

KASHCHEI

FOR NINE INSTRUMENTS AND ELECTRONICS

NINA C. YOUNG

November 2010

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for nine instruments and electronics
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Approximate duration: 18:00
Premiered February 8, 2011, Live@CIRMMT – Montreal, Canada

Instrumentation:

flute (+ piccolo)
clarinet in B_♭ (+ bass clarinet)
trumpet in C (+ piccolo trumpet; straight and harmon mutes)
2 percussion:
I – vibraphone
I – almglocken (F4, G#4, A4, C5, D#5, E5, F5, G5, A5, B5, C#6)
I – crotales (E5, F5)
I – triangle
I – wind chime
I – splash cymbal
I – suspended cymbal (medium)
I – sand paper blocks
I – snare drum
I – 2 timpani (31" & 28")
II – crotales (G#6, A6, A#6, B6, C7, D7, D#7, E7, F#7, G7, G#7, A7, A#7, B7, C8)
II – glockenspiel
II – xylophone
II – triangle
II – suspended cymbal (small to medium)
II – wind gong
II – medium tam-tam
II – large tam-tam
II – thundersheet
II – snare drum
II – bass drum

piano

violin
viola
cello

MIDI keyboard (77 or more keys) – additional player required
electronics (see performance instructions for details)

Program Notes:

Kashchei, for nine instruments and electronics, was written by Nina C. Young in 2010 in partial fulfillment of the Master's of Music degree at McGill University under the supervision of Prof. Sean Ferguson. The piece is a representation of Kashchei – a character from Russian folklore who makes an appearance in many popular fairytales or *skazki*. He is a dark, evil person of ugly, senile appearance who principally menaces young women. Kashchei cannot be killed by conventional means targeting his body. Rather, the essence of his life is hidden outside of his flesh in a needle within an egg. Only by finding this egg and breaking the needle can one overcome Kashchei's powers. In one *skazka*, the princess Tsarevna's Darissa asks Kashchei where his death lies. Infatuated by her beauty, he let's down his guard and eventually explains, "My death is far from hence, and hard to find, on the ocean wide: in that sea is the island of Buyan, and upon this island there grows a green oak, and beneath this oak is an iron chest, and in this chest is a small basket, and in this basket is a hare, and in this hare is a duck, and in this duck is an egg; and he who finds this egg and breaks it, at the same instant causes my death." My own piece explores the seven layers and death of Kashchei. *Kashchei* is thus organized into seven continuous movements:

- I. *An Oak Tree on the Island of Buyan*
- II. *The Iron Chest*
- III. *A Small Basket*
- IV. *The Hare*
- V. *A Duck*
- VI. *Egg*
- VII. *The Death of Kashchei*

The character of Kashchei has been used musically by Rimsky-Korsakov in his opera *Kashchei the Deathless* and by Stravinsky in *The Firebird*. Stravinsky, a pupil of Rimsky-Korsakov, would have been aware of the motives associated with Kashchei in Rimsky's opera, and thus many similarities exist in the motivic construction and harmonic character of both compositions.

