

Juraj Kojs

# All Forgotten

for piano and electronics

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San Juan de la Cruz: *Noche Oscura*

8. Quedéme y olvidéme,  
el rostro recliné sobre el Amado,  
cesó todo y dejéme,  
dejando mi cuidado  
entre las azucenas olvidado.

Saint John of Cross: *Dark Night*

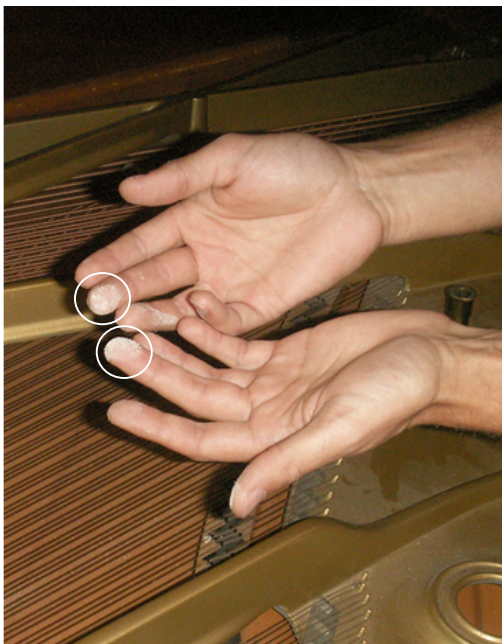
8. I remained, lost in oblivion,  
my face I reclined on the Beloved,  
all ceased and I abandoned myself,  
leaving my cares  
forgotten among the lilies.

Translated by E.Allison Peers

*All Forgotten* belongs to a series of pieces inspired by poetry of St. John of Cross. These compositions explore instrumental sonorities that lie on the border of hearing. The piano predominantly produces colored noise in *All Forgotten*. The concealed pitch becomes heard as the color of timbre. The electronic part uses a series Ableton Live's Corpus tube models and a MAX/MSP implementation of the marimba physical model designed by Stefania Serafin. The piano and marimba pitch areas correspond with the 'musical' letters extracted from the *Dark Night's* verse 8. The alphabet letters are directly mapped to the musical pitches, however, their registration varies. The descending piano registers juxtapose the continuously ascending registers of the virtual marimbas. Rhythmically, the composition explores the hendecasyllabic meter of *Dark Night*.

Extending the instruments' possibilities beyond the limitations of the physical world, the virtual marimbas enable production of high and low tones not performable on the physical instrument, sustained excitation of the tones, tone repetition as fast as 1 event per 1 millisecond, real-time change of the beater qualities, and extremely rapid repositioning of the beater on the bar. While straining the physical piano and virtual marimbas, *All Forgotten* contemplates suppressed beauty hidden in tension of the string and mass of the bar.

### Particular Performance Techniques



Apply resin on the middle fingers. Keep re-applying resin throughout the performance.



Perform a particular region: Slide the palm bottoms in the direction towards the body on the assigned string region. Produce a sustained sound.



Perform a particular tone: Slide alternatively the right and left 'resined' middle fingers along on the tone's strings. Produce a sustained sound.

## Notation Legend



Slide with fingers along the strings. Produce noise and/or harmonics as indicated.



Slide heavily with fingers along the strings. Produce squeaky sounds and harmonics.



Perform with palms in this region.

E3 area Register around E3 in which the pitches are projected.

## Technical requirements

1 microphone

1 computer running Ableton Live 9 with Max for Live (or MAX/MSP 6)

1 Firewire interface

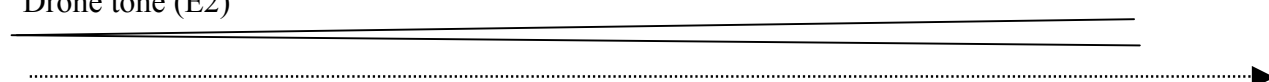
1 audio system (versions for stereo and larger number of channels are available)

Duration: 9'-10'

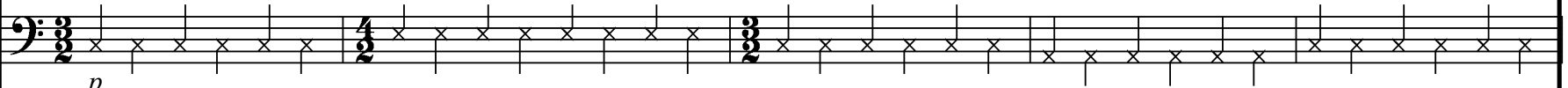
Computer:  
Virtual  
Marimbas

♩ = ca. 60

Drone tone (E2)



