Simon Broucke

Corpus PF

For solo Piano

Full Score

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Composer's Note

There are 13 movements to this piece. Each movement is written as an independent miniature which explores or accomplishes a specific idea (written in italics as a subtitle for each movement). Each movement is given a letter instead of a number, because there is no predetermined order. The performer is, instead, asked to choose their own order. Movements can be repeated, omitted, or used multiple times throughout the ordering, but once the order is chosen the performer should play them as a single piece, with no break between movements.

Score Notes

Accidentals:
Accidentals apply only to the note they directly precede and are octave-specific.

Pedal:
Except for movement a., all pedal is left to the performer's discretion.

Table of Movements with Notes

Corpus PF (a.) *Extreme Registers at Low Volume*

The pedal should be half-depressed throughout.

Corpus PF (b.) *Repeated Gestures*

Corpus PF (c.) *Clusters & Extreme Registers I*

Corpus PF (d.) *Simultaneous Streams & Repeated Notes*

The two hands should sound as independent as possible.

Corpus PF (e.) *Split From One Stream to Two*

As much as possible the audience should hear one stream of notes seamlessly diverge into two, rather than a second stream appearing.

Corpus PF (f.) *Exploring a Smooth Gesture*

Corpus PF (g.) *Exploring a Violent Gesture*

Corpus PF (h.) *Simultaneous Streams in Extreme Registers*

The two hands should sound as independent as possible.

Corpus PF (i.) *Exploring High Registers*

Corpus PF (j.) *Exploring Low Registers*

The shifting volume of the two hands should be closely observed, and the differences between them should be brought out.

Corpus PF (k.) *Joining Two Streams Into One*

As much as possible the audience should hear the two streams of the left and right hand dissolve completely into one, rather than just one stopping

Corpus PF (l.) *Clusters & Extreme Registers II*

Corpus PF (m.) *Accompaniment Catches the Volume of the Melody*

The ***sfz*** dynamic applies to all notes that follow it until another dynamic indication appears. They should be played as loud as possible and aggressively stick out from the surrounding texture until the very end.

Corpus PF (a.)

Extreme Registers at Low Volume

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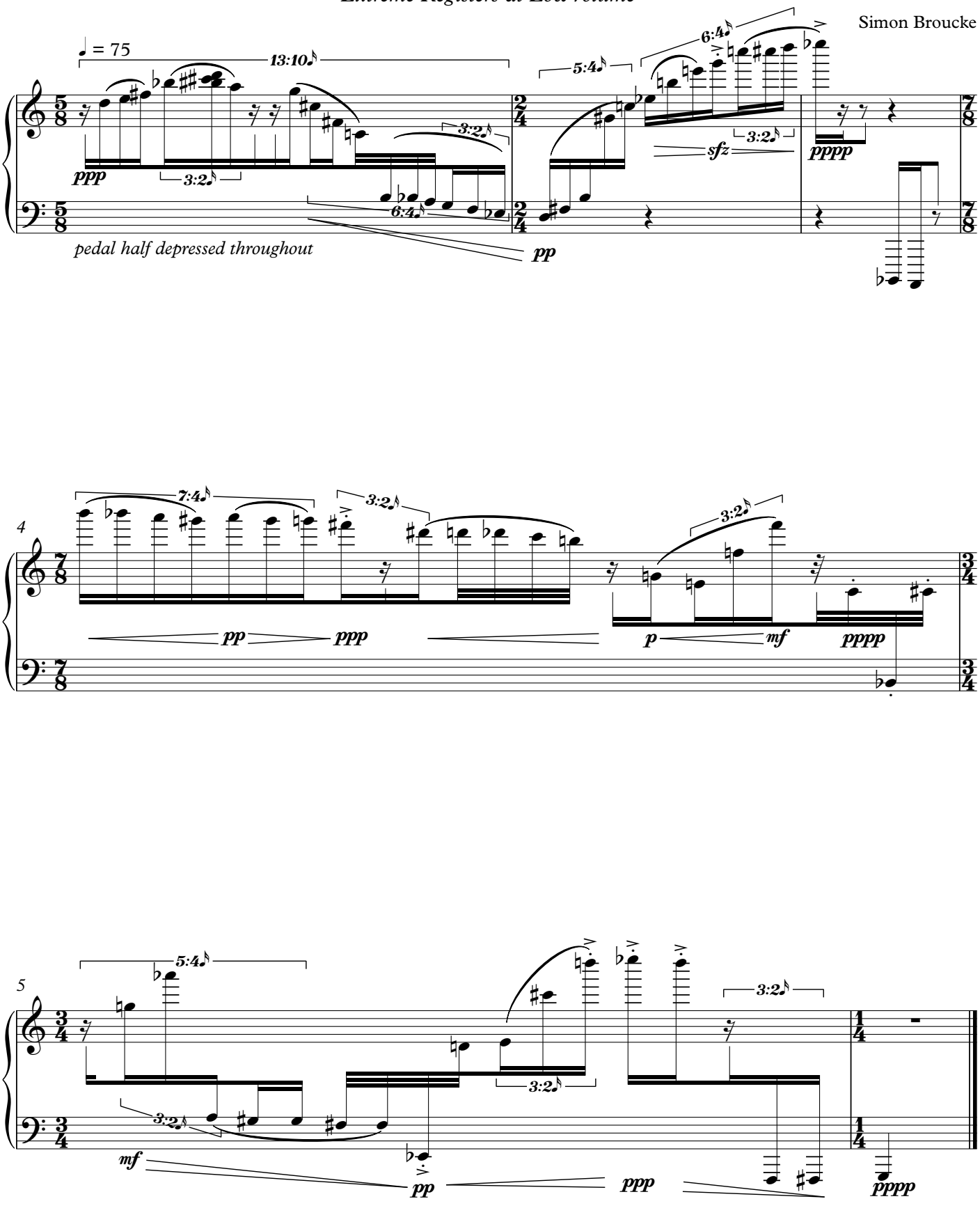

