



the eye (unblinking)

for six performers with computer controlled lighting

spring 2007
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General Comments

the eye (unblinking) is a work for chamber ensemble with computer controlled lighting and live performer synchronization via a multichannel clicktrack.

The instrumentation is flexible. There are six performers, of which players 5 and 6 must be a pianist and percussionist, respectively. The remaining players may be a combination of winds, brass, and strings. The instrumentation for the premier is represented in this score:

1. Bb Clarinet
2. Eb Alto Saxophone (or Flute)
3. Oboe (or Violin)
4. Violincello
5. Piano
6. Percussion

The score is written in C.

Work on this composition was supported, in part, by a Faculty Research Grant from the University of North Texas.

Lighting

Each performer needs 2 lighting instruments that are controlled as a single channel. The first instrument is an AC powered stand light. The second is some form of tight spotlight. For the premier, Par 30 "Birdie" fixtures were used. Subtle, uniform gel colors may be used.

These fixtures are dimmed by a 6+ channel DMX light dimmer pack. This unit is connected to a computer by means of a DMX interface.

For the premier the following equipment was used:

- Leprecon UDL 360 Dimmer Pack
- Lanbox LCE DMX-Ethernet Interface

A computer controls the interface via Max/MSP. Lighting cues are set and played back in synchronization with the acoustic instruments.

Multichannel Clicktrack

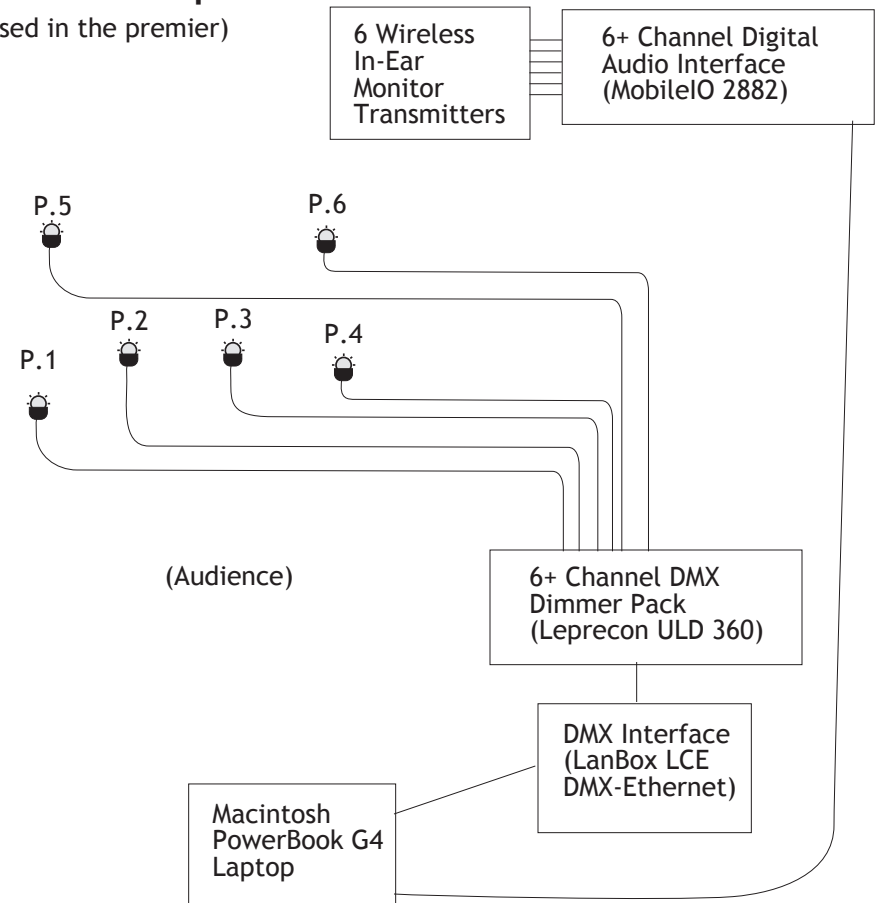
Each performer synchronizes with the lighting cues and the other performers by means of a 6 channel "click-track". This click-track contains aural information (in traditional click-track form as well as spoken commands) specific to each performer and also acts as a score when the stage is black. The written score notates many of the cues on the click-track, but not all.

The performers receive the click-track via an in-ear monitor that is connected to a wireless transmitter.

Pre-recorded click-tracks are played and synchronized with the lighting cues in Max/MSP.

Technical Setup

(As used in the premier)



Global Features

i. Entrances

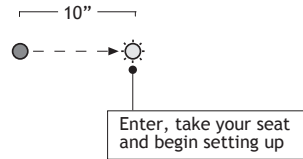


ii. Sound Check

(Sequential cues to confirm multichannel "click-track" is functioning)

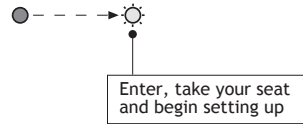
Player 1
(Clarinet)

Light
Audio Cues
Actions/Sounds



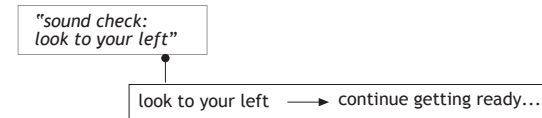
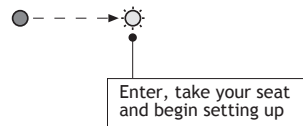
Player 2
(Alto Sax)

Light
Audio Cues
Actions/Sounds



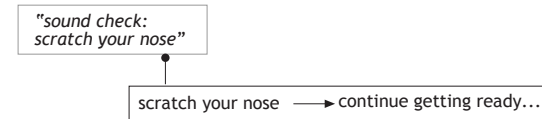
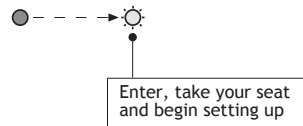
Player 3
(Oboe)

Light
Audio Cues
Actions/Sounds



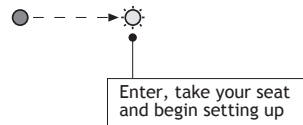
Player 4
(Cello)

Light
Audio Cues
Actions/Sounds



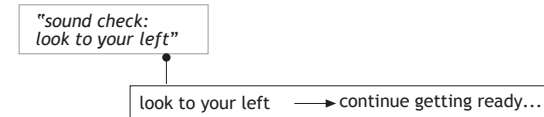
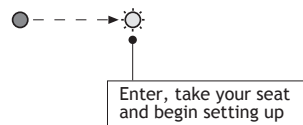
Player 5
(Piano)

Light
Audio Cues
Actions/Sounds



Player 6
(Percussion)

Light
Audio Cues
Actions/Sounds



Global Features

A. Introduction

* Start Tape

tutti

"Lean to your LEFT:
Ready...and...Go"



P. 1
(Cl.)

pick up something from the
left side of your chair

ready instrument for playing

P. 2
(A.Sax)

scratch your left ankle

ready instrument for playing

P. 3
(Ob.)

set down reed case on the
left side of your chair

ready instrument for playing

P. 4
(Vc.)

pick up cloth from left side
of your chair

ready instrument for playing

P. 5
(Pno.)

look at the pedals

ready instrument for playing

P. 6
(Perc.)

adjust feet of a stand

ready instrument for playing

P. 2

P. 6

P. 4

P. 3

P. 1



"Blow spit out of keys:
Ready...and...Go"



Blow spit
out of keys

sfz

"Suck moisture out of mouthpiece:
Ready...and...Go"



suck moisture out
of mouthpiece

mf

"Blow spit out of keys:
Ready...and...Go"



Blow spit
out of keys

sfz

"Wipe strings w/ cloth:
Ready...and...Go"



Wipe strings
w/ cloth

f

(☀)
P. 5
(Pno.)

Look at audience, look back
at piano - a little confused

"Blow on edge of pipe:
Ready...and...Go"



blow on edge
of pipe

f

Global
Features

B. A Breeze at Night

(All in darkness)

