

Bruegel

(A Composition in Four Movements)

by

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ABSTRACT

Bruegel is a four movement composition inspired by the paintings and engravings of Flemish artist Pieter Bruegel the Elder (1525-1569). It is scored for Bass Clarinet in Bb, Electric Guitar, One Percussionist (Glockenspiel, Woodblock, Snare, Kick Drum, and Brake Drums), Piano and String Quartet. Each movement explores a painting or engraving from Bruegel's catalog of works and attempts to embody each piece of art through the use of certain compositional techniques.

The Cripples (Movement I) explores layered rhythms and disjunct melodic fragments which play on the idea of Bruegel's painting of crippled men trampling over each other and stumbling. Small moments of balance are found throughout only to be lost. *Patience* (Movement II) is based on an early engraving of Bruegel, which depicts a lone woman who represents a virtue, in this case patience, surrounded by sin and vices. Juxtaposed textures are presented with patience eventually finding itself victorious to temptation. *Children's Games* (Movement III) explores a painting which depicts a large number of children playing a plethora of different games. The movement uses graphic notation and plays with the idea of games to create a compositional "game" for the ensemble. *Big Fish Eat Little Fish* (Movement IV) depicts a large fish eating several smaller fish. A process is introduced which plays on the idea of increasing density and lasts for the bulk of the movement.

For my parents, whose patience and love is a well that never dries,
for my sisters, whose encouragement and support was and is always appreciated,
and for Clarice Collins, my north star.

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INSTRUMENTATION

Bass Clarinet in Bb

Electric Guitar

Percussion

(Glockenspiel, Wood Block, Snare, Kick Drums & 3 Brake Drums)

Piano

Violin 1, 2

Viola

Cello

Duration ca. 15'00"

INSTRUCTIONS AND INFORMATION FOR PERFORMERS

Bruegel: Although a conductor is recommended, it is not essential. Some movements, e.g. movement III, can be performed without a conductor. In addition, there are four video works which accompany the music (one for each movement). For more information on the videos or obtaining the video works for performances, please visit www.villaltamusic.com.

The Cripples (Movement I): The electric guitar requires a loop pedal (with overdubbing functions), a flanger pedal, and a distortion pedal. No specific brand or model is needed. *Patience* (Movement II): The dotted line between norm. and sul pont. or vice versa, indicates a gradual shift between the two bow positions. This applies to all the strings for the entirety of the movement. *Children's Games* (Movement III): The form of the piece is as follows: A-B-A-B-C. Instruments can transpose given material to any octave. Indicated instruments begin the movement by choosing a circle in the A section. Stay on the circle for the duration of the section. Repeat fragments in the circle in any order, leaving the specified amount of space between the repetitions (See Score). Percussionist (or conductor) keeps time and indicates when to move to section A, B, or C. If the performer is in the middle of a fragment and the percussionist or conductor cues, the performer should finish the fragment and continue to the following section. When returning to a section, do not perform a circle previously played. Dynamics of each circle is indicated beneath each heading unless otherwise stated. (See circles 4. and 5.) No two performances should sound the same. Score is in C. An optional transposed score for Bass Clarinet in Bb and Viola is available.

BRUEGEL

I. The Cripples

Kevin Villalta

Fast and metric ♩ = 120

10

Bass Clarinet in B \flat

Electric Guitar

LOOP PEDAL
1000ms
Feedback 100%
E. Level 90%

clean Loop 1 L2 L3 L4 palm mute norm L5 L6

mf *mf* *mp* *mp* *mp* *p < f*

*Layer each of the following loops over one another

Percussion

Piano

Fast and metric ♩ = 120

10

Violin I

Violin II

Viola

Violoncello

18

20

30

B. Cl.

E. Gtr.

with much vibrato

Loop until the end of movement

p < f *p < f* *mp*

Perc.

Pno.

20

30

Vln. I

Vln. II

Vla.

Vc.

35

B. Cl. 40

E. Gtr.

Perc.

Pno.

Vln. I 40 con sord., sul tasto

Vln. II con sord., sul tasto

Vla.

Vc.

pp cresc.

pp cresc.

45

B. Cl. 50

E. Gtr. *always mf*

Perc.

Pno.

Vln. I 50 *f*

Vln. II *f*

Vla.

Vc.

