NA VPOGLED
ON PERUSAL

OPOMBE

① Dodatna črta označuje skrajnost klaviature

② „cluster" z dlanjo

②a z dlanjo (bele tipke) in s ploskvijo prstov (črne tipke) izmenično

③ s podlaktjo (brez roke)

④ s stranico iztegnjene roke pravokotno na tipke

⑤ podlaket (cluster v arpeggiu)

⑥ pedal takoj po udarcu akorda v trenutku zapuščanja tipk

⑦ krivulje označujejo neenakomerno gibanje v času: navzdol = pospešek, navzgor = zadrževanje. To gibanje bo najbolj opazno in vzdrževano v srednjem črtovju (čimbolj zadržati zadnje note v vsaki „elipsi") — ostale elemente (v desni roki) igrati v njihovih označenih vrednostih in vložiti na grafično označenih mestih.

⑧ male note: igrati čim hitreje vsako posamezno skupino

⑨ postopno časovno pospeševanje (začetek počasnejši)

⑩ nemo pritisniti na tipke (z dlanjo) ne da bi zvenele

⑪ z robom leve roke (udarec „karateja") vedno po črnih tipkah tik pred desno roko

Pedal: strogo upoštevati na označenih mestih; v ostalem se posluževati pedala normalno in podčrtati in okrepiti dinamični profil.

NOTES

① Additional line denotes the extreme ends of the keyboard

② „Cluster" with the palm of the hand

②a alternately with the palm of the hand (white keys) and the blade of the fingers (black keys)

③ with forearm (without hand)

④ with the side of the hand at right-angles to the keys

⑤ cluster arpeggio with forearm

⑥ apply pedal after striking the chord, in the moment of releasing the keys

⑦ curves denote uneven movement: downwards = acceleration, upwards = slowing down. This movement will be most noticeable and maintained in the middle stave (slow down the last notes in each ellipse as much as possible) — other elements (in the right hand) are to be played as their written values and inserted at the graphically marked points.

⑧ small notes: each group to be played as fast as possible

⑨ progressive acceleration (starting slower)

⑩ press the keys (with palm) without letting them strike

⑪ with the edge of the left hand („karate" blow), always on the black keys just beside the right hand

Pedal: strict application where marked, otherwise normal use for underlining and reinforcing the dynamic profile.

REMARQUES

① La ligne indique l'extrémite du clavier

② „Cluster" avec la paume de la main

②a avec la paume de la main (touches blanches) et le plat des doigts (touches noires) successivement

③ avec l'avant-bras seul (sans main)

④ le plat de la main perpendiculairement (la main tendue) sur les touches

⑤ l'avant-bras (cluster en „arpeggio")

⑥ pedale immediatement après l'attaque, en lâchant les touches

⑦ les courbes indiquent le mouvement irrégulier dans le temps: la descente = accélération, la remontée = ralentissement. Ce mouvement sera le plus perceptible et maintenu dans la ligne médiane (en ralentir le plus possible les dernières notes de chaque „ellipse"), les autres éléments (la main droite) jouer en valeurs écrites et insérer aux endroits graphiquement marqués.

⑧ les petites notes: jouer chaque groupe le plus rapidement possible

⑨ accélération progressive (le commencement plus lent)

⑩ appuyer sur les touches (avec la paume de la main) sans les faire résonner

⑪ avec le flanc de la main gauche (le coup de „caraté") toujours sur les touches noires juste au dessous de la main droite

La pedale: strictement observer dans les endroits marqués; dans le reste se servir normalement en ayant soin de souligner et renforcer le profil dynamique.