P. 1
(Cl.)

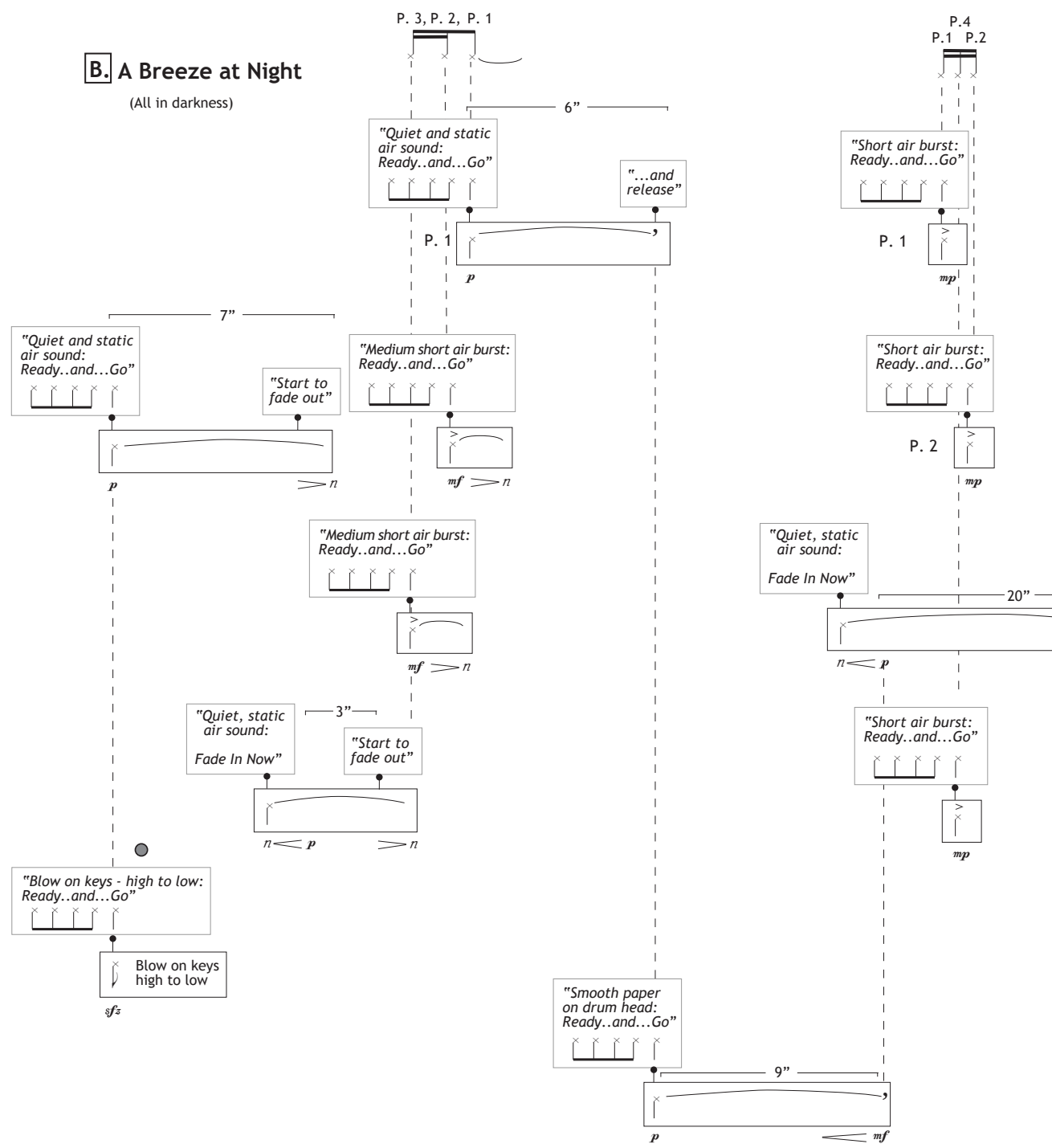
P. 2
(A.Sax)

P. 3
(Ob.)

P. 4
(Vc.)

P. 5
(Pno.)

P. 6
(Perc.)



Global Features

P. 1
(Cl.)

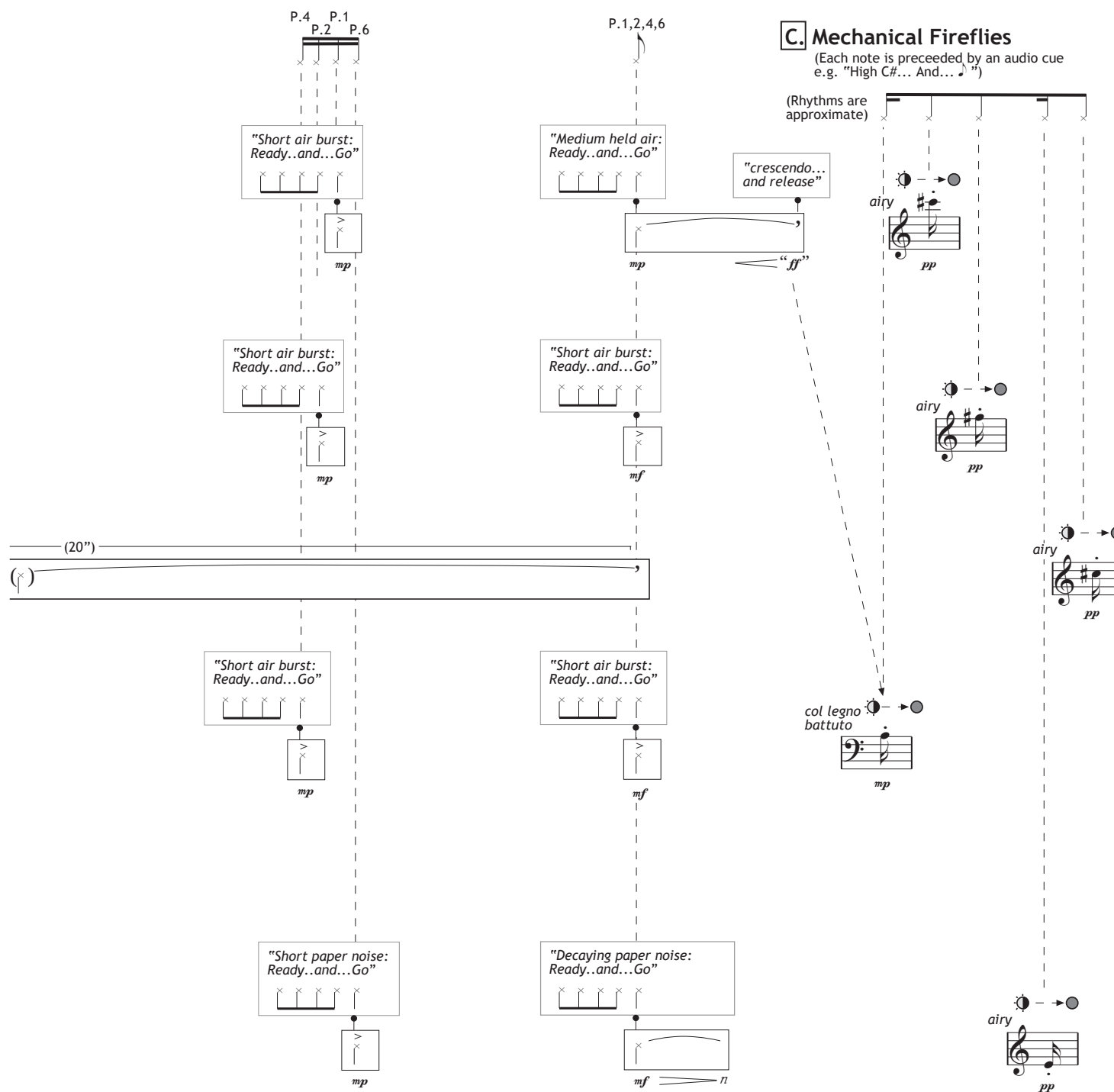
P. 2
(A.Sax)

P. 3
(Ob.)

P. 4
(Vc.)

P. 5
(Pno.)

P. 6
(Perc.)



Global
Features

P. 1
(Cl.)

P. 2
(A.Sax)

P. 3
(Ob.)

P. 4
(Vc.)

P. 5
(Pno.)

P. 6
(Perc.)

Musical notation for P. 5 (Pno.) showing a single note on a treble clef staff with a flat key signature and a piano (pp) dynamic marking. Above the staff is a small icon of a piano keyboard.

Musical notation for P. 6 (Perc.) showing a single note on a treble clef staff with a piano (pp) dynamic marking. Above the staff is a small icon of a percussion instrument.

Musical notation for P. 4 (Vc.) showing a single note on a bass clef staff with a piano (pp) dynamic marking. Above the staff is a small icon of a violin.

Musical notation for P. 3 (Ob.) showing a single note on a treble clef staff with a piano (pp) dynamic marking. Above the staff is a small icon of an oboe.

Musical notation for P. 2 (A.Sax) showing a single note on a treble clef staff with a piano (pp) dynamic marking. Above the staff is a small icon of an alto saxophone.

Musical notation for P. 1 (Cl.) showing a single note on a treble clef staff with a piano (pp) dynamic marking. Above the staff is a small icon of a clarinet.

Musical notation for P. 4 (Vc.) showing a single note on a bass clef staff with a piano (pp) dynamic marking. Above the staff is a small icon of a violin.

Musical notation for P. 3 (Ob.) showing a single note on a treble clef staff with a piano (pp) dynamic marking. Above the staff is a small icon of an oboe.

Musical notation for P. 2 (A.Sax) showing a single note on a treble clef staff with a piano (pp) dynamic marking. Above the staff is a small icon of an alto saxophone.

Musical notation for P. 1 (Cl.) showing a single note on a treble clef staff with a piano (pp) dynamic marking. Above the staff is a small icon of a clarinet.

Musical notation for P. 4 (Vc.) showing a single note on a bass clef staff with a piano (pp) dynamic marking. Above the staff is a small icon of a violin.

Musical notation for P. 6 (Perc.) showing a single note on a treble clef staff with a piano (pp) dynamic marking. Above the staff is a small icon of a percussion instrument.

