

Text me when you're home

Filmscore / Soundpaint-Session

Instruments:

1 Piccolo
2 Flutes
1 Oboe
1 English Horn
2 Clarinets
1 Bassoon
1 Contrabassoon
3 Horns in F
2 Trumpets
2 Trombones
1 Bass Trombone
1 Tuba
Violin I
Violin II
Viola
Violoncello
Double Bass

Composed by
Movie by

Leo Brennauer
Nora Dahlheim, Joanna Lang

Text me when you're home

Leo Brennauer

Cue 1

2 bars count-in

1 bar count-in

1 bar count-in

Click

No Video

No Video

00:00:21:23 Situation intensifying

00:00:29:23 Guy whispering

stop mute

ppp

fff

mf > ppp

Horn in F 1

Horn in F 2

Horn in F 3

Violin I

Violin II

Violoncello

Double Bass

1 2 3 4 5 6 7 8 9 10 11 12 13

1 bar count-in

1 bar count-in

Click

00:00:17:19 Situation intensifying

00:00:29:19 Guy whispering

00:00:37:19 Escape Tram

00:01:06:17 Bridge

00:01:17:07 Girl turning around

sul pont

ppp

f

p

ff

mf

ppp

Hn in F 1

Hn in F 2

Hn in F 3

Vln I

Vln II

Vc.

D. B.

14 15 23

1 bar count-in

Click

No Video

Hn in F 1

Hn in F 2

Hn in F 3

Vln I

Vln II

Vc.

D. B.

28 29 30 31 32 33 34 35

ppp sul pont *f* *ppp*

Cue 2

1 bar
count-in

2 bars
count-in

Click $\text{♩} = 60$

00:00:21:12 Girl turning away

00:00:29:12 Girl frightened

00:00:38:00 Leaving Tram

00:00:21:12 Girl turning away

00:00:38:00 Leaving Tram

Piccolo

Flute 1

Flute 2

Oboe

English Horn

Clarinet in B♭ 1

Clarinet in B♭ 2

Bassoon

Contrabassoon

Horn in F 1

Horn in F 2

Horn in F 3

Trumpet in B♭ 1

Trumpet in B♭ 2

Trombone 1

Trombone 2

Bass Trombone

Tuba

Violin I

Violin II

Viola

Violoncello

Double Bass

stop mute

harmon mute stem in

harmon mute stem out

straight mute

sul pont

1

2

37 38 45 46 47 48 49 50

Cue 3

2 bars count-in

Click $\text{♩} = 60$

00:00:50:19 Walking in alley
Windy sound
Play open string right on the bridge, no audible pitch

00:01:05:06 Girl passes men

00:01:06:16 Bridge from above

00:01:12:08 Girl walking

00:01:17:06 Girl scared

Violin I

Violin II

Viola

Violoncello

Double Bass

52 53

1 bar count-in

Click

00:00:50:19 Walking in alley
Windy sound
Play open string right on the bridge, no audible pitch

00:01:05:06 Girl passes men

00:01:06:16 Bridge from above

00:01:12:08 Girl walking

00:01:17:06 Girl scared

Vln I

Vln II

Vla

Vc.

D. B.

62

Cue 4

2 bars count-in

Click $\text{♩} = 60$

No Video

Air Sound
Blow with no specific tone and change your mouth slowly between the vowel i [i:] and e [e:]

4

Piccolo

Flute 1

Flute 2

Oboe

English Horn

Clarinet in B♭ 1

Clarinet in B♭ 2

Bassoon

Contrabassoon

Horn in F 1

Horn in F 2

Horn in F 3

Trumpet in B♭ 1

Trumpet in B♭ 2

Trombone 1

Trombone 2

Bass Trombone

Tuba

Violin I

Violin II

Viola

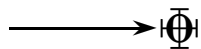
Violoncello

Double Bass

74 75 76 77 78 79 80 81

Cue 5

2 bars
count-in



No Video

Pitched Sound

hum the pitch E into your instrument using the vowel ö [e]. Oboe gives cue.

