5:9

5:9

5:9

4 string bass:  
perform senza gliss.

47

**2** **4**

**7** **16**

**2** **4** **8** **5**

fl: sung sharp&short\* \* only female flautista sings

ss: note ord.

vc: batt. string-holder

cb: xxst, very slow bowing

mf f sp sfz>p sfz>p sfz>p mf

mf

mf

mf

mf

mf

mf

**7** **16** **5** **5** **4** **11** **16**

55

F# F#

mf

bar on wood

ca130 c.l.batt.+crini

mf

mf

mf

mf

mf

6

**5**  
**16****6**  
**16**

fl

ss

vc

cb

61

*fr.* 4:5 4:5 4:5 4:5

*f*

take bow

*ord., presto poss.*

*mf*

*xsp presto poss.*

*mf*

*ord.*

*sp*

=

**7****11**  
**16****7**  
**16**

fl

ss

vc

kb

70

*fr.* bisb. 2

*choose pitch every iteration anew*

*f*

*D*

*M*

*xsc very light*

*I.H. fingers bridge*

*\*clack\* of strings and board*

*p*

*shift pitches slowly up and down*

*xsc*

**5** 16      **4** 16      **5** 16      **7** 16

76

fl:  $\text{ff}$   $\text{ff}$   $\text{ff}$   $\text{ff}$

ss:  $\text{ff}$   $\text{ff}$   $\text{ff}$   $\text{ff}$

vc:  $\text{ff}$   $\text{ff}$   $\text{ff}$   $\text{ff}$

cb:

wild scale up&down  
circle btw. xsp&xst  
lift mute  
bar on wood

unmute

7

**5** 16      **4** 4

89

fl: - - -

ss: - - -

vc: F# smear pitches down

cb: F# smear pitches down

submodel half tempo

submodel half tempo

submodel half tempo

submodel half tempo

$\approx$  shadow sax  
 $\text{mf}$

$\approx$  shadow cb arco  
 $\text{mp}$

every 4 notes:  
\* tempo: btw. orig. and 1/4 & apply gliss.  
\* orig. tempo

walking bass, pizz.  
 $F\text{m}7$   $B\text{b}7$   $E\text{maj}7$

f

**98**

**1 8 4 4**

every 4 notes:  
\* tempo: btw. orig. and 1/4  
\* orig. tempo

walking bass, pizz.  
 $F_m7$   $B_7$   $E_Bm7$

walking bass, c.l.batt.  
 $A_m7$   $D_7$   $G_Bm7$

walking bass, pizz.  
 $A_m7$   $D_7$   $G_Bm7$

walking bass, pizz.  
 $C_Bm7$   $F_7$   $B_Bm7$

not synced to cb

not synced to vc

not synced with vc

**108**

**1 8 4 4**

bisb...  
 $f$   $mp$

**A**  $\text{♩} = 140$   
possibly omit  
embraced notes

whisper (senza flûte)  
+slap  
gi ant gi ant

$mf$

M +growl

swing

$\text{♩} = 120$

trem. with top of bow  
from above  
btw :I+II  
beh. bridge

xsp  
bisb...  
 $f$   $mp$

xsp  
bisb...  
 $f$   $mp$

xsp  
bisb...  
 $f$   $mp$

xsp  
bisb...  
 $f$   $mp$

xxsp, spectral  
 $mp$  play with bow contact position

120

fl: swing, presto poss.

ss: veol. swing

vc: bisb. arco

cb:

*sffz* sim. *sffz* sim. *sffz* sim.

M

very airy

presto poss.

xxsp sp

M

131

fl: 2 1 2 1 *ff*

ss:

vc: ord. gliss.

cb: ord. gliss.

9 8 4 5 15 8 4

*f*

presto poss.

*mf*

*= ca 110 with palm on the back of the instrument*

Fm<sup>7</sup> B<sup>7</sup> WB

140

fl +voice sharp&short

ss slap

vc veol

cb = ca 110 with palm on the back of the instrument veol

**3**  
4 swing veol

**4**

B = 120

fl spit mf

ss growl mf

vc short & spiccato, ord mf

cb short & spiccato mf

**sp**

3

4

157

flute (fl) plays eighth-note patterns. strings (ss, vc) play sixteenth-note patterns with grace notes. cello (cb) plays eighth-note patterns. Measure 157 ends with a fermata over the bassoon part.

ss

vc

cb

*presto poss.*

6  
4

163

flute (fl) plays eighth-note patterns. strings (ss, vc) play sixteenth-note patterns with grace notes. cello (cb) plays eighth-note patterns. Measures 163-164 show a transition from 3/4 to 6/4 time.

fr.....

pizz

pizz

**4**

168

fl

ss *fr.*

vc

cb **M**

**3**

**4**

*vel.*



**3**

**4**

174

fl

ss *fr.*

vc

cb

**6**

**4**

**3**

180

fl

ss

vc

cb

*ff*

*f*

*ca.110*

**4**

**4**

185

fl

ss

vc

cb

*fr*

*M*

*sp*

*ord*

*3*

**2**      **4**

191

fl

ss

vc

cb

fr.

xsp

ord.

jeté, martellato

jeté, martellato,  
ord.

pizz.



**2**      **4**

**2**      **4**

197

fl

ss

vc

cb

M

strike with fingernail  
(backside of the hand)

pizz.

arco

c.l. batt. senza crini

arco, ord.

**5**

203

**4**

play scale up&down,  
all registers, presto poss

mp

fl

ss

sul :ll  
3gliss

vc

F#2  
choose either

xsc very light

cb

ff mf

**5**

208

**4**

fl

ss

vc

xsp

ord.

cb

sp

ord.

5

6  
4

213

fl

ss

vc

cb

*fr.*

216

fl

ss

vc

cb

*presto poss.*

*molto rubato*

*1 8 4*

*1 4*

**4**

224

ss

vc

cb

xsp,  
spectral  
(4-string bass: E)

tapping

arco

**3**

**4**

229

fl

ss

vc

hidden

8va

xsp

ord

gliss.

=ca.110

play scale up&down,  
all registers, presto poss

*mp*

235

fl

ss

vc

cb

6  
4

4  
4

240

fl

ss

vc

cb

8va

2

sul :IV, sp

ord.

play scale up&down,  
all registers, presto poss.

*mp*

245(8)

fl

ss

vc

cb

ord

presto poss.

250

fl

ss

vc

presto poss.

ff

cb

presto poss.

*p*

*mf*

*t* *p* *cht*

*p*

*mf*

*blow on reed* *toneless slap* *toneless rev. slap* *cht*

*s*

*p*

*mf*

*beh.br.* *thumb on wood*

*p*

*mf*

*beh.br.* *thumb on wood*

*p*

258

fl ss vc kb

= subito stop =

264

fl ss vc kb