

Perttu Haapanen

Readymade Alice (2011)

commissioned by

the 4th International Harald Andersén Competition

Performance instructions:

/æ/

Texts written within slashes use the normal IPA (International Phonetic Alphabet) system.

[i]

Phonemes in brackets are "extra" phonemes not belonging to the written words in order to indicate the phase of the word when the word continues over rests. f. ex.: "is" → i-[i]-[i]-s.

word: "trying"

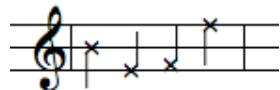
The word to be sung is sometimes (f. ex. melismas or gradual changes of phonemes) written partly with the IPA system. In order to clarify the word, it is indicated above the first note.



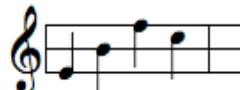
0-line staff & cross-headed notes: Voiced consonants & vowels are usually to be performed app. 1/4-voiced (almost whispered), BUT sometimes voiceless, if indicated. Voiceless consonants are naturally voiceless. Any pitch (relative or absolute) is not determined, but only the approximate contour of spoken prosody. The character is sometimes indicated separately in the score; f.ex. " sweetly, gently".



0-line staff & normal note heads: voiced / spoken. Any pitch (relative/absolute) is not determined, but only an approximate contour of spoken prosody. Characters of passages are sometimes indicated separately in the score; f.ex. " as a hesitated question".



3-line staff & cross headed notes: half-voiced (half-whispered). Registers should always be audible and exaggerated: the upper line = very high voice, the middle line = normal speaking voice, the lower line = very low voice.



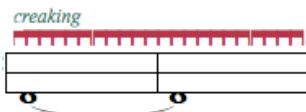
3-line staff & normal note heads: voiced, the technique to be used is indicated in the score: spoken / speech-sung. The upper line = very high voice, the middle line = normal speaking voice, the lower line = very low voice.



as high as possible / as low as possible.



for male voices: falsetto.



creaking: quiet creaking from vocal cords, as low sound as it is naturally possible (very relaxed). Vowel colours are determined with the text.



pitched "buzzing" on a voiced consonant (indicated in the score).



gradual change between adjacent phonems, like slowing down speed of a tape/soundfile.

Dynamic markings in quotation marks indicate relative dynamics, not the actual ones.

Readymade Alice
(selected definitions of Alice from the cyberspace)

Alice is an angel
Alice is an engine
Alice is evolution
Alice is under construction
Alice is a bit sleepy
Alice is about fifteen year old
Alice is a book
Alice is bored
Alice is berserk
Alice is a clerk in the Wonderville Police Department
Alice is a very old vampire
Alice is a punter of the Loud Online
Alice is on the ball
Alice is my kinda girl
Alice is good
Alice is gold
Alice is fun
Alice is fast
Alice is fab
Alice is dead
Alice is designed to run
Alice is stunning
Alice is trying
Alice is tall
Alice is true
Alice is active in the hospitality industry
Alice is a gigantic pattern
Alice is looking for a way out of her uncle's household
Alice is having a fab vacation of shock treatment
Alice is a comedy
Alice is camera shy
Alice is institutionalized
Alice is changing all the time
Alice is not

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Soprano 1 $\text{♩} = 82-86$
Not too beautifully

Soprano 2 *nastily, nasally*
mechanically hissing & whizzing like a snake
sim.
A-llice i - s, A-llice i - s,
nastily, nasally **p** *mp*

Alto 1 *mechanically hissing & whizzing like a snake*
sim.
Alto 2 *A-llice i - s, A-llice i -*

Tenor 1

Tenor 2

Bass 1 *mechanically hissing & whizzing like a snake*
sim.
A lice i - s, A lice i -

Bass 2

S 1 *mp*
p *mp*
p *mp*
p *mp*

S 2 *A - - - - li -*
A-llice i - s, A-llice i - s,

A 1 */æ/*
/æ/
/æ/
/æ/

A 2 *s, A-llice i - s, A-llice i -*
nastily, nasally **p** *mp*
p *mp*
p *mp*

T 1 */æ/*
/æ/
/æ/

T 2 *mechanically hissing & whizzing like a snake*
f' *3* *3* *>* *3* *3* *sim.* *3* *3* *3* *3* *3* *3* *3* *3*
A - lice i - s, A - lice i -

B 1 *i - s, A-llice i -*
mechanically hissing & whizzing like a snake
f' *3* *3* *>* *3* *3* *sim.* *3* *3* *3* *3* *3* *3* *3* *3*
A - lice i - s, A - lice i -

B 2 *-*

Readymade Alice

Solo. mf

p

A - lice i - - - s ev-o - lu-tio - n

ord. ce

p s un-der con-struct

A - lice i - s, ev-o - lu-tio - n

ord.

mp li ce

i - s ord. an en-gine [n]

p *mp* ord.