Global
Features

P. 1
(Cl.)

airy
pp

P. 2
(A.Sax)

airy
pp

P. 3
(Ob.)

airy
pp

airy
pp

P. 4
(Vc.)

airy
pp

*col legno
battuto*
mp

P. 5
(Pno.)

pp

pp

pp

P. 6
(Perc.)

*col legno
battuto*
mp

airy
pp

Global
Features

P. 1
(Cl.)

P. 2
(A.Sax)

P. 3
(Ob.)

P. 4
(Vc.)

P. 5
(Pno.)

P. 6
(Perc.)

(slow)

(F Flourish)

The musical score is organized into six parts, each with a specific instrument and dynamic markings. The parts are: P. 1 (Cl.), P. 2 (A.Sax), P. 3 (Ob.), P. 4 (Vc.), P. 5 (Pno.), and P. 6 (Perc.). The score includes various musical notations such as notes, rests, and dynamic markings (pp, mf, mp). The P. 1 part starts with a (slow) tempo marking and includes a (F Flourish) section. The P. 2 part includes a (F Flourish) section. The P. 3 part includes a (F Flourish) section. The P. 4 part includes a (F Flourish) section. The P. 5 part includes a (F Flourish) section. The P. 6 part includes a (F Flourish) section. The score is written for six parts, each with a specific instrument and dynamic markings. The parts are: P. 1 (Cl.), P. 2 (A.Sax), P. 3 (Ob.), P. 4 (Vc.), P. 5 (Pno.), and P. 6 (Perc.). The score includes various musical notations such as notes, rests, and dynamic markings (pp, mf, mp). The P. 1 part starts with a (slow) tempo marking and includes a (F Flourish) section. The P. 2 part includes a (F Flourish) section. The P. 3 part includes a (F Flourish) section. The P. 4 part includes a (F Flourish) section. The P. 5 part includes a (F Flourish) section. The P. 6 part includes a (F Flourish) section.

Global
Features

(molto rit.) _____

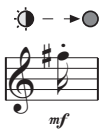
P. 1

(Cl.)



P. 2

(A.Sax)



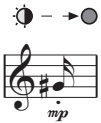
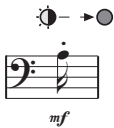
P. 3

(Ob.)



P. 4

(Vc.)



P. 5

(Pno.)



P. 6

(Perc.)



D. First Signs of Struggle

P. 1

(Cl.)

"Crescending air noise:
Ready...and...Go"

mp < *f*

p

etc.

P. 2

(A.Sax)

"Crescending air noise:
Ready...and...Go"

mp < *f*

p

etc.

P. 3

(Ob.)

"Crescending air noise:
Ready...and...Go"

mp < *f*

p

etc.

P. 4

(Vc.)

"Crescending air noise:
Ready...and...Go"

mp < *f*

f

p

f

p

P. 5

(Pno.)

"High chords:
Ready...and...Go"

mf

ff

etc.

P. 6

(Perc.)

"High chords:
Ready...and...Go"

mf

ff

etc.

Global
Features

P. 1

(Cl.)

"Crescendoing air noise:
Ready..and...Go"

mp < f

p

etc.

Detailed description: This block contains the musical notation for P. 1 (Cl.). Above the staff is a box with the text "Crescendoing air noise: Ready..and...Go" and a diagram of a crescendo. The staff begins with a dynamic marking of *mp* and a crescendo hairpin leading to *f*. The notation starts with a whole note chord of Bb2, Bb3, and Bb4, followed by a series of eighth notes: Bb4, A4, G4, F4, E4, D4, C4, Bb3, A3, G3, F3, E3, D3, C3, Bb2. The notation ends with a whole note chord of Bb2, Bb3, and Bb4, followed by the text "etc.". A vertical dashed line is positioned at the end of the staff.

P. 2

(A.Sax)

"Crescendoing air noise:
Ready..and...Go"

mp < f

p

etc.

Detailed description: This block contains the musical notation for P. 2 (A.Sax). Above the staff is a box with the text "Crescendoing air noise: Ready..and...Go" and a diagram of a crescendo. The staff begins with a dynamic marking of *mp* and a crescendo hairpin leading to *f*. The notation starts with a whole note chord of Bb2, Bb3, and Bb4, followed by a series of eighth notes: Bb4, A4, G4, F4, E4, D4, C4, Bb3, A3, G3, F3, E3, D3, C3, Bb2. The notation ends with a whole note chord of Bb2, Bb3, and Bb4, followed by the text "etc.". A vertical dashed line is positioned at the end of the staff.

P. 3

(Ob.)

"Crescendoing air noise:
Ready..and...Go"

mp < f

p

etc.

Detailed description: This block contains the musical notation for P. 3 (Ob.). Above the staff is a box with the text "Crescendoing air noise: Ready..and...Go" and a diagram of a crescendo. The staff begins with a dynamic marking of *mp* and a crescendo hairpin leading to *f*. The notation starts with a whole note chord of Bb2, Bb3, and Bb4, followed by a series of eighth notes: Bb4, A4, G4, F4, E4, D4, C4, Bb3, A3, G3, F3, E3, D3, C3, Bb2. The notation ends with a whole note chord of Bb2, Bb3, and Bb4, followed by the text "etc.". A vertical dashed line is positioned at the end of the staff.

P. 4

(Vc.)

P. 5

(Pno.)

sub. mf

8va

ff

Detailed description: This block contains the musical notation for P. 5 (Pno.). The notation starts with a whole note chord of Bb2, Bb3, and Bb4, followed by a series of eighth notes: Bb4, A4, G4, F4, E4, D4, C4, Bb3, A3, G3, F3, E3, D3, C3, Bb2. The notation ends with a whole note chord of Bb2, Bb3, and Bb4, followed by the text "etc.". A vertical dashed line is positioned at the end of the staff.

P. 6

(Perc.)

sub. mf

ff

Detailed description: This block contains the musical notation for P. 6 (Perc.). The notation starts with a whole note chord of Bb2, Bb3, and Bb4, followed by a series of eighth notes: Bb4, A4, G4, F4, E4, D4, C4, Bb3, A3, G3, F3, E3, D3, C3, Bb2. The notation ends with a whole note chord of Bb2, Bb3, and Bb4, followed by the text "etc.". A vertical dashed line is positioned at the end of the staff.

Global
Features

P. 1

(Cl.)

P. 2

(A.Sax)

P. 3

(Ob.)

P. 4

(Vc.)

P. 5

(Pno.)

P. 6

(Perc.)

"Crescendoing air noise:
Ready...and...Go"

Light goes out right
before playing

mp $\rightarrow$ f

p

sfz

f

8va

Global Features

P. 1
(Cl.)

● - - -> ☀ / ●

"Crescendoing air noise:
Ready...and...Go"

$mp < f$

P. 2
(A.Sax)

● - - -> ☀ / ●

"Crescendoing air noise:
Ready...and...Go"

$mp < f$

● - - -> ☀ / ●

"Crescendoing air noise:
Ready...and...Go"

$mp < f$

P. 3
(Ob.)

● - - -> ☀ / ●

"Crescendoing air noise:
Ready...and...Go"

$mp < f$

P. 4
(Vc.)

● - - -> ☀ / ●

"Crescendoing air noise:
Ready...and...Go"

$mp < f$

Slowly turn and look deliberately at piano and percussion

P. 5
(Pno.)

(continue chords)

f sfz $sub.p$ sfz $sub.p$ sfz $sub.p$ sfz $sub.p$ sfz $sub.p$ mf sfz sfz $sub.mp$ f sfz

P. 6
(Perc.)

(continue chords)

f sfz $sub.p$ sfz $sub.p$ sfz $sub.p$ sfz $sub.p$ sfz $sub.p$ mf sfz sfz $sub.mp$ f sfz



Global Features

P. 1
(Cl.)

"3 Beat Tremolo:
Ready...and...Go"

p *p*

P. 2
(A.Sax)

"3 Beat Tremolo Gliss:
Ready...and...Go"

p *p*

P. 3
(Ob.)

"3 Beat Tremolo:
Ready...and...Go"

p *p*

P. 4
(Vc.)



"Bartok Pizz on Open A:
Ready...and...Go"

"3 Beat Page Turn:
Ready...and...Go"

p *p*

"3 Beat Tremolo:
Ready...and...Go"

p *p*

P. 5
(Pno.)

"Look at Cello:
Ready...and...Go"

p *p*

Look quickly and
nervously at Perc.

Look quickly and
nervously at Cello

"3 Beat Bass Dr. Roll:
Ready...and...Go"

p *p*

P. 6
(Perc.)

"Look at Cello:
Ready...and...Go"

p *p*

Look quickly and
nervously at Pno.

Look quickly and
nervously at Cello

"3 Beat Bass Dr. Roll:
Ready...and...Go"

p *p*

E. Ominous Premonition

(Each note is preceded by an audio cue
e.g. "High C#... And...")

