ORGANICS YNTHESIS

BRYAN JACOBS

Organic Synthesis
score information

INSTRUMENTATION

Two mechanical slide whistles, cello, and violin

TECHNICAL NOTES

Software requirements:

- *Organic Synthesis, Vol. 1* software for Max 6 or higher. Versions are available for Max Runtime or as a standalone application.

Hardware requirements:

- 2 mechanical double slide whistles (special instrument available from the composer)
- 2 Macintosh computers
- 2 small USB midi keyboards

STRING NOTATION

fast glissando up to highest position

left hand slap strings to finger board

over pressure

random high harmonic

use the bow to slap the strings to the finger board

left hand pizz

tap the metal end of the bow to the finger board

port = glissando delayed until right before the next note

x note head = light "harmonic" left hand pressure

MECHANICAL SLIDE WHISTLE NOTATION

the midi keyboard affects the slide whistles differently in each section. press the corresponding numerical keys on the computer's keyboard to initiate each cue

play the key on the midi keyboard but don't blow into the whistle (motor sound only)

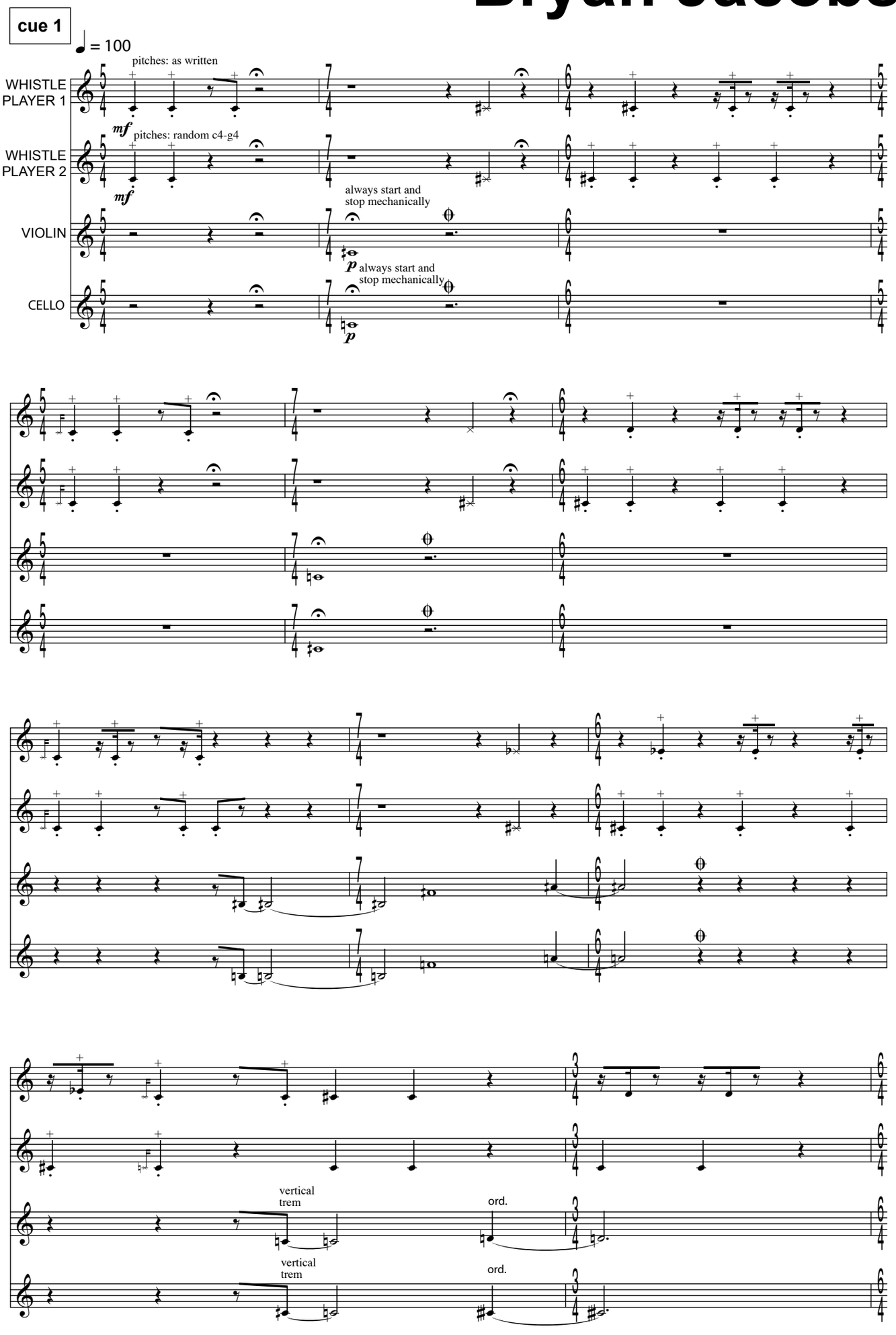
apply air pressure to the whistle while stopping the air opening with one finger. the note is performed by momentarily moving the finger from the air opening