FLANGER ON
rate 70%
depth 65%
e. level 50%

**with hammer-ons
and pull-offs*

53 60

B. Cl.

E. Gtr.

Perc.

Pno.

Vln. I

Vln. II

Vla.

Vc.



61

B. Cl.

E. Gtr.

Perc.

Pno.

Vln. I

Vln. II

Vla.

Vc.

70

68

B. Cl. *f*

E. Gtr. **DST. ON** IX palm **DST. OFF** *f* **ff** XIV palm **DST. OFF** *f* **ff**

Perc. roll (rim) *ff* *ff* *f* *ff*

Pno.

70

Vln. I *sub p cresc.* *ff*

Vln. II *sub p cresc.* *ff*

Vla. gliss. *sub p cresc.* *ff*

Vc. gliss. *sub p cresc.* *ff*

80

78

B. Cl. *f*

E. Gtr. **FGR ON** *mf*

Perc. Glockenspiel *p* *mf* *mp*

Pno.

80

Vln. I senza sord. *mp*

Vln. II senza sord. *mp*

Vla. senza sord. *mp*

Vc. senza sord. *mp* *mp*

90 **Dry and forceful**

88

B. Cl. *f*

E. Gtr. *mp* → *f*

Perc. *p* *pp*

Pno. *f*

senza pedale *8va* *8va*

90 **Dry and forceful**

Vln. I *p* *pp*

Vln. II *p* *pp*

Vla. *p* *pp*

Vc. *p* *pp*



100 **110**

98

B. Cl.

E. Gtr.

Perc.

Pno. *mp* *sub f* *f* *mp*

100 **110**

Vln. I

Vln. II

Vla.

Vc.

111

B. Cl. *f* *mf* *mp*

E. Gtr. →

Perc.

Pno. *sub f* *p cresc* *f* 1.h. 5 1.h.

Vln. I

Vln. II

Vla.

Vc. *f* *mf* *mp* sul ponticello

120 130

B. Cl. *ff* *f*

E. Gtr. →

Perc.

Pno. *sub f* *f* 5 8va 8va 8va

Vln. I *f* sul ponticello 120 130

Vln. II

Vla.

Vc. *ff* *f* pizz. arco

6

131

140 **Suddenly finding balance**

B. Cl. *mp* *ff* *p*

E. Gtr. *f* *ff* IX **DIST. ON** palm **DIST. OFF**

Perc. Snare Kick Drum Glockenspiel *f* *ff* *mp*

Pno. *mf* *mp* *sub f* *ppp*

140 **Suddenly finding balance**

Vln. I *norm.* *mp* *ff* *pizz.* *f*

Vln. II *mp* *ff* *pizz.* *f*

Vla. *mp* *ff* *f*

Vc. *norm.* *mp* *ff* *pizz.* *f* *arco* *p* *mf*

145

150

B. Cl. *mf* *p* *mf* *p* *mf* *p* *mf*

E. Gtr. →

Perc. Snare Drum Kick Drum

Pno.