Corpus PF (b.)

Repeated Gestures

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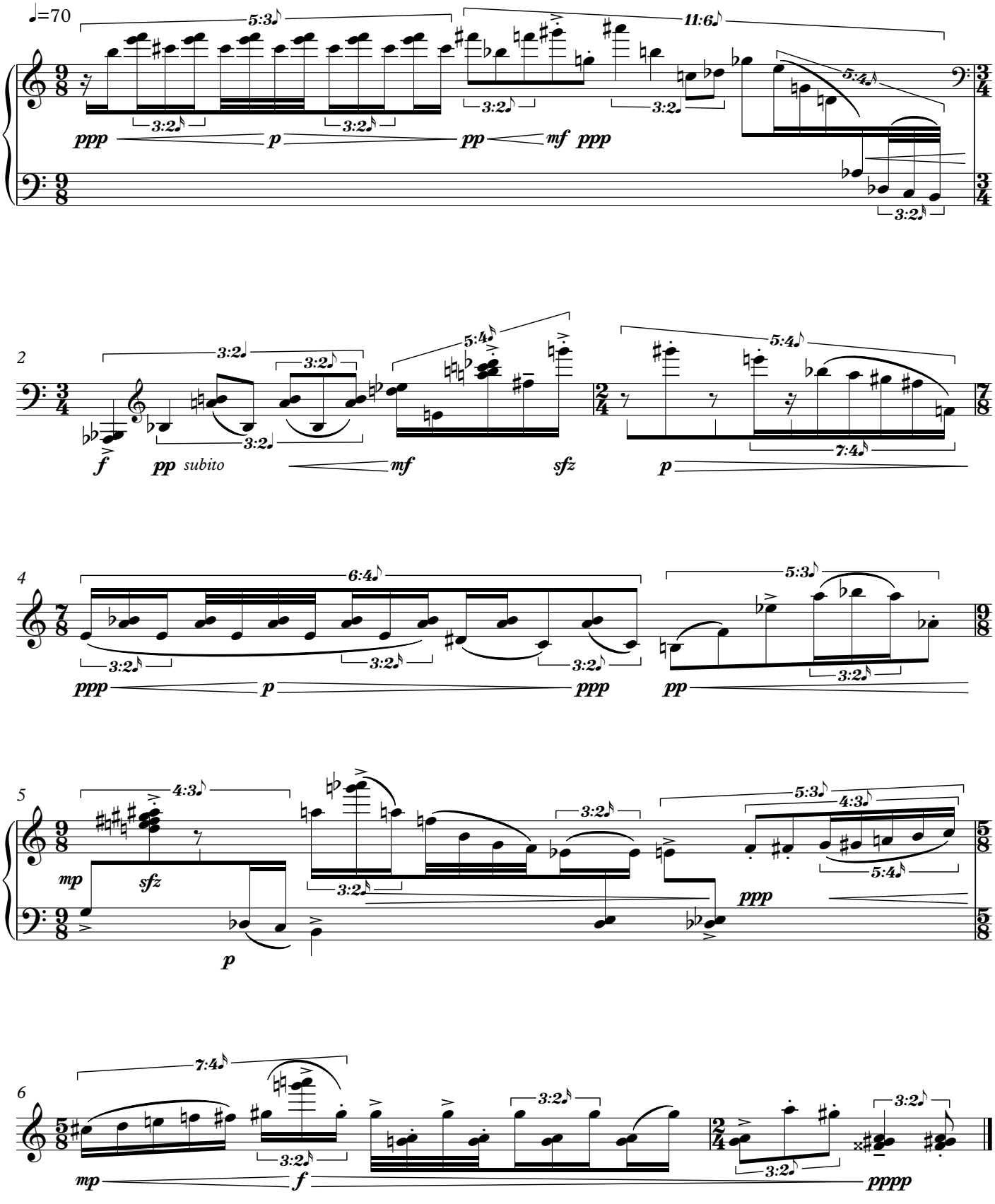