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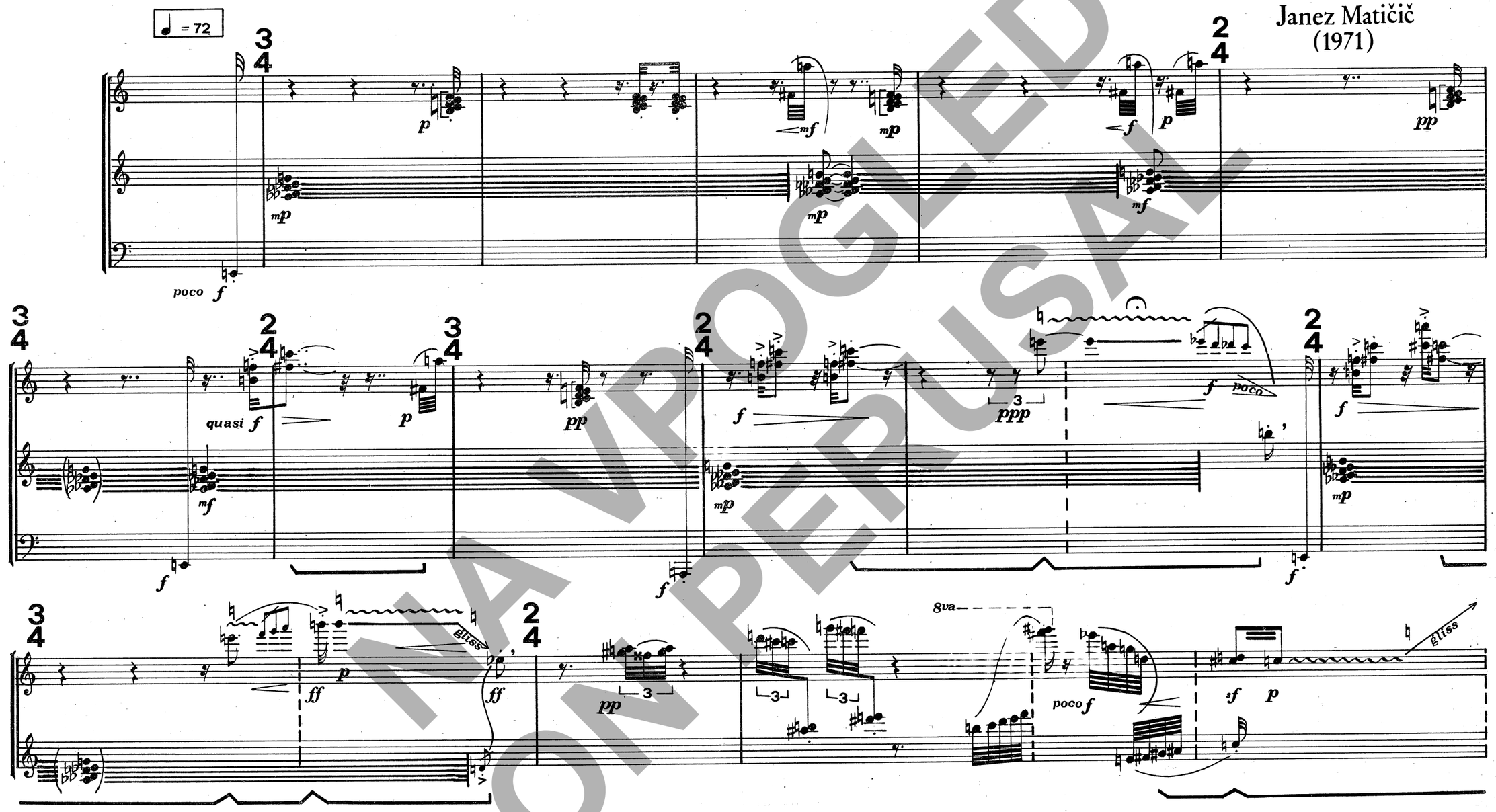
UTRIPI
za klavir

PALPITATIONS
for piano

Janez Matičič
(1971)