150

Vln. I *arco* *mf* *< f* *pp* *mf* *pp* *mf*

Vln. II *arco* *mf* *< f* *pp* *mf* *pp* *mf*

Vla. *arco* *mf* *< f* *pp* *mf* *pp* *mf*

Vc. *p* *mf* *p* *mf* *p* *mf* *p*

7

160 **Falling again**

160

B. Cl. *f*

E. Gtr. IX *f* *ff* DT. ON palm DT. OFF CLEAN *f*

Perc. *f* *ff* *mp*

Pno. *mf* no pedal

160 **Falling again**

160

Vln. I *pp*

Vln. II *mf*

Vla. *mf*

Vc. *mf*

170

170

B. Cl. *f*

E. Gtr.

Perc. *f*

Pno. *mf* *f*

170

170

Vln. I *f* *p*

Vln. II *f* *p*

Vla. *f* *p*

Vc. *f* *p*

178 **180**

B. Cl. *mp*

E. Gtr. *pp cresc.*

Perc. *f pp cresc.*

Pno. *mf pp cresc.*

Vln. I *f ff pp*

Vln. II *f mf pp*

Vla. *f mf pp p*

Vc. *f pp p*

(8).....1 **180** *ff* 8^{va}.....1

185 **190**

B. Cl. *mf f ff*

E. Gtr. *cont. cresc.*

Perc. *cont. cresc.* *ff*

Pno. *p cresc.* *ff*

Vln. I *p mp mf f ff*

Vln. II *p mp mf f ff*

Vla. *mp mf f ff*

Vc. *mp mf f ff*

hold for 15" then cut loop abruptly

190

Vln. I *p mp mf f ff*

Vln. II *p mp mf f ff*

Vla. *mp mf f ff*

Vc. *mp mf f ff*

II. Patience

Cold and sharp ♩ = 120 10

Bass Clarinet in B♭

Brake Drums
High
Mid
Low

Electric Guitar

Piano

Cold and sharp ♩ = 120 10 *spiccato*

Violin I

Violin II

Viola

Violoncello

sul C gliss.

**norm.....sul pont.....norm.*

f mp < f mp < f p f mp < f mp < f p mf < f > pp f mp

**Dotted line indicates strings should gradually move between norm. and sul pont.*

20

12

B. Cl.

B. D.

E. Gtr.

Pno.

Vln. I

Vln. II

Vla.

Vc.

sul pont...norm.

f mp f mf f mp < f mp < f p mf < f > pp f mp

sul pont...norm.

21 30

B. Cl.

B. D.

E. Gtr.

Pno.

Vln. I

Vln. II

Vla.

Vc.

mf *gliss.* *p* *mf* *p* *mf* *p* *mf* *f* *mf* *mp* *pp*

f *mp* *f* *mp* *f* *p* *f* *mp* *f* *mp* *f* *p* *mf* *f* *mf* *mp* *pp*

norm.....sul pont... norm.

norm.....sul pont... norm.



34 40

B. Cl.

B. D.

E. Gtr.

Pno.

Vln. I

Vln. II

Vla.

Vc.

mf *gliss.* *p* *mf* *p* *mf* *p* *mf* *f* *mf* *mp* *pp* *mf*

f *mp* *f* *mp* *f* *p* *f* *mp* *f* *mp* *f* *p* *mf* *f* *mp* *pp* *mf*

40

41 50

B. Cl. *let ring*

B. D. *mf mp p*

E. Gtr. *mf mp*

Pno. *mp p pp*

Vln. I *f mf decres. sul pont. norm. ppp spiccato sempre mf*

Vln. II *f mf decres. sul pont. norm. ppp sempre mf*

Vla. *f mf decres. sul pont. norm. ppp mf*

Vc. *f mf decres. ppp mf*

51 60

B. Cl.

B. D. *mp p pp*

E. Gtr. *mp p pp*

Pno. *mp p pp*

Vln. I *mf decres. sul pont. norm. ppp mp*

Vln. II *mf decres. sul pont. norm. ppp mp*

Vla. *mf decres. sul pont. norm. ppp spiccato mp*

Vc. *mf decres. ppp mp*

84 90

B. Cl. *mf* *pp* *pp* *mf* *pp* *pp* *mf* *pp*

B.D.

E. Gtr. *pp* *mf* *pp* *mf* *pp* *pp* *mf* *pp* *mf* *pp* *pp* *mf*

Pno.

90

Vln. I *mf* *ppp* *ppp* *mf* *ppp* *ppp* *mf*

Vln. II *mf* *p* *mp* *p* *pp* *p* *mf* *pp* *p* *mf* *pp* *p* *mf* *pp* *p* *mf* *pp*

Vla. *mf* *p* *mp* *p* *pp* *p* *mf* *pp* *p* *mf* *pp* *p* *mf* *pp* *p* *mf* *pp*

Vc. *mf* *p* *mp* *p* *pp* *p* *mf* *pp* *p* *mf* *pp* *p* *mf* *pp* *p* *mf* *pp*

100

B. Cl. *pp* *mf* *pp* *mf* *pp* *pp* *mf* *pp* *mf* *pp*

B.D. *pp sempre*

E. Gtr. *pp* *mf* *pp* *pp* *mf* *pp* *mf* *pp* *pp* *mf*

Pno. *pp* *p*

100

Vln. I *ppp* *ppp* *mf* *ppp* *f* *mf*

Vln. II *pp* *p* *mf* *pp* *p* *mf* *pp* *p* *mf* *pp* *pp* *p* *mf* *pp* *p* *mf* *pp*

Vla. *pp* *p* *mf* *pp* *p* *mf* *pp* *p* *mf* *pp* *pp* *p* *mf* *pp* *p* *mf* *pp*

Vc. *pp* *p* *mf* *pp* *p* *mf* *pp* *p* *mf* *pp* *pp* *p* *mf* *pp* *p* *mf* *pp*

106 110

B. Cl. *pp* *mf* *pp* *mf* *pp*

B.D.