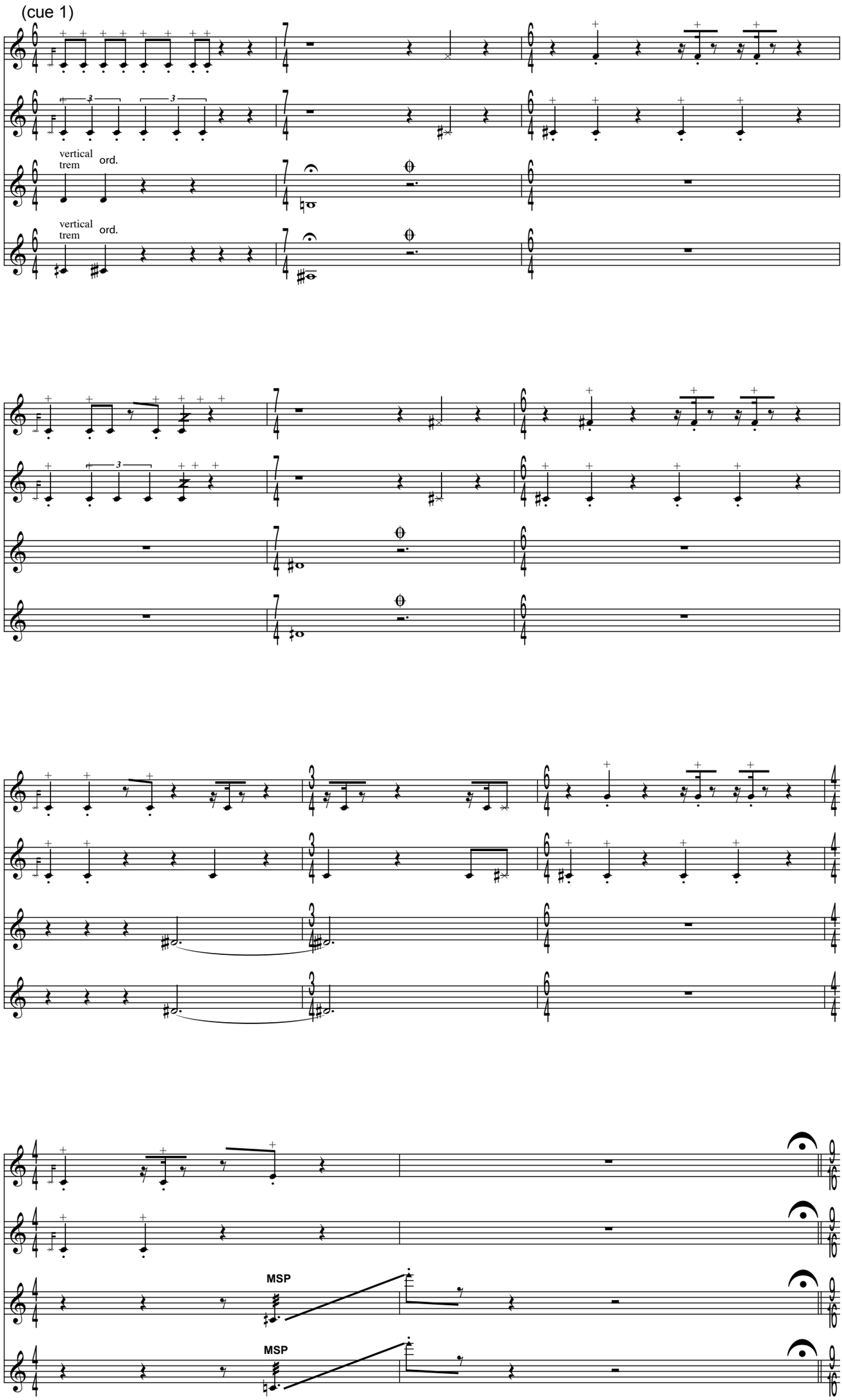
irregular tremolo

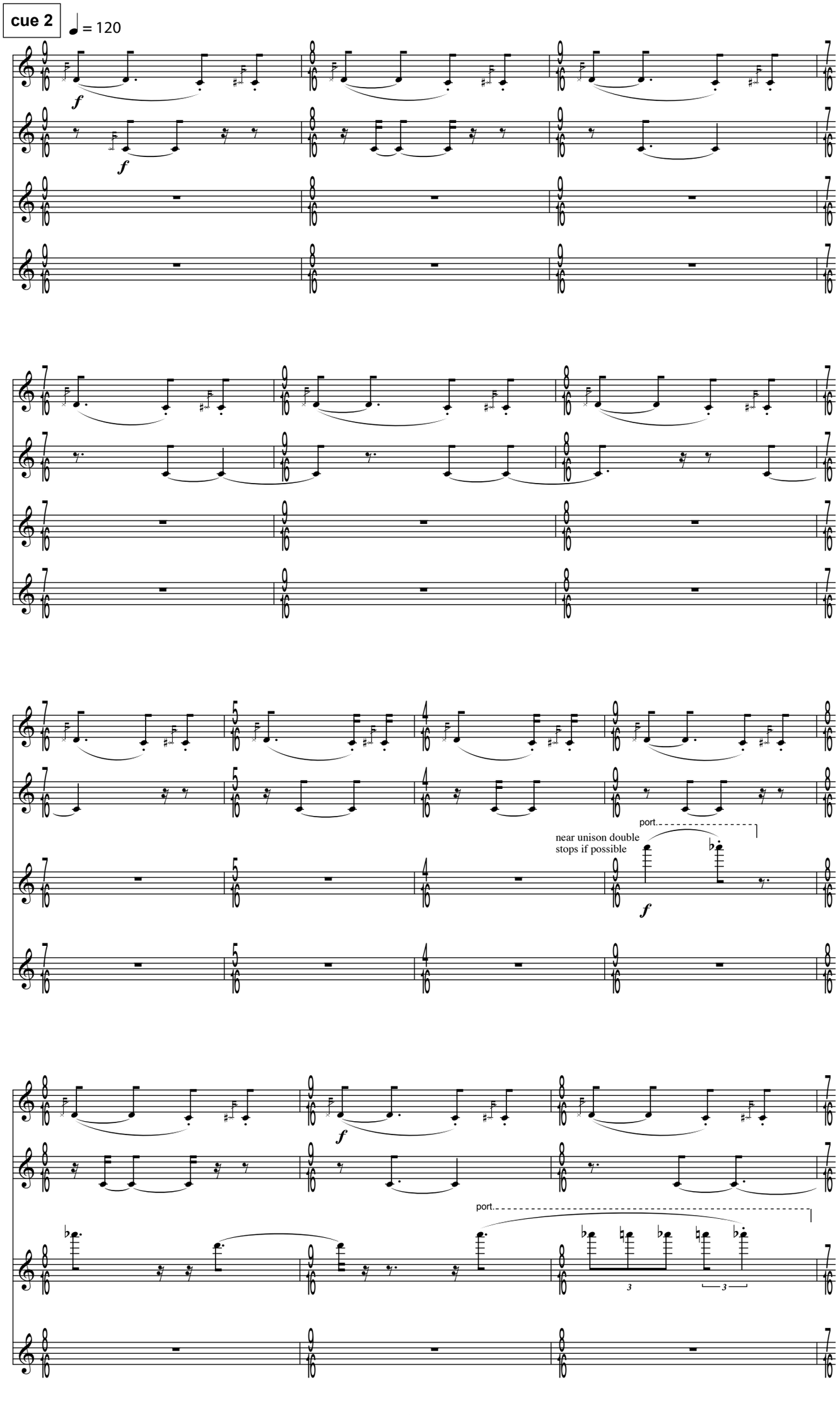