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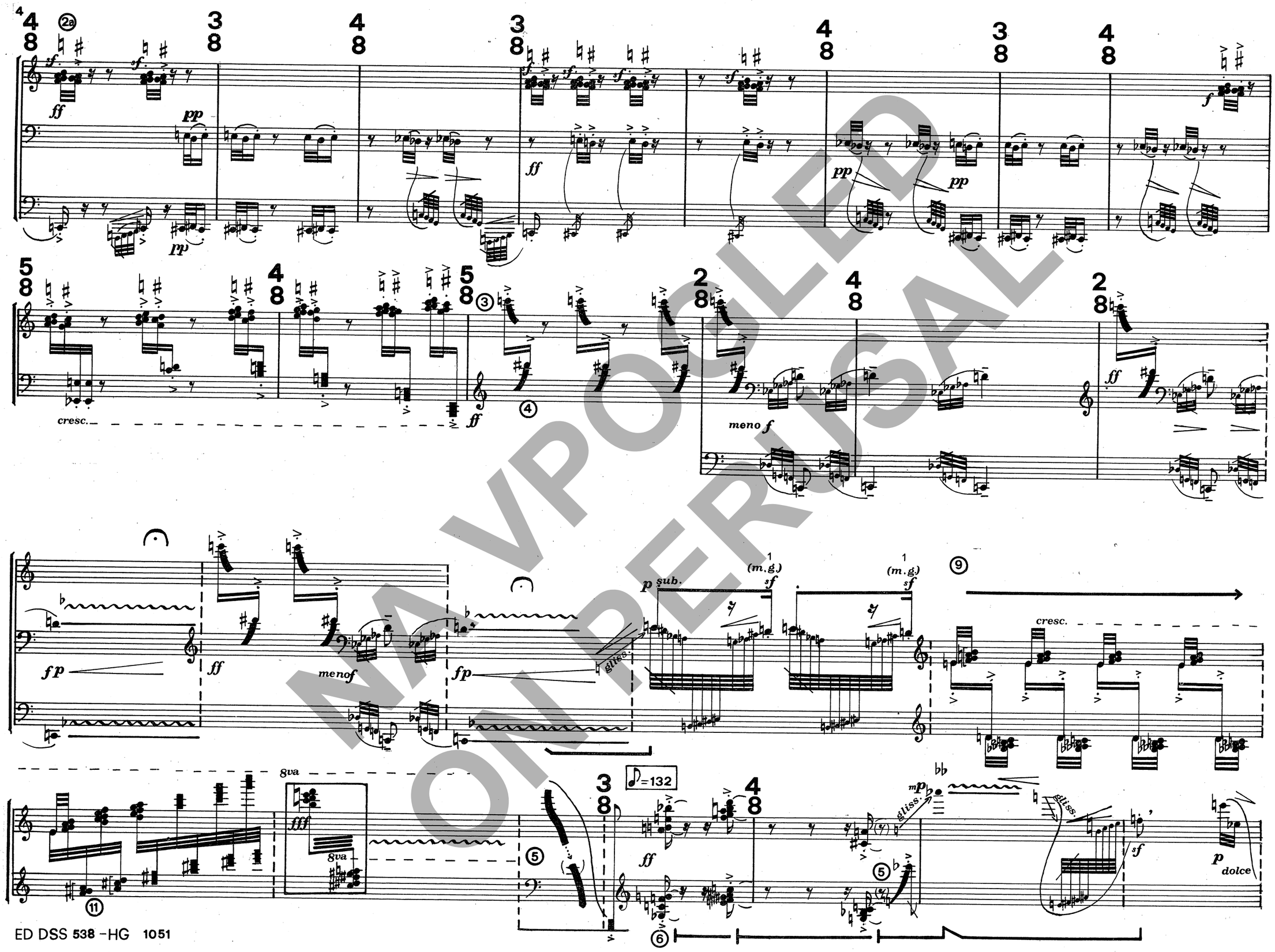