Piano  
Inside



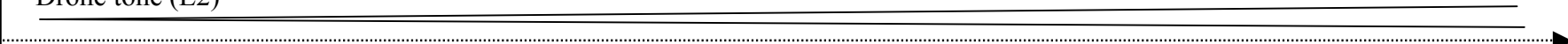
*p*

Sustain pedal should be depressed throughout the piece. Apply light resin on the third fingers on both hands.  
Position the palms so that the third fingers are placed over the assigned strings.  
Slide palms along the strings (not across, which would produce glissando). Produce noise. Allow harmonics to sound.  
Direction of the flags suggests alteration between the right (up) and left (down) hands.

Computer:  
Virtual  
Marimbas

Drone tone (E2)

B3



Piano  
Inside



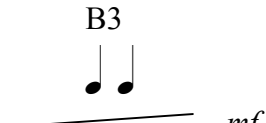
*sempre p*

Slide with the third fingers on the assigned strings.  
Allow harmonics sound.

Reapply rosin if  
needed.

Computer:  
Virtual  
Marimbas

B3



Drone tone (E2) *mf*

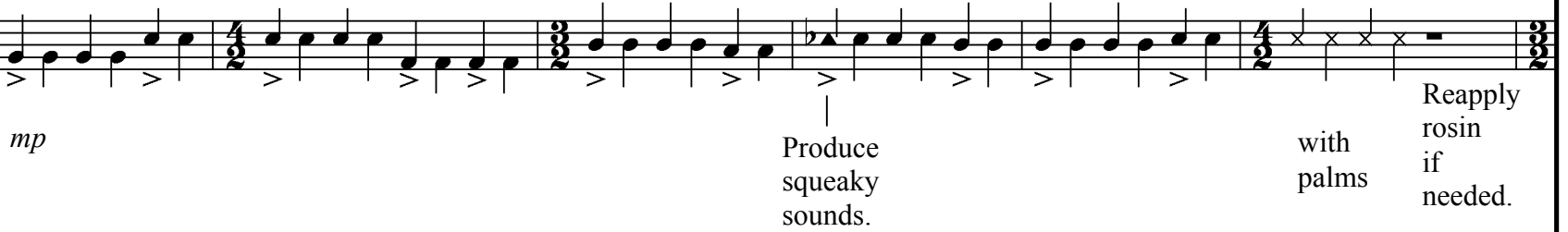
Detailed description: This block shows the notation for a drone tone. It features two quarter notes, B3 and E2, with a wedge-shaped dynamic marking starting from the first note and extending to the second. The text 'Drone tone (E2)' is written below the notes, and the dynamic marking 'mf' is to the right.

D4



Detailed description: This block shows the notation for a drone tone. It features a quarter note D4 followed by a series of eight eighth notes, all on the same pitch. The text 'D4' is written above the first note.

Piano  
Inside



*mp*

Produce squeaky sounds.


with palms

Reapply rosin if needed.

Detailed description: This block contains the musical notation for the Piano Inside part. It is written in bass clef and consists of six measures. The first measure is in 3/4 time, the second in 4/4, the third in 3/4, the fourth in 4/4, the fifth in 4/4, and the sixth in 3/4. The notes are quarter notes with accents (>). The dynamic marking 'mp' is at the beginning. A vertical line points to the fourth measure with the instruction 'Produce squeaky sounds.' The final two measures contain rests with 'x' marks above them, and the instruction 'Reapply rosin if needed.' is written to the right.

Computer:  
Virtual  
Marimbas

D4



Drone tone (E2)

Detailed description: This block shows the notation for a drone tone. It features two quarter notes, D4 and E2, with a wedge-shaped dynamic marking starting from the first note and extending to the second. The text 'Drone tone (E2)' is written below the notes.

Eb4



Detailed description: This block shows the notation for a drone tone. It features a quarter note Eb4 followed by a series of eight eighth notes, all on the same pitch. The text 'Eb4' is written above the first note.

Piano  
Inside



with fingers  
*mf*

with palms

Reapply rosin if needed.

