

Giovanni Zaniol
The troubled wanderer

Written during "Soundmine" composition course in Neerpelt (Belgium), in July 2017, for: Noah Senden (Native American flute), Peter Merckx (bass clarinet), Tom van Moorst (electric guitar), Teun Buwalda (Nintendo sounds), Wim Henderickx (conducting).

Instruments:

-Native American flute in G minor

Extension:

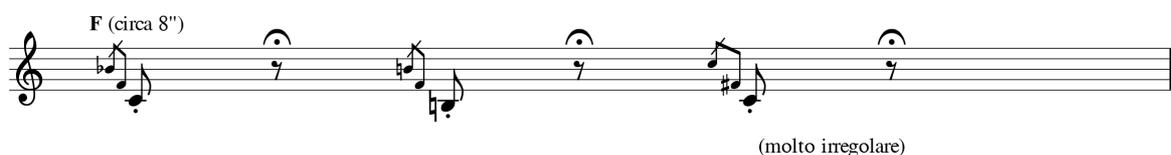
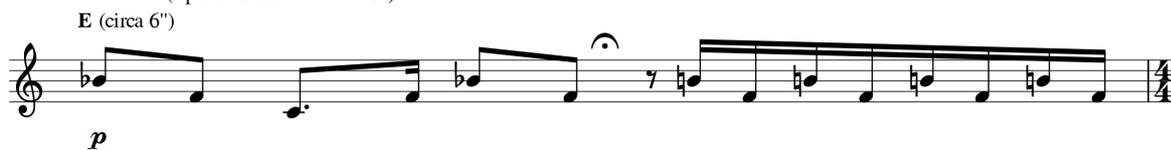
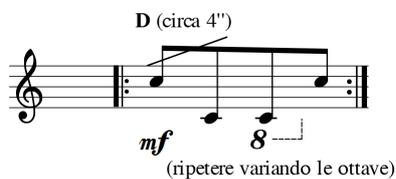


-Bass clarinet in B flat

-Electric guitar with clean and distorted sounds

-6 fixed tracks of Nintendo sounds, to be started during the piece following the score. The notes of Nintendo don't need to be synchronized with the other instruments, since it would be impossible.

Nintendo tracks:



The troubled wanderer

♩ = 60

freely, molto rubato*

Native American Flute

Bass Clarinet

Electric Guitar

Nintendo sounds

*the flutist is also free to put some grace notes on the longer notes (mordente, acciaccatura...)

5

Fl.

B. Cl.

El. Guit.

Nintendo

like a shadow of the flute, uncertain sound

gradually air sound

l.v. sempre

10

Fl.

B. Cl.

El. Guit.

Nintendo

gradually get the sound more distorted, violent and sul ponticello

faster arpeggio more aggressive sound, distortion, ponticello

14

Fl. *f* *sf* 5" slap

B. Cl. flz. *f* *ff* improvise on these notes at any octave *

El. Guit. *f* very distorted *mf* *ff* improvise in E- pentatonic with distortion (resonance)

Nintendo

*bass clarinet and guitar: after the nintendo has stopped, gradually end your improvisation. The guitar keeps open strings resonance

18

Fl. *mf* 4" slap *mf* accelerando sempre *p*

B. Cl. *mf* slap *sf* slap *p*

El. Guit. (keep the resonance) improvise on G- pentatonic *p* distorted sound

Nintendo

22

Fl. 5" 3 cresc. sempre *ff* *sf* slap

B. Cl. 3 cresc. sempre *ff* *sf* *p* air sound, like a shadow

El. Guit. *mf* distorted sound bend pick scrape *ff* (l.v.)

Nintendo