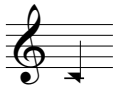
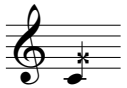
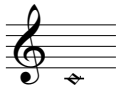
NOTATION



Hard, percussive attack/slap tonguing



Breathy, noisy tone; incorporate vocal ('sung') element if necessary



Breath sound, no audible pitched tone

M Multiphonic/overblown tone

+ Percussive key attack

MAX-MSP APPLICATION

Install the *Penumbra* application (available from the composer)

Load the piece's q_list file using the read message to locate and load an appropriate q_list file [penumbra_qlist].

Click the red RESET button to initialise the patch (this MUST be done to run through the cues). Always reset the patch before running it.

Choose from mouse, spacebar and footswitch as a means of advancing through the cue list.

In rehearsal choose the desired cue no. from the REHEARSAL facility and then click GO to set up the patch for the required cue (choose the cue BEFORE the cue point you wish to go from). STOP cancels the action.

Note that once intialised cue no. 0 is the 'ready' state for the patch to be run; the DAC is switched on and all levels and other settings are prepared for the first cue.

Trigger the cues at the points indicated on the score. ① ↓ etc

Penumbra

for Sarah

Bass Clarinet in B♭

Sohrab Uduman

0 Cue No. 0: initialise and prepare patch (before starting the piece)

1 With B-natural

2 cca 5 secs after cue1

3

dark, cumulative and rhythmic with energy

A1 ♪=96 — 15 secs. cca.

A2 — 6 secs. cca. — 3 secs. cca.

4 5

A3 — 15 secs. cca.

6

A4 — 5 secs. cca.

7 — 11 secs. cca.

