

CrusT

for clarinet and computer generated tape

Crust

matt ingalls

as long as poss.

b^b Clarinet

(sound as "electronic" as poss.)

add Reg. Key trill

Ktr

molto vib.

no vib.

Trill fork key

you may want to start the tape a bit later after the clarinet's high-A starts, depending on how long you usually hold the note

"tape"

CUE 1: 0:00

0:08

0:09

molto esp.

dolce

tr

(make double trill for speed?)

sub p

0:14

0:21

0:22

tr

molto rit.

trill Low E Key

0:41

0:46

molto rubato →

1:02 1:09

dee

1:17 1:18 (N. Fork)

(B key)

1:35 1:36 1:39

sub. fast!

1:47 1:54

a low note!

n mf

mf — f — p

2:02 n — f

(sharper attacks in texture emerge...)

gliss

ff — n — ff

p — ff — mf — f

[— ossia: play a half step higher than written —]

Fast runs ad lib.

mf — ff — fff — ffff — fffff!!!

2:35

gradually increase multiphonic *tr* *molto rit*
 (with multiphonic growl)

2:35 *fff!!!*

2:43 *n* *fff!!!* 2:46

2:54 *n* *fff!!!* 2:59

CADENZA

p *f* *n* *fff* *p* *n*

tr

trill

*) while holding note, interrupt with short and loud sounds

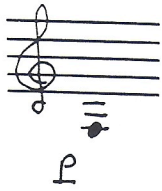
*) interruptions as before, this time getting much more wild and ugly!

improvise, using all/any/none of the suggested material below in combination with your own.

- key clicks
- close to microphone
- flutter tongue
- glissandi
- yell through horn
- trills
- spit sounds
- "backwards" attacks
- loud overblowing
- molto vibrato
- "p" any octave
- barely audible sounds
- any other multiphonic you like

air sounds through instrument ("filtered noise")

* ok - you have shown off enough, or you are tired, or your cadenza has sucked so much you (and the audience) can't take much more of this. it's time to stop playing for a while. somehow wind your improv down to this note:



* you can mess around still a bit, but finally end with:

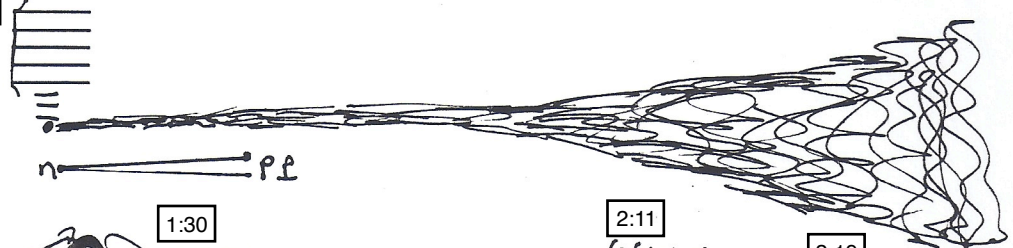
"tape" cadenza (≈ 2'30")



* at this point, the tape comes in with the same pitch - there should be a gradual "cross-fade" so that it is not obvious when you stop and when the "tape" takes over.

CUE 2: 0:00

"tape"