Detailed description: This block contains the musical notation for the Piano Inside part. It is written in bass clef and consists of six measures. The first measure is in 3/4 time, the second in 4/4, the third in 3/4, the fourth in 4/4, the fifth in 4/4, and the sixth in 3/4. The notes are quarter notes with accents (>). The dynamic marking 'mf' is at the beginning, with the instruction 'with fingers' written above it. The final two measures contain rests with 'x' marks above them, and the instruction 'Reapply rosin if needed.' is written to the right.

Computer:  
Virtual  
Marimbas

Eb4



E4



Drone tone (E2) .....

Piano  
Inside



with  
fingers  
*f*

Reapply  
rosin if  
needed.

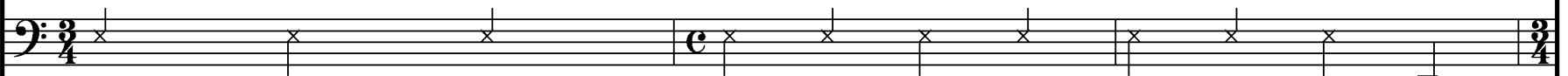
Computer:  
Virtual  
Marimbas

E4



Drone tone (E2) .....

Piano  
Inside



with  
palms  
*mf*

with  
finger  
*f*



Computer:  
Virtual  
Marimbas

E4



Drone tones

Piano  
Inside



with  
palms  
*mf*

with  
finger *simile*  
*f*

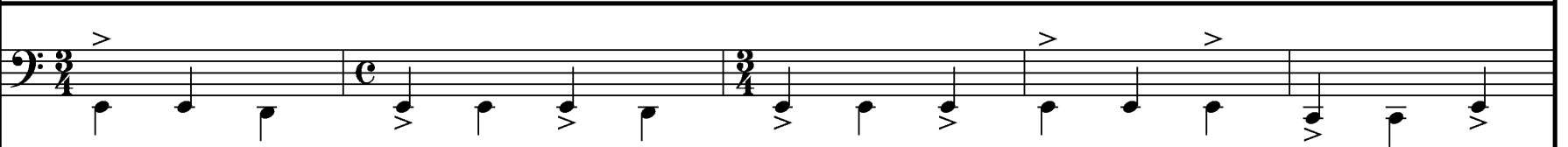
Computer:  
Virtual  
Marimbas

Three marimbas accentuating the piano pulse.



Drone tones

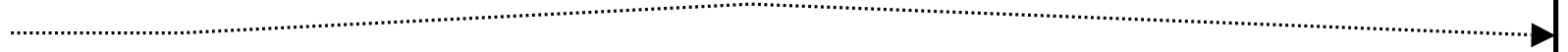
Piano  
Inside



*f*

Computer:  
Virtual  
Marimbas

Drone tones



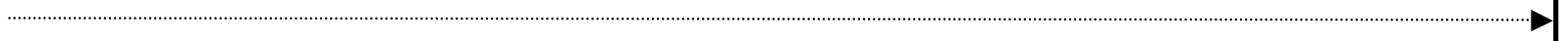
Piano  
Inside

*sempre f*

Computer:  
Virtual  
Marimbas

Four marimbas accentuating the piano pulse.

Drone tones



Piano  
Inside

Computer:  
Virtual  
Marimbas

Drone tones

Sparse attacks.



Piano  
Inside

Scrape with nails.  
*ff*

Reapply rosin if  
needed.

Computer:  
Virtual  
Marimbas

Five marimbas accentuating the piano pulse.



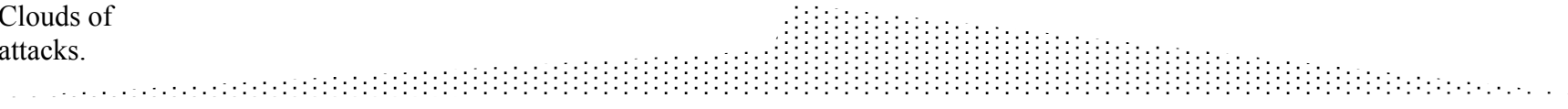
Drone tones

Piano  
Inside

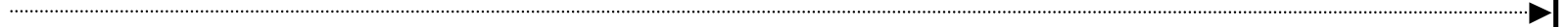
Slide with fingers.  
*sempre f*

Computer:  
Virtual  
Marimbas

Clouds of  
attacks.