Corpus PF (g.)

Exploring a Violent Gesture

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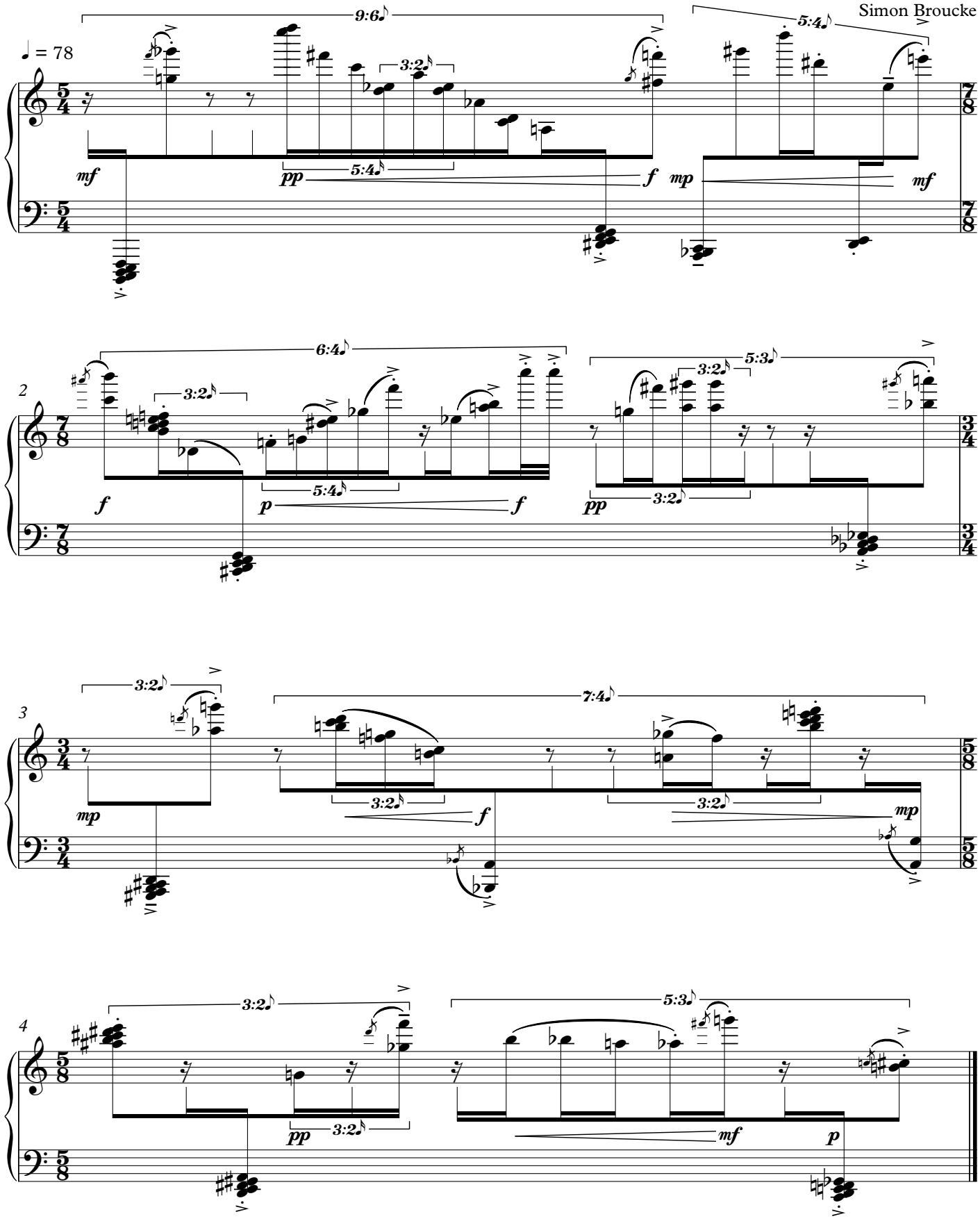

