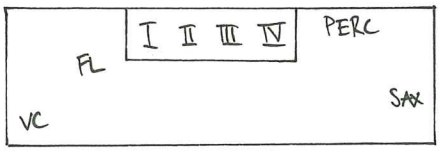
ELIAS NURMI SCHOMERS

MUSIC FOR A ROOM

EXPLANATIONS

FLUTE IN C
PERCUSSION: SNARE
GRAN CASSA
CELLO
ALTO SAXOPHONE



BEFORE THE PIECE BEGINS, SIT STILL (POS. 1), LOOKING STRAIGHT AHEAD.

POS. 1 SIT STRAIGHT, NEUTRAL, HANDS ON LAP

POS. 2 SIT BACK, RELAXED

ORD. NEUTRAL HEAD POSITION

D.C. DOUBLE CHIN, HEAD MOVED BACK

"BOBBLEHEAD": SLIGHTLY SHAKE YOUR HEAD LEFT TO RIGHT (IRREGULAR)

SHAKE YOUR HEAD ONCE, SWIFTLY

⇓ | ⇑ = CUE PERSON(S) NEXT TO YOU

←O | O→ | ◎ LOOK LEFT | RIGHT | STRAIGHT AHEAD (ONLY THE HEAD MOVES)

"TWIRL": TURN ONCE WHILE WALKING

TURN TWICE WHILE WALKING

FLUTE: = TONGUE RAM

PERC: = RIM CLICK (SNARE)

= BASS DRUM

= STROKE SNARE WITH YOUR HAND (CIRCULAR MOTION)

CELLO: = HIT CELLO BODY WITH PALM

SAX: TRANSPOSING!

= SLAP TONGUE (OPEN)

MUSIC FOR A ROOM

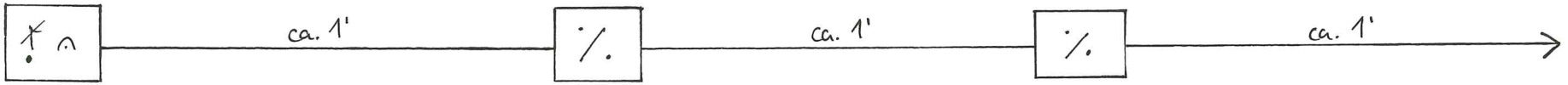
I
LINN MARIE

II
ÅSMUND

III
KARIN

IV
KATHRINE

(POS. 1)



ca. 1'

ca. 1'

