

## 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 initialised 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



- 0 Cue No. 0: initialise and prepare patch (before starting the piece)
- 1 With B-natural
- 2 cca 5 secs after cue 1

# Penumbra

for Sarah

Bass Clarinet in B $\flat$

Sohrab Uduman

dark, cumulative and rhythmic with energy

The musical score is written for Bass Clarinet in B $\flat$  and is divided into four staves. It includes the following sections and cues:

- Staff 1:** Starts with a 15-second section (cca.) marked **A1** with a tempo of  $\text{♩} = 96$ . Dynamics range from *ppp* to *pp*. Includes cues 0, 1, and 2.
- Staff 2:** Continues with a 15-second section (cca.) marked **A3**. Dynamics range from *ppp* to *mf*. Includes cues 4 and 5.
- Staff 3:** Features a 5-second section (cca.) marked **A4** and an 11-second section (cca.) marked **A5**. Dynamics range from *ppp* to *mf*. Includes cues 6, 7, and 8.
- Staff 4:** Contains a section marked **B1** lasting approximately 12 seconds (cc. 12 secs). Dynamics range from *mp* to *f*. Includes cue 9.
- Staff 5:** The final staff contains a 4-second section (cca.) marked **10**, a 3-second section (cca.) marked **11**, and an 8-second section (cca.) marked **12**. Dynamics range from *p* to *sfzp*.

Performance instructions include dynamics (*ppp*, *pp*, *p*, *mp*, *mf*, *f*, *sfzp*), articulations (*poco sfz*, *sfz*), and phrasing marks (trills, slurs, accents, and breath marks).

13

*continuous, fluid*

Musical staff 1: Treble clef, 128/64 time signature. Features continuous trills and five-finger patterns. Dynamics range from *mf* to *f*. Includes markings for *tr* and *5*.

**B3**

14

Musical staff 2: Continuation of the previous staff with trills and five-finger patterns. Dynamics range from *mf* to *f*. Includes markings for *tr* and *5*.

16

Immediately after low C-sharp

**B4**

8 secs.

Musical staff 3: Features triplets and dynamic markings. Includes time indications: 3 secs. cca. and 4 secs. cca. Dynamics range from *p* to *mf*. Includes markings for *tr* and *5*.

**B5**

17

Musical staff 4: Continuation with trills and five-finger patterns. Dynamics range from *mf* to *f*. Includes marking for *ff*. Includes markings for *tr* and *5*.

Musical staff 5: Continuation with triplets and dynamic markings. Dynamics range from *mp* to *f*. Includes marking for *ff*. Includes markings for *tr* and *5*.

18 **C1** **C2** **C3** 19

mf f mf f f

4 8 **C4** 20 **C5** 22

sfz ff mf f

**C6** 21 **C7** **C8**

ff mf f ff mf sfz f

**D1** 23

sfz p

sfz p sfz p sfz p sfz p sfz p