1:00

1:30

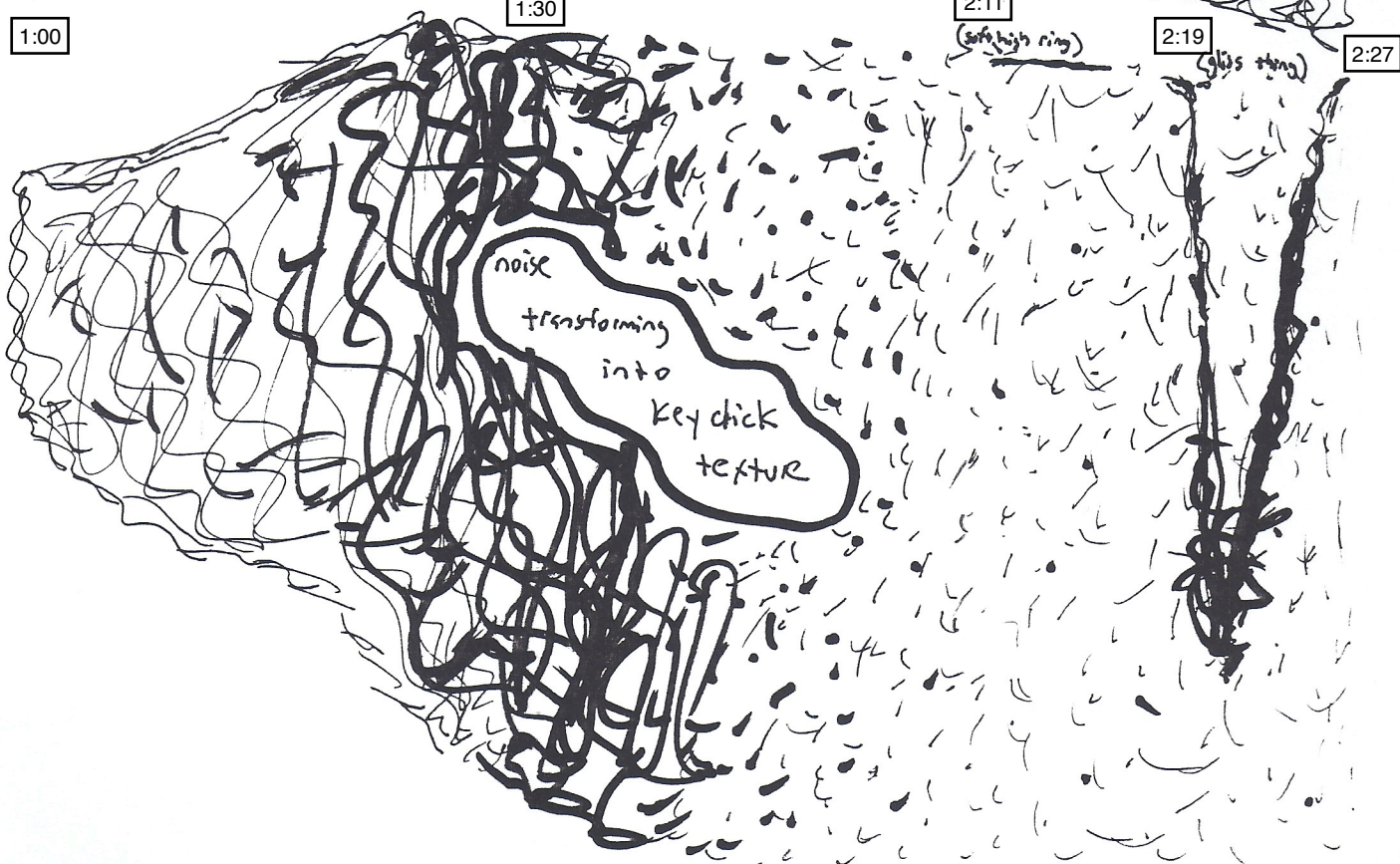
2:11

(safe high ring)

2:19

(gliss thing)

2:27



noise transforming into key click texture

~2:30

* as the "tape" part progresses, gradually come in (slowly and softly) with the above note sequence. Repeat, gradually increasing tempo and volume. Begin inserting ornamentation, runs, and additional material - perhaps interacting with the "tape" part. Get crazy!

~4:05

* by the time the "tape" gets to its climactic point, you should be wailing away -

at 4:10 the "tape" will cut to a texture of many clarinets wailing.

(with a number of low hits accelerating then decelerating)

4:57

Handwritten musical notation on a single staff. It features a sequence of notes with dynamic markings: 'n' (piano), 'mp' (mezzo-piano), and 'n' (piano). There are also some notes with a flat sign (b) and a sharp sign (#). The notation includes slurs and accents.

5:10

A section of the musical score that has been heavily scribbled over with black ink, obscuring the original notation.

Handwritten musical notation on a single staff, showing a sequence of notes with dynamic markings: 'p' (piano), 'mp' (mezzo-piano), and 'n' (piano).

repeat slowing down
and fading out
with the "tape"

6:33

A section of the musical score that has been heavily scribbled over with black ink, obscuring the original notation.