T 1 A li ce i - s an an - gel /s/ /s/

T 2 i - s, A - lice i - s, an an - gel /s/ spoken /s/

B 1 i - s, A - lice i - s, /s/ spoken /s/

B 2 A - lice i - s, A - lice i - s, A - lice i - s, /s/ /s/

p

tio - n [n] [n] [n]

mechanically hissing & whizzing like a snake

sim.

A - lice i - s, A - lice i - s

mechanically hissing & whizzing like a snake

sim.

A - lice i - s, A - lice i - s

p "mf"

"mf" "p" "mf" "f"

T 1 /s/ /s/ /s/ /s/

"mf" "p" "mf" "f"

T 2 /s/ /s/ /s/ /s/

> "p" "mf" "p" "f"

B 1 /s/ /s/ /s/ /s/

"mf" "p" "mf" "p" "mf" "f"

B 2 /s/ /s/ /s/ /s/

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S 1 *s ac - tive hos-pi-tal-i ty in - dus - try [y]*

S 2 *s ac - tive in the hos-pi-tal-i ty in - dus - try [y]*

A 1 *[i] s true Alice i [i]*

A 2 *s true, Alice i s look-ing for the*

T 1 *word: "trying" p try /a - 1/ i /h/ /v/ ng Alice i s look-ing for the*

T 2 *word: "trying" p s try /a - 1/ i /h/ /v/ ng Alice is a pat-tern*

B 1 *word: "tall" mf p [i] [i] s ta [a] [a] ll Alice is a gi - gan - tic pat-tern ord. f*

B 2 *stun - ning Alice i*

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S 1 A lice i - s hav-ing a fab va-ca - tio

S 2 A-llice i - s hav-ing a fab va-ca - tio

A 1 *mp* [i] word: "out" i - s hav-ing a fab va ca-tion A - lice i -

A 2 *mp* way /a/ word: "hold" /ʊ/ /t/ /kɒ/-/kɒ/-/kɒ/ /kɒ/-/kɒ/-/kɒ/-/kɒ/-/kɒ/-

T 1 8 way out ____ of her un-cle's____ house /hə /ʊ/ /ld/ A - lice is a -

T 2 *mp* /kɒ/-/kɒ/-/kɒ/ /kɒ/-/kɒ/-/kɒ/-/kɒ/-/kɒ/-

B 1 *mp* *p* *mf* *mf* li - ce i -

B 2 *mp* *p* *mf* *mf* li - ce /kɒ/-/kɒ/-/kɒ/ /kɒ/-/kɒ/-/kɒ/-/kɒ/-/kɒ/-

Readymade Alice

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S 1 *p* shouting *ff* of shock ord. word: "treatment" *mf*

S 2 *p* shouting *ff* of shock treat - me - - - [e] ord. *mf* word: "treatment"

A 1 *p* *mf* *f* word: "shy" *mf* *mp* *mf*

A 2 /kɒ/ /kæ/-/kæ/-/kæ/-/kæ/-/kæ/-/kæ/ /tʰ(i)/-/tʰ(i)/-/tʰ(i)/ /tr:/

T 1 8 com - e - dy gradual change rolled r, voiceless A - li - ce,

T 2 /kɒ/ /kæ/-/kæ/-/kæ/-/kæ/-/kæ/-/kæ/ /tʰ(i)/-/tʰ(i)/-/tʰ(i)/ /tr:/

B 1 *p* rolled r, voiceless s, A - li - ce is chang - ing.

B 2 /kɒ/ /kæ/-/kæ/-/kæ/-/kæ/-/kæ/-/kæ/ /tʰ(i)/-/tʰ(i)/-/tʰ(i)/ /tr:/

S 1 [e] [e] n - t A - - - li - - - ce /i/... *mf* *p*

S 2 [e] [e] n - t A - - - li - - - ce *mf*

A 1 *mp* *mf* *f* *p* *mf* *p*

A 2 A - li - ce i - s A - - - ce mechanically hissing & whizzing like a snake word: "Alice" ord. *p*

T 1 /la/ /a/ - /i/ /zd/ A-li - s/ A-li - s/ A

T 2 /s/ /s/

B 1 all - - - the /ta/ gradual change mechanically hissing & whizzing like a snake word: "Alice" word: "Alice"

B 2 /s/ /s/