"4 Repeated B's:
Ready...and...Go"

mp *mp*

"4 Repeated B's:
Ready...and...Go"

mp *mp*

"4 Repeated B's:
Ready...and...Go"

mp *mp*

"4 Repeated B's:
Ready...and...Go"

mp *mp*

"6 Repeated B's:
Ready...and...Go"

mp *mp*

"6 Repeated B's:
Ready...and...Go"

mp *mp*

"6 Repeated B's:
Ready...and...Go"

mp *mp*

"6 Repeated B's:
Ready...and...Go"

mp *mp*

"6 Repeated B's:
Ready...and...Go"

mp *mp*

Global Features

P. 1
(Cl.)

"9 Repeated B's:
Ready...and...Go"



"6 Beat Page Turn:
Ready...and...Go"

Slowly look up at audience
as light fades out

P. 2
(A.Sax)

"6 Beat Tremolo Gliss:
Ready...and...Go"

"pp Morse Code on A:
..begin"

"Move to B natural"

P. 3
(Ob.)

"6 Beat Tremolo:
Ready...and...Go"

"pp Morse Code on A:
..begin"

"Move to B natural"

P. 4
(Vc.)

"6 Repeated B's:
Ready...and...Go"

"6 Beat Tremolo:
Ready...and...Go"

"pp Morse Code on A:
..begin"

"Move to B natural"

P. 5
(Pno.)

"3 Beat Tremolo:
Ready...and...Go"

"pp Morse Code on A:
..begin"

"Move to B natural"

P. 6
(Perc.)

"6 Beat Bass Dr. Roll:
Ready...and...Go"

"pp Morse Code on A:
..begin"

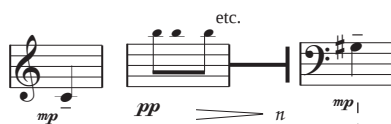
"Move to B natural"

F. Head Fugue: Part I

(Each note is preceded by an audio cue
e.g. "High C#... And...")

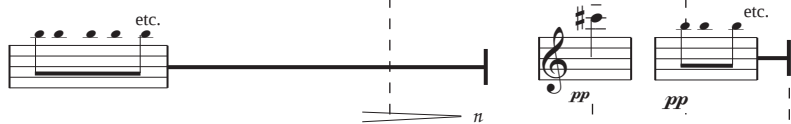
P. 1

(Cl.)



P. 2

(A.Sax)



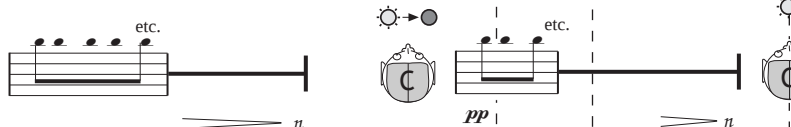
P. 3

(Ob.)



P. 4

(Vc.)



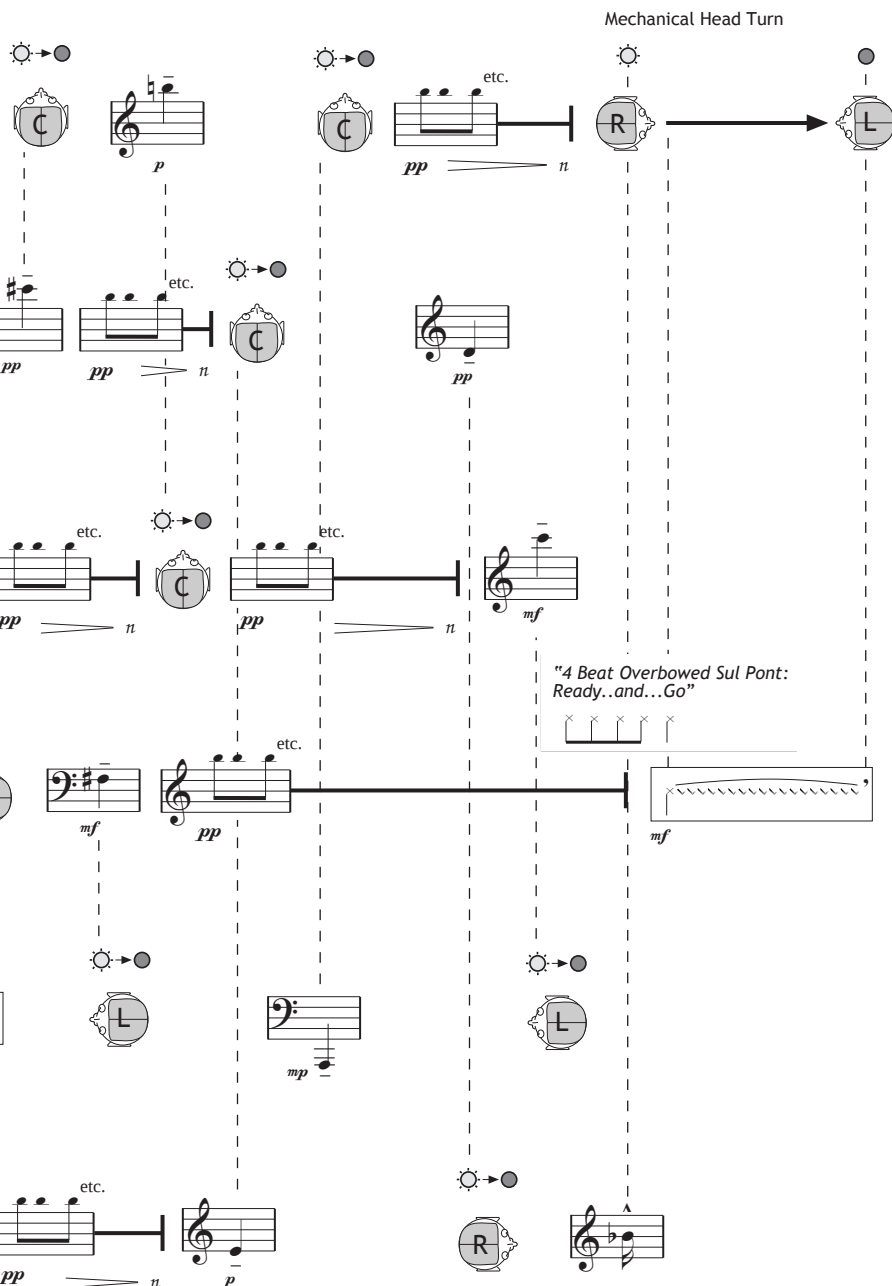
P. 5

(Pno.)



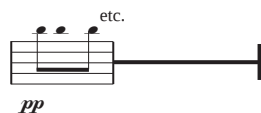
P. 6

(Perc.)



Global Features

P. 1
(Cl.)



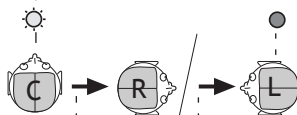
P. 2
(A.Sax)



P. 3
(Ob.)



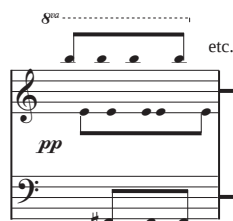
Mechanical Head Turn



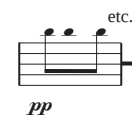
P. 4
(Vc.)



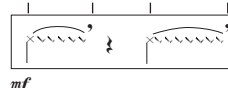
P. 5
(Pno.)



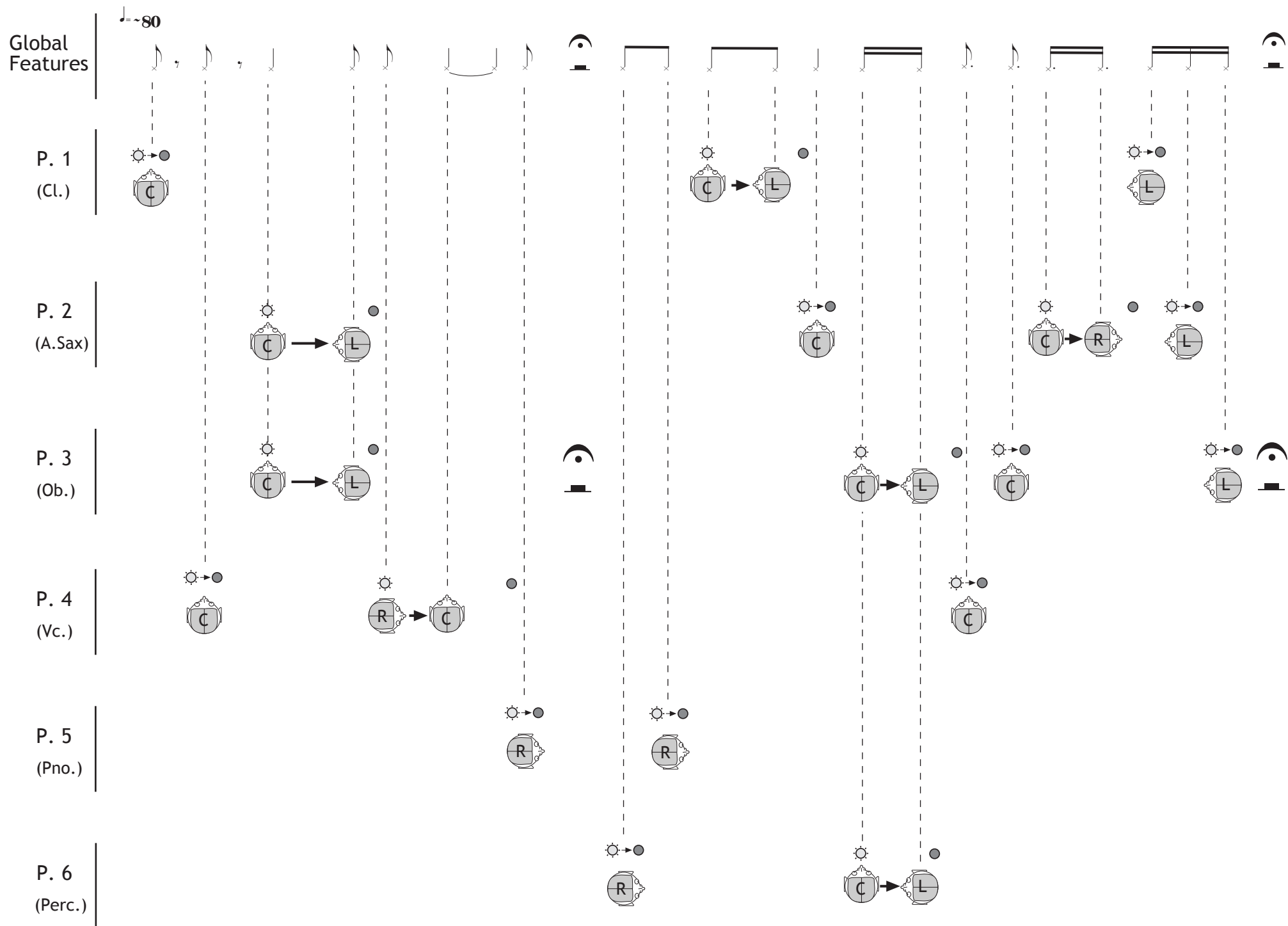
P. 6
(Perc.)