E. Gtr. *pp* *mf* *pp* *pp* *mf* *pp*

Pno. *mp* *mf*

Vln. I *mp* *ppp* *f decresc.* *p* *ppp*

Vln. II *mf* *pp* *mf* *ppp* *mf* *ppp* *mp* *ppp* *mp*

Vla. *mf* *pp* *mf* *ppp* *mf* *ppp* *mp* *ppp* *mp*

Vc. *mf* *pp* *mf* *ppp* *mf* *ppp* *mp* *ppp* *mp*



114 120

Molto rit.

B. Cl. *ppp*

B.D. *ppp*

E. Gtr. *ppp*

Pno. *mf* *pp* *delicately* *heavy sustain*

Vln. I *mf* *sul tasto* *norm* *molto sul pont.*

Vln. II *ppp* *pp* *sul tasto* *norm* *molto sul pont.*

Vla. *ppp* *pp* *sul tasto* *norm* *molto sul pont.*

Vc. *ppp* *pp*

120 120

Molto rit.

III. Children's Games

1. leapfrogging
ff

2. swinging on a rail
mf

3. shooting marbles
ff

4. making mudpies

5. guessing which hand
mf

6. standing on one's head
pp

Glock
ff

Circle Instructions:

- 1: Repeat fragments (a, b, c, d, etc.) in any order
- 1: Play as fast as possible. Leave space between repetitions.
- 2: Play freely. Leave minimal space between repetitions.
- 3: Play as fast and loud as possible. Ad lib. space between repetitions.
- 4: Middle line indicates middle register of instrument. Play contour in a moderate tempo (quarter beat = 60). Leave space between repetitions.
- 5: Play as fast as possible. Leave minimal space between repetitions.
- 6: Hold for any duration. Perc. or Cond. cues ending.

Instrumentation of each section:

A: Pno, E. Gtr, Vln I
 B: Pno, E. Gtr, Vln I & II, Vla, Cello
 A1: B, Cl., Vln I & II, Vla
 B2: Entire Ensemble
 C: Entire Ensemble

*Percussion: Use glockenspiel only for cue

30 seconds

15 seconds

45 seconds

IV. Big Fish Eat Little Fish

From the depths ♩ = 100 10

Bass Clarinet in B♭

Glockenspiel *bowed*

Electric Guitar

Piano *p* *ppp* *mf* *ppp* *mf*

ad. lib. sustain

Violin I

Violin II

Viola

Violoncello

From the depths ♩ = 100 10

12

B. Cl. *mf* *mf*

Glock. *ppp* *mf* *ppp* *mf* *ppp* *mf* *ppp*

E. Gr. *mf*

Pno. *p* *p* *p*

20

Vln. I

Vln. II

Vla.

Vc.

22 30

B. Cl. *mf*

Glock. *mf* *ppp* *mf* *ppp* *mf* *ppp*

E. Gtr. *mf*

Pno. *p* *p* *p*

Vln. I *pizz.* *f* 30

Vln. II

Vla.

Vc.

31

B. Cl. *mf*

Glock. *mf* *ppp* *mf* *ppp* *mf* *ppp* *mf*

E. Gtr.

Pno. *p* *p* *p*

Vln. I *mf*

Vln. II

Vla. *pizz.* *f*

Vc.

