

# Passing Cloud

for ensemble and video



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## **Kristine Tjøgersen: Passing Cloud (2021)**

Written and dedicated to ensemble recherche.

Duration: approx. 20 minutes.

To be premiered by ensemble recherche at Kasseler Musiktage 4. November 2021.

Video edited by Kristoffer Lislegaard.

Thanks to the Norwegian National Library for high resolution file of Olaus Magnus' Carta marina (1539), in a colorised version from 1959.

Supported by Norwegian Arts Council.

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### About Carta marina:

***Carta marina et descriptio septentrionalium terrarum*** (Latin for *Marine map and description of the Northern lands*; commonly abbreviated ***Carta marina***) is the first map of the Nordic countries to give details and place names. It was made in Rome in 1539 by the Swedish Olaus Magnus, a Catholic ecclesiastic and a writer who is best known for his monumental work "A description of the Northern Peoples".

The *Carta marina* is a navigation map, intended for sailors. Olaus Magnus' intentions were to create an accurate gallery of marine biology based on the information collected from medieval bestiaries, popular folklore and mariner's accounts.

Olaus was so intent on being exact that he accompanied most creatures depicted with a written description. Reading these descriptions helps us better understand what Olaus meant to draw. Some of these descriptions are included in the score.

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### About the piece:

The video is projected behind the musicians, the musicians need a monitor in front of them since the video is the score to follow when playing the piece.

The piece has room for the performers interpretation, and therefore the score has space for writing in own sounds and plans. This is intended to be done collectively in the group, like sailors working together on a ship, manoeuvring the boat (music) together.

Cello using this scordatura tuning Bb, F, D, A, see own score for solo. Appendix on the last page of the score.

All players need a torch.

A disco ball light bulb with coloured light is needed.



# Passing Cloud

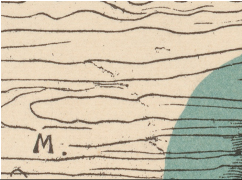
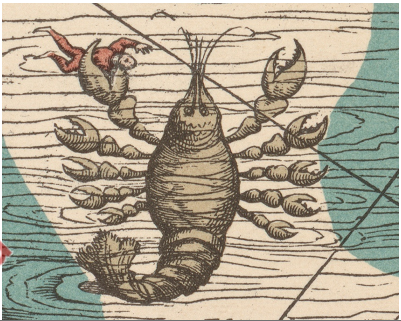
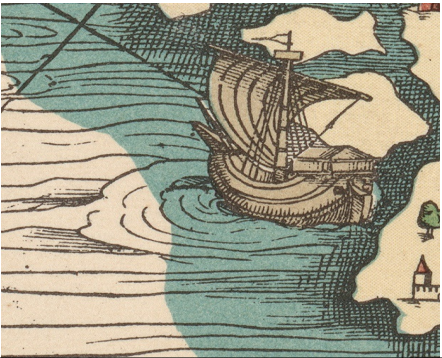
for ensemble recherche

all things living on land have their counterparts in the sea

Kristine Tjøgersen 2021

On the Coasts in the north, there is **Polypus**, one creature with many feet, and he moves sometimes to the right side, sometimes to the left. Moreover, with his legs as it were by hollow places, dispersed here and there, and by his toothed nippers, he fastneth on every living creature that comes near to him. He changes his color by the color of the stone he sticks unto, especially when he is frightened at the sight of his enemy. He lies on his back upon the stones, that he can scare be gotten off of, unless you put some stinking smell to him.

VIDEO STARTS  
the journey begins



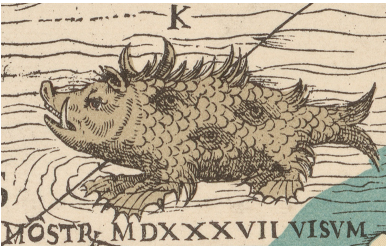
INTRODUCTION		00:00	02:00	2:30	4:00
Video	<i>ocean improvisation</i> one player starts, the others join one by one, creating the atmosphere of what is about to come	sounds of the ocean, the waves, water, air, wind, sound of ducks, creaking wood from a ship, things happening on land, church bells etc. get inspired by the map for creating the soundworld.	some start to play sounds of the ship; wood that creaks, wind in the sails	some start to make the sound of Polypus; deep and dark sounds and drones + claws, legs moving etc.	sounds of the ocean; the waves, water, air, wind
Player 1					
Player 2					
Player 3					
Player 4					
Player 5					
Player 6					

A *whale* is a very great fish about one hundred or three hundred foot long, and the body is a vast magnitude; yet the *orca*, which is smaller in quantity, but more nimble in assault, and cruel to come on, is his deadly enemy. An orca is like a hull turned inside outward; a beast with fierce teeth, with which, as with the stern of a ship, he rends the whale guts, and tears his calves body, or he quickly runs and drives him up and down with his prickly back, that makes him run to the fjords, and shores.