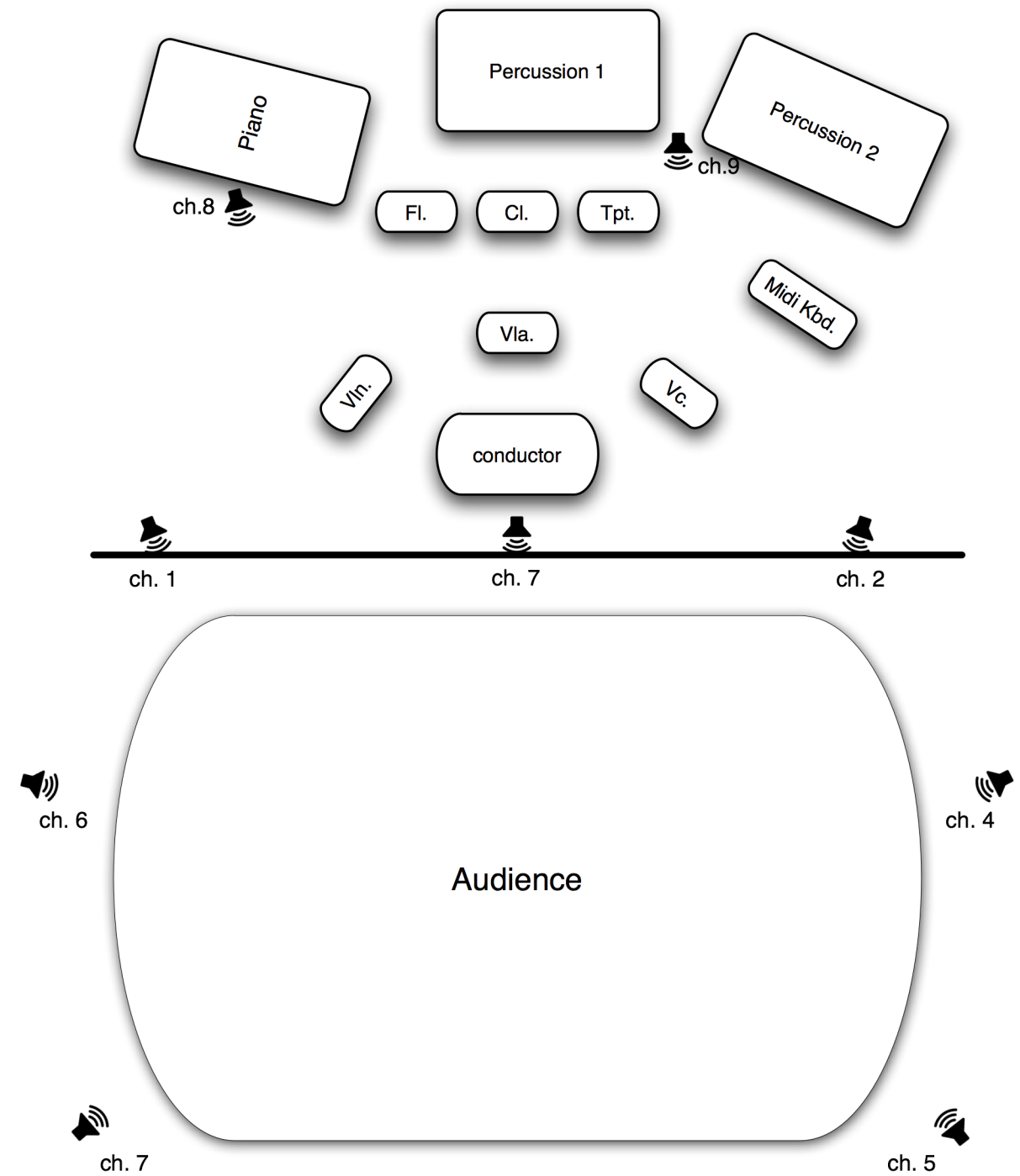
Kashchei pays homage to the Kashchei of Stravinsky and Rimsky-Korsakov by incorporating small thematic quotes from both works. The main theme, a quotation from the Rimsky-Korsakov opera of material sung by the Tsarevna trapped in Kashchei's castle, is slowly revealed in its simplest form using a loose interpretation of the concept of reverse variations. This process can be related to the wooden Russian doll, the *matryoshka*, where a simple, small doll is concealed within the shells of many larger, more elaborate ones. Similarly, one must unfold many layers to reach the essence of Kashchei's life: as each movement (variation) is peeled away the listener gets closer to the core musical material that defines Kashchei's soul. Poetically, this musical material with its simple beauty and lyricism, shows us that although Kashchei is evil, his soul, in its purest form (VI. *Egg*) yearns for love and beauty like all mankind.

Score in C (piccolo, glockenspiel, crotales, xylophone retain their octave transpositions.)

