scenes from out on the water for wind ensemble and electronics

by jeff herriott

instrumentation

- piccolo
- 2 flutes
- 2 oboes
- English horn
- 2 bassoons
- 3 clarinets in Bb
- bass clarinet
- Contra alto clarinet
- 2 alto saxophones (1 doubling soprano)
- tenor saxophone
- baritone saxophone
- piano
- 3 trumpets in Bb
- 4 horns in F
- 2 trombones
- bass trombone
- euphonium
- tuba
- 4 percussion (including optional amplified percussion see note on next page) vibraphone, 5 hanging gongs, marimba, bass drum, glockenspiel, crotales, tam-tam.
- electronics

instructions for performance of the electronic portion

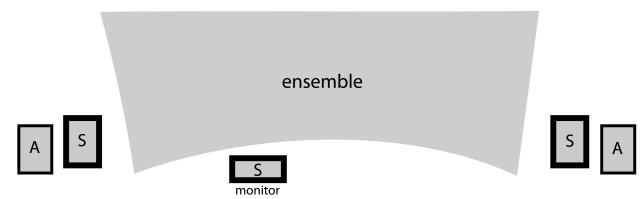
The electronics consist of two kinds of pre-recorded stereo tracks:

- 1) An ambient track that plays throughout
- 2) Separate tracks that accompany each of the scenes

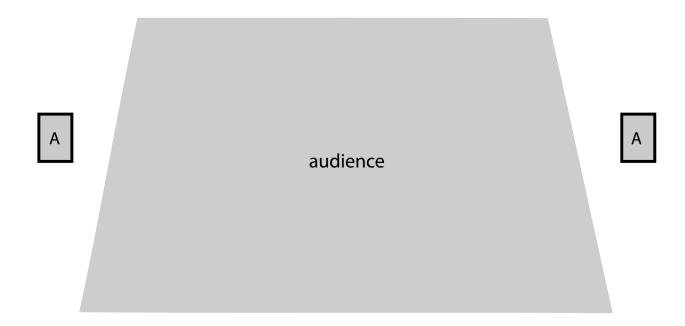
Technical requirements:

- Mixing board
- 2 CD players or a computer program (such as MaxMSP) that facilitates variable playback start times.
- (optional) 2-3 high-quality condenser microphones (such as AKG 451 or DPA 4011), for the close-miked percussion.

It is recommended that the speaker set up consist of 1-3 separate stereo pairs of speakers and a monitor for the conductor: A possible setup is shown below.



the ambient track speakers should be aimed at the audience, while the scene speakers should be aimed at both the audience and the ensemble.



The ambient track should be started and allowed to play on its own for between 45 seconds and two minutes before the ensemble begins playing the first scene, at the discretion of the conductor. As the conductor cues the start of the first scene, the engineer should begin playback of the scene 1 track. At the same time, the engineer should slowly (over 5-10 seconds) fade down the ambient track. The ambient track should still be somewhat audible underneath the ensemble, but it should be much quieter than the ensemble or scene 1 track. As the first scene draws to a close, the ambient track should be slowly faded

back in to full strength. Similar cross-fades between the ambient track and individual scenes should occur for the rest of the scenes, though both the ambient track fading out with the ensemble at the end of the fourth scene.

After each scene, the conductor should let the ambient track play alone for somewhere between :45 and 1:20 before continuing with the next scene.

There is also an optional, close-miked percussion part (see the instructions for instrumental performance below for more details). If included, these parts should only be amplified for the ambient sections – bring down the faders during the scenes. These sounds should blend smoothly with the ambient track.

instructions for instrumental performance

scenes from out on the water is scored primarily using proportional notation. Conductor should mark time spans (indicated by the dotted lines), during which performers use their own discretion for entrances. In some instances, indicated by large arrows above the score, the conductor cues group entrances. In several other cases, the music is metered, with some players following the meter while other players continue to play using proportional notation and their own best judgment for entrances.

Performers should approximate $\downarrow = 60$ throughout to determine note duration for their unmeterd parts.

In some cases, notes are connected by wavy beams, which indicate that the notes should be held for variable duration, though the type of beam (eighth note, eighth note triplet, etc.) indicates the average speed.

Optional percussion (may be close-miked and amplified):

Between scenes 1+2, 2+3, and 3+4, optional (close-miked) percussion parts may be blended quietly with the ambient track. It is important that these sounds mimic or otherwise connect in some way to the ambient sounds; experimentation is encouraged in conjunction with the conductor and audio engineer. In particular, many extremely quiet sounds can be fascinating when close-miked. Example of appropriate material:

- 1) Brushes, fingers, or other material lightly scraping snare drum or bass drum
- 2) Brushes or other metal lightly scraping cymbals and gongs
- 3) Other quiet scraping or rubbing sounds.