Drone tones



Piano  
Inside

Scrape  
with nails.  
*sempre f*

Slide  
with palms.

Scrape  
with nails.

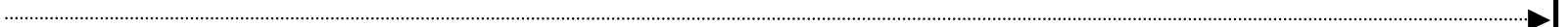
Reapply rosin if  
needed.

Computer:  
Virtual  
Marimbas

Nine marimbas accentuating the piano pulse.



Drone tones



Piano  
Inside

Slide  
with fingers.  
*ff*

Clouds of attacks with increased density.

Computer:  
Virtual  
Marimbas

Drone tones

Piano  
Inside

Scrape with nails. *sempre f*      Slide with palms.

Scrape with nails.      Slide with palms.


Computer:  
Virtual  
Marimbas


Drone tones


Piano  
Inside


Hit and slide with palms. Let vibrate.  
*ff*

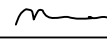
Computer:  
Virtual  
Marimbas

Pattern  (E7 area) E8 .....

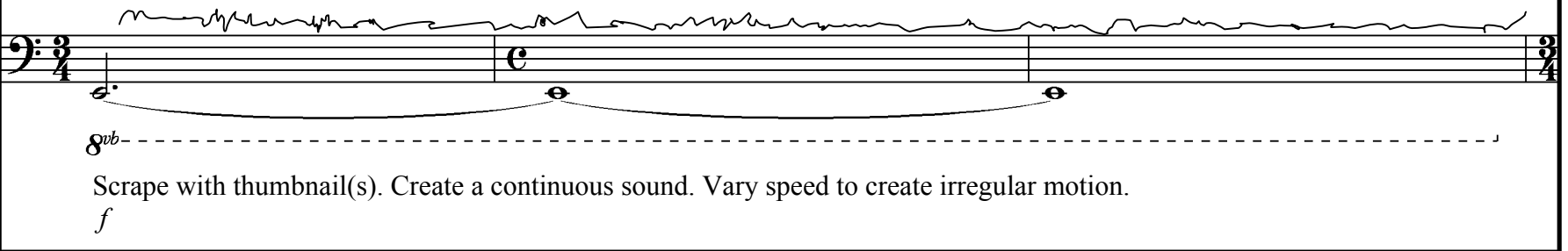
Pattern  (E7 area) ..... E8 .....

Pattern  (E6 area) ..... E7 .....

Pattern  (E8 area) .....

Pattern  (E2, E4 areas) .....


Piano  
Inside





Scrape with thumbnail(s). Create a continuous sound. Vary speed to create irregular motion.  
*f*


Computer:  
Virtual  
Marimbas

Pattern  (E8 area) ..... E9 .....

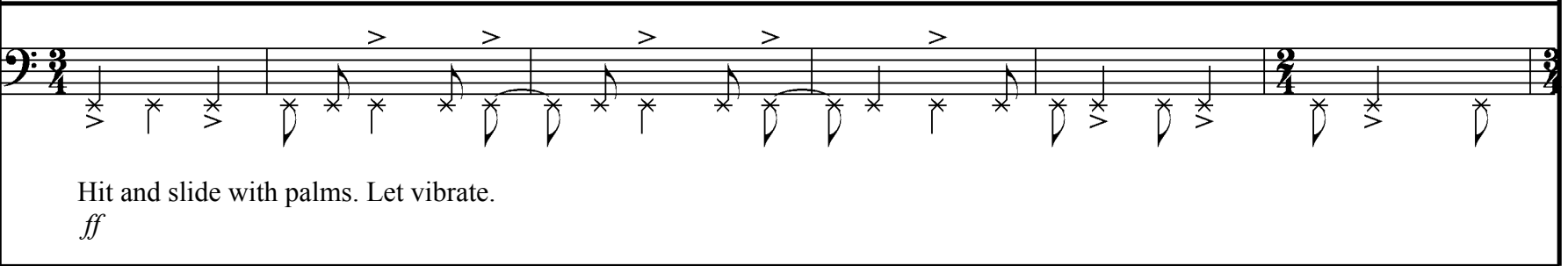
Pattern  (E8 area) .....

Pattern  (E7 area) ..... E8 .....

Pattern  (E8 area) .....