Pitched Sound

hum the pitch E into your instrument using the vowel ö [e]. Oboe gives cue.

85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94

Cue 6

2 bars count-in $\text{♩} = 60$

Click

No Video

Random Stress
col legno battuto between bridge and tailpiece
Increase hit density with dynamics - the notated rhythm is for orientation purposes only.

Violin I

Violin II

Viola

96 97

Cue 7

2 bars count-in

Click $\text{♩} = 120$

00:01:24:16 Girl in Park

00:01:30:22 Stairway

00:01:35:17 Courage

Touchy sound 3: Knocking
Place your instrument in your lap and knock with two hands (1 knuckle each) on the corpus. Increase tempo/intensity with dynamic.

Violin I

Violin II

Viola

Violoncello

Double Bass

114 115 116 117 118 119

Cue 8

2 bars count-in

Click $\text{♩} = 60$

00:01:53:06 Starts running
Touchy sound 1: Stroke
Tenderly stroke your instruments body.
Increase tempo/intensity with dynamic.

00:02:05:14 Shuts the door

00:02:10:10 Sits down

Violin I

Violin II

Viola

Violoncello

Double Bass

123 124

1 bar count-in

Click

00:01:53:06 Starts running
Touchy sound 2: Tipping
Tenderly tip with your fingers on your instrument.
Increase tempo/intensity with dynamic.

00:02:05:14 Shuts the door

Vln I

Vln II

Vla

Vc.

D. B.

130

Cue 9

2 bars
count-in

1 bar
count-in

Click $\text{♩} = 60$



00:01:53:06
Starts running

00:02:05:14
Shuts the door

00:01:53:06
Starts running

00:02:05:14
Shuts the door

Touchy sound 3: Keyclicks
Open and close random keys, try not to produce notes,
and if - mainly use the lowest possible E
Increase tempo/intensity with dynamic.

Piccolo

Flute 1

Flute 2

Oboe

English Horn

Clarinet in B \flat 1

Clarinet in B \flat 2

Bassoon

Contrabassoon



Score for woodwind instruments: Piccolo, Flute 1, Flute 2, Oboe, English Horn, Clarinet in B \flat 1, Clarinet in B \flat 2, Bassoon, and Contrabassoon. The score shows dynamics from *p* to *fff* and includes large '4' markings and 'X' marks on the Oboe, English Horn, and Clarinet in B \flat 1 staves.

Touchy sound 3: Keyclicks
Open and close random keys, try not to produce notes,
and if - mainly use the lowest possible E
Increase tempo/intensity with dynamic.