4:30

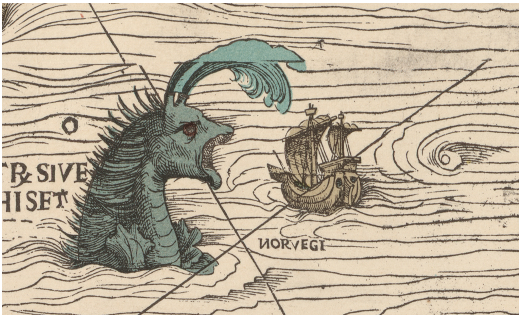
A "*Monstrous Pig*" (porcus marinus) seen in the North Sea in 1537. "Now I shall revive the memory of a monstrous Hog that was found afterwards, Anno 1537, in the same German ocean, and it was a monster in every part of it. For it had a hog's head, and a quarter of a circle, like the moon, in the hinder part of its head, four feet like a dragon's, two eyes on both sides of his loyns, and a third in his belly inkling toward his navel; behind he had a forked-tail, like to other fish commonly." Olaus' sea pig is most probably a walrus.



4:45

5:15

The head emerging from the sea is that of the "*Spouter*" or *Leviathan*, which is three hundred feet long. A sea monster that has been documented since the Old Testament days. The Spouters have water pipes on their heads. They overflow ships suddenly with enormous amounts of water, so the ships sink quickly.



5:50



The *Unicorn* is a sea beast with a very great horn on its forehead which can pierce the hull of ships and drown many men. The divine goodness made this creature very slow to protect the sailors against this beast. The *Sea Unicorn* is obviously a representation of the narwhal.

Video			water splash when the "Spouter" is seen	
Player 1				
Player 2				
Player 3				
Player 4				
Player 5				
Player 6				







Sailors from Lübeck attempt to scare away attacking **Spouters** the only possible way, with frightening sounds and throwing barrels.

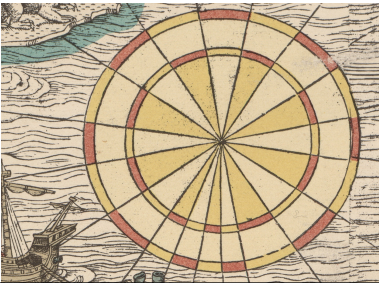
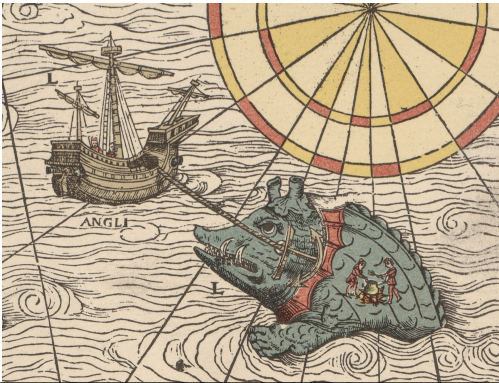


In the northeast corner of this map is a large conglomeration of "**ambergris**" or whale sperm, which sometimes "spreads far and wide across the sea, stuck together in lumps of various shapes, greyish-blue in colour with a tinge of white"



Video	6:00	7:00	7:30
	sound of sea battle	sound of barrels that are thrown in the sea, water splash of the "Spouter"	
Player 1		7:15  soli/solo	play a melody sounding like old folk music
Player 2	6:45  solo	ppp	
Player 3	ppp	ff	
Player 4			
Player 5			
Player 6			

The **Island Whale** has upon his skin a superficies,  
like the gravel that is by the sea-side, so that oft-times,  
when he raiseth his back above the waters, sailors take  
it to be nothing else but an Island and sail unto it,  
and go down upon it, and they strike in piles unto it,  
and fasten them to their ships; they kindle fires to boyle their meat;  
until at length the whale feeling the fire, dives down to the bottome....



In the far northeastern corner of Iceland,  
a musician plays the viola de gamba to swans, fish,  
and an unidentified mammal attracted by the music

Video	7:50		8:00		8:30		9:10	
			the compass: calculate a new direction, also in the music		sailing through icy ocean; sound of wind, ice, sparse, always let the cello sound		viola da gamba concert	
Player 1								
Player 2								
Player 3								
Player 4								
Player 5								
Player 6			8:05		cello solo (see own page)			



The **Moskenes maelstrom**, located by the Lofoten Islands, This fearsome area was thought to be the graveyard of ships that sailed too close, for a huge whirlpool sucked ships into its center. **Caribdis**, or **Charybdis**, was a sea monster in Greek mythology. Famously featured in Homer's Odyssey, Charybdis was said to live under a rock, opposite Scylla, another sea monster. The idiom "to be between Charybdis and Scylla", meaning having to choose between two evils, stems from there. Depending on the story, Charybdis was either a monster or a whirlpool that consumed entire ships.

**Old man in the sea.**  
Monsters in the Sea almost like to men,  
that sing mournfully as the Sea Nymphs.  
Also Sea-men, that have a full likeness of body,  
and these in the night will seem to go up into the  
ships; and it is proved, that when they appear there  
is some danger coming;  
and if they stay long the ships are drowned.

