# DAVID BIEDENBENDER

# LIQUID ARCHITECTURE

for bass trombone and piano

## BENT SPACE MUSIC

Performance materials available from Bent Space Music (Publisher): www.davidbiedenbender.com

> Contact the Composer: davidbiedenbender@gmail.com

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Duration: *ca*. 12:00

### **PROGRAM NOTE**

*Liquid Architecture* was inspired by the work of Frank Gehry, whose work includes the Guggenheim Museum in Bilbao, Spain, the Dancing House in Prague, Czech Republic, and the Walt Disney Concert Hall in Los Angeles, among many others. I have heard his structures described as "liquid architecture," and having experienced several of these buildings in person, I find this description to be both apt and stunningly beautiful. I love the image that this phrase evokes—that of a fixed structure taking on the physical properties of a liquid, like massive, molten droplets of metal melting into time—and I wanted to capture this same idea in music. In each movement, I have tried to create a vivid musical space that is slowly transformed into something very different from its original form, although, in some ways, it ends up returning to its original form, much in the same way that I think it is possible to imagine Gehry's structures evolving in time.

for Randy Hawes and Kathryn Goodson

#### LIQUID ARCHITECTURE

for bass trombone and piano

#### I. hard

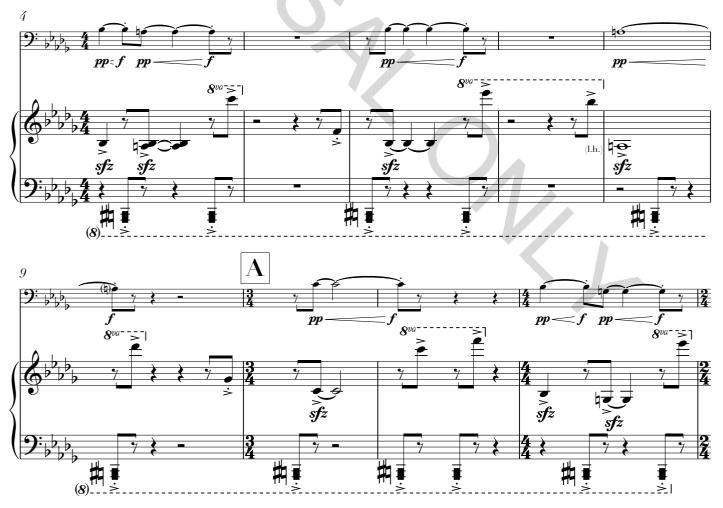
David Biedenbender



\*No damper pedal unless specifically marked or to sustain notes or chords for their precise value. It is very important that there are no extraneous reverberations during notated rests - many of the rests are very much about silence. \*\*From the beginning through rehearsal D, and again at rehearsal I through the end: B. H. : change hand attacks sustained for the provised prototated who are been of each pitch aligns with 1 h, attack

R.H.: sharp, hard attack; sustained for the precisely notated value so the release of each pitch aligns with l.h. attack.

L.H.: chromatic clusters should be played extremely short, aggressive, percussive, and dry - the resulting sound should be a very short and violent thud. You may play with the fist or pads of the fingers, whichever is most comfortable, and it is not necessary to hit every chromatic pitch in the cluster - the energy of the gesture is most important.



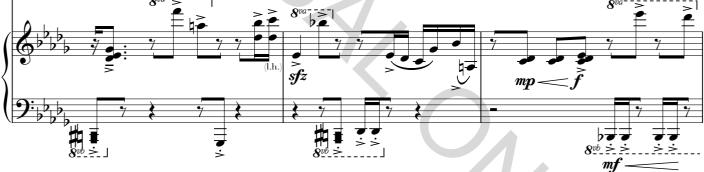
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Liquid Architecture

