

# Space Factory VI

flute, violin and electronics

Arturo Fuentes  
2012



Berlin 2012

**INDICATIONS**

Space factory VI is dedicated to PHACE ensemble  
 Sylvie Lacroix (flute), Ivana Pristasova (violin)

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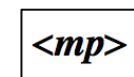
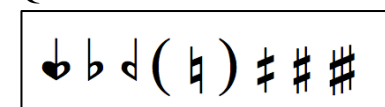
**GENERAL REMARKS**

Duration 10:30 min. aprox.

Dynamics used in the piece:

*n (niente), ppp, pp, p, mp, mf, f, ff*

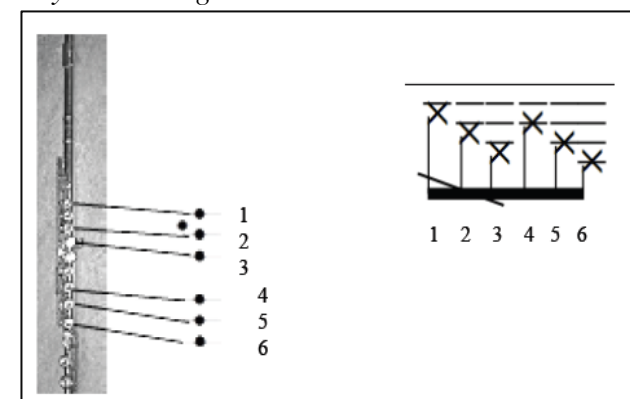
Quarter-tones :



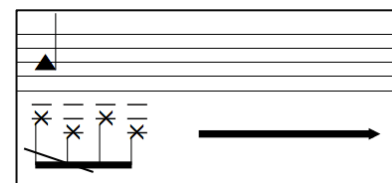
Going fast to *mp*, back to *pp*

**FLUTE**

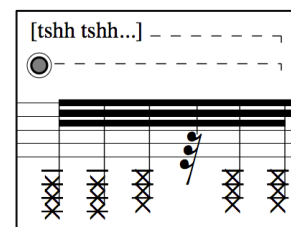
Key clicks diagram



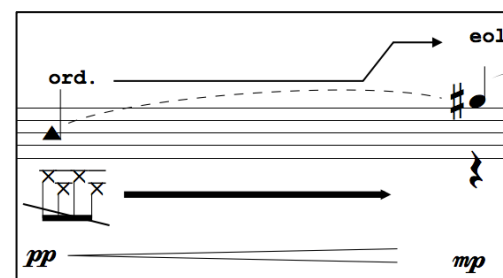
Crossed notes in the lowest lines of the staff means key clicks. Always close the unused keys while playing.



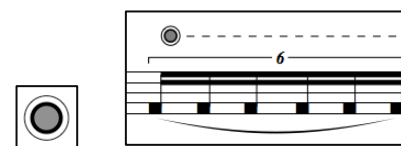
Triangle note: *air injection* while articulating the indicated keys. The effect is like a trill colored with some undetermined frequencies. The triangle written in B note doesn't indicate to play this note, it is only a graphic reference. The arrow indicates to repeat the notes. Remember to keep closed the unused keys.



Sometimes is asked a mixed *air-click effect*: with the mouth-opening completely covered, follow the key clicks rhythm pronouncing the phonetics "tshh, tshh".



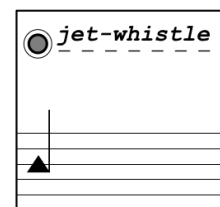
Is important to be attentive to the *dashed legato* which indicates a *cross-over* sound between the frequencies from the key-clicks and the ordinary note.



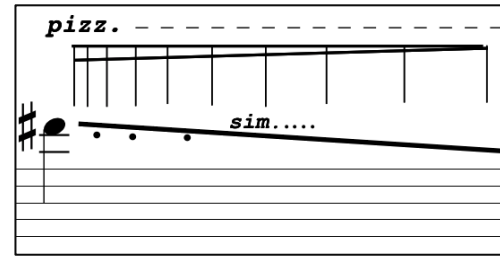
Cover the mouth-opening completely, all air is blown directly in the hole. Square notes indicate *soft tongue-ram*



Indicates *forte tongue-ram*, injecting more air and hitting the tongue stronger.



