

Invisible Images

for

Violin, Violoncello, percussion, piano

computer generated sounds

and

optional dance ensemble

I: Rhythms of the Heart

II: Unseen Memories

III: Ghosts

Burton Beerman

commissioned by
the NeXT Ens

Shiau-uen DING
artistic director

Invisible Images

I: Rhythms of the Heart

duration: 4 minutes
45 seconds for
movement I

ensemble enters together
immediately after the entrance
of the computer.

Burton Beerman

$\text{♩} = 103$

Violin

Violoncello

Percussion

Piano

computer

f *arco* *p cresc. poco á poco*

bass drum with soft mallet *p cresc. poco á poco*

to tam tam with medium mallets

fp

fp *mp cresc. poco á poco*

cue one computer enters immediately after the drum entrance

Detailed description: This system contains the first five staves of the score. The Violin staff begins with a rest, followed by a series of sixteenth-note patterns. The Violoncello staff starts with a forte dynamic and arco playing. The Percussion staff features a bass drum with a soft mallet and a tam tam with medium mallets. The Piano staff has a forte dynamic and plays a rhythmic accompaniment. The computer part is indicated by a cue box and an arrow pointing to the start of the piano accompaniment.

Vln.

Vc.

Perc.

Pno.

poco rit **A** *a tempo*

f *pizz.*

f tam tam with medium mallets

A *f*

Detailed description: This system contains the next five staves. The Violin staff has a *poco rit* marking and a first ending bracket labeled 'A' leading to a *a tempo* section. The Violoncello staff continues with its rhythmic accompaniment. The Percussion staff has a *f* dynamic and plays the tam tam. The Piano staff continues with its accompaniment, also marked with a first ending bracket labeled 'A' and a *f* dynamic.

Vln. *fp* *f*

Vc. arco pizz. arco *f* *subito p* *f*

Perc. marimba with medium mallets *f*

Pno. *p* *f*

Vln. pizz. arco *poco rit.* long *mp* *p*

Vc. arco pizz. arco *mp* *p*

Perc. glockenspiel *mp*

Pno. *mp* *mp*

piano enters
one beat after
computer entrance

C ♩ = 103

Vln. *p* *gliss until the computer enters*

Vc. *p*

Perc. *mp* *vibraphone* *mp* *triangles* *mp*

Pno. *mf* *8va* *3* *7* *3* *8va* *mp* *sic*

(computer) *cue two*

Vln. *mp*

Vc. *p*

Perc. *3* *3*

Pno. *8*

Violin (Vln.) and Viola (Vc.) parts feature a *cresc. poco á poco* instruction. The Percussion (Perc.) part is silent. The Piano (Pno.) part includes a *cresc. poco á poco* instruction and a five-fingered scale in the right hand.



Violin (Vln.) and Viola (Vc.) parts feature a *f* dynamic marking and include triplets and five-fingered scales. The Percussion (Perc.) part includes instructions for *f* toms with medium mallets and *sc* with brushes, both with five-fingered scales. The Piano (Pno.) part continues with a rhythmic accompaniment.

computer cue three →
(cue does not have to be exactly on the downbeat)

6 $\text{♩} = 70$
long

Vln. *mp* *p* *poco rit*

Vc. *p*

Perc. glockenspiel *mp*

Pno. *mp* *mp*

E a tempo

Vln. *mp* *p* (bow tailpiece)

Vc. *p* (bow tailpiece)

Perc. glock *mp*

Pno. *mp* (keep pedal down)

Vln. **F** 5

Vc.

Perc. $\text{♩} = 100$

Pno. **F** *mp*

$\text{♩} = 55$

$\text{♩} = 90$

vibraphone *p* rit poco a poco

pedal ad-lib

rit poco a poco

cue five:
 start this cue
 about two seconds
 after piano entrance

(computer will fade out before the end of the
 instrumental parts)



Vln.

Vc. $\text{♩} = 80$ 6:4 $\text{♩} = 70$ 5:4 $\text{♩} = 60$ 3

Perc. $\text{♩} = 50$ (let ring)

Pno. (let ring)

Loop