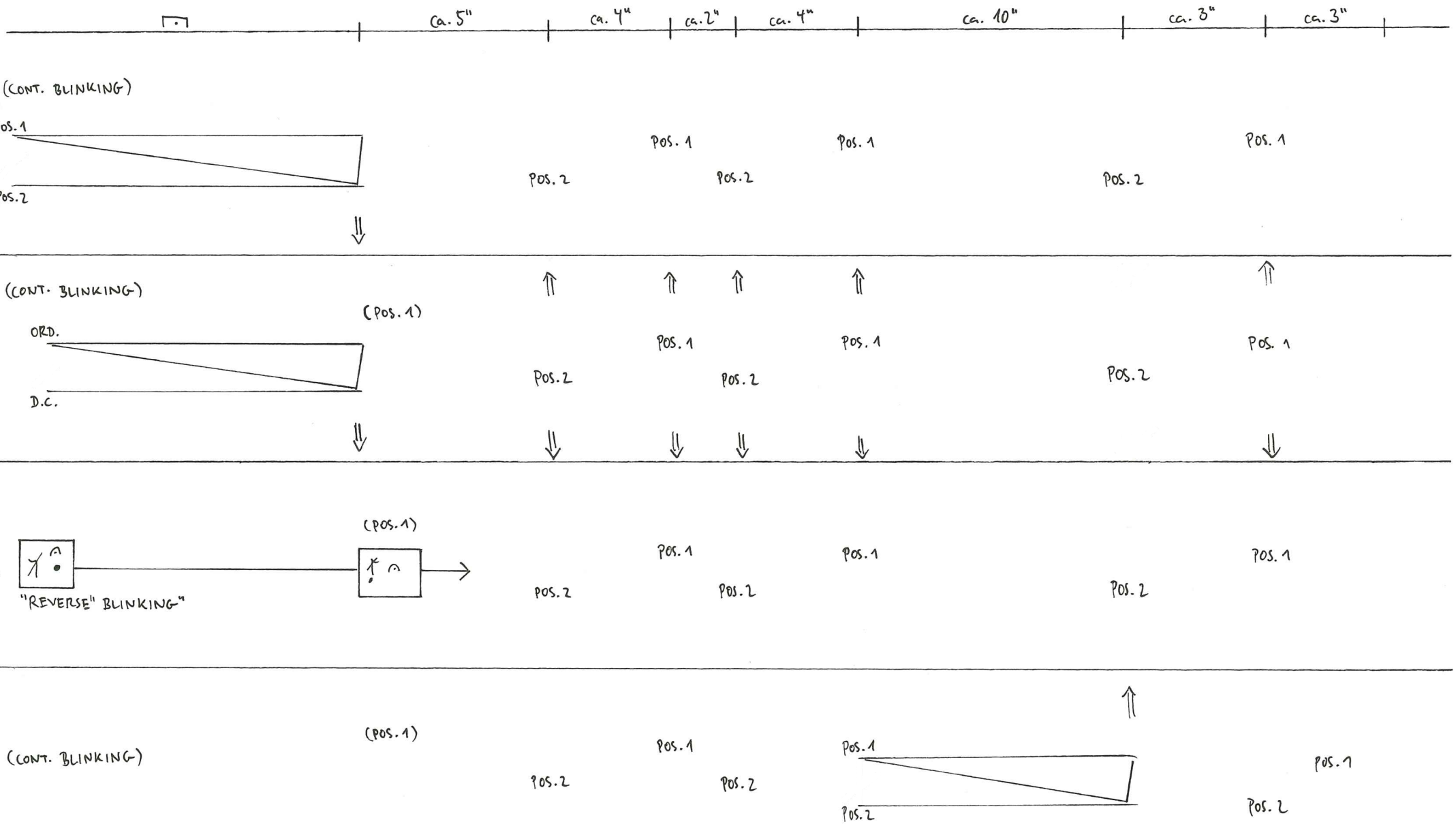
ca. 1'