Horn in F 1

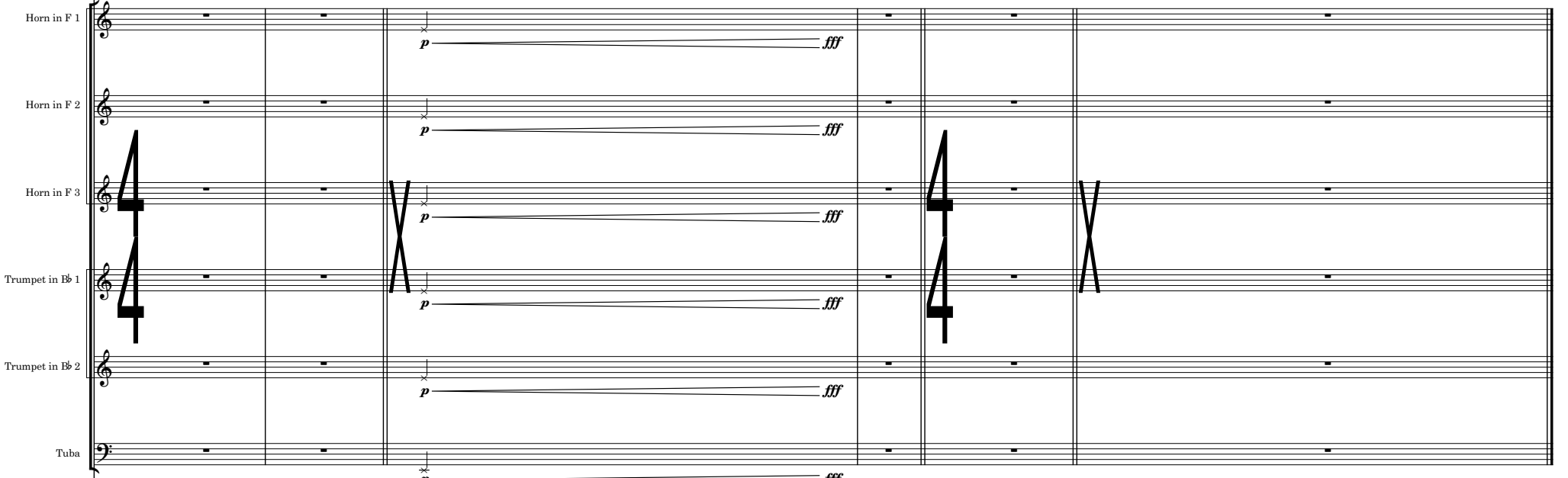
Horn in F 2

Horn in F 3

Trumpet in B \flat 1

Trumpet in B \flat 2

Tuba



Score for brass instruments: Horn in F 1, Horn in F 2, Horn in F 3, Trumpet in B \flat 1, Trumpet in B \flat 2, and Tuba. The score shows dynamics from *p* to *fff* and includes large '4' markings and 'X' marks on the Horn in F 3 and Trumpet in B \flat 1 staves.

Touchy sound 3: Knocking
Place your instrument in your lap and
knock with two hands (1 knuckle each)
on the corpus. Increase tempo/intensity with dynamic.

Touchy sound 4: Scratch
Place your instrument in your lap and
stroke its body with your finger nails
Increase tempo/intensity with dynamic.

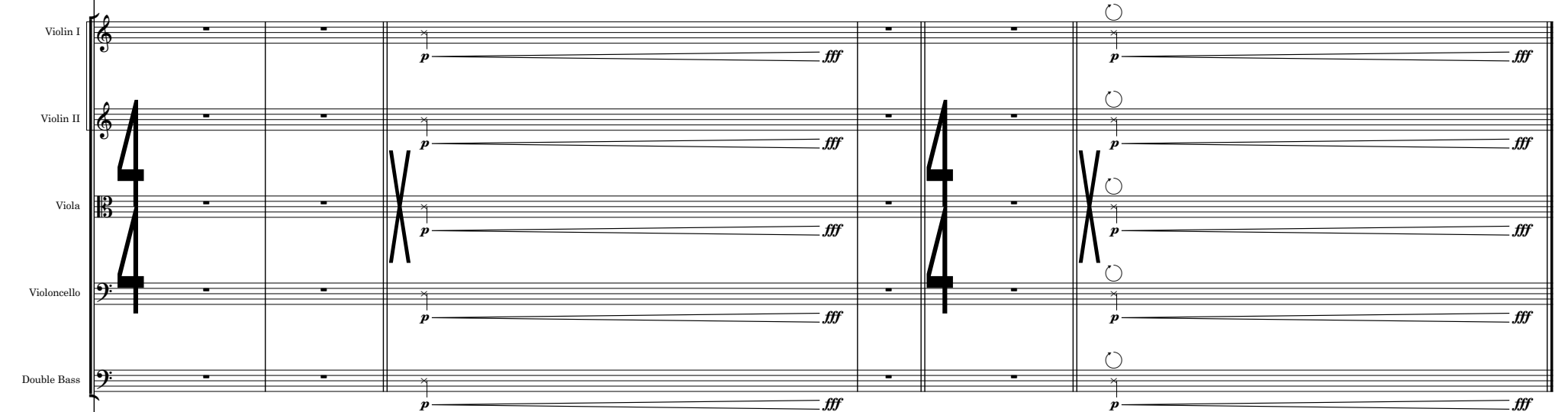
Violin I

Violin II

Viola

Violoncello

Double Bass



Score for string instruments: Violin I, Violin II, Viola, Violoncello, and Double Bass. The score shows dynamics from *p* to *fff* and includes large '4' markings and 'X' marks on the Violin II, Viola, and Violoncello staves.