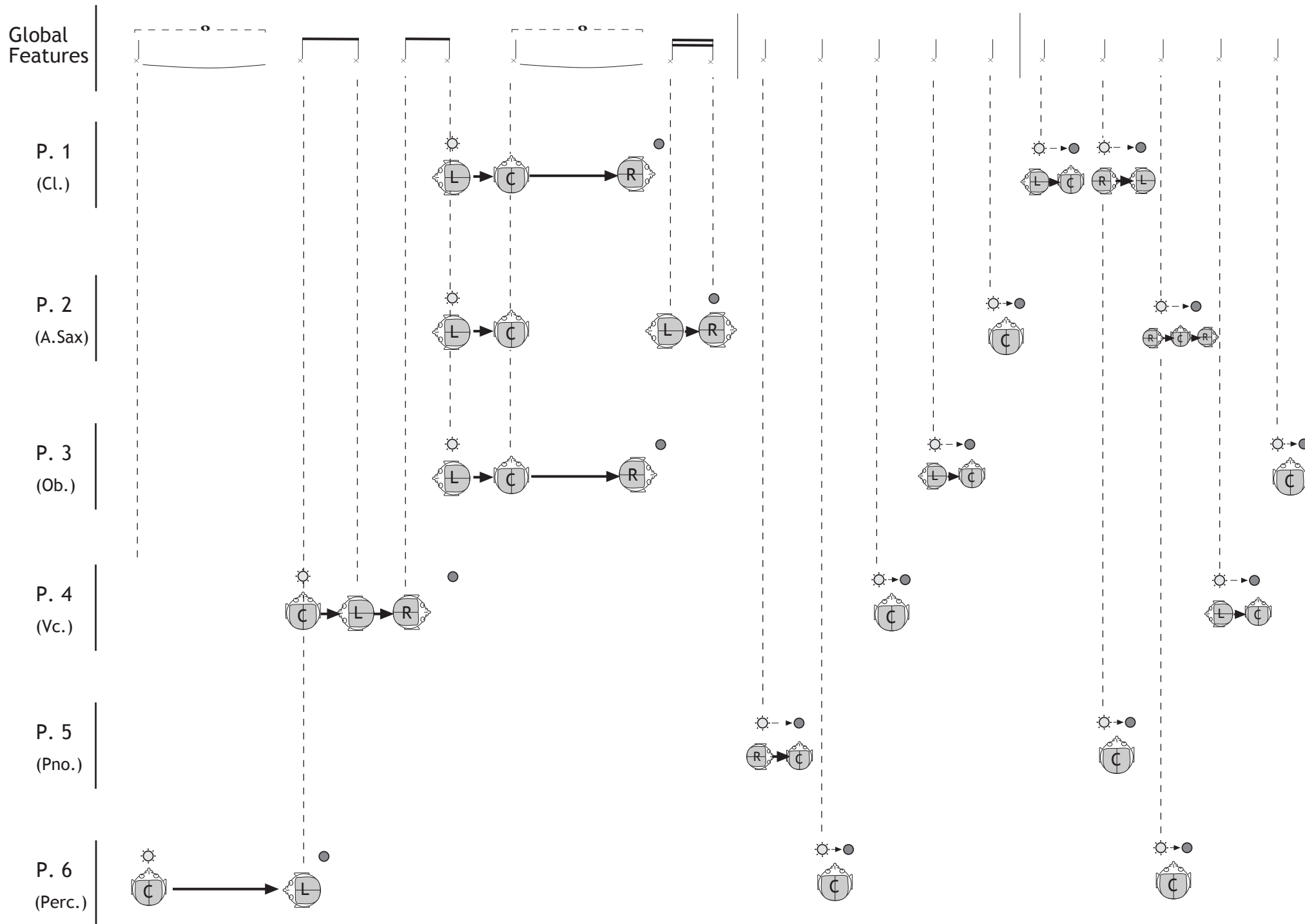


"2 One Beat Scrapes:
Ready...and...Go"



G. Head Fugue: Part II (the silent fugue)





Global
Features

P. 1
(Cl.)

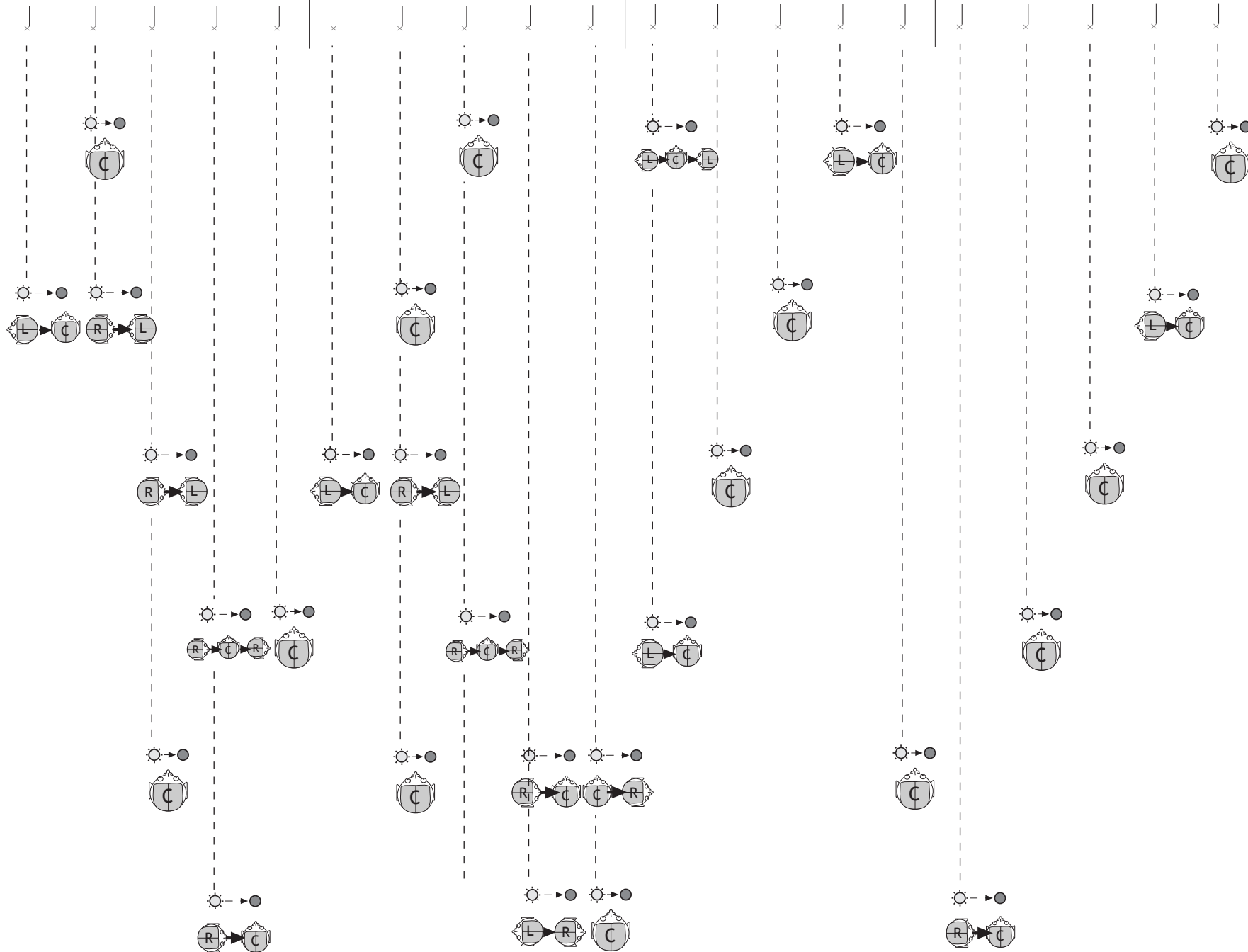
P. 2
(A.Sax)

