

Urban Sky Glow

for

solo marimba

and

fixed media or live electronics

Jonah L. Elrod

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Program Notes:

Urban Sky Glow

Urban Sky Glow explores how missing star light returns to our lives as we reduce city lights. It acts as an interpretation of the levels of the starlight magnitude of one particular area of the night sky. The marimba musically represents the stars that are visible in the different magnitudes. After the first minute of the piece, four stars have been revealed: Sirius, Rigel, Betelgeuse, and Haydes. As we move through the levels of magnitude, city light is reduced, more stars are revealed, and previously visible stars become brighter. The fixed media creates both a contrasting artificial light as well as extensions of the marimba's starlight. As we travel through the magnitudes we also engage in two Dreams which are variations on the starlight materials.

Notation:

The notation for the marimba during the five Magnitudes is proportional. The spacing between noteheads in the marimba part indicates how close together the notes should be played.

Using the dotted vertical lines the performer can keep track of relative elapsed time. The magnitudes are meant to sound improvisational and it is not necessary to be strictly in time.

Notes with ties afterward indicate the length a roll should be sustained.

Live electronic entrances are indicated by a vertical arrow.

The thickness of the black bars in the live electronics part indicates the relative loudness of the **Pads** (described below).

OPTIONAL Live Electronics (if performing with a live performer who will trigger the **Events** and **Pads**):

The live electronics audio files are available from the composer.

The audio files can be triggered from any playback device or software, however, the ability to play two files simultaneously is necessary.

One device plays the "Pads" (**Pad1**, **Pad2**, etc.) while the other plays the "Events" (**E1**, **E2**, etc.). Pads are much longer than events and need to play along with a sequence of triggered events. A simple Max patch is available from the composer, if necessary. **E20 - 25** are improvised at the end. All six audio files do not need to be played, but at least three is preferred.

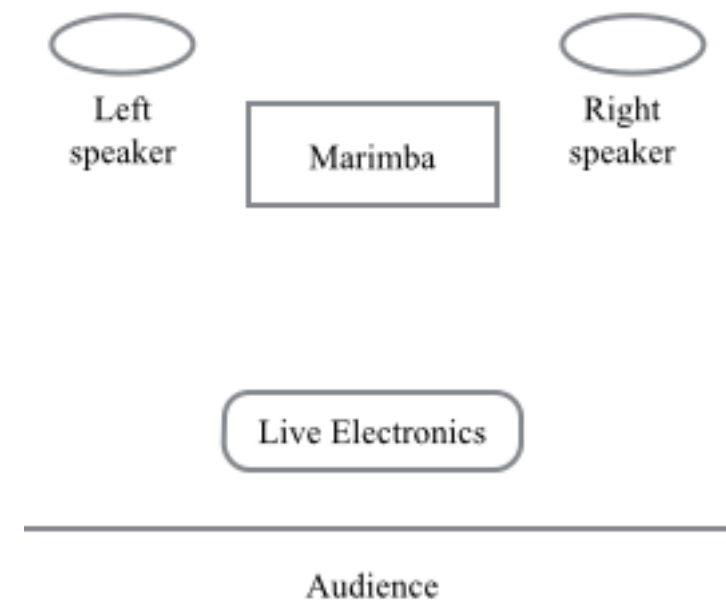
The live electronics player should also have control over the volume of their output. Controlling a fader next to them would be ideal.

Setup:

The marimba should be placed as close to the front of the stage as possible.

Audio files are all in stereo, thus only two speakers are required. The speakers can be raised up on stands or sit down on the stage, depending on the balance of the performance space. They should be placed somewhat behind the marimba player so that she can hear the stereo playback.

The optional live electronics player should be facing the stage on the apron of the stage or in the audience where they can hear the stereo field and balance with the marimba.



for Shelby Tracy
Urban Sky Glow

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Magnitude 0

Pad1

0:05 0:10 0:15 0:20 0:25

Live Electronics

Marimba

Magnitude 1

0:30 0:35 0:40 0:45 0:50 0:55

L.E.

Mar.

Magnitude 2

1:00 1:05 1:10 1:15 1:20 1:25

L.E.

Mar.

*Wait for "Pad1" to fade out,
then *attacca* Dream 1.

Dream 1

♩ = 80

L. E.

Marimba

4/4

accel. ----- rit. ---- , a tempo

slower 7

a tempo

f *mf* *p* *p* *f* *pp* *f* *p sub.* *f*

E5

E6

10

L.E.

Mar.

slower 7

pp *poco* *mf* *f* *pp* *mf* *p* *f* *f*

E7

16

L.E.

Mar.

mp *mp* *mf* *p* *pp* *poco* *pp* *ppp*

E8

E9

Magnitude 3

0:05 0:10 0:15 0:20 0:25 0:30

Pad2

L.E.