Notation Legend:

	Sharped note plus one quarter-tone	
	Sharped note	
	Sharped note minus one quarter-tone	
	Natural note	
	Flatted note plus one quarter-tone	
	Flatted note	
	Flatted note minus one quarter-tone	
<i>n</i>	<i>niente</i>	
senza vib.	without vibrato	
ord. vib	normal vibrato	
l.v.	let vibrate	
ord.	<i>ordinario</i>	
	tongue ram	(flute)
	flutter tongue	(flute)
w.t.	whistle tone	(flute)
<i>K tr</i>	key trill	(flute, clarinet)
	breath tone, souffle	(flute, clarinet)
	Blow air through the instrument (no distinct pitch)	(trumpet)
	When playing the wind-gong, scrape with a triangle beater	(percussion)
	roll	(percussion)
s.p.	<i>sul ponticello</i>	(strings)
	place bow on tail piece and bow as indicated	(strings)
	tremolo	(strings)

Stage Set-up:



Electronics:

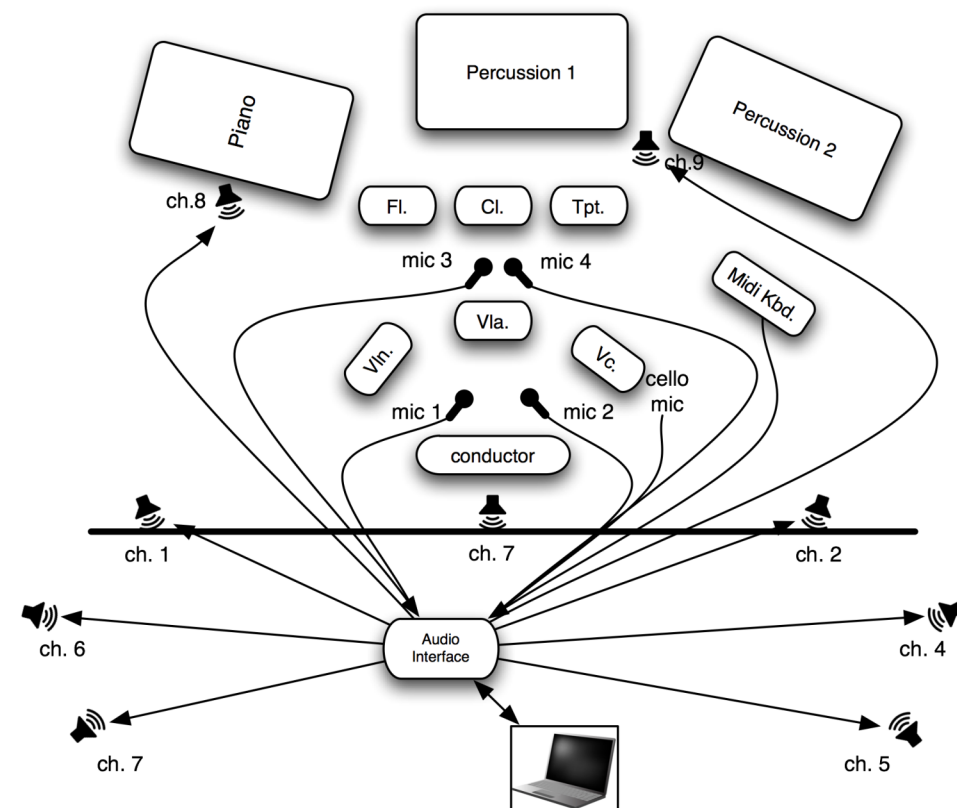
To fully realize the electronics of this piece, please refer to the exact technical details, Max/MSP patch, and necessary sound files. These are available with the accompanying DVD or by contacting zya128@gmail.com

The electronics consist of a Max/MSP patch triggered by the onstage MIDI Keyboard player. The patch performs live processing (resonators, reverberation) and triggers pre-recorded soundfiles. In three short instances the patch triggers a click-track that is sent to the conductor to help align the live ensemble with the soundfiles.

