

# Composition No. 1

Otto Muller

Resources:

Bottle 1

Bottle 2

Bottle 3

Bottle 4

Sustain any of these pitches:

Hose 1

Hose 2

Hose 3

Hose 4

Create melodic cells with these pitches:

*mp*

Sustain any of these pitches:

Nails I

Nails II

Nails III

Nails IV

Sustain any of these pitches:

Wire I

Wire II

Wire III

Wire IV

pizz. *p*

arco

Trills on any harmonic

Harmonic glissandi increase bow press.

Air Compressor

Bamboo Chimes

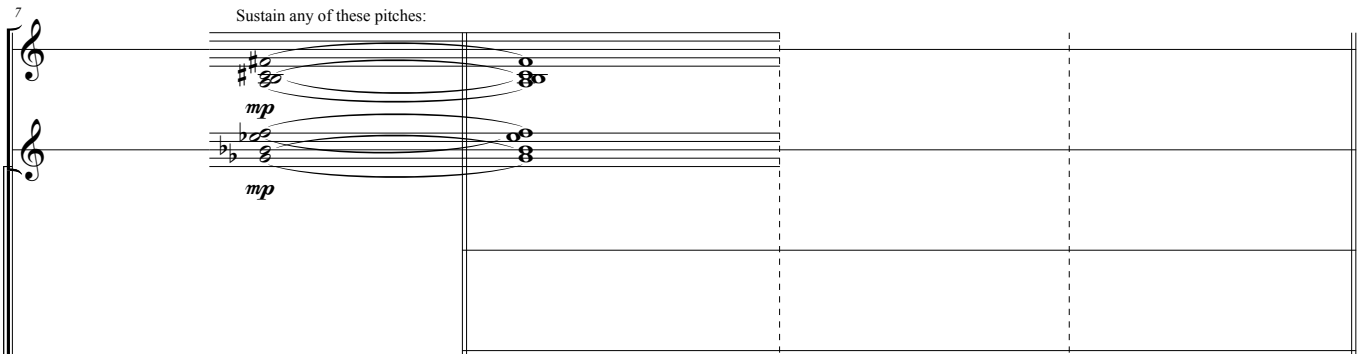
Gong Ratchet

*p*

*f*

7

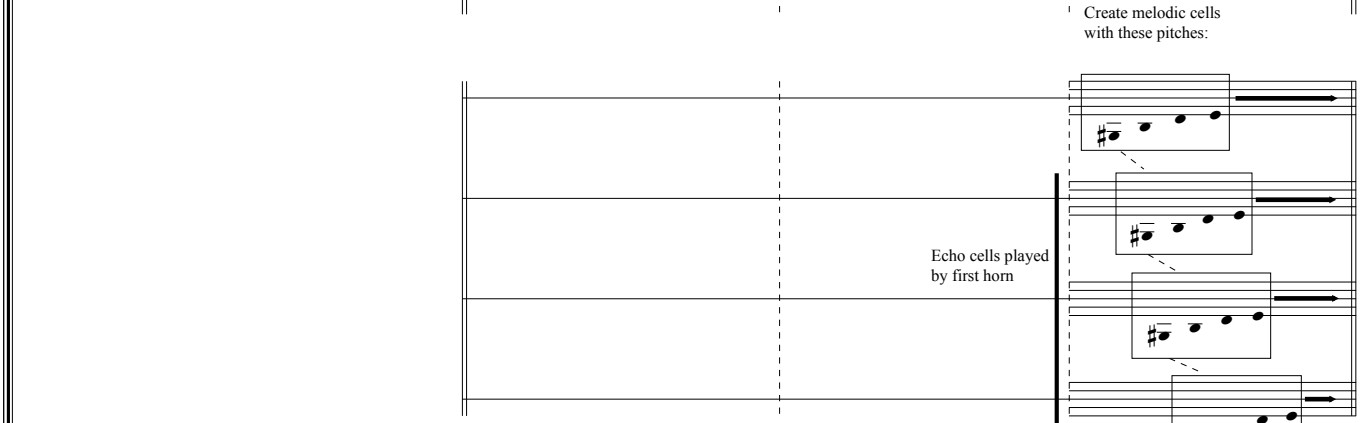
Sustain any of these pitches:



*mp*

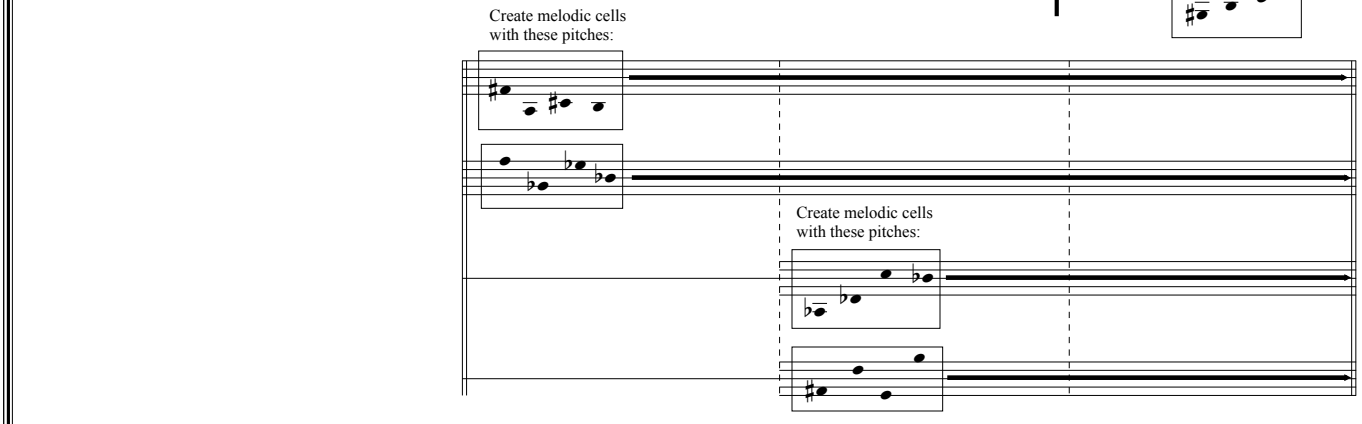
*mp*

Create melodic cells with these pitches:

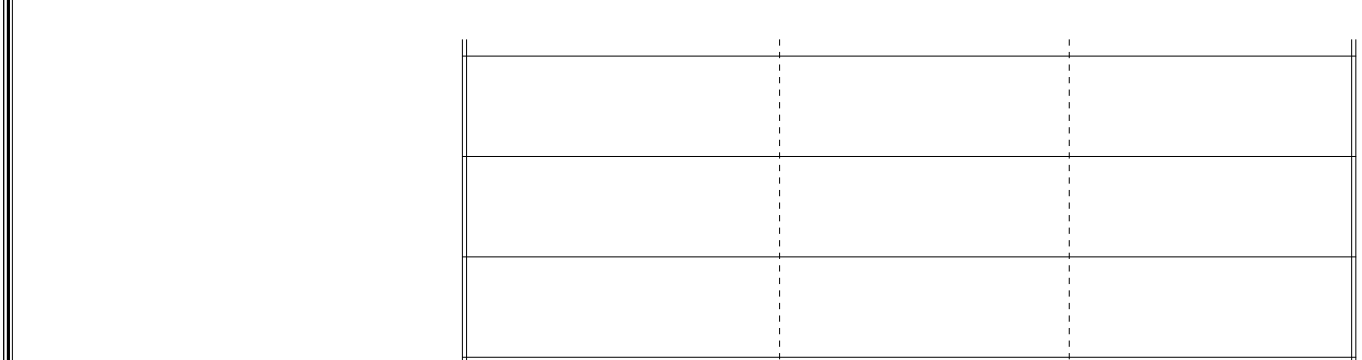


Echo cells played by first horn

Create melodic cells with these pitches:



Create melodic cells with these pitches:



7

Gong Ratchet

Bamboo Chimes

*f*

*p*

Detailed description: This page contains musical notation for a score. At the top, two staves (treble and bass clef) show sustained notes with a 'mp' dynamic marking. Below this, four staves show melodic cells with a 'mp' dynamic marking, with a note 'Echo cells played by first horn' pointing to them. Further down, two staves show melodic cells with a 'mp' dynamic marking. At the bottom, two staves are labeled 'Gong Ratchet' and 'Bamboo Chimes'. The Gong Ratchet staff starts with a '7' and a 'f' dynamic marking. The Bamboo Chimes staff starts with a '7' and a 'p' dynamic marking. Vertical dashed lines indicate measure boundaries.

1 1 1 2 3 1 2 3 4 1 2 3 4 5

1 1 1 2 3 1 2 3 4 1 2 3 4 5

W. I *p*

W. II *p*

W. III *p*

W. IV *p*

*p*