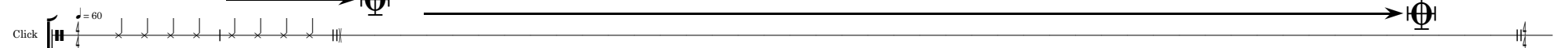
137

138

144

Cue 10

2 bars
count-in

Click 

00:01:53:06
Starts running

Random Chromatic Tremolo Gliss Up
Wait for individual conductor signal to begin.
Start gliss slowly and increase speed
as well as dynamic according to conductor

00:02:05:14
Shuts the door



Random Chromatic Tremolo Gliss Up
Wait for individual conductor signal to begin.
Start gliss slowly and increase speed
as well as dynamic according to conductor

Random Tremolo Gliss Up
Wait for individual conductor signal to begin.
Start gliss slowly and increase speed
as well as dynamic according to conductor
Play gliss up to highest possible position before beginning again.

151 152

Cue 11

2 bars count-in

Click $\text{♩} = 60$

No Video

Whispering
Randomly whisper the words: "ei" "was" "sei"

Piccolo

Flute 1

Flute 2

Oboe

English Horn

Clarinet in B♭ 1

Clarinet in B♭ 2

Bassoon

Contrabassoon

Whispering
Randomly whisper the words: "ei" "mei" "seis"

Horn in F 1

Horn in F 2

Horn in F 3

Trumpet in B♭ 1

Trumpet in B♭ 2

Trombone 1

Trombone 2

Bass Trombone

Tuba

Whispering
Randomly whisper the words: "dei" "seis" "nase"

Violin I

Violin II

Viola

Violoncello

Double Bass

166 167

Cue 12

2 bars
count-in

$\text{♩} = 60$

No Video

Whispering into Instrument
Place your mouth in a playing position and randomly whisper the words: "ei" "was" "sei" into your instrument.

The score is divided into three main sections. The first section is a 2-bar count-in for the Click track, with a tempo of 60. The second section, starting at bar 191, is the 'Whispering into Instrument' section. It includes instructions for various instruments: Piccolo, Flute 1, Flute 2, Oboe, English Horn, Clarinet in B♭ 1, Clarinet in B♭ 2, Bassoon, Contrabassoon, Horn in F 1, Horn in F 2, Horn in F 3, Trumpet in B♭ 1, Trumpet in B♭ 2, Trombone 1, Trombone 2, Bass Trombone, Tuba, Violin I, Violin II, Viola, Violoncello, and Double Bass. Each instrument part shows a dynamic curve from *ppp* to *fff* and back to *ppp*. The third section starts at bar 192.

191

192

Solo - Session

2 bars count-in

Click

Clarinet in B♭ 1

Overblow, creating random overtones.

Overblow, creating random overtones.

ppp < ff mf > p

ppp < ff mf > p

ppp < fff mf > p

ppp < fff mf > p

ppp < fff mf > p

ppp < fff mf > p

ppp < ff mf > p

f.t.

f.t.

f.t.

f.t.

f.t.

f.t.

Cl. in B♭ 1

ppp < ff mf > p

ppp < fff mf > p

ppp < fff mf > p

ppp < fff mf > p

ppp < fff mf > p

f.t.

f.t.

f.t.

f.t.

f.t.

Overblow, creating random overtones.

Overblow, creating random overtones.