MIXTUR for orchestra (small ensemble), sine-wave generators and ring-modulators

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SCH = PERCUSSION

H = WOODWINDS

B = BRASS

P = PIZZICATO

S = STRINGS
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There is only one part for each group of instruments. All parts have the same page numbers in the upper right hand corner as in the score. 2 players read from one part and have 2 stands.

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3 percussionists: each 1 cymbal ⊥
                                              each is suspended with several leather straps; for each \perp and each \bigcirc, 1 contact microphone fastened onto the straps
SCH
                                              or onto the surface of the instruments.
                              1 tamtam O
        flute (also piccolo) (F1)
Η
        oboe (Ob)
        clarinet (also E<sup>b</sup> clarinet and bass clarinet) (Kl, Es-Kl, Bkl)
        bassoon (also contrabassoon) (Fg, CFg)
        trumpet (Tp)
В
                                                Tp and Ps require 3 mutes: straight, cup, wawa.
        trombone (with thumb valve) (Ps)
        high horn (1. Hn)
        low horn (2. Hn)
P
        2 violins I (V1 I)
        2 violins II (V1 II)
        2 violas (V1a)
        violoncello (Vc)
        contrabass (Cb)
S
        2 violins I
        2 violins II
        2 violas
        violoncello
        contrabass
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The parts include transpositions for piccolo, B^b clarinet, E^b clarinet, B^b bass clarinet, contrabassoon, F horns (1. Hn high sounds a 5th lower, 2. Hn low sounds a 4th higher), contrabass.

The contact microphones of the 3 percussionists are to be connected to 3 loudspeakers (see position in the plan).

Each of the groups H B P S should sit concentrated and be separated from the others as much as possible. Every woodwind and brass player and every desk of violins and violas has a microphone; all Vc and Cb have individual microphones. The 4 microphone groups H B P S are each balanced in a mixer by a sound technician sitting with his group. The sum of each group is connected to a separate ringmodulator (if possible, special modulators, which give only the primary sum and difference frequencies).

4 further players, who also sit with their groups, each operate a beat frequency oscillator (sine—wave generator with continuously changeable frequency from 1 - or if possible a still lower frequency — to 4200 Hz). Each of these beat frequency oscillators is connected to one of the modulators. The oscillators are indicated in the score by \sim .