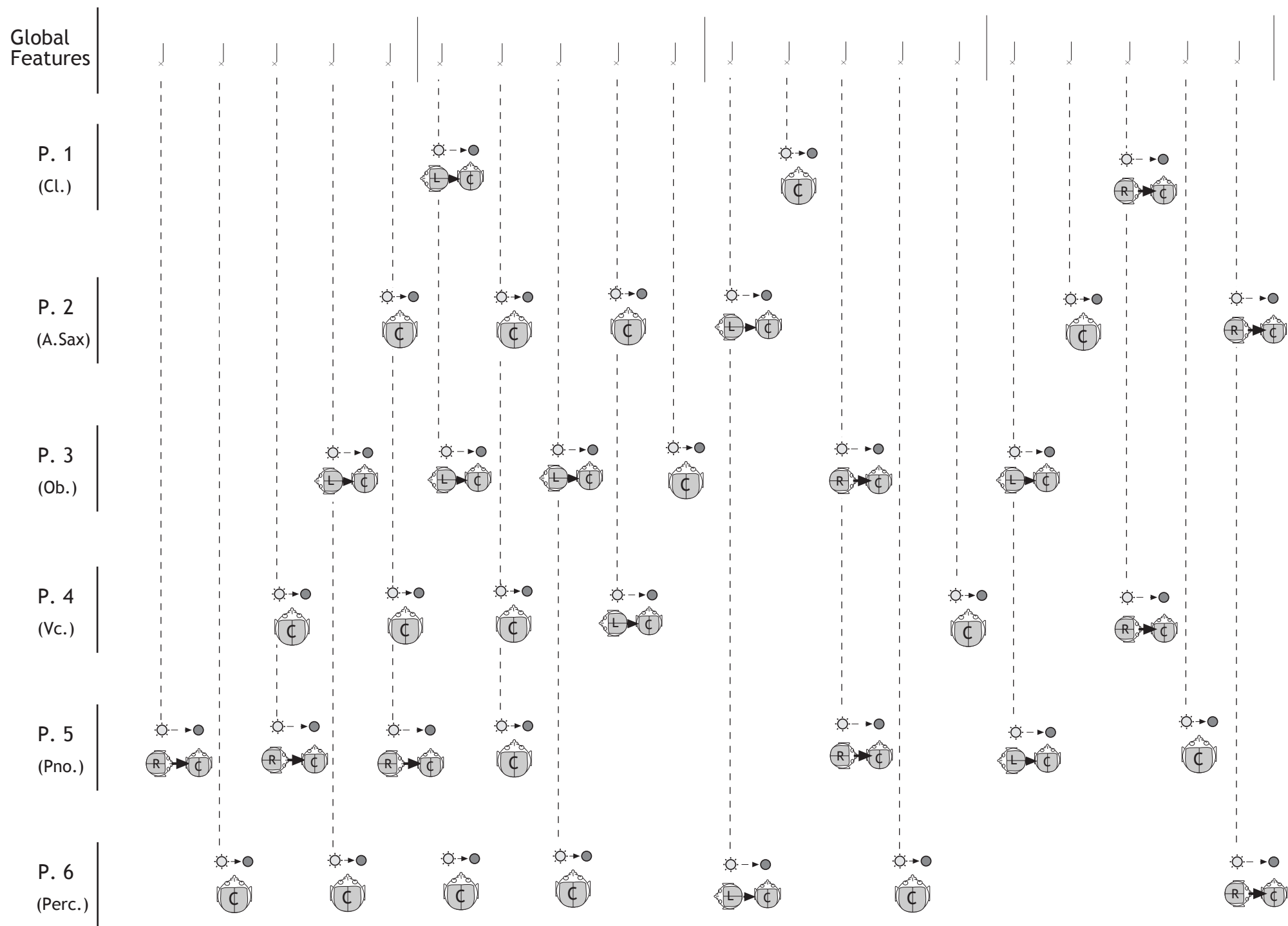
P. 3
(Ob.)

P. 4
(Vc.)

P. 5
(Pno.)

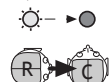
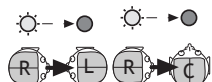
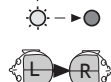
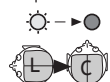
P. 6
(Perc.)



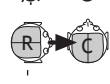
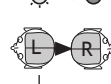
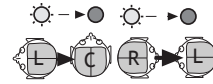
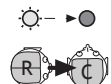


Global
Features

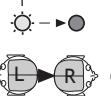
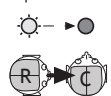
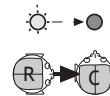
P. 1
(Cl.)



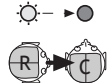
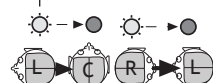
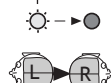
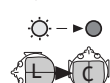
P. 2
(A.Sax)



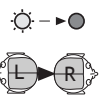
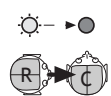
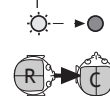
P. 3
(Ob.)



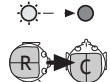
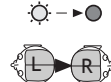
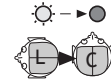
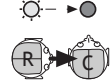
P. 4
(Vc.)



P. 5
(Pno.)



P. 6
(Perc.)



Global Features

H. Head Fugue: Part III (setting up the game)

♩ = 80

P. 1
(Cl.)

Eyes Up

Slowly tilt head back
Exhale "hahhh"

P. 2
(A.Sax)

Eyes Up

Slowly tilt head back
Exhale "hahhh"

P. 3
(Ob.)

Eyes Up

Slowly tilt head back
Exhale "hahhh"

P. 4
(Vc.)

Eyes Up

Slowly tilt head back
Exhale "hahhh"

P. 5
(Pno.)

Eyes Up

Eyes Front

P. 6
(Perc.)

Eyes Up

Eyes Front

♩ = 80

mp

mp

mp

Accented Dead Stroke

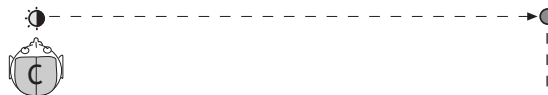
Dampen string at bridge

Pick behind bridge on highest strings

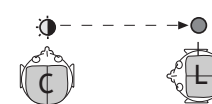
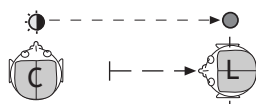
Global
Features



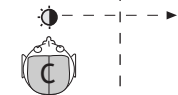
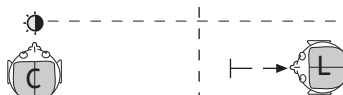
P. 1
(Cl.)



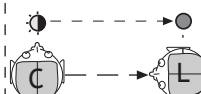
P. 2
(A.Sax)



P. 3
(Ob.)



P. 4
(Vc.)



P. 5
(Pno.)



P. 6
(Perc.)



I. Battle for the Hearts and Minds (of Monica)

♩ = 80

(Cl.)

(A.Sax)

(Ob.)

(Vc.)

(Pno.)

(Perc.)

[illegible]

Global
Features

P. 1
(Cl.)

P. 2
(A.Sax)

P. 3
(Ob.)

P. 4
(Vc.)

P. 5
(Pno.)

P. 6
(Perc.)

The musical score consists of six staves, each representing a different instrument or part. The notation includes various musical symbols such as notes, rests, and dynamic markings. Annotations and a diagram are integrated into the score:

- P. 4 (Vc.):** Above the staff, a diagram shows a sequence of circles labeled C, R, C, L, C, C, R. Arrows indicate a path from C to R, then C to L, and then C to R. A box labeled "Recover to Center" points to the L circle. Above the diagram, the text "As if slapped" is written. To the right, a box labeled "Eyes darting around, panicked" points to a specific note.
- P. 5 (Pno.):** The staff shows a sequence of chords and notes. A bracket above the first few notes is labeled "2-note chromatic clusters (match pitch of perc. metal pipe)". The staff ends with a right-pointing arrow.
- P. 6 (Perc.):** The staff shows a sequence of notes and rests. A bracket above the first few notes is labeled "Metal Pipe". The staff ends with a right-pointing arrow and the dynamic marking *mp*.

Vertical dashed lines connect specific notes across the staves, indicating synchronization or related events. Asterisks (*) are placed below the P. 5 and P. 6 staves at certain points.

Global
Features

J. A Game of Chess

P. 1
(Cl.)

P. 2
(A.Sax)

P. 3
(Ob.)

P. 4
(Vc.)

P. 5
(Pno.)

P. 6
(Perc.)

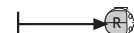
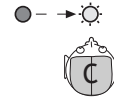
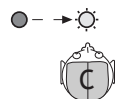
The musical score is written for six parts, each with a specific instrument and performance instructions. The notation includes various dynamics, articulation, and performance instructions.