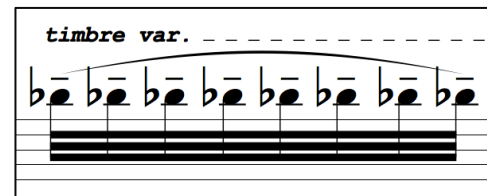
While covering the mouth-opening completely *Jet-whistle* could be indicated when a "woosh" effect is desired.



**pizz.** is a *soft slap tongue*, producing a T with the tongue. It can be articulated faster than the *forte slap tongue*.

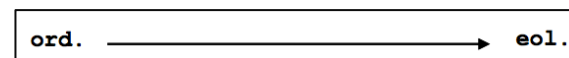


*forte slap tongue*



Timbre variations. Use alternative fingerings changing sound color.

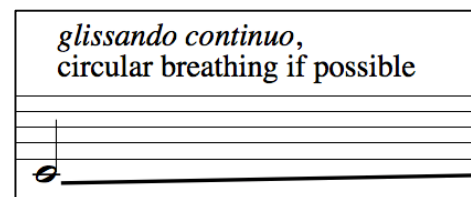
**eol.**, Aeolian sound (air sound). It's suggested to move the embouchure to produce this effect. Sometimes is useful to help the production of this effect pronouncing softly some articulated phonetics as "shshsh", "szszsz".



Gradually from *ordinario* to *air sound*.



Articulated *glissando*, play almost *legato*.



It should be said that a "real glissando" is impossible on the flute, however, try to make the key changes in order to get mixed with other sounds of the ensemble. If circular breathing is not possible, stop every 10 seconds.

## VIOLIN

**sp.** Sul ponticello

**st.** Sul tasto

**ord.** Ordinario

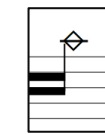
**fl.** Flautando

**press.** Pressure on the strings

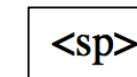
Strings marked as : I, II, III, IV



"whipping" effect, moving the bow horizontally, *tasto* to *pont.*



All harmonics in the piece are natural. Touch slightly the string producing an overtone



Approaching fast to the bridge (*sul ponticello*) and back to *ordinario*.

# Space Factory VI

flute, violin and electronics

Arturo Fuentes  
(\*1975)

♩ = 65  
**0:10**

The score is written for flute (fl.) and violin (vl.) in 4/4 time, with a tempo of 65 beats per minute. The piece is 10 seconds long. The flute part consists of dense, rhythmic patterns of notes, often marked with 'f' (forte) and 'sp' (sustained). The violin part features long, sustained notes, often marked with 'ppp' (pianissimo) and 'mf' (mezzo-forte). The score includes various performance instructions such as 'ord' (order), 'whistle tone', and 'fl' (flute). The dynamics range from 'ppp' to 'f'. The score is divided into measures 1 through 9, with some measures containing multiple staves for both instruments.

Space Factory VI

*pp*  
whistle tone

10

fl.

11

12

*p*  
sp

*pp* *ppp*

*mp* *pp*

13

fl.

14

15

*f* *pp* *f* *p* *f* *p* *f* *pp*

*mp* *ppp* *mp* *pp* *mp* *mp* *pp* *mp* *pp*

16

fl.

17

18

*f* *f* *p*

*ppp* *ppp* *p* *ppp*

Detailed description: This musical score is for a piece titled "Space Factory VI". It is written for a flute (fl.) and piano. The score is divided into three systems, each with a flute staff and a piano staff. The flute part consists of dense, rhythmic patterns of notes, often with slurs and dynamic markings. The piano part features a variety of textures, including sustained chords, moving lines, and specific articulations like "whistle tone" and "sp". Dynamics range from *ppp* (pianississimo) to *f* (forte). The score includes measure numbers 10 through 18. The piano part includes Roman numerals II, III, IV, and I, and various articulation marks like triangles and circles. The flute part has many notes with 'x' marks, possibly indicating breath marks or specific articulations. The piano part has a wavy line in measure 11, possibly representing a tremolo or a specific texture. The overall style is contemporary and experimental.