The Norway Coast, toward the more Northern parts,  
has huge great fish as big as elephants, which are called **Morsi**,  
or **Rosmari**, may be that they are called so from their sharp biting,  
for if they see any man on the sea-shore, and can catch him,  
they come suddenly upon him and rend him with their teeth,  
that they will kill him in a trice. They will raise themselves  
with their teeth, as by ladders, to the very tops of rocks,  
that they may feed on the dewie grasse, or fresh water,  
and role themselves in it, and then go to the sea again.

A monster is sinking a ship of the Danes ("Dani"),  
who were especially disliked by Olaus Magnus



Video	9:55	10:05	10:25	10:35	ocean movie fades in
Player 1					
Player 2					
Player 3					organ pipe, vib with hand, not static, but abruptly
Player 4					organ pipe, vib with hand, not static, but abruptly
Player 5					organ pipe, vib with hand, not static, but abruptly
Player 6					organ pipe, vib with hand, not static, but abruptly



ORGAN PIPES TUNING:  
D, F, G, A, H, C, D

♩=64  
11:30

22

Video

Player 1

Player 2

Player 3

Player 4

Player 5

Player 6

♩=64

*NB*  
*noter*  
*This music is copyright protected*



# Sailors ocean choir

repeat until the video stops

36

13:55

Video

Bar.  
*a* - -

Player 1

A.  
*a* - -

Player 2

B.  
*a* - -

Player 3

B.  
*a* - -

Player 4

S.  
*a* - -

Player 5

S.  
*a* - -

Player 6

dim stage lights  
dive into the ocean



BLACK OUT

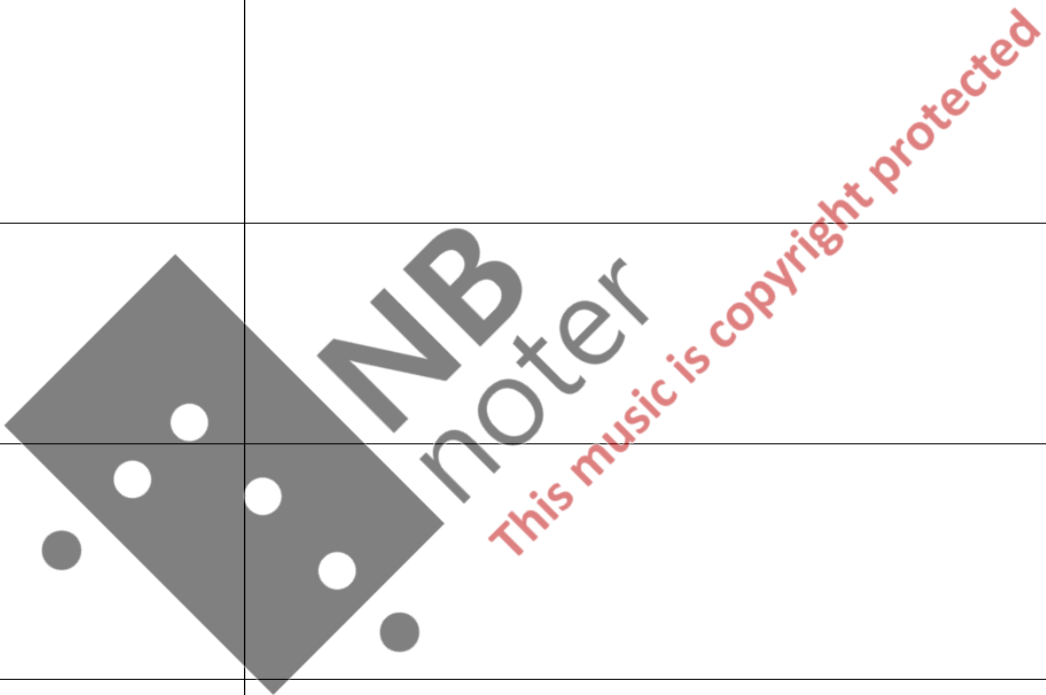
Blinking lights from a disco ball with coloured light is turned on and lightening up the octopus and the musicians. Take off the organ pipes so the tubes are starting to move back and forth, like octopus's arms and legs.



All the players remove one leg leg (tube) each and light inside it with a torch.

Walk out the door carrying a leg (tube) each with light inside of it.

49	Video	(video off)		
	Player 1			
	Player 2			
	Player 3			
	Player 4			
	Player 5			
	Player 6			



# Viola da gamba

Carta marina

Kristine Tjøgersen 2021

scordatura:  
4 = Bb  
3 = F

Viola da gamba concerto, freely, repeat it in you own way

start playing from the compass needle around 8:00

Violoncello fingering

Violoncello sounding

Use material of what is going to come to create atmosphere, use different colouring and timbre like molto sul pont.  
When passing over the *Mare Glaciale* make an cold and icy atmosphere. Beautiful, comforting and thoughtful.

5

Vc.

Vc.

10

Vc.

Vc.

14

Vc.

Vc.

continue playing the same material - diminuendo from around 9:40