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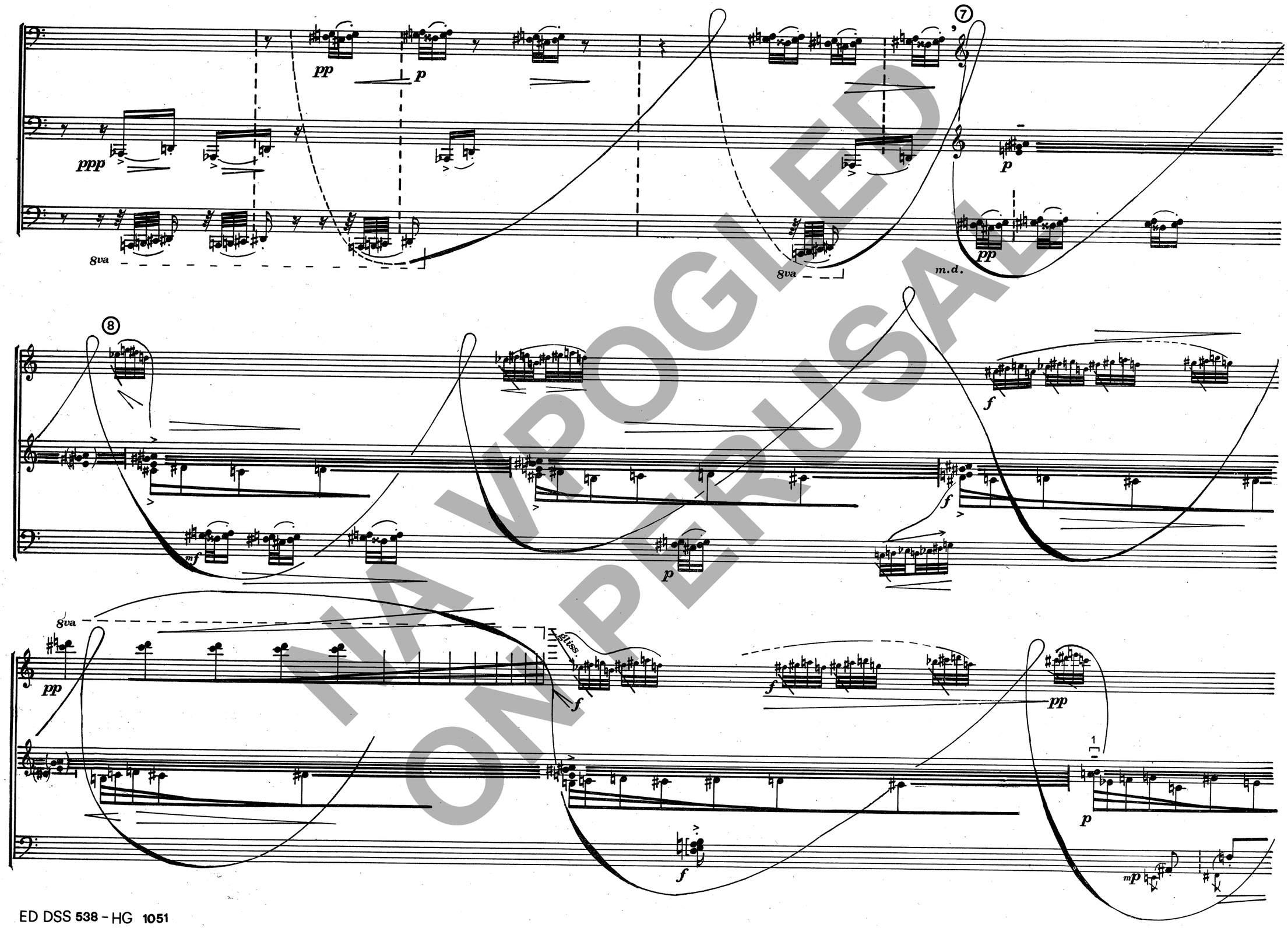