Technical Equipment:

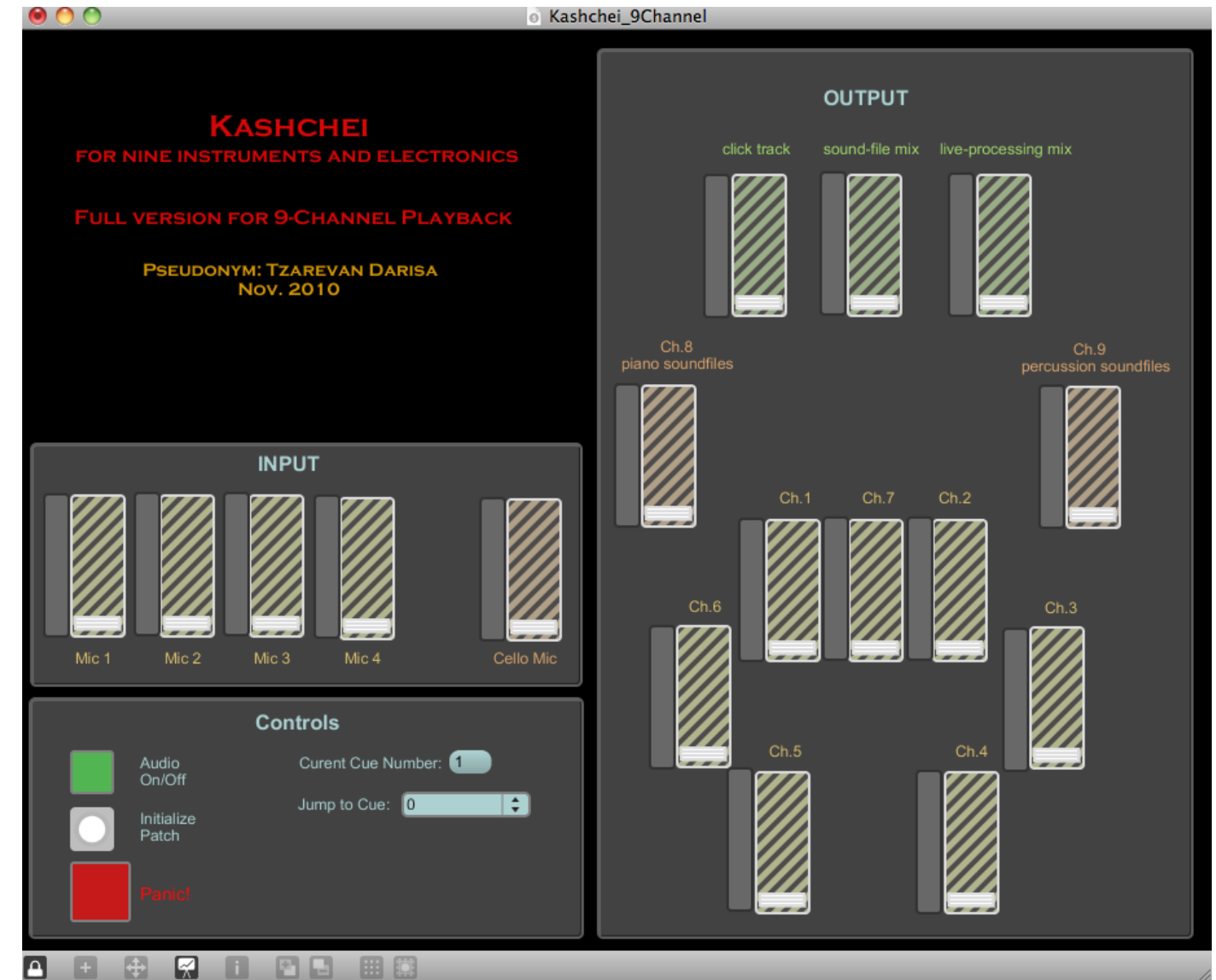
- MacBook Pro 10.6 or higher
- Max/MSP 5
- Midi Keyboard (77 keys or more)
- Audio Interface - 2 inputs, 10 outputs (ex: Yamaha DM1000)*
- 2 cardioid microphones
- headphones for the conductor (a click track is triggered in movement 3)
- 9 speakers (2 and 5 channel versions are available)

Tech Set-Up:



Max/MSP Patch:

Below is an image of the user interface. To access this patch, open Max5, set the file-path preferences to the patch folder, quit max, and restart by opening the patch. Please refer to the documentation in the patch folder for detailed usage instructions.