- P. 1 (Cl.):** Features a diagrammatic representation of a chessboard with a King (C) and a Pawn (P) moving from the 1st to the 2nd rank. The notation includes a dynamic of *mf* and a performance instruction of *Lea.*
- P. 2 (A.Sax):** Features a diagrammatic representation of a chessboard with a King (C) and a Pawn (P) moving from the 1st to the 2nd rank. The notation includes a dynamic of *mf* and a performance instruction of *Lea.*
- P. 3 (Ob.):** Features a diagrammatic representation of a chessboard with a King (C) and a Pawn (P) moving from the 1st to the 2nd rank. The notation includes a dynamic of *mf* and a performance instruction of *Lea.*
- P. 4 (Vc.):** Features a diagrammatic representation of a chessboard with a King (C) and a Pawn (P) moving from the 1st to the 2nd rank. The notation includes a dynamic of *mf* and a performance instruction of *Lea.*
- P. 5 (Pno.):** Features a diagrammatic representation of a chessboard with a King (C) and a Pawn (P) moving from the 1st to the 2nd rank. The notation includes a dynamic of *mf* and a performance instruction of *Lea.*
- P. 6 (Perc.):** Features a diagrammatic representation of a chessboard with a King (C) and a Pawn (P) moving from the 1st to the 2nd rank. The notation includes a dynamic of *mf* and a performance instruction of *Lea.*

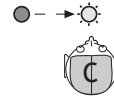
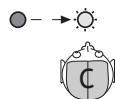
The score is written in 4/4 time and includes various dynamics, articulation, and performance instructions. The notation includes a dynamic of *mf* and a performance instruction of *Lea.*

Global
Features

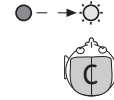
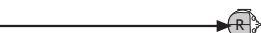
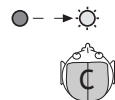
P. 1
(Cl.)



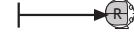
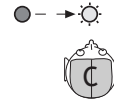
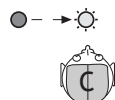
P. 2
(A.Sax)



P. 3
(Ob.)



P. 4
(Vc.)



P. 5
(Pno.)

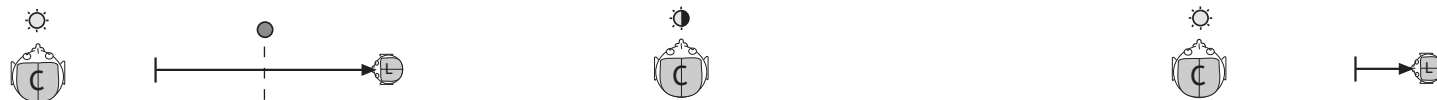


P. 6
(Perc.)



Global
Features

P. 1
(Cl.)



P. 2
(A.Sax)



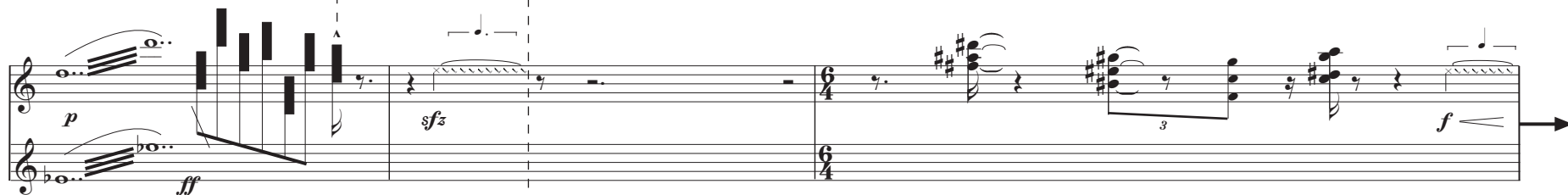
P. 3
(Ob.)



P. 4
(Vc.)



P. 5
(Pno.)



P. 6
(Perc.)



Global Features

(exponential head turn) ("slap")

P. 1 (Cl.)

P. 2 (A.Sax)

P. 3 (Ob.)

P. 4 (Vc.)

P. 5 (Pno.)

P. 6 (Perc.)

Inhale

"Blow out candle"

fff

sfz

3

7/4

7/4

8^{va}

sim.

Gliss. AFAP

(hard mallet) gliss. AFAP

fff

sfz

3

7/4

7/4

Global Features

K. Voices in the Dark

All whispered

~ 30"

P. 1
(Cl.)

"Sparse exhaling -
catching your breath:
Ad Libitum"
pp

"mf shh!
Ready...and...Go"

shh!

mf

P. 2
(A.Sax)

"Sparse exhaling -
catching your breath:
Ad Libitum"
pp

"mf shh!
Ready...and...Go"

shh!

mf

P. 3
(Ob.)

"Sparse exhaling -
catching your breath:
Ad Libitum"
pp

Cough, clearing
your throat
quietly to speak

"piano psst!
Ready...and...Go"

psst!

p

P. 4
(Vc.)

"Sparse exhaling -
catching your breath:
Ad Libitum"
pp

"mf shh!
Ready...and...Go"

shh!

mf

P. 5
(Pno.)

"Sparse exhaling -
catching your breath:
Ad Libitum"
pp

"mf shh!
Ready...and...Go"

shh!

mf

P. 6
(Perc.)

"Sparse exhaling -
catching your breath:
Ad Libitum"
pp

"mf shh!
Ready...and...Go"

shh!

mf

"crescendoing breath
Ready...and...Go"

haaaaaaah.....

p

"piano psst!
Ready...and...Go"

psst!

p

"mf shh!
Ready...and...Go"

shh!

mf

"mf shh!
Ready...and...Go"

shh!

mf

"mp hmm?
Ready...and...Go"

hmm?

mf

"piano psst!
Ready...and...Go"

psst!

p

"Hum any pitch, hold,
then gliss to sounding note
Ready...and...Go"

mf

pp

"mf shh!
Ready...and...Go"

shh!

mf

mf

mf

mf

"Hum this pitch
Ready...and...Go"

pp

pp

mf

Global Features

P. 1
(Cl.)

P. 2
(A.Sax)

P. 3
(Ob.)

P. 4
(Vc.)

P. 5
(Pno.)

P. 6
(Perc.)

All hummed

"Hum this pitch
Ready...and...Go"

"small gliss down"

"Hum this pitch
Ready...and...Go"

"small gliss up"

Hum

Hum

Hum

Hum

Hum

Hum

pp

pp

pp

mp

pp

pp

mp

pp

pp

pp

p

pp

pp

p

pp

pp

L. Vocal Ramping Metronomes

All hummed

20" 10" 30" 5"

P. 1

(Cl.)

♩ = 0 *"hmm"* *pp* *pp* *pp* *pp* ♩ = 66 ♩ = 120

P. 2

(A.Sax)

♩ = 0 *"hmm"* *pp* *pp* *pp* *pp* ♩ = 60 ♩ = 120 (→ ♩)

P. 3

(Ob.)

♩ = 0 *"hmm"* *pp* *pp* *pp* *pp* ♩ = 54 ♩ = 90

P. 4

(Vc.)

♩ = 0 *"hmm"* *pp* *pp* *pp* *pp* ♩ = 48 (→ ♩) ♩ = 90 (→ ♩)

P. 5

(Pno.)

♩ = 0 *"hmm"* *pp* *pp* *pp* *pp* ♩ = 42 ♩ = 120

P. 6

(Perc.)

♩ = 0 *"hmm"* *pp* *pp* *pp* *pp* ♩ = 36 (→ ♩) ♩ = 90 (→ ♩)

Global
Features

M. Instrumental Ramping Metronomes

On Instruments - Lights Up

15" 3" 10" 5" 5" 15" 10" 5"

P. 1
(Cl.)

♩ = 60 "hmm"
pp

♩ = 120 "hmm --> hah"
pp

♩ = 240 On Instrument
pp

♩ = 180
pp

♩ = 150
pp

P. 2
(A.Sax)

♩ = 60 (→ ♩)
pp

♩ = 120 "hmm --> hah"
pp

♩ = 240 On Instrument
pp

♩ = 180
pp

♩ = 150 (→ ♩)
pp

P. 3
(Ob.)

♩ = 60
pp

♩ = 120 "hmm --> hah"
pp

♩ = 240 On Instrument
pp

♩ = 180
pp

♩ = 90
pp

♩ = 150 (→ ♩)
pp

P. 4
(Vc.)

♩ = 60 (→ ♩)
pp

♩ = 120 "hmm --> hah"
pp

♩ = 240 On Instrument
pp

♩ = 180
pp

♩ = 90 (→ ♩)
pp

♩ = 150 (→ ♩)
pp

P. 5
(Pno.)

♩ = 60
pp

♩ = 120 "hmm --> hah"
pp

♩ = 240 On Instrument
pp

♩ = 180
pp

♩ = 150
pp

P. 6
(Perc.)

♩ = 60 (→ ♩)
pp

♩ = 120 "hmm --> hah"
pp

♩ = 240 On Instrument
pp

♩ = 180
pp

♩ = 90 (→ ♩)
pp

♩ = 150 (→ ♩)
pp

Global Features

centering onto one pitch

10" 3" 10" 3" 10" 5" 10" 3" 2" 3"

P. 1

(Cl.)