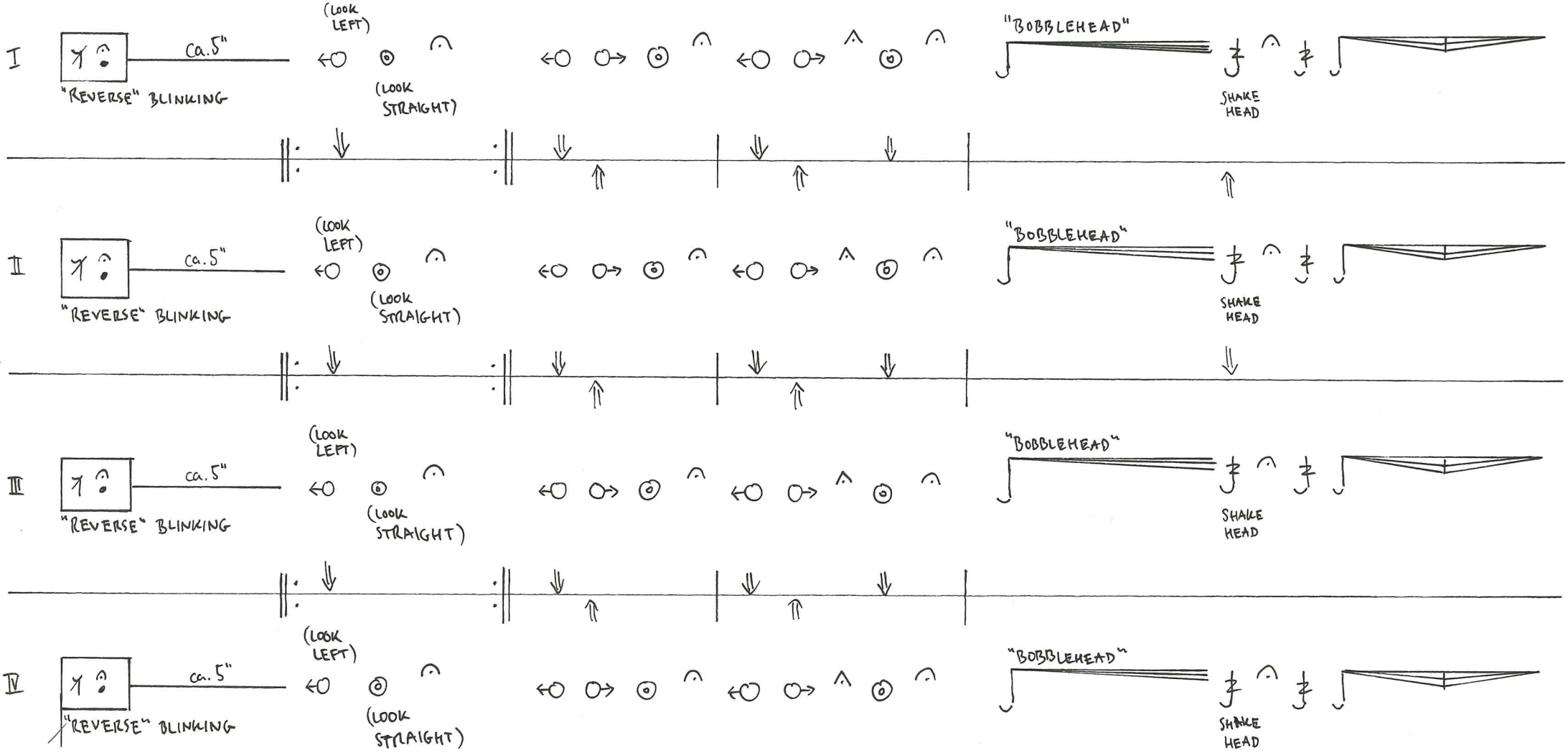
BLINK ONCE EVERY
FEW SECONDS.
STARE STRAIGHT AHEAD

GRADUALLY SHORTEN THE
INTERVALS BETWEEN BLINKS
IRREGULAR, ERRATIC

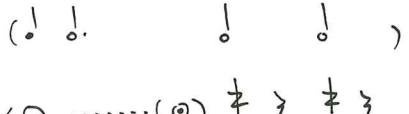
SOMETIMES, ADD DOUBLE/
TRIPLE/
QUADRUPLE-BLINKS

START TO GRADUALLY
INCREASE THE INTERVALS
BETWEEN BLINKS


ca. 5"
ca. 4"
ca. 2"
ca. 4"
ca. 10"
ca. 3"
ca. 3"
(CONT. BLINKING)
Pos. 1
I
Pos. 2
Pos. 1
Pos. 2
Pos. 1
Pos. 2
Pos. 1
(CONT. BLINKING)
(Pos. 1)
ORD.
II
D.C.
Pos. 1
Pos. 2
Pos. 1
Pos. 2
Pos. 1
Pos. 2
Pos. 1
(Pos. 1)
III
"REVERSE" BLINKING"
Pos. 1
Pos. 2
Pos. 1
Pos. 2
Pos. 1
Pos. 2
Pos. 1
(Pos. 1)
IV (CONT. BLINKING)
Pos. 1
Pos. 2
Pos. 1
Pos. 2
Pos. 1
Pos. 2
Pos. 1
Pos. 2


I
ca.5"
"REVERSE" BLINKING
(LOOK LEFT)
(LOOK STRAIGHT)
"BOBBLEHEAD"
SHAKE HEAD
II
ca.5"
"REVERSE" BLINKING
(LOOK LEFT)
(LOOK STRAIGHT)
"BOBBLEHEAD"
SHAKE HEAD
III
ca.5"
"REVERSE" BLINKING
(LOOK LEFT)
(LOOK STRAIGHT)
"BOBBLEHEAD"
SHAKE HEAD
IV
ca.5"
"REVERSE" BLINKING
(LOOK LEFT)
(LOOK STRAIGHT)
"BOBBLEHEAD"
SHAKE HEAD

I

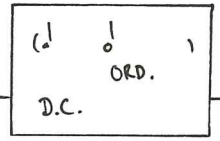


POS.1 / POS.2

ORD. / D.C.

ca. 45"

IMPROVISE WITH ALL THE ELEMENTS
VARY SPEED AND QUANTITY OF THE ACTIONS



GET "STUCK"

ca. 10"