Pattern  (E2, E4 areas) ..... E5 .....

Piano  
Inside



Hit and slide with palms. Let vibrate.  
*ff*

Computer:  
Virtual  
Marimbas

E9

8vb

Scrape irregularly with right hand thumbnail. Create a continuous sound.

Scrape irregularly with left hand thumbnail.

*f*

Computer:  
Virtual  
Marimbas

E10

E11

E10

E6

8vb

Hit and slide with palms. Let vibrate.

*ff*

Computer:  
Virtual  
Marimbas

A musical staff for Computer: Virtual Marimbas. It features a sequence of 16 quarter notes on a single pitch. A shaded rectangular area covers the first 10 notes, with the label "E11" centered above it. The staff has a dotted line above and below the notes.

Piano  
Inside

A musical staff for Piano Inside in bass clef. It begins with a 3/4 time signature, followed by a 2/4 time signature, and ends with a 3/4 time signature. The notation includes quarter notes, eighth notes, and sixteenth notes, with some notes marked with an asterisk (\*). Below the staff, there are two sets of instructions: "8<sup>vb</sup>-----' Pluck. fff" and "with palms ff". The piano part includes plucking symbols (vertical lines with 'x' marks) and palm techniques (curved lines with 'x' marks).

Computer:  
Virtual  
Marimbas

A musical staff for Computer: Virtual Marimbas. It features a sequence of 16 quarter notes. A shaded rectangular area covers the first 10 notes, with the label "E10" centered above it. The 11th note is labeled "E11" and the 15th note is labeled "E7". The staff has a dotted line above and below the notes.

Piano  
Inside

A musical staff for Piano Inside in bass clef. It begins with a 3/4 time signature, followed by a 2/4 time signature, and ends with a 3/4 time signature. The notation includes quarter notes, eighth notes, and sixteenth notes, with some notes marked with an asterisk (\*). Below the staff, there are two sets of instructions: "8<sup>vb</sup>-----' Pluck. ff" and "with palms f". The piano part includes plucking symbols (vertical lines with 'x' marks) and palm techniques (curved lines with 'x' marks).



Computer:  
Virtual  
Marimbas

The score for the first system consists of two staves. The top staff, labeled 'Computer: Virtual Marimbas', shows a sequence of notes on a five-line staff with a dotted line above and a dotted line below. The notes are quarter notes, starting on a middle line and moving up stepwise. The bottom staff, labeled 'Piano Inside', is in bass clef with a 3/4 time signature. It features a sequence of notes with various articulations: plucking (indicated by a vertical line with a hook), palm mutes (indicated by 'X' marks), and accents (indicated by '+' signs). The notes are quarter notes, some beamed together. The piece concludes with a 2/4 time signature change. Dynamics include *mf* and *f* for plucking, and *mp* for palm mutes. A note with an accent and '+' sign is marked with a '>' above it. A dashed line with '8<sup>vb</sup>' is positioned below the first few notes.

Pluck. *f* with palms *mp*

When marked + , hit and remain the palms on the string, which will produce percussive somewhat muted sound.

Computer:  
Virtual  
Marimbas

The score for the second system consists of two staves. The top staff, labeled 'Computer: Virtual Marimbas', shows a sequence of notes on a five-line staff with a dotted line above and a dotted line below. The notes are quarter notes, starting on a middle line and moving up stepwise. The bottom staff, labeled 'Piano Inside', is in bass clef with a 3/4 time signature. It features a sequence of notes with various articulations: plucking (indicated by a vertical line with a hook), palm mutes (indicated by 'X' marks), and accents (indicated by '+' signs). The notes are quarter notes, some beamed together. The piece concludes with a 2/4 time signature change. Dynamics include *mf* for plucking and *p* for palm mutes. A note with an accent and '+' sign is marked with a '+' above it. A dashed line with '8<sup>vb</sup>' is positioned below the first few notes.

Pluck. *mf* with palms *p*

When marked + , hit and remain the palms on the string, which will produce a percussive somewhat muted sound.

Computer:  
Virtual  
Marimbas

Piano  
Inside

Pluck. Hit the assigned string with fingertips.  
*mp* *pp*

Computer:  
Virtual  
Marimbas

Piano  
Inside

*pp* *p*

Pluck. Hit the string A1 with right hand fingertips.  
*ppp*

*rit. al fine*

# All forgotten

for piano and electronics

piano part

Juraj Kojs

Apply light resin on the third finger.