Corpus PF (i.)

Exploring High Registers

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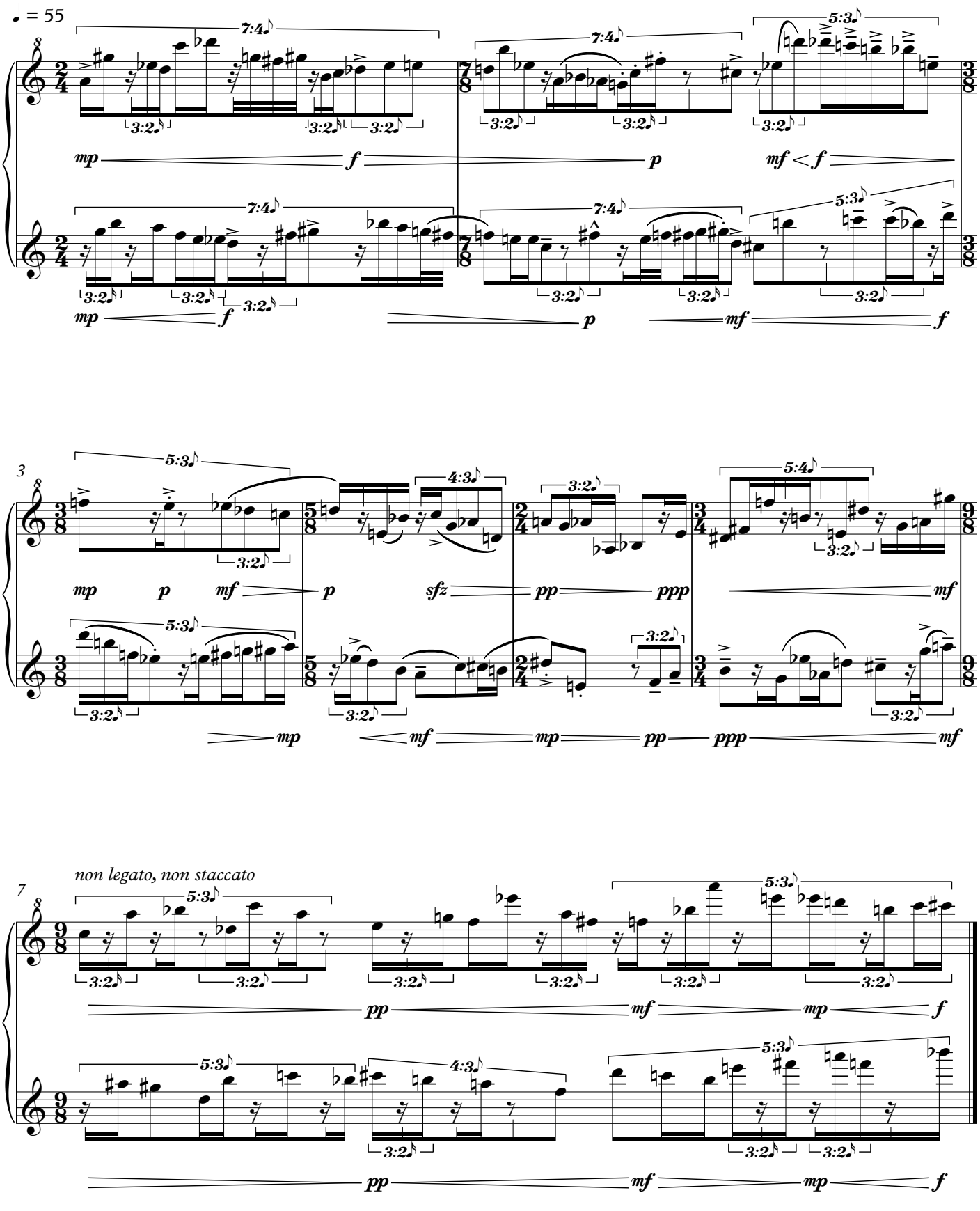