STAND UP, TURN ONCE,
SIT BACK DOWN IN POS. 1

II

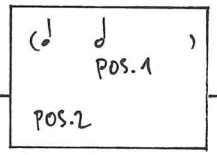


POS.1 / POS.2

ORD. / D.C.

ca. 45"

SEE ABOVE



GET "STUCK"

ca. 10"

STAND UP, TURN ONCE,
SIT BACK DOWN IN POS. 1

III



POS.1 / POS.2

ORD. / D.C.

ca. 45"

SEE ABOVE



GET "STUCK"

ca. 10"

STAND UP, TURN ONCE,
SIT BACK DOWN IN POS. 1

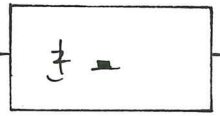
IV

POS.1 / POS.2

ORD. / D.C.

ca. 45"

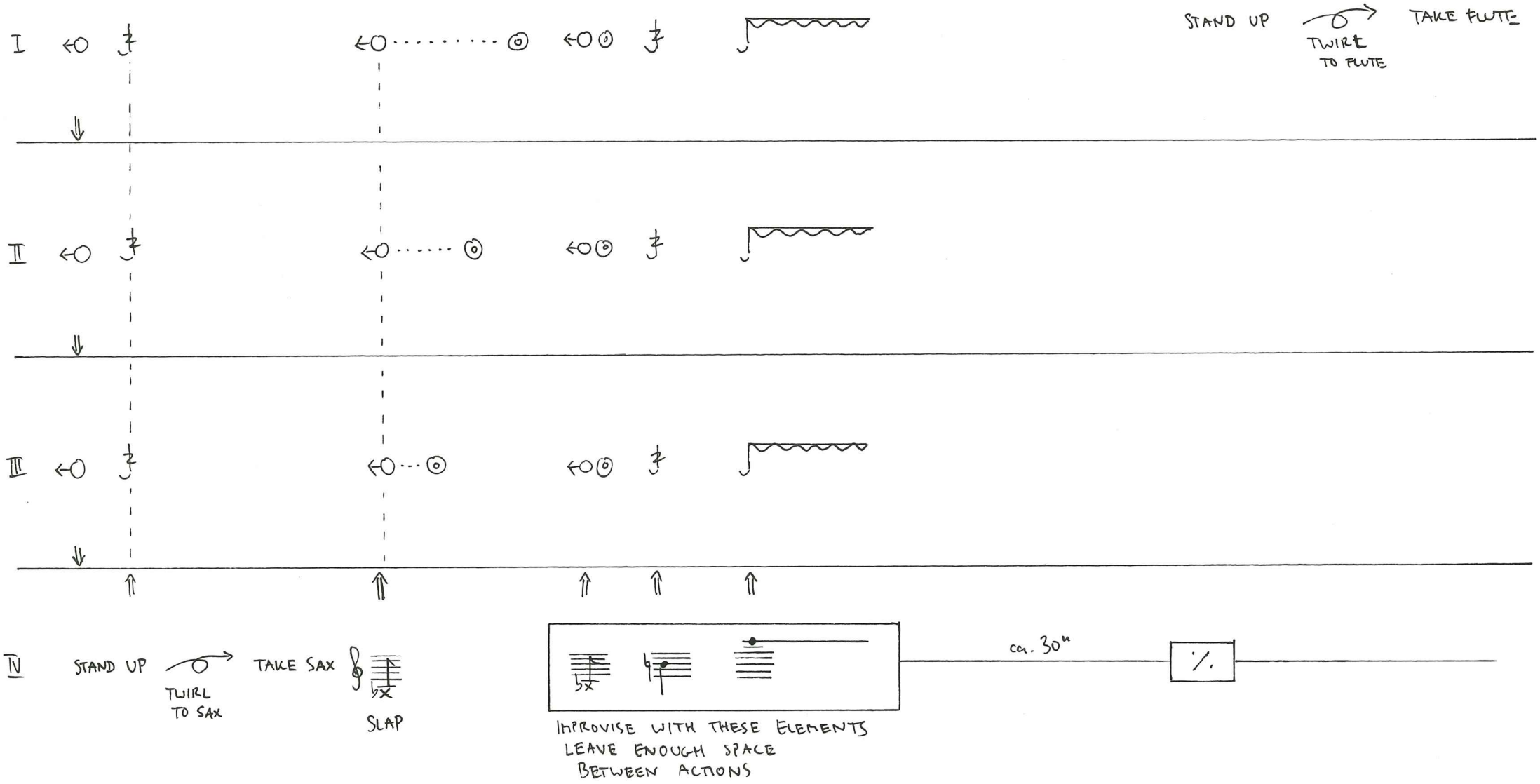
SEE ABOVE



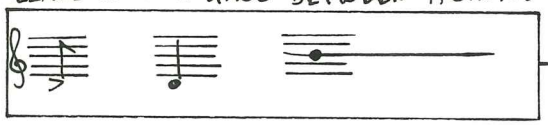
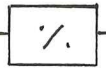
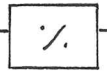
GET "STUCK"

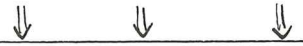
ca. 10"

STAND UP, TURN ONCE,
SIT BACK DOWN IN POS. 1

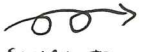

I
II
III
IV
STAND UP
TWIRL TO FLUTE
TAKE FLUTE
STAND UP
TWIRL TO SAX
TAKE SAX
SLAP
ca. 30"
IMPROVISE WITH THESE ELEMENTS
