SEQUENCE

Chris Kincaid

Electronics

Bassoon

♩ = 150

wave of sound moves from front to back | quiet echo repeat motion | and again like ripples in pond | wave of sound moves from front to back | sustain | back to front | front to back | back to front

RS

finger freeze lip lip

pp f p ff p mf pp p

21

LS L RS L R L RS

f pp f pp f pp mf pp pp

37

finger freeze wind sound

ff pp mf pp mf pp mp pp

54

finger

pp ff pp ff pp ppp

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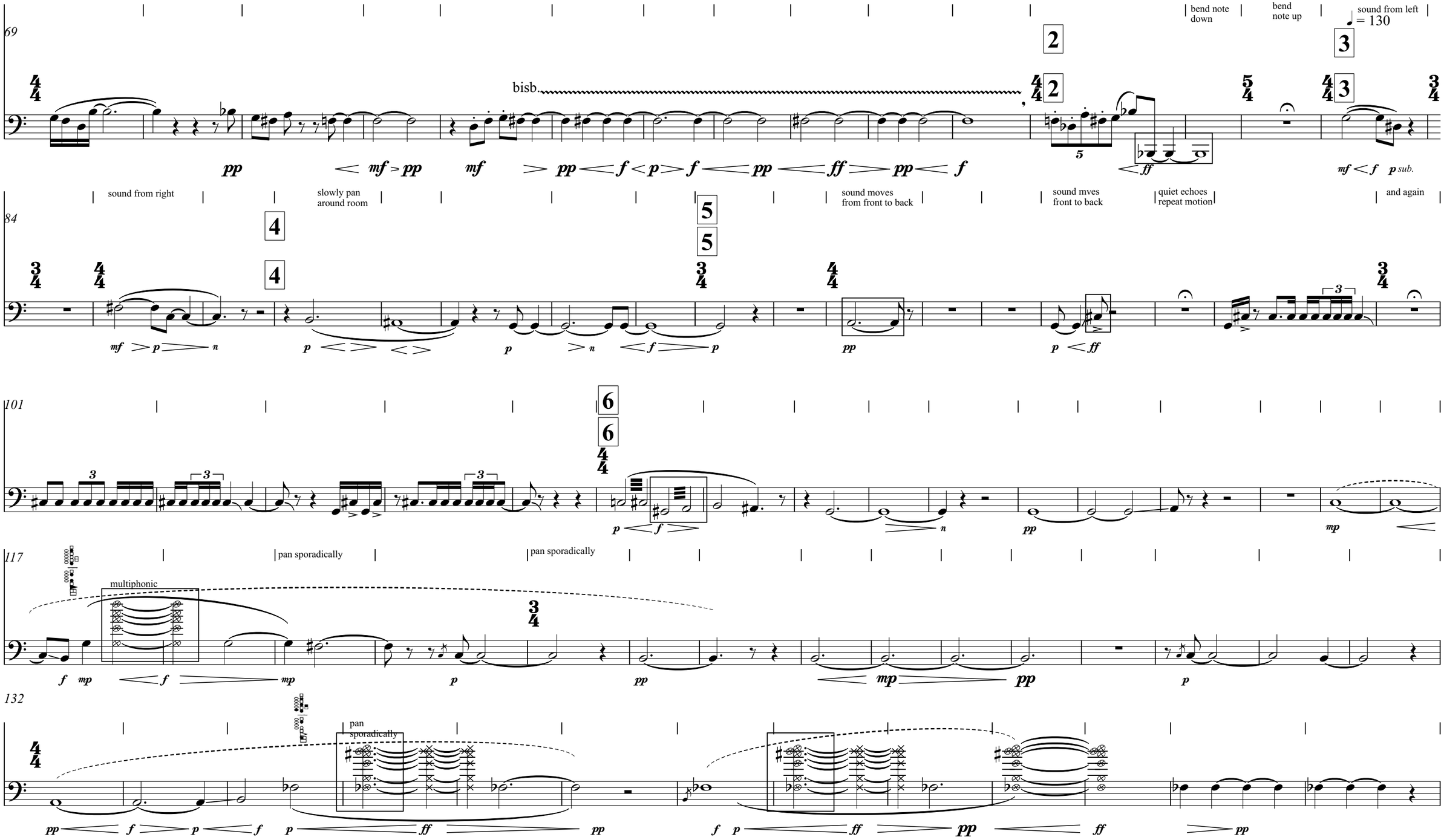
69
bisb.
bend note down
bend note up
sound from left
♩ = 130
84
sound from right
slowly pan around room
sound moves from front to back
sound mves front to back
quiet echoes repeat motion
and again
101
117
multiphonic
pan sporadically
pan sporadically
132
pan sporadically

145

7
7

freeze | pan sporadically | pan sporadically | pan sporadically

bisb.

pp mp p mf f ff pp ff p f mp ff p ff f pp ff p

163

freeze and pan sporadically

bisb.

f mp ff p ff pp ff pp ff p f mp ffp ff pp ff pp ff ff

181

8
8

long delay trails and pan sporadically

mp fff pp pp mp pp pp f p mf mp mf p pp pp f p mf

freeze

delay trails circling spatialization

9
9

10
10

Having frozen a quiet low sound, the bassoon sits out. Electronics are the focus of this section (30sec-1min). Live spacialization, pitch, delay, all at pppp to p, building the last 10sec as basoon is reintroduced.

11
11

12
12

45 Seconds

mp mf p pp pp fsub p mf

201

217

3/4 4/4

turn away from audience

pp ff mp ff pp f ff pp f 3 ff f

230

lip bend

13

13

245

21. glitch delay and spatialize

tongue rams

turn back towards
the audience slowly

257

271

no gliss?

283

14

14

291

298

p ff

308

15
15

pitch randomization spacialized

315

321

fff

16
16

334

freeze and spatialize front to back for each gesture

fff sempre

17
Electric Guitar
automated spacialization

gliss.

mp ff

17

mp ff

344
gliss.
mf
ff
f
mp
349
25. automated spacialization
5
4
353
26. automated spacialization, delay, and pitch randomization
27. automated
spacialization
and turning off
guitar.
28. clear
18
fff