Program note

scenes from out on the water attempts to evoke mysteries of the sea. I have recently been attracted to the stories of early weird fiction authors including Algernon Blackwood, Clark Ashton Smith, and William Hope Hodgson, each of whom dealt with water in their writing. In particular, I am fascinated by the manner in which they suggest ideas, sounds, and sights at the edges of perception. scenes from out on the water relates most specifically to Hodgson's The Boats of the 'Glen Carrig', in which the sea seemed to acquire a life of its own. This is the second recent piece of mine arising from my interest in speculative fiction; I composed the stereo piece, Cloud Carriage, in homage to the works of early science-fiction authors H.G. Wells and Jules Verne.

Many members of the UW-Whitewater Symphonic Wind Ensemble assisted me in the creation of the sound samples heard throughout the piece. Thanks to them for their assistance - especially percussionist, Eric Sheffield, who gave much of his time to help me put this project together. I composed *scenes from out on the water* during Spring and Summer of 2005.

scenes from out on the water was commissioned by the UW-Whitewater Symphonic Wind Ensemble.

Approximate duration 11:30 – 14 minutes (variable)

Copyright © 2005, by Jeff Herriott. All international rights reserved.



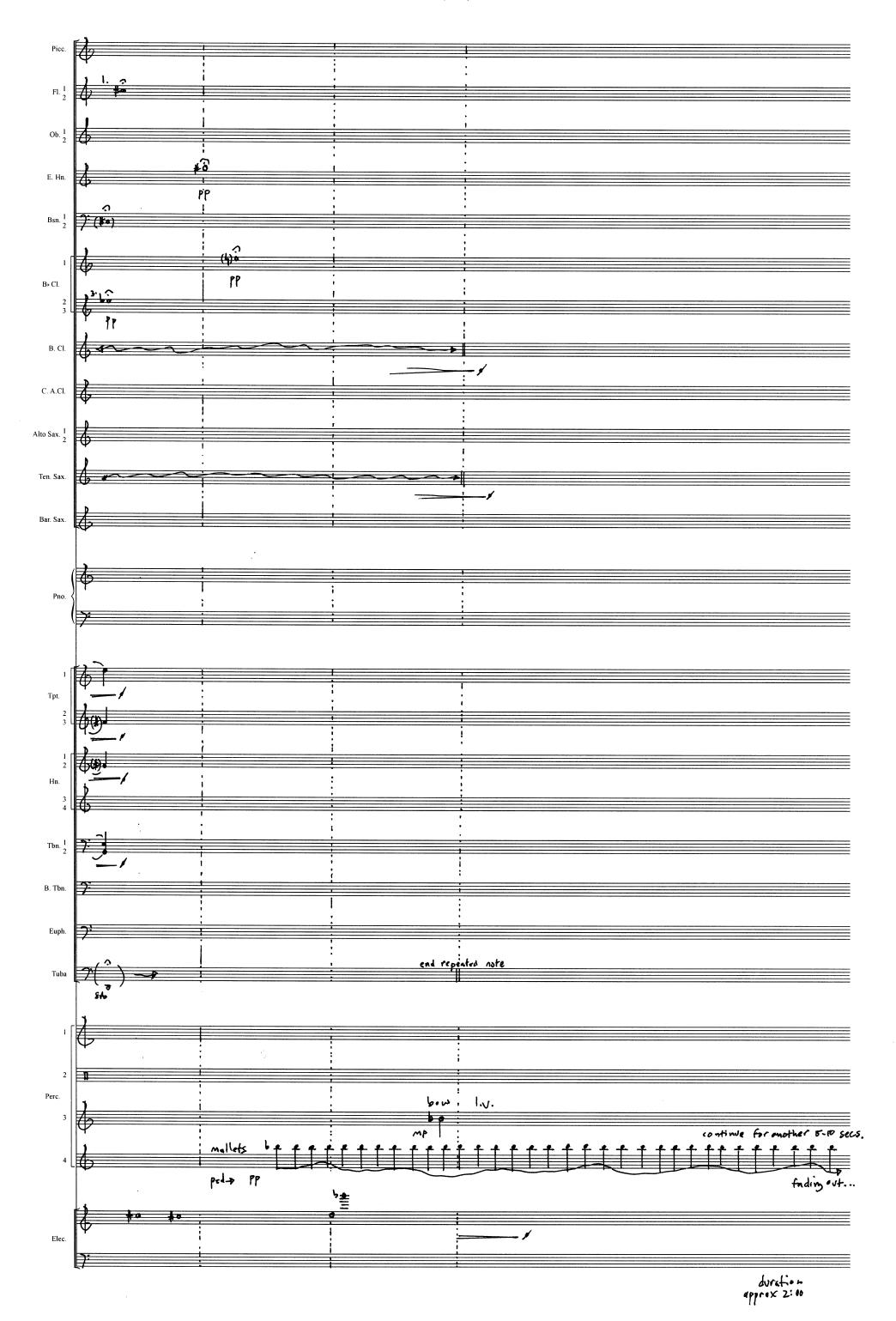


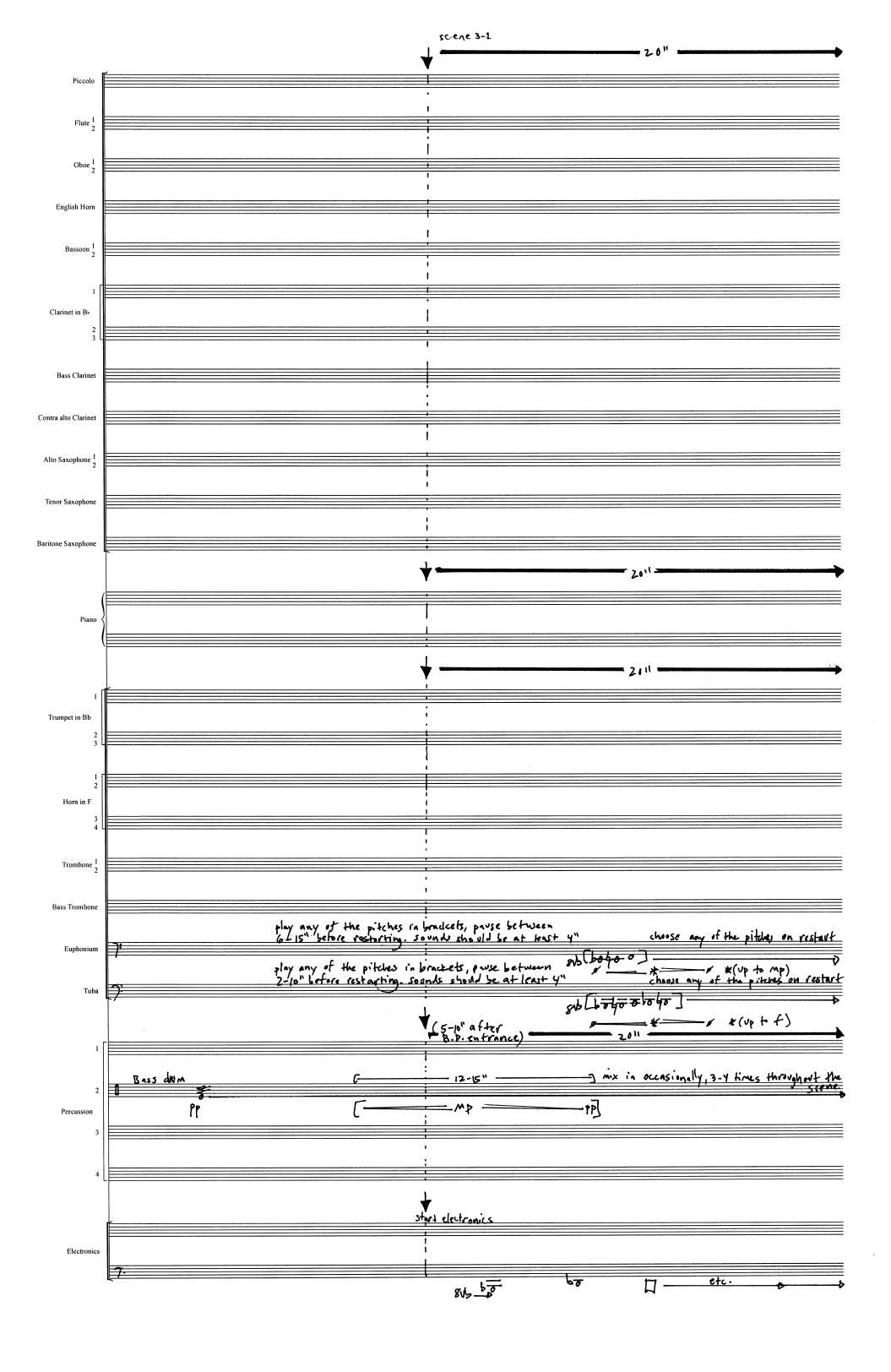




Elec.







 (\square)

Elec.