LEAVE ENOUGH SPACE
BETWEEN ACTIONS

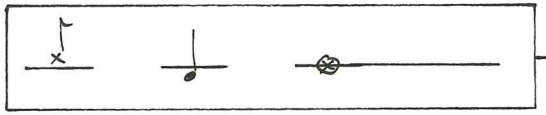
TOGETHER WITH KATHRINE,
IMPROVISE WITH THESE ELEMENTS
LEAVE ENOUGH SPACE BETWEEN ACTIONS

I  ca. 30"  



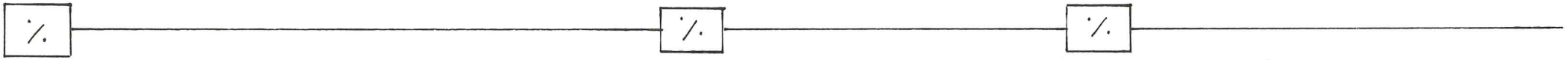
II  D.C. ORD.

STAND UP  TAKE MALLETS
SWIRL TO DRUMS

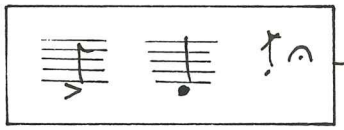
 ca. 30"
IMPROVISE WITH THESE ELEMENTS
LEAVE ENOUGH SPACE BETWEEN ACTIONS

III  D.C. ORD.



IV 

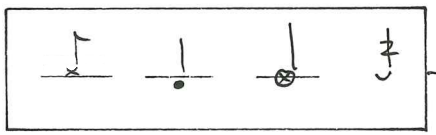
I



ca. 2'

IMPROVISE WITH THESE ELEMENTS,
GRADUALLY MORE AND MORE DENSE - - - - - - - - - - - - - - - - - - LESS DENSE AGAIN

II

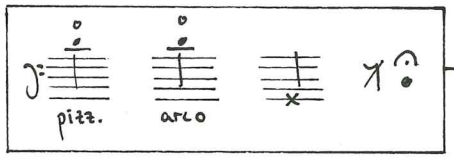


ca. 2'

IMPROVISE WITH THESE ELEMENTS,
GRADUALLY MORE AND MORE DENSE - - - - - - - - - - - - - - - - - - LESS DENSE AGAIN

III

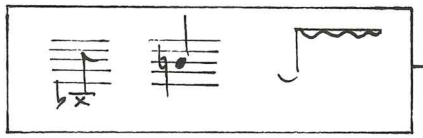
SWIRL TO CELLO → (SIT DOWN) TAKE CELLO



ca. 2'