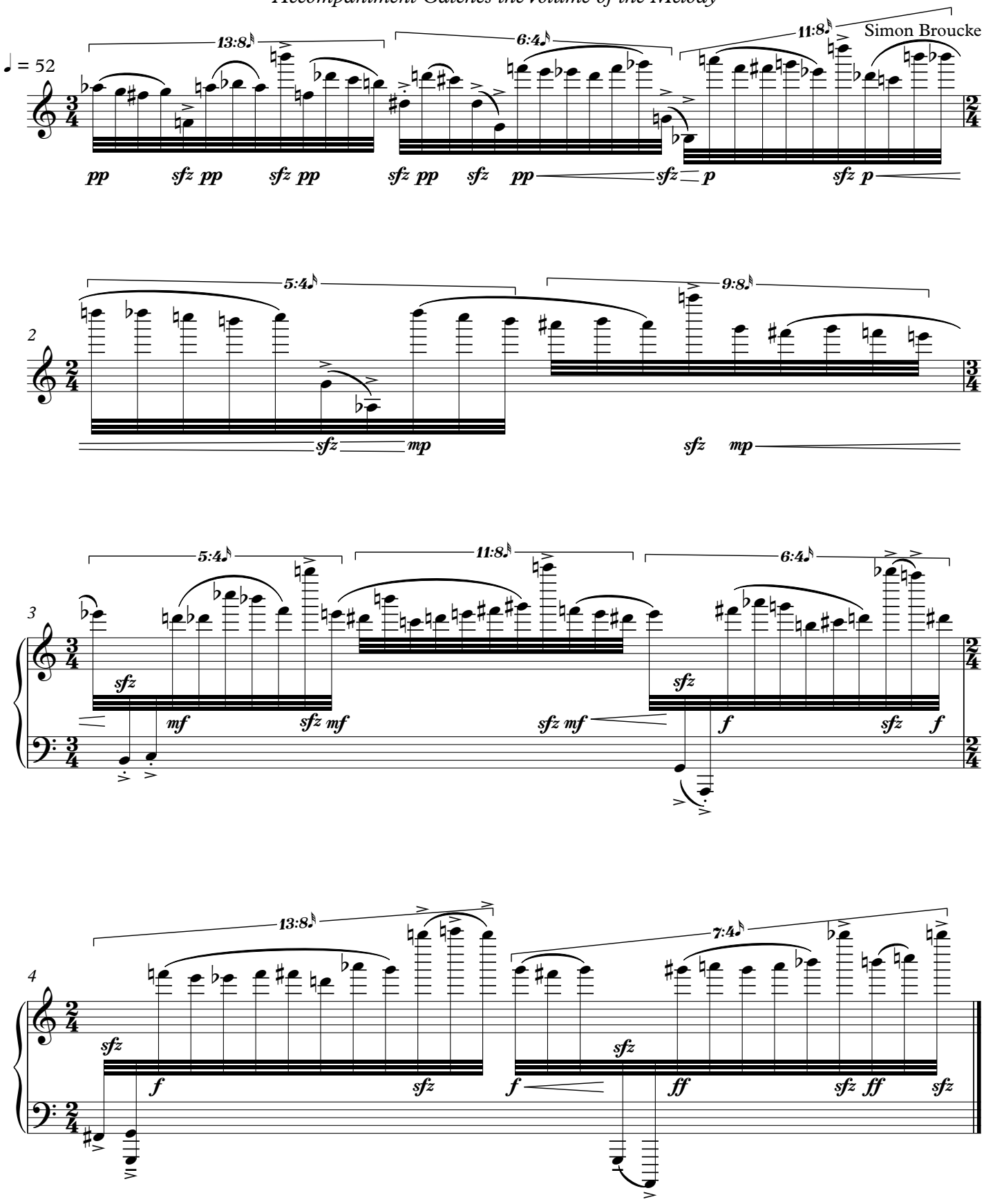


Corpus PF (m.)

Accompaniment Catches the Volume of the Melody

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