♩ = 60

Slide palms along the string (not across, which would produce gliss.)

Position the palm so that the third finger is over the assigned string. Produce noise only.

The first staff of music is written in bass clef and consists of four measures. The first measure is in 3/4 time and contains a chord of G2, B1, and D2 with 'x' marks above each note. The second measure is in 4/4 time and contains a chord of G2, B1, and D2 with 'x' marks above each note. The third measure is in 3/4 time and contains a chord of G2, B1, and D2 with 'x' marks above each note. The fourth measure is in 4/4 time and contains a chord of G2, B1, and D2 with 'x' marks above each note.

Sustain Pedal down throughout the piece.

Slide the third finger on the assigned string. Let the harmonics sound.

The second staff of music is written in bass clef and consists of four measures. The first measure is in 3/4 time and contains a chord of G2, B1, and D2 with arrows pointing to the notes. The second measure is in 4/4 time and contains a chord of G2, B1, and D2 with arrows pointing to the notes. The third measure is in 3/4 time and contains a chord of G2, B1, and D2 with arrows pointing to the notes. The fourth measure is in 4/4 time and contains a chord of G2, B1, and D2 with arrows pointing to the notes.

Produce squeaking sound.

palms

The third staff of music is written in bass clef and consists of four measures. The first measure is in 3/4 time and contains a chord of G2, B1, and D2 with arrows pointing to the notes. The second measure is in 4/4 time and contains a chord of G2, B1, and D2 with arrows pointing to the notes. The third measure is in 3/4 time and contains a chord of G2, B1, and D2 with arrows pointing to the notes. The fourth measure is in 4/4 time and contains a chord of G2, B1, and D2 with 'x' marks above each note.

fingers

palms

The fourth staff of music is written in bass clef and consists of four measures. The first measure is in 3/4 time and contains a chord of G2, B1, and D2 with arrows pointing to the notes. The second measure is in 4/4 time and contains a chord of G2, B1, and D2 with arrows pointing to the notes. The third measure is in 3/4 time and contains a chord of G2, B1, and D2 with arrows pointing to the notes. The fourth measure is in 4/4 time and contains a chord of G2, B1, and D2 with 'x' marks above each note.

fingers

The fifth staff of music is written in bass clef and consists of four measures. The first measure is in 3/4 time and contains a chord of G2, B1, and D2 with arrows pointing to the notes. The second measure is in 4/4 time and contains a chord of G2, B1, and D2 with arrows pointing to the notes. The third measure is in 3/4 time and contains a chord of G2, B1, and D2 with arrows pointing to the notes. The fourth measure is in 4/4 time and contains a chord of G2, B1, and D2 with arrows pointing to the notes.

palms

finger

The sixth staff of music is written in bass clef and consists of four measures. The first measure is in 3/4 time and contains a chord of G2, B1, and D2 with 'x' marks above each note. The second measure is in common time (C) and contains a chord of G2, B1, and D2 with 'x' marks above each note. The third measure is in common time (C) and contains a chord of G2, B1, and D2 with 'x' marks above each note. The fourth measure is in common time (C) and contains a chord of G2, B1, and D2 with 'x' marks above each note and a final note on the G2 string.



scrape

Scrape in one motion with nails along the string. *regular*

Scrape in one motion with nails along the string. *regular*

8vb-----

8vb-----

Pluck and let resonate. With palms.

*f*  
8vb-----

*f*  
8vb-----

*mf*  
8vb-----

Mute the strings. + + + + + + + +

*mp*  
8vb-----

First musical staff: Bass clef, 3/4 time signature. Dynamics: *p* and *8vb*. The staff contains a sequence of notes: a dotted quarter note, followed by eighth notes, and then a series of beamed eighth notes. There are three '+' signs above the staff and a dashed line with '+' signs below it. The time signature changes to 2/4 at the end of the staff.

Second musical staff: Bass clef, 3/4 time signature. Dynamics: *pp* and *8vb*. The instruction *rit. al fine* is written above the staff. The staff contains a sequence of notes: a dotted quarter note, followed by eighth notes, and then a series of beamed eighth notes. There are '+' signs below the staff and a dashed line with '+' signs below it. The time signature changes to 2/4 at the end of the staff.