Space Factory VI

19 20 21

fl.

*mf* *p* *f* *p*

*mp* *ppp*

sp

22 23 24

fl.

*f* *p* *f* *p* *mf* *p* *mf*

*mp* *pp* *mp* *pp* *mp* *pp* *pp*

sp

25 26 27

fl.

*mf* *ppp* *ppp* *mp* *ppp*

sp



Space Factory VI

37 *mf* *p* *mf* *p* *sp*

38 *mp* *ppp* *mp* *ppp* *mf* *ppp*

39 *mp* *ppp* *mp* *ppp* *mf* *ppp*

40 *p* *f* *f* *p* *f* *f* *p* *f* *f* *p* *f* *p*

41 *mp* *ppp* *mp* *ppp* *mp* *ppp* *mp* *ppp* *mp* *ppp*

42 *mp* *ppp* *mp* *ppp* *mp* *ppp* *mp* *ppp* *mp* *ppp*

43 *f* *p* *f* *p* *mf* *p* *mf* *mf* *pp*

44 *mp* *ppp* *mp* *ppp* *mp* *ppp* *mp* *ppp* *mp* *ppp*

45 *mp* *ppp* *mp* *ppp* *mp* *ppp* *mp* *ppp* *mp* *ppp*



Space Factory VI

1:47

*pp* whistle tone *mp* *pp*

fl. 46 47 48

*p* *f* *pp*

*ppp* sp

2:00

fl. 49 50 51

*mf* *p* *mf* *p* *f* *p* *f*

*ord.* *eol.* *ord.* *eol.*

*mf* *mf* *mf*

fl. 52 53 54

*p* *f* *p* *f* *p* *rall.*

*mf* *ppp* *mp*

Space Factory VI

55  
fl. *f* *p* *f* *p* *pp*  
*mp* *mp* *mp* *ppp*

56  
*f* *p* *f* *p*

57  
*pp*

58  
fl. *mf* *pp* *f*  
*sp*

59  
*mf*

60  
*f*

61  
fl. *p* *mf* *p* *p* *f* *p* *p*  
*mf* *mf* *ppp* *mp* *ppp* *ppp*

62  
*p* *f* *p*

63  
*p* *ppp*

Space Factory VI

64

fl. *mf* *p* *mf* *p* *mf* *p* *f*

*mp* *ppp* *mp* *ppp* *mp* *ppp* *mp*

67

fl. *pp* *pp* *mf* *pp*

*ppp* *ppp* *mp* *ppp*

70

fl. *pp* *mf* *p* *f* *p*

*pp* *mp* *pp* *mp* *ppp*

Space Factory VI

73 *pp* *timbre var.* *ord.* *eol.* *timbre var.* *f* *p* *tr.* *pp*

76 *f* *p* *f* *p* *pp*

79 *f* *pp* *tr.* *pp* *pp*





Space Factory VI

Musical score for Flute 1 (fl.) in Space Factory VI, measures 100-108. The score is written in treble clef with a key signature of one flat (B-flat). It features various dynamics, articulations, and performance instructions.

**Measure 100:** Flute 1 plays a series of eighth notes with accents. Dynamics range from *pp* to *mf*. A *pp* dynamic is also indicated in the lower staff.

**Measure 101:** Flute 1 plays a melodic line with a slur over a group of nine notes. Dynamics range from *mf* to *pp*. A *mf* dynamic is also indicated in the lower staff.

**Measure 102:** Flute 1 plays a series of eighth notes with accents. Dynamics range from *mf* to *pp*. A *mf* dynamic is also indicated in the lower staff.

**Measure 103:** Flute 1 plays a series of eighth notes with accents. Dynamics range from *mp* to *pp*. A *sp* dynamic is indicated in the lower staff.

**Measure 104:** Flute 1 plays a series of eighth notes with accents. Dynamics range from *mp* to *pp*. A *pp* dynamic is also indicated in the lower staff.

**Measure 105:** Flute 1 plays a series of eighth notes with accents. Dynamics range from *p* to *mp*. A *p* dynamic is also indicated in the lower staff.

**Measure 106:** Flute 1 plays a series of eighth notes with accents. Dynamics range from *f* to *p*. A *f* dynamic is also indicated in the lower staff.

