


The small prison (in memoriam Piranesi)


János BALI, 2017

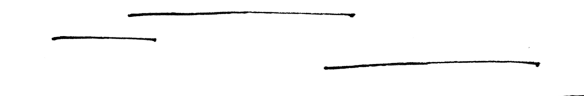
1 (10-20")

Clar. 


Acc. 

2 (8-15")

Clar. 

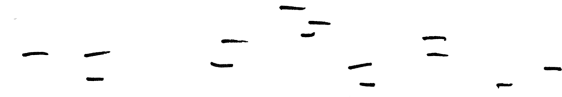
Acc. 

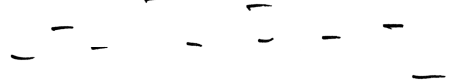
3 (12-25")

Clar. 

Acc. 

4 (7-12")

Clar. 

Acc. 

5 (5-10")

only wind

6 (3-8")

G. P. (rest)

Find a dark and miserable character for all of the six elements; each of them have to be different in dynamics (from **pp** to **ff**), density of sound. Take a dice, and produce a sequence of numbers, for example: 32621462341422154; play the elements according to the sequence. Play restless, continuously (the only rest is the element #6). All the elements have to keep his own character by its every occurrence.