8

A5

9

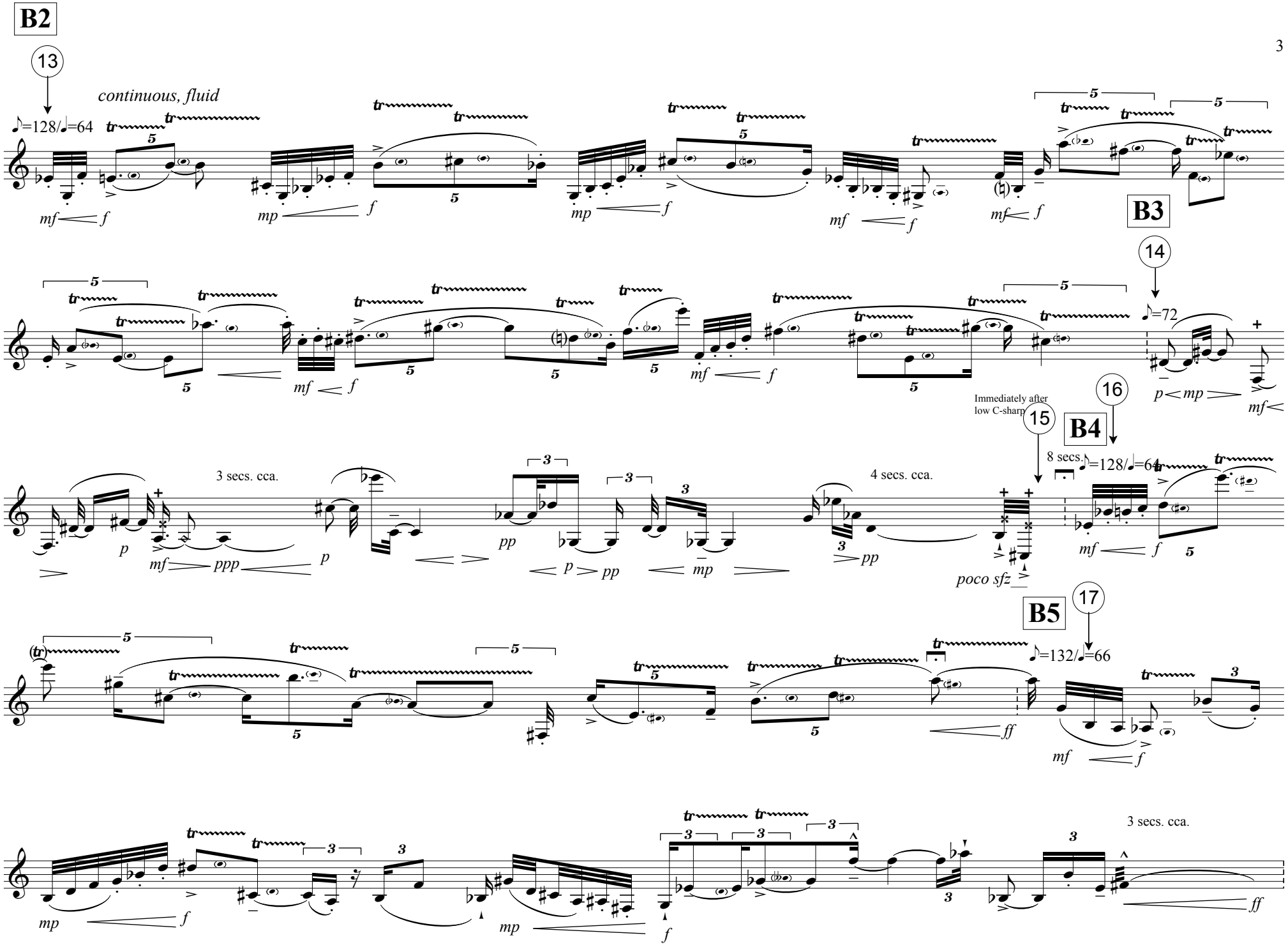
B1 — cc. 12 secs

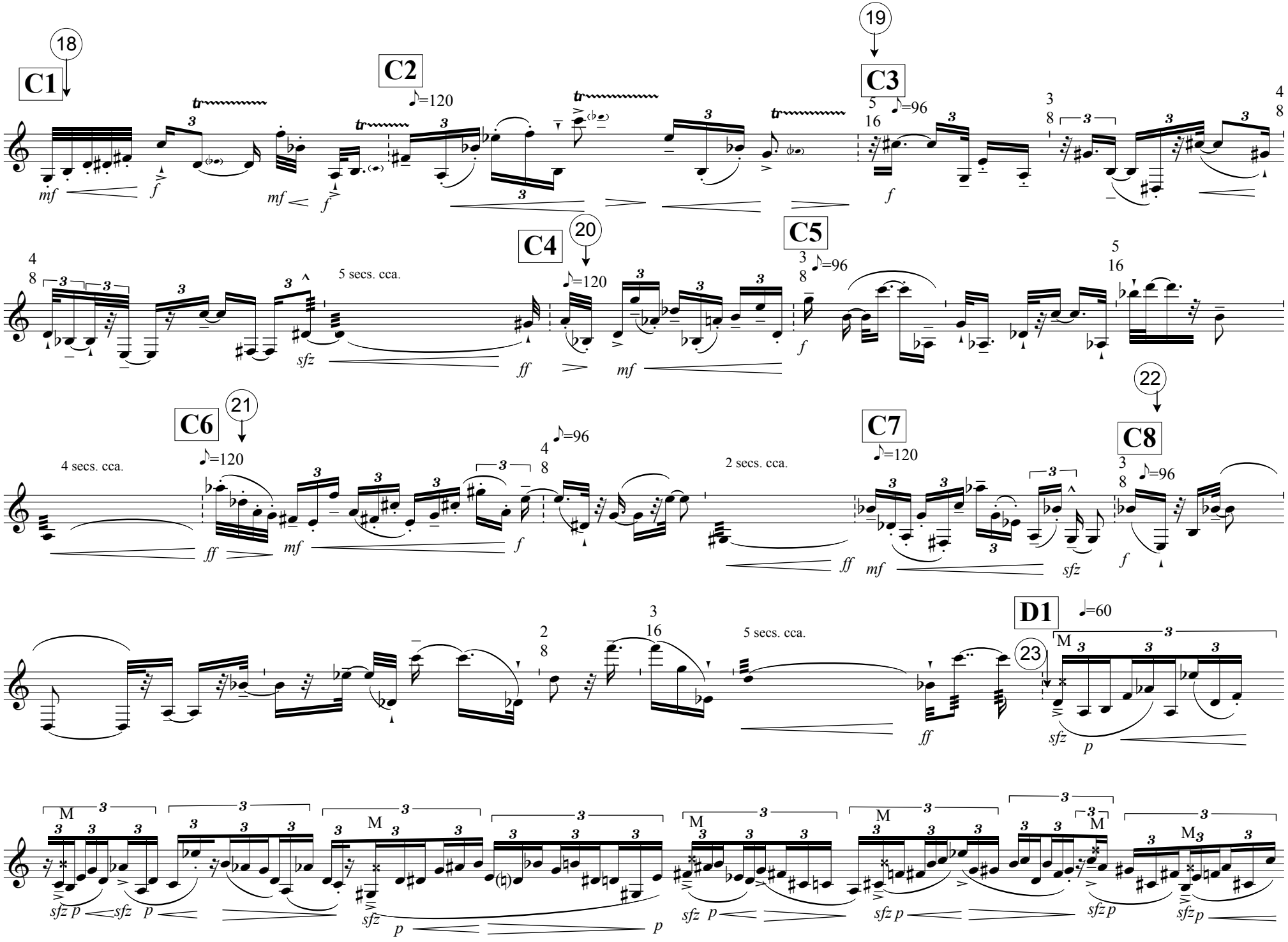
10 — 4 secs. cca.

11 — 3 secs. cca. — 6 secs. cca.

4 secs. cca.

12 — cc. 8 secs


B2
13
continuous, fluid
♪=128/𝅗𝅥=64
B3
14
♪=72
Immediately after
low C-sharp
15
16
B4
8 secs.
♪=128/𝅗𝅥=64
3 secs. cca.
4 secs. cca.
poco sfz
B5
17
♪=132/𝅗𝅥=66
3 secs. cca.


18
C1
C2
♪=120
19
C3
5/16
♪=96
3/8
4/8
mf
f
mf
f
f
4/8
5 secs. cca.
C4
20
♪=120
C5
3/8
♪=96
5/16
sfz
ff
mf
f
C6
21
♪=120
4 secs. cca.
4/8
♪=96
ff
mf
f
C7
♪=120
2 secs. cca.
22
C8
3/8
♪=96
ff
mf
sfz
f
2/8
3/16
5 secs. cca.
D1
♩=60
23
M
ff
sfz
p
sfz p
sfz
p
sfz p
sfz p
sfz p