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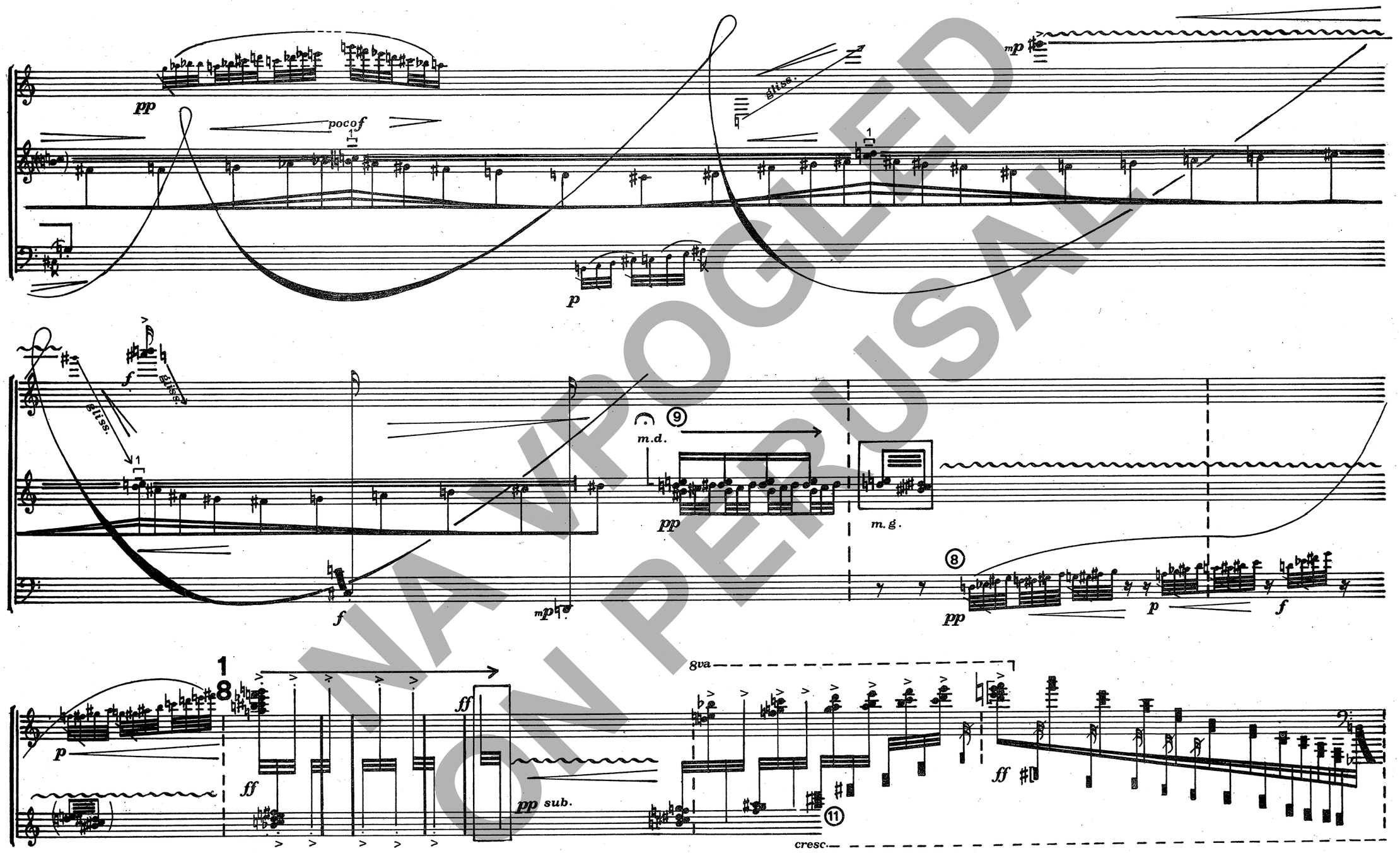

