TUTTI

Cinematic Orchestral FX & Textures

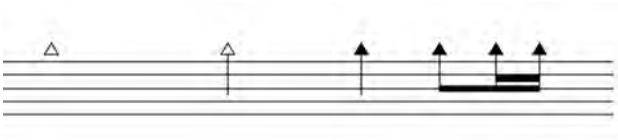
SONOKINETIC

Piotr Musiał

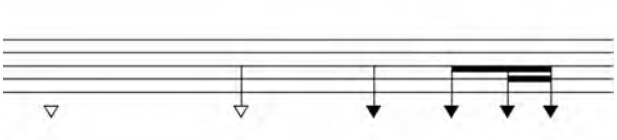
Orchestral Effects & Textures

for Sonokinetic

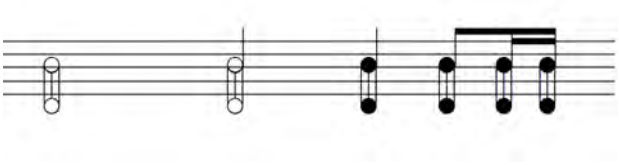
FULL SCORE in C!



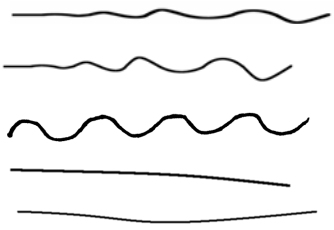
Highest possible note,
The pitch doesn't have to be precise



Lowest possible note
The pitch doesn't have to be precise



Cluster divisi
Any sound within range, try to avoid
duplication with musicians next to you



Different types of sound bending

Shape of the line suggests direction
and change of the sound over time

Range of the bend may differ

Strings only
From unisono to a cluster divisi. Mostly upwards
or mostly downwards. Some voices remain unchanged

Strings mostly
From unisono to a cluster divisi in both directions
and then finally back to unisono.
Some voices bend more than other to achieve dense
cluster structure in the middle

Strings only
From unisono to a cluster divisi in both directions.
Some voices bend more than other to achieve dense
cluster structure, with range usually decribed by a cluster note

Random notes in any rythm. Usually comes with additional
verbal description regarding technique, speed and range.

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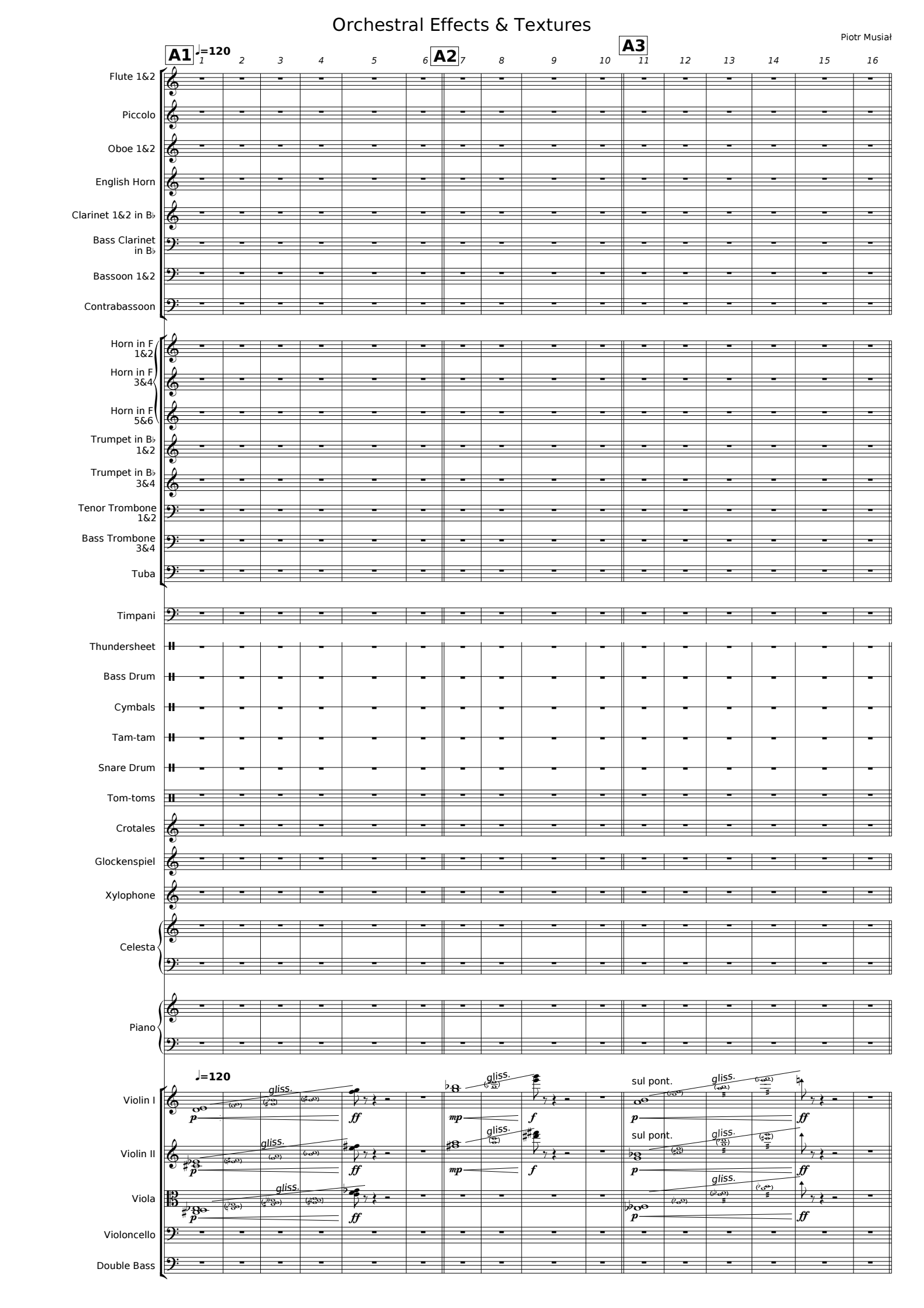

