

Five Folksongs from an Alternate Reality

for solo viola, tape and objects

Cameron Dodds

Props Required

1x Futuristic looking hat

1x Squeaky dog toy in shape of fish

Performance Notes

Each musical movement precedes a narrated tape part that tells the performer of the folk traditions from an imaginary village in an alternate reality. The performer should act as though they were in a simulation. The 'Futuristic Looking Hat' is the gateway between the human world and the imagined world. It should be treated as a sonic virtual reality helmet that controls the violists hands when playing the piece.

Movements 1, 3 and 4 are arrangements by the composer only known as 'A Musician of the High Court from a Certain Historical Period.' These sections should be played with strong musicality and performativity. The extra-musical moments should be performed with measured sincerity and the performer should be careful not to 'over act' in order to let the stranger moments become normalised throughout the music.

During the postlude (VIRUS!), the helmet contracts a virus. The tape part alerts the audience to this. The player should act as though they were being taken over by the alternate reality (ie. fidgeting, ticking, going generally mad).

-C.D

Duration: 17"

I. 'Fall, Break, o'Swing, o'Swing, o'Swing, o'Swing, o'Swing, o'Swing.'

Play first track and then put on the hat.

♩=150 Pompous, court-like.

Rapid up and down bowing to give the impression that the notes are true quadruple stops. Poco sul pont.

Violin

fffff

Vla. 8

Vla. 16

Vla. 25

Almost Deranged, sing like you're drunk.
(Made up of 'dums', 'dees' and 'dahs')

ff

Vln. 32

Vln. 38

ppp *ff*

(15) *ppp*

Vln. 41

Shout!

ff

II. Dying Tree Music

Play second track. The music should fluctuate tempo elastically (between $\text{♩}=30$ and $\text{♩}=70$), but start slowly. Any note longer than a crotchet should be played with ricochet. The passage should have a harp-like feel, broken, still and considered.

Col legno

Viola

Viola

Switch viola to the opposite side to which you play, try and play the correct notes.

molto rit.

Viola

Viola

14

arco Col legno

III.

Elastic tempo, fluctuate between ♩=30 and ♩=160

Viola *arco*
mp

Vla.

Vla.

Vla.

Vla. ♩=100 Strict Tempo 1

Vla. ♩=100 Strict

Vla. Tempo 1

Vla.

Vla. *accel.*
♩=100 Strict

x = shout as loudly as possible.
 ^ = stomp on rubber squeaky fish toy.

IV.

♩=130 Strictly to the beat

Viola *fff* Ah! Ah! sim. Ah! Ah! Ah!

Vla. 6 Ah! Ah! Ah! Ah! Ee! Ee!

High pitched
 moto vib.

Vla. 12 Ee! Ee!

♩=140 With Baroque sensibility
 ♩=90 Slow, very wide vibrato. Psychedelic, old vinyl like pitch shifting.

p ff p mp

Pitched

♩=130 Assertive

Vla. *fff* Oh! Oh! Oh! Oh!

col legno. arco molto vib. col legno. arco molto vib. col legno. *sim.* col legno.

Ah! Ah! Ah! Ah!

fff ff ff ff

pp **molto accel.** Increasingly guttural **A tempo** *fff*

Vla. 24 (arco) Hng! Hng! Hng! Hng! Ah! Ooh!

pizz. *8va* arco

pp fff

V.

♩=124 Strict.

Bouncy, colourful

Sort of sul pont, with increasing intensity. ALTERNATE BOWING.

Viola

sfz sfz sim. p

7 **Shunt.**

ff pp f sfz

14 *molto vib.*

p ff

20 *arco*

p f sfz

26 *pizz. arco*

p f sfz sfz sfz

34 *arco*

pp f sfz sfz sfz

40 **Shunt.**

p ff sfz f sfz sfz sfz p f

45 *pizz. arco*

p sfz p sfz sfz p fff

Delicately $\text{♩} = 160$ Light, cloudy, dreamy

8va-----]

Flautando

52

Vla. p mp

55

Poco Flautando

58

Vla. p

61

Molto Flautando

64

Vla. pp

67

VIRUS!

$\text{♩} = 140$ Jaunty!

70

Vla. p

75

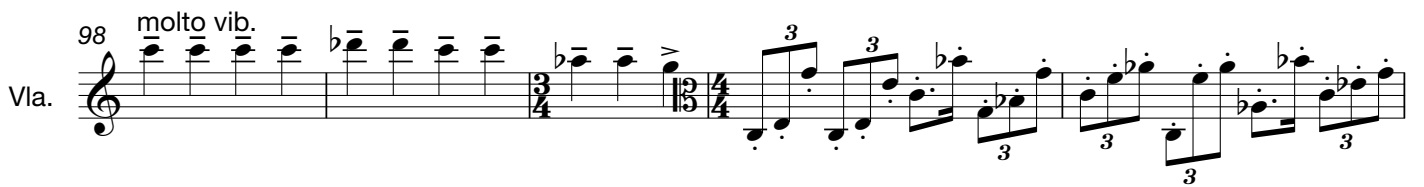
79

83

86

90
Vla. 

94
Vla. 

98 *molto vib.*
Vla. 

103
Vla. 

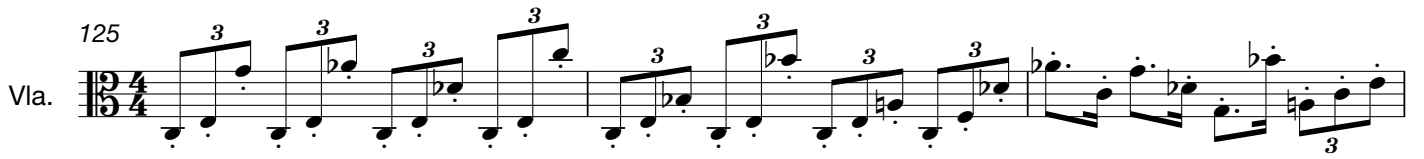
107
Vla. 

111
Vla. 

115
Vla. 

118
Vla. 

121
Vla. 

125
Vla. 

128
Vla. 