40

B. Cl. *mf*

Glock. *ppp* *mf* *ppp* *mf* *ppp* *mf*

E. Gtr.

Pno. *p* *p* *p*

Vln. I *mf*

Vln. II *pizz.*

Vla. *f* *mf*

Vc. *mf*



47

50

B. Cl. *mf*

Glock. *ppp* *mf* *ppp* *mf* *ppp* *mf*

E. Gtr. *mf*

Pno. *p* *p* *p*

50

Vln. I *mf*

Vln. II *mf*

Vla. *mf*

Vc. *pizz.* *mf*

54 60

B. Cl. *mf*

Glock. *ppp* *mf* *ppp* *mf*

E. Gtr. *mf*

Pno. *p* *p* *p* *p*

Vln. I *mf* arco 60

Vln. II *mf* arco

Vla. *mf* arco

Vc. *mf* arco

61

B. Cl. *mf*

Glock. *ppp* *mf* *ppp* *mf*

E. Gtr. *mf*

Pno. *p* *p* *p* *p*

Vln. I *mf*

Vln. II *mf*

Vla. *mf*

Vc. *mf*

66

B. Cl. *f*

Glock. *ppp* *mf*

E. Gtr. *f*

Pno. *p* *p*

Vln. I *f*

Vln. II *f*

Vla. *f*

Vc. *f*



70

B. Cl.

Glock. *ppp* *mf* *ppp*

E. Gtr.

Pno. *p* *p*

70

Vln. I *p < f* *p < f* *p* *f* *p*

Vln. II *p* *f* *p < f*

Vla. *p < f* *p* *f* *p*

Vc. *p < f* *p < f*

75

B. Cl. *f*

Glock. *mf* *ppp* *mf*

E. Gtr. *f*

Pno.

Vln. I *f* *p* *f* *p < f* *p < f* *p < ff* *f*

Vln. II *p < f* *p < f* *p < f* *f*

Vla. *f* *p < f* *p < f* *p* *f* *p < f* *f*

Vc. *p < f* *p < f* *p* *f*



80

B. Cl. *mp*

Glock. *ppp* *mf*

E. Gtr. *mp*

Pno.

Vln. I *p < f* *p < f* *p* *f*

Vln. II *p* *f* *p < f*

Vla. *p < f* *p* *f* *p*

Vc. *p < f* *p < f*

84

B. Cl.

Glock.

E. Gtr.

Pno.

Vln. I

Vln. II

Vla.

Vc.



89 **Frenetic energy** **90**

B. Cl.

Glock.

E. Gtr.

Pno.

Vln. I

Vln. II

Vla.

Vc.

92

B. Cl.

Glock.

E. Gtr.

Pno.

Vln. I

Vln. II

Vla.

Vc.



95

B. Cl.

Glock.

E. Gtr.

Pno.

Vln. I

Vln. II

Vla.

Vc.

98

B. Cl. *f* *mf* **100**

Glock.

E. Gtr. *f* *mf*

Pno. *mf* *p* **100**

Vln. I

Vln. II

Vla.

Vc.