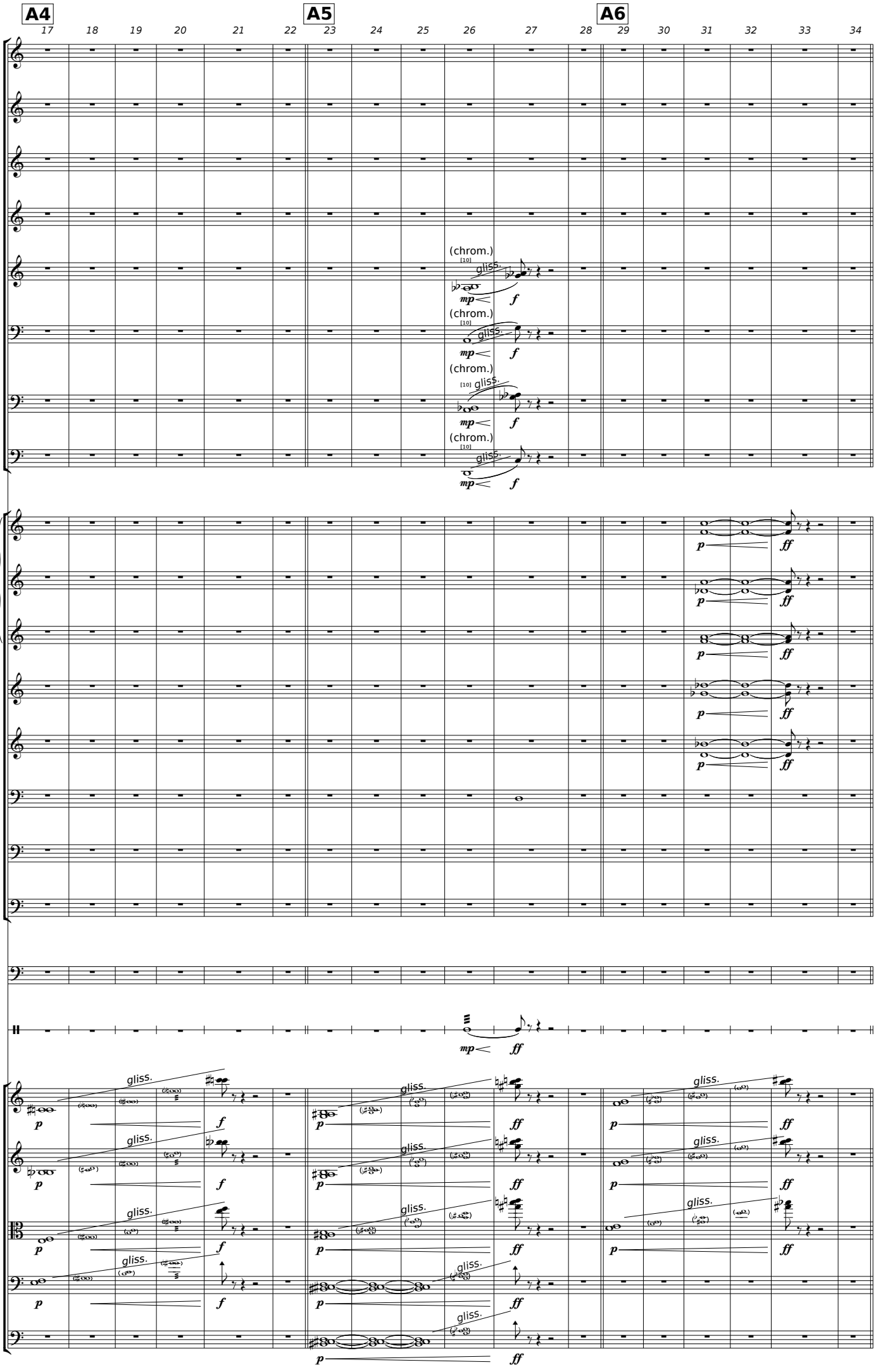
A4
A5
A6
17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34
Fl.
Picc.
Ob.
Eng. Hn.
Cl.
B. Cl.
Bsn.
Cbsn.
(chrom.)
[10]
gliss.
mp
f
Hn. 1&2
Hn. 3&4
Hn. 5&6
Tpt. 1&2
Tpt. 3&4
Tbn. 1&2
B. Tbn. 3&4
Tba.
Timp.
Sus Cym.
ff
Vln. I
Vln. II
Vla.
Vc.
Db.
p