

MIRROR UNIVERSES

for viola and vibraphone

ADAM SCOTT NEAL

Program Note:

In *Mirror Universes*, for viola and vibraphone, both players read from the same score, which consists of short ideas scattered over two pages. Since the viola reads in alto clef and the vibraphone reads in treble clef, each idea will be heard twice, a seventh above or below where it was first played. Some of these ideas are straightforward, but some feature special effects which hopefully show similarities between these two very different instruments. The piece was composed for String Gone Deaf.

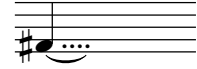
Performance Notes:

1. This score consists of disconnected cells. Both players should play every cell, following their own path. They should proceed through these cells at a leisurely pace, with much silence in between. The performance should last roughly 4-5 minutes.
2. The viola should read each cell in alto clef, and the vibraphone should read each cell in treble clef.
3. Unless otherwise noted, the viola should play arco and legato; the vibraphone should use medium mallets and light pedaling.
4. On cells with special instructions, the viola instructions will be listed first (e.g. pizz./hard mallet).
5. While the dynamic level is expected to fluctuate, it should remain subdued throughout (no more than mezzo-forte).
6. If desired, the performers may repeat the entire work as many times as they wish, taking different paths each time.

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ricochet bow/
let bounce - no pedal



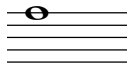
ricochet bow/
let bounce - no pedal



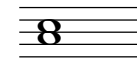
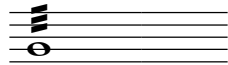
pizz./no pedal



natural harmonic/bowed



ord.--s.p.---ord.
C----N----C



pizz./no pedal



pizz./no pedal

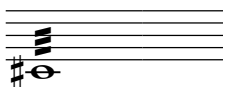


pizz./no pedal

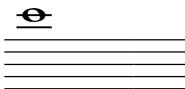


ord.--s.p.---ord.

C----N----C



natural harmonic/bowed



natural harmonic/bowed

