

This piece is inspired by Friederike Mayröcker's way of intertwining everyday objects, material elements, and their emotional resonances. It draws on referential sound materials—such as rain, the sea, and other familiar sonic memories—and transforms them into subjective musical structures.

At its core lies a sensitivity to the fleeting nature of a moment and its disappearance. Memory is approached as a process of continuous return and alteration: what reappears is never identical to what once was, but slightly displaced, gradually dissolving into new forms.

The sonic material originates from the everyday surfaces evoked in the poem—metal utensils, domestic objects, and the impact of rain upon them. At first, these gestures retain a certain clarity: droplets striking hard surfaces, producing defined, percussive resonances. Yet as the piece unfolds, this material undergoes a subtle transformation. The point of contact shifts, as if moving closer, inward—toward a softer, unstable, and more porous surface.

In this gradual transition, the sound itself seems to change its substance. What was once metallic and defined becomes blurred, absorbed, and diffused, as if falling onto a body described as fragile, eroded, almost decomposing. This, non-direct narrative, suggests the fading trace of a lost beloved—felt through the changing nature of the surface.

Inspired by Friederike Mayröcker's this poem:

oder Vermont, an Ernst Jandl

laß ein den Segen : die Tränen am Fensterglas
die leise aufklatschenden Tropfen auf Messer
und Blech

Geschirr und Gehörntes, gnadenweise, und
gnadenweis

Tag. Endlich ertrunken ERSOFFEN die Sonne
im gloriosen

Meer des herabfallenden Himmels, in den
Strömen der geöffneten

Wolken .. *hinaus sollte ich ohne Kleid ohne Schuh*
mich durchtränken lassen von diesem

WEIHWASSER

welches klopfend und zärtlich tastend anstatt
Geliebtem : Gestorbenem mir erscheint, aus-
gesetzt bin ich verschüttet, morsches Gebälk
mein Leib —

Zipf und Zipfel von Abseits :

du sichtbar nicht mehr nicht wieder