**Measure 107:** Flute 1 plays a series of eighth notes with accents. Dynamics range from *pp* to *mp*. A *pp* dynamic is also indicated in the lower staff.

**Measure 108:** Flute 1 plays a series of eighth notes with accents. Dynamics range from *mp* to *pp*. A *mp* dynamic is also indicated in the lower staff.

Performance instructions include *jeté* and *ord* in measures 104 and 105. A *pp* dynamic is also indicated in the lower staff in measure 105.

Space Factory VI

109 *p* *sp* *jeté* *f* *p* *pp* *7* *timbre var.*

110 *f* *pp* *9* *sp* *pp* *mp*

112 *ord.* *eol.* *timbre var.* *mf* *p* *4:23* *113* *114* *ord.* *mf*

115 *p* *mp* *pp* *f* *pp* *ppp* *ppp* *ppp*



Space Factory VI

118 fl.

119 120

*mp* *ppp* *p* *ppp* *p* *ppp*

121 fl.

122 123

*p* *ppp* *p* *p* *mp* *pp* *ppp*

124 fl.

125 126

*mf* *p* *mp* *pp* *ppp* *mp*

Space Factory VI

fl. 127 *p* *f* *p* *p* 128 129

fl. 130 *mf* *p* *mp* *pp* *f* *pp* *pp* *mp* *pp* 131 132

ord

5:10

fl. 133 134 135 *pp* *mp* *pp* *mf* *pp* *<mf>* *<sp>*

Space Factory VI

fl. 136 *f* *pp* *pp* *pp* *pp* *f* *p*

fl. 137 *pp* *pp* *pp* *pp* *pp* *f* *p*

fl. 138 *f* *p*

fl. 139 *p* *mf* *p*

fl. 140 *mf* *p*

fl. 141 *mf* *p*

fl. 142 *tr.* *pp* *mf* *pp* *pp* *mf* *p*

fl. 143 *tr.* *pp* *mf* *pp* *mf* *p*

fl. 144 *mf* *p*

*pp* *mf* *pp* *mf* *pp* *mf* *p*

*pp* *mf* *pp* *mf* *pp* *mf* *p*

Space Factory VI

fl. 145 *tr.* *pp* *mf* *pp* *p* *f* *p*

fl. 148 *p* *mf* *p* *mf* *pp*

fl. 151 *mf* *p* *p* *mf*

*glissando continuo,*  
*circular breathing if possible*

Space Factory VI

154

fl.

fl.

9

9

9

9

mp

ppp

ppp

p

mp

jeté

157

fl.

158

159

jeté

ppp

mf

p

pp

160

fl.

161

162

p

mp

pp

mp

pp

mp

pp

Space Factory VI

fl. 163

fl.

*pp* *pp* *mp*

fl. 166

fl.

*pp* *mp* *pp* *mp*

fl. 169

fl.