Electronic Cues:

There are 77 cues triggered by the onstage MIDI Keyboard player. Below is a description of each cue.

Movement 1

Cue01	sample01.aif	stereo01.aif
Cue02	sample02.aif	stereo02.aif
Cue03	sample03.aif	
Cue04	sample04.aif	stereo03.aif
Cue05	sample05.aif	stereo04.aif
Cue06	sample06.aif	stereo05.aif
Cue07	sample07.aif	
Cue08	sample08.aif	
Cue09	sample09.aif	stereo06.aif
Cue10	sample10.aif	stereo07.aif
Cue11	sample11.aif	

Movement 2

Cue12	sample12.aif	
Cue13	sample13.aif	stereo08.aif
Cue14	sample14.aif	stereo09.aif
Cue15	sample15.aif	
Cue16	sample16.aif	stereo10.aif
Cue17	sample17.aif	
Cue18	sample18.aif	
Cue19	sample19.aif	
Cue20	sample20.aif	stereo11.aif
Cue21	sample21.aif	stereo12.aif
Cue22	sample22.aif	stereo13.aif
Cue23	sample23.aif	stereo14.aif
Cue24	sample24.aif	stereo15.aif
Cue25	sample25.aif	stereo16.aif
Cue26	sample26.aif	stereo17.aif
Cue27	sample27.aif	
Cue28	sample28.aif	
Cue29	sample29.aif	
Cue30	sample30.aif	
Cue31	sample31.aif	

Movement 3

Cue32	sample32.aif	stereo18.aif
Cue33	sample33.aif	stereo19.aif

Movement 4

Cue34	sample34.aif	stereo20.aif
Cue35	sample35.aif	stereo21.aif
Cue36	sample36.aif	stereo22.aif
Cue37	sample37.aif	stereo23.aif
Cue38	sample38.aif	stereo24.aif
Cue39	sample39.aif	stereo25.aif

Cue40	sample40.aif	stereo26.aif
Cue41	sample41.aif	stereo27.aif
Cue42	sample42.aif	stereo28.aif
Cue43	sample43.aif	stereo29.aif
Cue44	sample44.aif	stereo30.aif
Cue45	sample45.aif	stereo31.aif
Cue46	sample46.aif	stereo32.aif
Cue47	sample47.aif	
Cue48		stereo33.aif
Cue49		stereo34.aif
Cue50		stereo35.aif
Cue51		stereo36.aif
Cue52		stereo37.aif
Cue53		stereo38.aif

Movement 5

Cue54	sample48.aif	stereo39.aif
Cue55	sample49.aif	
Cue56	sample50.aif	
Cue57	sample51.aif	
Cue58	sample52.aif	stereo40.aif
Cue59	sample53.aif	
Cue60	sample54.aif	
Cue61	sample55.aif	
Cue62	sample56.aif	
Cue63	sample57.aif	
Cue64	sample58.aif	
Cue65	sample59.aif	
Cue66	sample60.aif	
Cue67	sample61.aif	
Cue68	sample62.aif	
Cue69	sample63.aif	
Cue70	sample64.aif	

Movement 6

Cue71	sample65.aif	
Cue72	live processing: resonators & gigaverb	
Cue73	live processing: resonators & gigaverb	
Cue74	live processing: resonators & gigaverb	
Cue75	live processing: resonators & gigaverb	
Cue76	live processing: resonators & gigaverb	
Cue77	live processing fade out	

Movement 7

No electronics