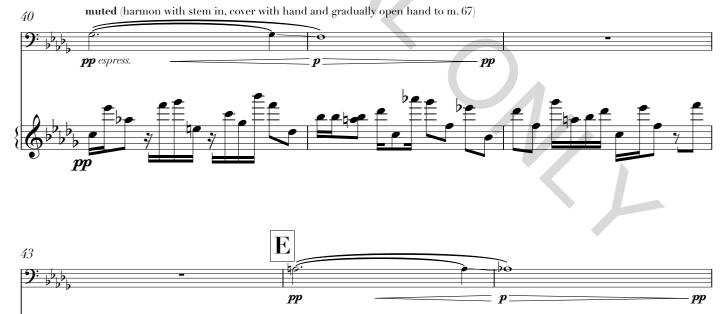














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Liquid Architecture







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Liquid Architecture





8vb >

(**f**)



8

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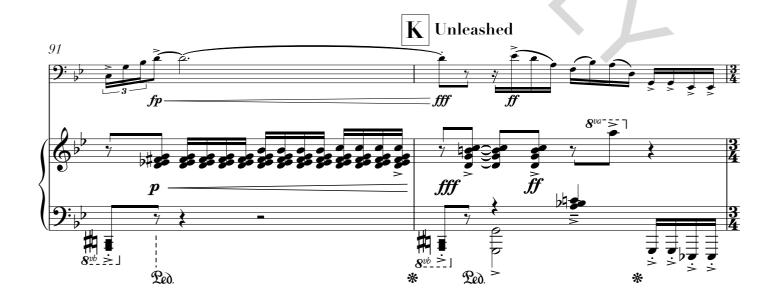
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Liquid Architecture







#### II. smooth





\* Led.



\* Led. (ad lib.)



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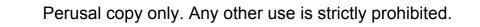


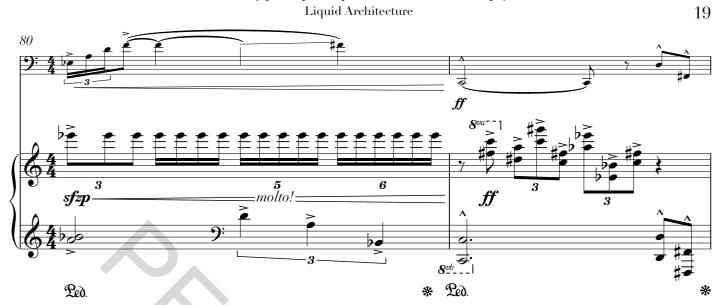
Liquid Architecture

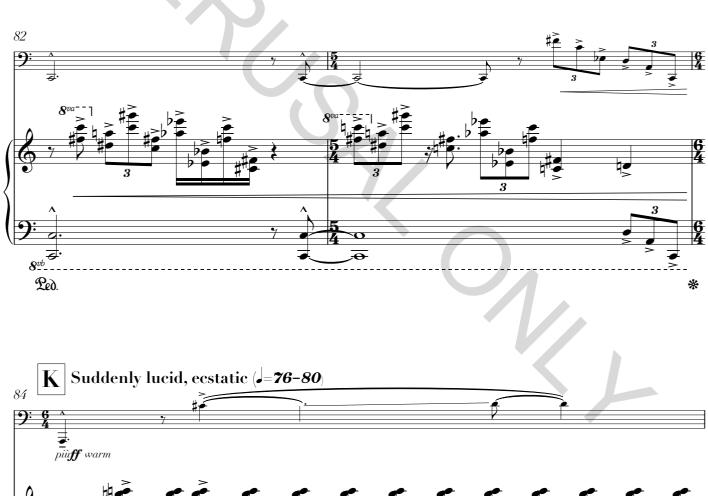


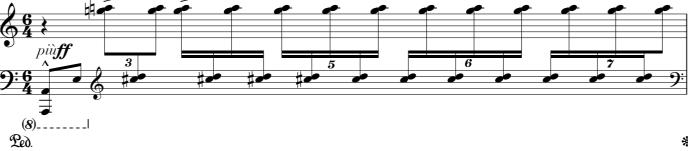


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