101

B. Cl. *ff*

Glock. *f*

E. Gtr. *ff*

Pno. *f* *p*

Vln. I *ff*

Vln. II *ff*

Vla. *ff*

Vc. *ff*

110

With force

110

B. Cl. *ff*

Glock. *f*

E. Gtr. *ff*

Pno. *p* *mp*

110

With force

110

Vln. I *ff*

Vln. II *ff*

Vla. *ff*

Vc. *ff*



113

113

B. Cl. *ff*

Glock. *f*

E. Gtr. *ff*

Pno. *p* *mp*

Vln. I *ff*

Vln. II *ff*

Vla. *ff*

Vc. *ff*

116

B. Cl. *ff*

Glock. *f*

E. Gtr. *ff*

Pno. *p* *mp*

Vln. I *ff*

Vln. II *ff*

Vla. *ff*

Vc. *ff*

119

120

B. Cl. *ff*

Glock. *f*

E. Gtr. *ff*

Pno. *p* *mp*

120

Vln. I *ff*

Vln. II *ff*

Vla. *ff*

Vc. *ff*

122

B. Cl. *ff* 6 6

Glock. *f* 6 6

E. Gtr. *ff* 6 6

Pno. *mp* *mp* *mp*

Vln. I *ff* 6 6

Vln. II *ff* 6 6

Vla. *ff* 6 6

Vc. *ff* 6 6



125

B. Cl. *pp cresc.* 6 6 6 6 *ff*

Glock. *pp cresc.* 6 6 6 6 *ff*

E. Gtr. *pp cresc.* 6 6 6 6 *ff*

Pno. *pp cresc.* 6 6 6 6 *ff*

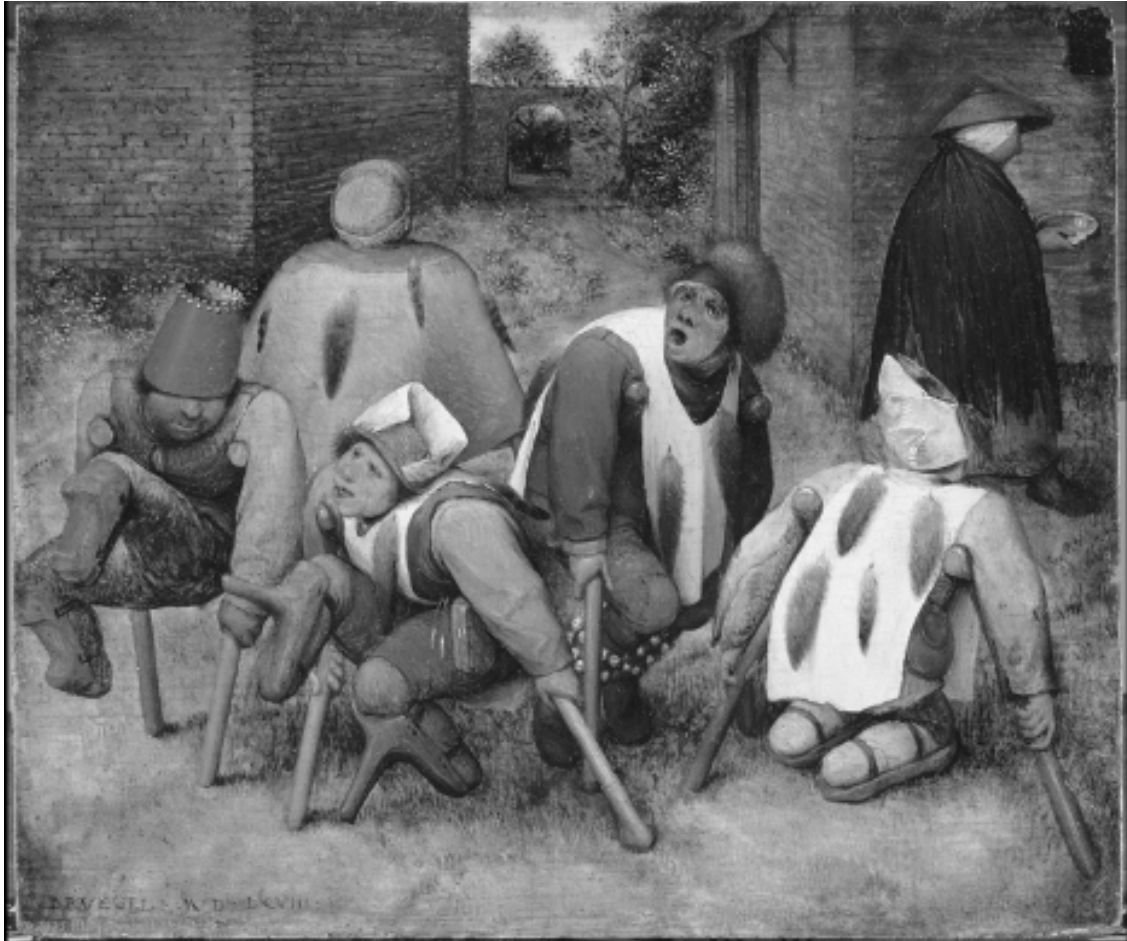
Vln. I *pp cresc.* 6 6 6 6 *ff*

Vln. II *pp cresc.* 6 6 6 6 *ff*

Vla. *pp cresc.* 6 6 6 6 *ff*

Vc. *pp cresc.* 6 6 6 6 *ff*

APPENDIX A
THE CRIPPLES



Appendix A. Bruegel, Pieter. *The Cripples*. 1568. Musée du Louvre, France.

APPENDIX B

PATIENTIA



Appendix B. Bruegel, Pieter. *Patientia*. 1557. *Metropolitan Museum of Art*, New York.

APPENDIX C

CHILDREN'S GAMES



Appendix C. Bruegel, Pieter. *Children's Games*. 1560. *Kunsthistorisches Museum*, Vienna.

APPENDIX D

BIG FISH EAT LITTLE FISH



Appendix D. Bruegel, Pieter. *Big Fish Eat Little Fish*. 1557. Philadelphia Museum of Art, Philadelphia.