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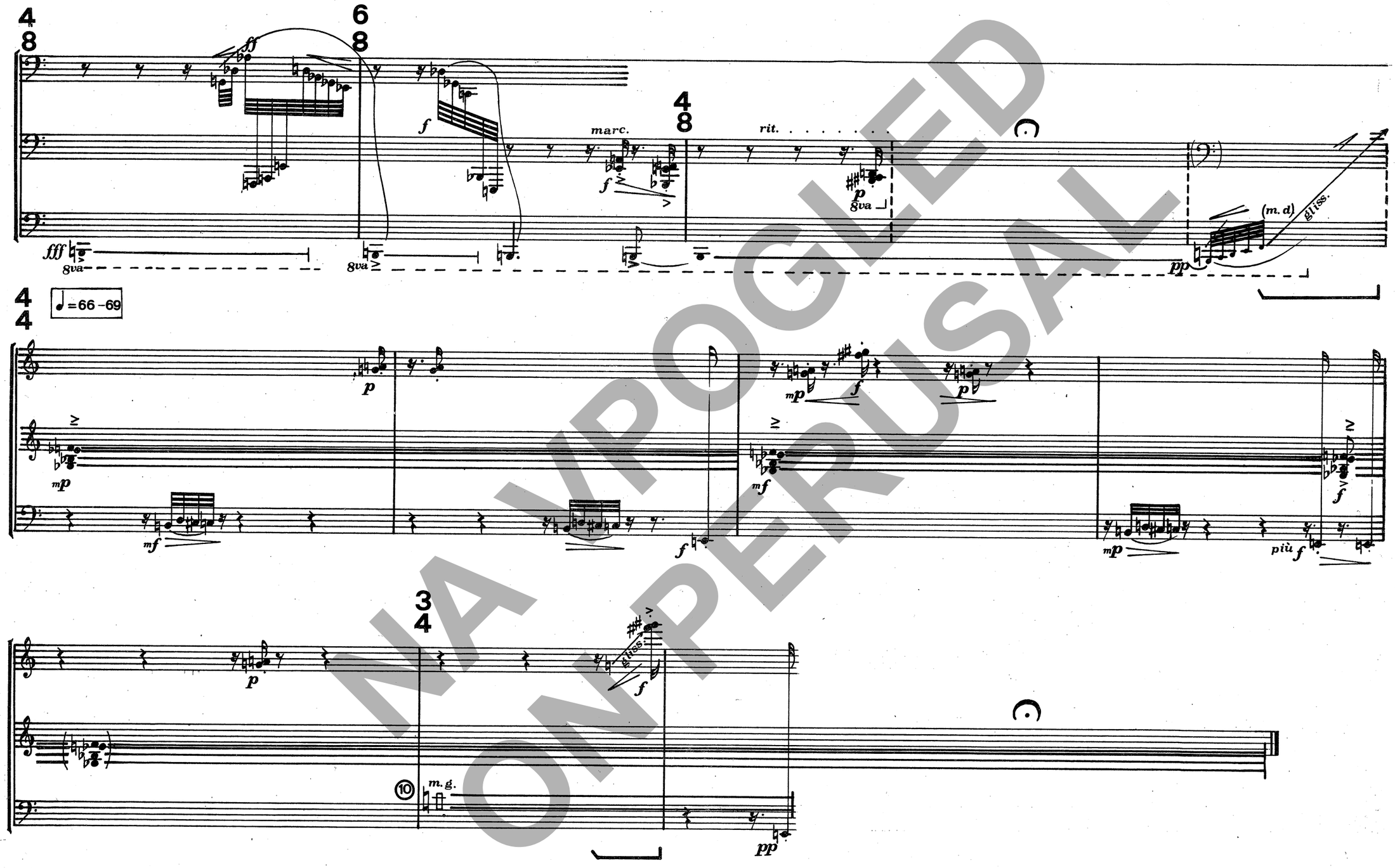

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