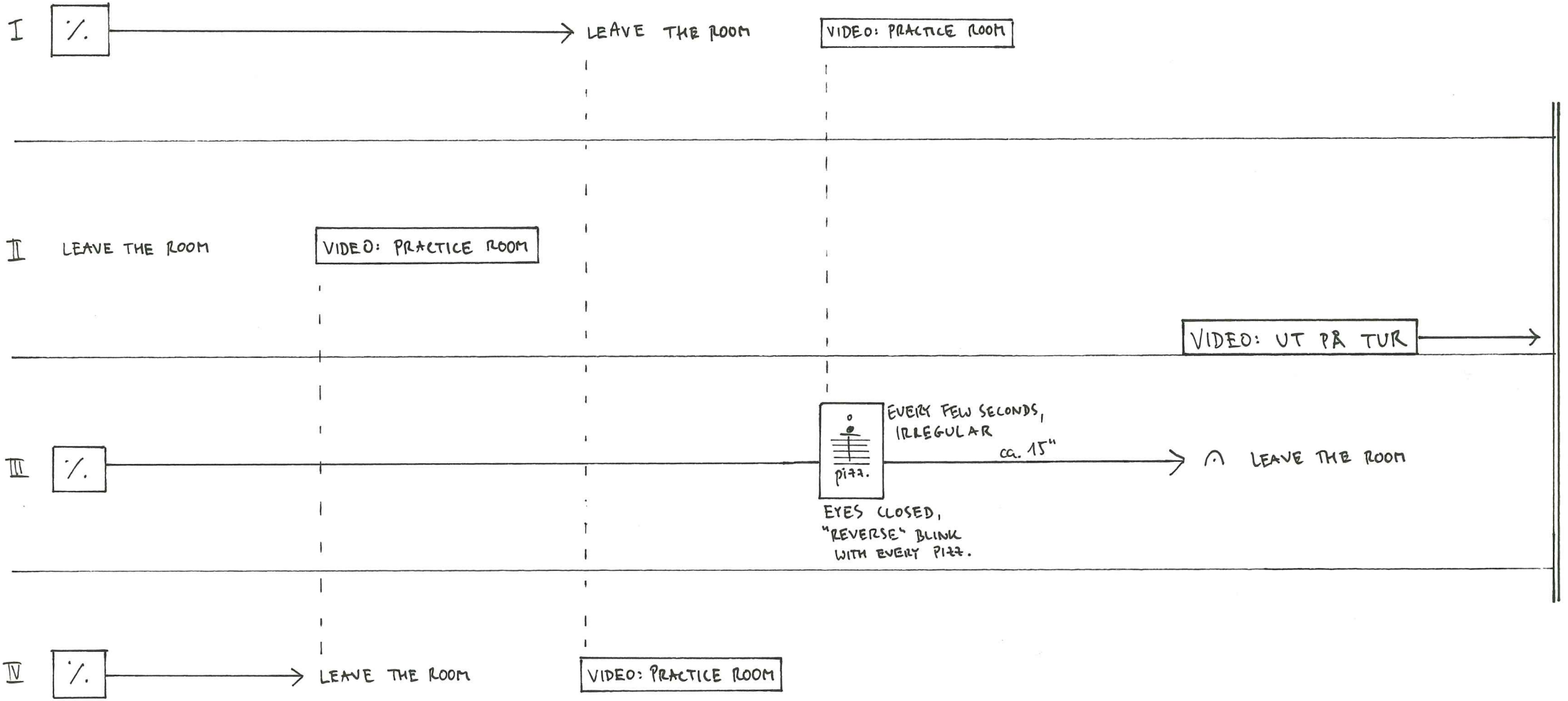
IMPROVISE WITH THESE ELEMENTS,
GRADUALLY MORE AND MORE DENSE - - - - - - - - - - - - - - - - - - LESS DENSE AGAIN

IV



ca. 2'

IMPROVISE WITH THESE ELEMENTS,
GRADUALLY MORE AND MORE DENSE - - - - - - - - - - - - - - - - - - LESS DENSE AGAIN


I
LEAVE THE ROOM
VIDEO: PRACTICE ROOM
II
LEAVE THE ROOM
VIDEO: PRACTICE ROOM
VIDEO: UT PÅ TUR
III
pizz.
EVERY FEW SECONDS, IRREGULAR
ca. 15"
LEAVE THE ROOM
EYES CLOSED, "REVERSE" BLINK WITH EVERY PIZZ.
IV
LEAVE THE ROOM
VIDEO: PRACTICE ROOM