120(→ ♩) 144(→ ♩) 120 150(→ ♩) 225(→ ♩)

P. 2

(A.Sax)

180 240 120 (→ ♩) 180 120

P. 3

(Ob.)

120 144 120 (→ ♩) 150 225

P. 4

(Vc.)

180(→ ♩) 240(→ ♩) 120 180(→ ♩) 120(→ ♩)

P. 5

(Pno.)

120 144 120 (→ ♩) 150 225

P. 6

(Perc.)

180(→ ♩) 240(→ ♩) 120 (→ ♩) 180(→ ♩) 120(→ ♩)

Global Features



P. 1
(Cl.)

Timeline: 8'' 5'' 20'' 2'' 3'' 10'' 3'' 8''

Tempo markings: ♩=180 (→ ♩.) ♩=36 ♩=225 (→ ♩.) ♩=120 ♩=180 (→ ♩.)

Dynamic markings: *pp* *pp* *pp* *pp* *pp*

P. 2
(A.Sax)

Tempo markings: ♩=140 ♩=36 ♩=120 ♩=132

Dynamic markings: *pp* *pp* *pp* *pp* *mp* *p*

Annotation: *Improvised Quiet Noisy Flourish*

P. 3
(Ob.)

Tempo markings: ♩=180 ♩=36 (→ ♩.) ♩=225 ♩=120 (→ ♩.) ♩=180

Dynamic markings: *pp* *pp* *pp* *pp* *pp*

P. 4
(Vc.)

Tempo markings: ♩=140 (→ ♩.) ♩=60

Dynamic markings: *pp* *pp* *mp* *p*

Annotation: *Improvised Quiet Noisy Flourish*

P. 5
(Pno.)

Tempo markings: ♩=180 ♩=36 (→ ♩.) ♩=225 ♩=120 (→ ♩.) ♩=180

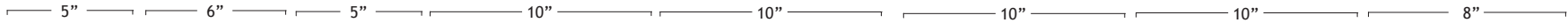
Dynamic markings: *pp* *pp* *pp* *pp* *pp*

P. 6
(Perc.)

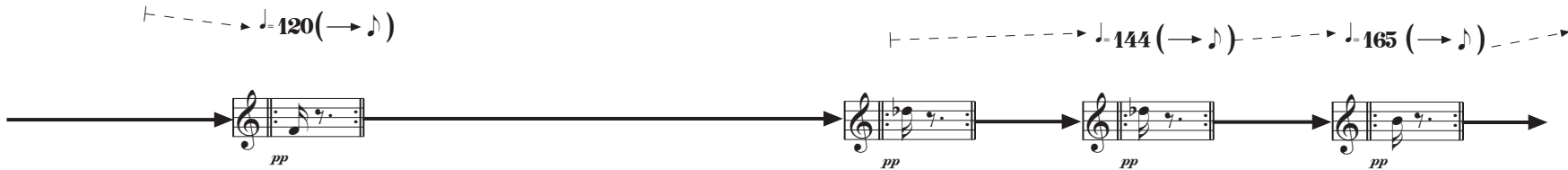
Tempo markings: ♩=140 (→ ♩.) ♩=36 (→ ♩.) ♩=120 (→ ♩.) ♩=120 ♩=140 (→ ♩.)

Dynamic markings: *pp* *pp* *pp* *pp* *pp*

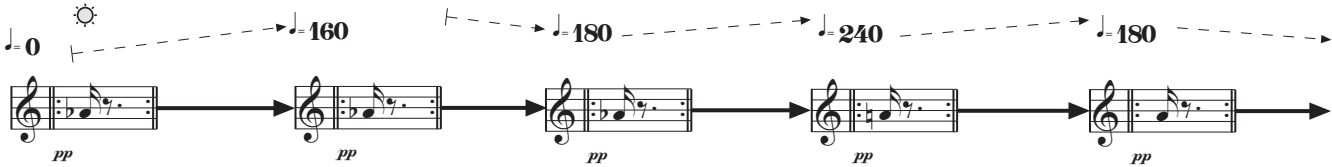
Global
Features



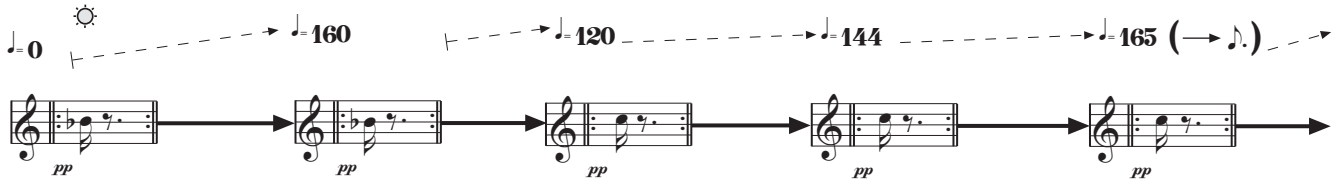
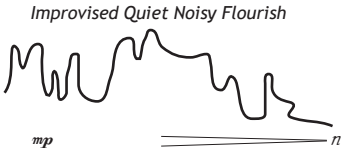
P. 1
(Cl.)



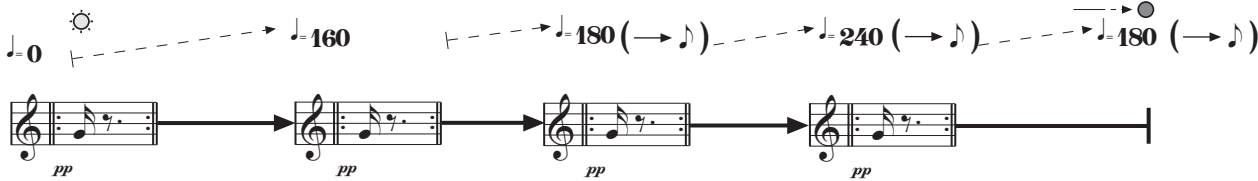
P. 2
(A.Sax)



P. 3
(Ob.)



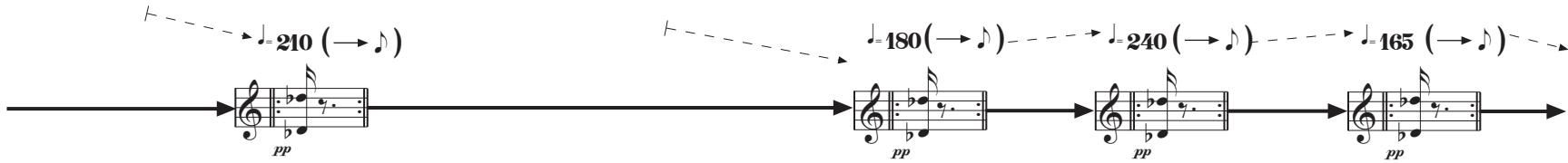
P. 4
(Vc.)



P. 5
(Pno.)



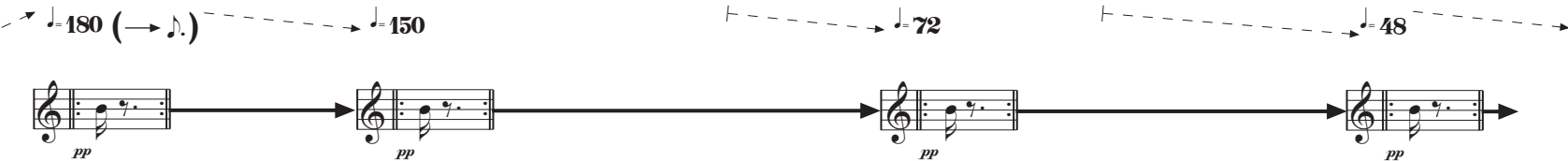
P. 6
(Perc.)



Global
Features



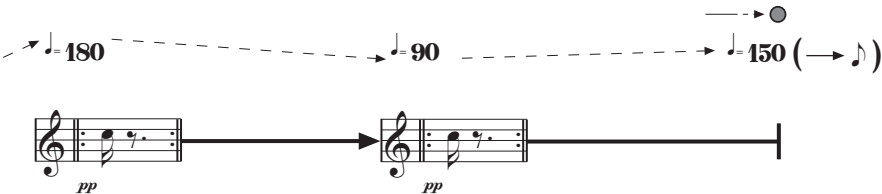
P. 1
(Cl.)



P. 2
(A.Sax)



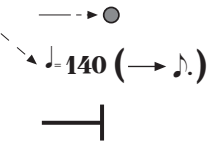
P. 3
(Ob.)



P. 4
(Vc.)

P. 5
(Pno.)

P. 6
(Perc.)



Global
Features

30"

P. 1
(Cl.)

circular breathing

24

"Stop Playing:
Ready..and...Go"

P. 2
(A.Sax)

P. 3
(Ob.)

P. 4
(Vc.)

P. 5
(Pno.)

P. 6
(Perc.)

Ready to strike metal pipe.
Looking at Player 1

"Strike out:
Ready..and...Go"

Move as if to strike
pipe, blackout,
and avoid striking

"f"

the end (unblinking)