SYNOPSIS of Alban Berg's Opera WOZZECK text by Gustav Rudolf Sellner from Deusche Grammophon Gessellschaft 18991/18992 record jacket

| Scene | Time and Place of Action | | Synopsis | Musical Forms |
|--|--|--|--|--|
| ACT I | | | ECK AND THE SURROUNDING "CREEK (2012) | 5 CHARACTER STUDIES |
| Scene 1 | The Captain's Room Early Morning | - 1 | A few things are learned about Wozzeck. He is a soldier; he is poor. He lives with Marie. They have a child. He has to earn his living. Every morning, including this one, he gives his Captain a shave. | "The Captain" Suite: Prelude, Pavane, Cadenza, Gigue, Cadenza, Gavotte Double I/II, Air, Prelude in form of retrogression |
| SCENE CH | An open field, the town in the distance Late afternoon | Wozzeck and Andres | Wozzeck is cutting sticks for the Captain. Andres helps him. More ist learned about Wozzeck; he sees visions. He has fixed ideas. He must be ill. | "Andres" Rhapsody on a sequence of three chords and the three-verse hunting song of Andres |
| SCENE CF | IANGE | | 1 the Marcon | "Marie" |
| Scene 3 | Marie's room Evening | Marie, Margret and the child; later Wozzeck | Marie stands at the window in her room, her neighbour Margret is outside. The "music" comes. Marie sees the Drum Major for the first time. | Military march. Lullaby |
| SCENE CF Scene 4 | The Doctor's study Sunny afternoon | Wozzeck and the Doctor | We see why Wozzeck is ill. In his free time he doesn't go to see Marie and the child; he goes to the doctor and allows himself to be experimented on for threepence a day. | "The Doctor" Passacaglia (Chaconne); twelve-tone theme with 21 variations |
| SCENE CH Scene 5 | HANGE Street before Marie's door | Marie and the Drum Major | Marie is very often alone. The Drum Major stands at her door. | "The Drum Major" |
| ocene o | Evening twilight | | The drama begins. | Andante affettuoso (Rondo) SYMPHONY IN 5 MOVEMENTS |
| ACT II DRAMATIC DEVELOPMENT (DÉNOUEMENT) | | | | |
| Scene 1 | Marie's room Morning. Sunshine | Marie and the child; later Wozzeck | Wozzeck comes to Marie and the child. He gives her his money. He sees the earrings.—She can still invent excuses. | Sonata movement: Exposition (Main, subsidiary and final themes), 1st reprise, development, 2nd reprise |
| SCENE CI | | The Captain and the | The world of the townsfolk; the captain and the doctor. Wozzeck | Fantasy and fugue on 3 themes |
| Scene 2 | Street in Town Daytime | Doctor; later Wozzeck | goes past. The Captain mocks at him, talks of his beard's hair in his soup. He talks of the Drum Major. The little world that Wozzeck thinks he owns falls about his ears. | |
| SCENE CI | | | Wozzeck acts. He goes to Marie. She lies to him. But she will no | Largo (a chamber orchestra in the |
| Scene 3 | Street before Marie's door A dull day | Marie and Wozzeck | longer allow him to touch her. | instrumentation of Arnold Schoenberg's Chamber Symphony) |
| SCENE C | HANGE | | We have the second market and the second mar | Scherzo: Scherzo I (Ländler), Trio I (Song |
| Scene 4 | Tavern garden Late evening | Apprentices, soldiers and girls, 1st and 2nd apprentices, Andres, the Drum Major and Marie; a little later Wozzeck; finally the madman | Wozzeck acts further, as well as he can. He can't do very much. He can only run after her. He lies in wait for her at the dance. An idiot looks at him and smells blood. | of the 2nd apprentice), Scherzo II (Waltz), Trio II (Huntsmen's chorus of the apprentices and Andres's song), Scherzo I (Ländler in a varied form), Trio I (Song in a varied form upon the prayer of the 2nd apprentice), Scherzo II (Waltz with development) |
| SCENE C | | | Wozzeck has a fight with the Drum Major in the guardroom of | Rondo martiale con Introduzione |
| Scene 5 | Guardroom in the barracks Night | Soldiers, Wozzeck and Andres; later the Drum Major | WOZZECK has a night with the Drun Major in the guardoom of the barracks. Wozzeck loses. The other beat him up. "One after the other" says Wozzeck. | |
| 1 A(:1 III | | | CATASTROPHE | 6 INVENTIONS |
| Scene 1 | Marie's room Night. Candlelight | Marie and the child | Marie reads in the Bible the story of Mary Magdalen, the sinner. | Invention on a theme: Theme; 7 variations and fugue |
| SCENE C | Forest path by a pool Dusk is falling | Wozzeck and Marie | There is no way out. Wozzeck must act. He kills Marie with the knife. | Invention on one tone (B) |
| SCENE C | A low tavern Night, Badly lit | Apprentices, girls, Wozzeck and Margret | Wozzeck is in the public house. Blood on his arm betrays him He thinks about the knife. He runs out to look for it. | Invention on a rhythm |
| Scene 4 | CHANGE Forest path by a pool Moonlit night | Wozzeck; later the Captain and the Doctor | Wozzeck throws the knife into the lake, then goes after it into the water. He sinks. The Captain and the doctor come walking by | Invention on a sixth chord |
| COENTE | CHANGE | | • • | INVENTION ON A KEY |
| SCENE 6 | Street before Marie's door Bright morning, Sunshine | Marie's child, other children | The children are playing in front of Marie's house; her little boy play with them. They call to each other. "Here you, your mother's dead. This is a sensation for them. They have to rush away for a look Marie's little boy goes on playing: "Hop, hop — hop, hop". | |

DRAMATIC

MUSICAL

ACT I

Exposition

Wozzeck and his relation to his environment.

Scene

- 1. The Captain
- 2. Andres
- 3. Marie
- 4. The Physician
- 5. The Drum Major

Five Character Sketches.

Scene

- 1. Suite
- 2. Rhapsody
- 3. Military March and Cradle Song
- 4. Passacaglia
- 5. Andante affetuoso (quasi Rondo)

ACT II

Denouement

Wozzeck is gradually convinced of Marie's infidelity.

Scene

- 1. Wozzeck's first suspicion
- 2. Wozzeck is mocked
- 3. Wozzeck accuses Marie
- 4. Marie and Drum Major dance
- 5. The Drum Major trounces Wozzeck

Symphony in five movements.

Scene

- 1. Sonata form
- 2. Fantasie and Fugue
- 3. Largo
- 4. Scherzo
- 5. Rondo marziale

ACT III

Catastrophe

Wozzeck murders Marie and atones through suicide.

Scene

- 1. Marie's remorse
- 2. Death of Marie
- 3. Wozzeck tries to forget
- 4. Wozzeck drowns in the pond [Instrumental interlude with closed curtain]
- 5. Marie's son plays unconcerned

Six Inventions

Scene

- 1. Invention on a Theme
- 2. Invention on a Tone
- 3. Invention on a Rhythm
- 4. Invention on a 6-note chord
- (Invention on a Key)
- 5. Invention on a Persistent Rhythm (Perpetuum mobile)