Mar.

ppp *pp* *mp* *ppp* *mp* *pp* *p* *mp* *pp* *ppp* *p*

Magnitude 4

0:35 0:40 0:45 0:50 0:55 1:00

E11 E12

L.E.

Mar.

ppp *pp* *p* *mf* *ppp* *ppp* *pp* *mf* *ppp* *p* *mf* *p* *pp* *mp* *ppp*

*Wait for "Pad2" to fade out, then *attacca* Dream 2.

Dream 2

♩ = 80

L.E. **4/4** Pad3 E13 E14 E15 E16 **2/4** **4/4** E17

Marimba

pp mp f pp mf pp ppp poco p ppp f mp ppp f ppp mp pp sub.

accel.----- accel.----- rit.----- accel. --

L.E. 15 E18 *cross-fade with marimba *(n)

Mar.

rit.----- slowly accel.----- a tempo

f f p mf p f sub. p sempre ff

L.E. 25 Pad4 **2/4** E19 **4/4** **3/4** **4/4**

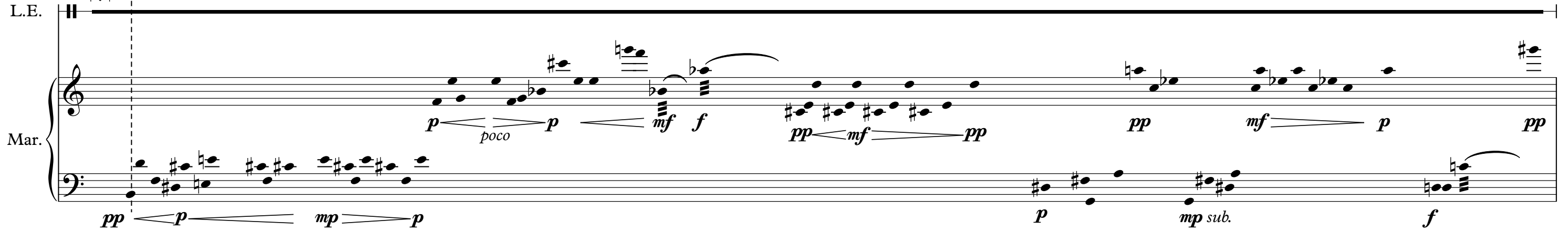
Mar.

pp ppp ppp ppp p n

Magnitude 5

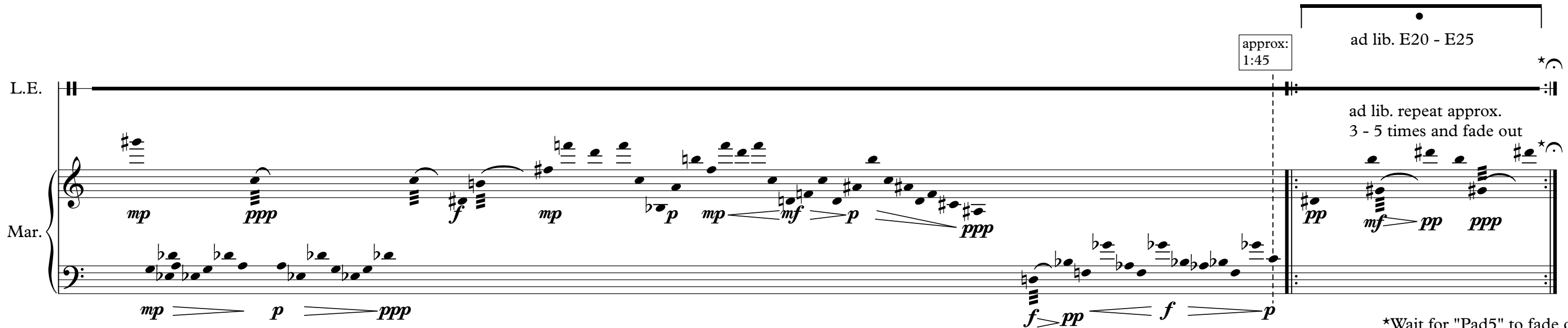
Pad5

0:20

L.E. 

Mar. *p* *poco* *p* *mf* *f* *pp* *mf* *pp* *pp* *mf* *p* *pp*

pp *p* *mp* *p* *p* *mp sub.* *f*

L.E. 

Mar. *mp* *ppp* *f* *mp* *p* *mp* *mf* *p* *ppp* *pp* *mf* *pp* *ppp*

mp *p* *ppp* *f* *pp* *f* *p*

approx: 1:45

ad lib. E20 - E25

ad lib. repeat approx. 3 - 5 times and fade out

*Wait for "Pad5" to fade out on its own. Marimba should end repeats before pad is finished.