*pp* *mp* *pp*

Space Factory VI

6:30

fl. 172 173 174 175 176 177 178 179 180

*mf* *f* *p* *f* *p* *f* *p*

6 5

5

Space Factory VI

fl. 181 *p* *p* *mf* *p* *mf* *p* *mf* *p*

ord 10 10 10 10 10 10 *pp* *mf* *pp* *mf* *pp*

fl. 184 *p* *mp* *pp*

ord 10 10 10 10 10 10 *mf* *p* *mf* *p*

fl. 187 5 6 *p* *mf* *p* *f* *p*

ord 10 10 10 10 10 10 *mf* *pp* *mf* *pp*



Space Factory VI

190

191

192

5

6

*p* *mf* *p*

ord  
press

10

10

10

10

*ff*

*pp* *mp* *pp*

whistle tone

193

194

195

*p* *f* *pp*

sp

sp++

10

10

10

10

196

197

198

5

5

6

*p* *p* *mf* *p*

*p*

*rubato*

*ff*

Space Factory VI

fl. 199

*f* *p* *p* *f* *p*

press sp ord ord

fl. 202

*p* *f* *p*

press sp ord ord press sp sp++

fl. 205

*p* *f* *p* *f*

Space Factory VI

fl. 207 208 209 210

pp mp pp

sp++ sp

*p*

7:56

♩ = 73

fl. 211 212 213 214

*p* *mf* *p* *f* *pp*

ord II

*pp* *mp*

fl. 215 216 217

*mf* *p* *mf* *p* *mf* *p* *mf*

sp-

*ppp* *mf* *ppp*

Space Factory VI

fl. 218

*p* *mf* *pp* *mf* *pp*

sp -----

fl. -----

*mf* *ppp*

fl. 221

*pp* *mf* *pp*

ord jeté sp -----

*ppp* *pp* *pp*

8:24

fl. 224

*f* *pp*

press -----

*f* 10 10

Space Factory VI

227  
fl. *pp*  
ord → press → sp++  
*p*

228  
*p* *f* *p*

229  
*p*

230  
7  
fl. *mf* *p*  
*f* *pp*  
sp++ → ord → press

231  
IV  
*p* *ff*

232  
9 9 9 9

233  
fl. *pp*

234  
press

235  
*ff*

Space Factory VI

whistle tone

fl. 236 *f* *sp++* *ord* *ord* *press* *pp* *sp++* *p* *ff* *p* *mp*

fl. 239 *mf* *p* *mp* whistle tone *f*

fl. 242 *ff* *f* *IV* *IV* *poco press+slow bow*

Space Factory VI

245 fl. 246 > 247

*pp*  
jeté  
*mf* *pp*

248 fl. 249 250

*mf* *pp* *pp* *mf* *pp*

fl. *pp* *mp* *pp*

9:20

251 fl. 252 253

jeté  
*mp* *pp* *pp* *ff* *mf* *p* *ff*

ord

Space Factory VI

fl. 254 *mf* *p* *mf* *pp* *f*

*p* *ff* *mf* *p* *ff*

poco press+slow bow

fl. 257 *f* *pp*

*mp* *pp* *mp*

fl. 260 *pp* *f*

*mp* *pp* *mp* *pp*

sp\_ jeté



Space Factory VI

9:50

fl. 263 264 265 266

jeté

ord

.....sim.

*mf* *p* *mf* *p* *mf* *p* *mf* *p*

♩ = 80

fl. 267 268 269

*p* *mf* *p* *p* *f*

press ord

*p* *mf* *p* *mf* *p* *mf* *p*

fl. 270 271 272

*p* *f* *f* *p* *f* *p* *p*

press ord

*mf* *p* *mf* *p* *mf* *p* *mf* *p*



Space Factory VI

fl. 282 *ff* *f* *p* *f* *p* *mf* *pizz.* *sim.*

283 *f* *p* *f*

284 *p* *mf*

285 *pp pp* *mf* *pp* *mp* *f* *pp* *f* *pp* *f* *pp*

286 *mf* *p* *mf* *p* *mf* *p* *mf*

288 *f* *p* *press* *ord* *p* *mf* *p*

289 *p* *mf* *p* *mf* *p*

290

Space Factory VI

291 fl.

292 293

*p* *f* *p* *f* *p* *f* *p* *f*

press ord

*mf* *p* *mf*

294 fl.

295 296

[tshh tshh...]

ord.

flz.

eol. [sim tshh...]

jet-whistle

*f* *mp* *f* *pp* *f* *pp* *f* *pp*

*pp* *ff* *ff* *p*

297 fl.

298 299

*f* *f* *f*

*ff* *mf* *p* *ff* *ff* *p* *ff*



Space Factory VI

fl. 309 310 311

*p f p f p f f p f*

fl. 312 313 314

*pp pp f*

*ord sim.....*

*simlegato*

fl. 315 316 317

*pp f pp*

*ord press sp++ ord*

*p ff p*

Space Factory VI

The image shows a musical score for a flute and piano. The flute part is on a treble clef staff, starting at measure 318. It features a series of repeated eighth-note patterns with slurs and dynamic markings of *f* and *ppp*. The piano part is on a bass clef staff, consisting of horizontal lines with dynamic markings of *p*, *ff*, *p*, and *ff*. Performance instructions include 'ord' and 'press' for the piano, and 'sp++' and 'ord' for the flute. A circled 'O' symbol is at the top left, and measure numbers 318, 319, and 320 are indicated.

Austria, August 2012