Duration: 9 minutes
2015

Organic Synthesis

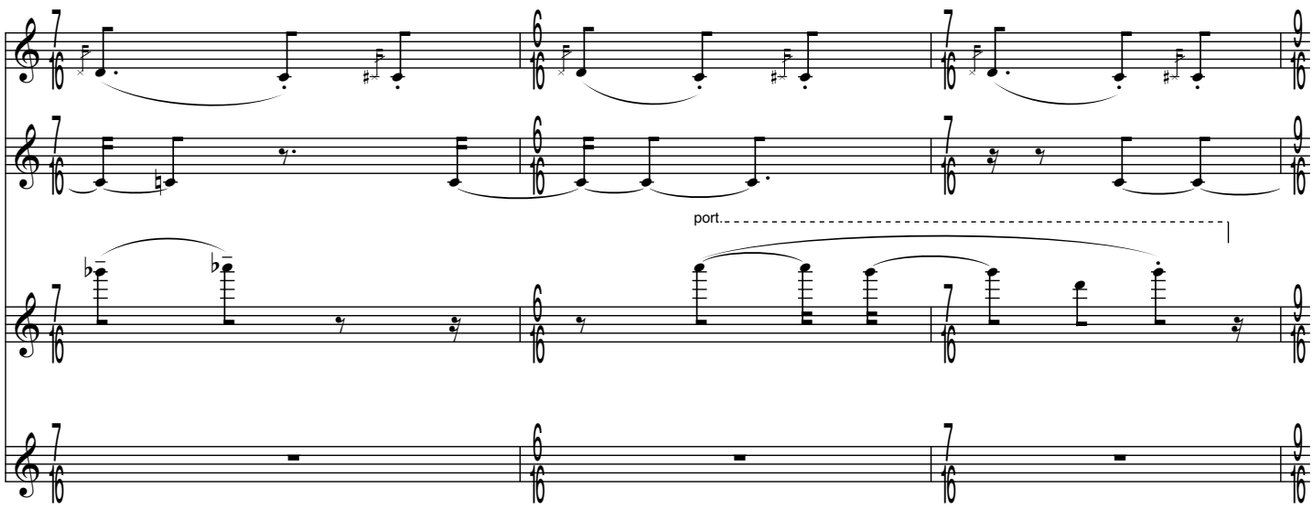
Bryan Jacobs

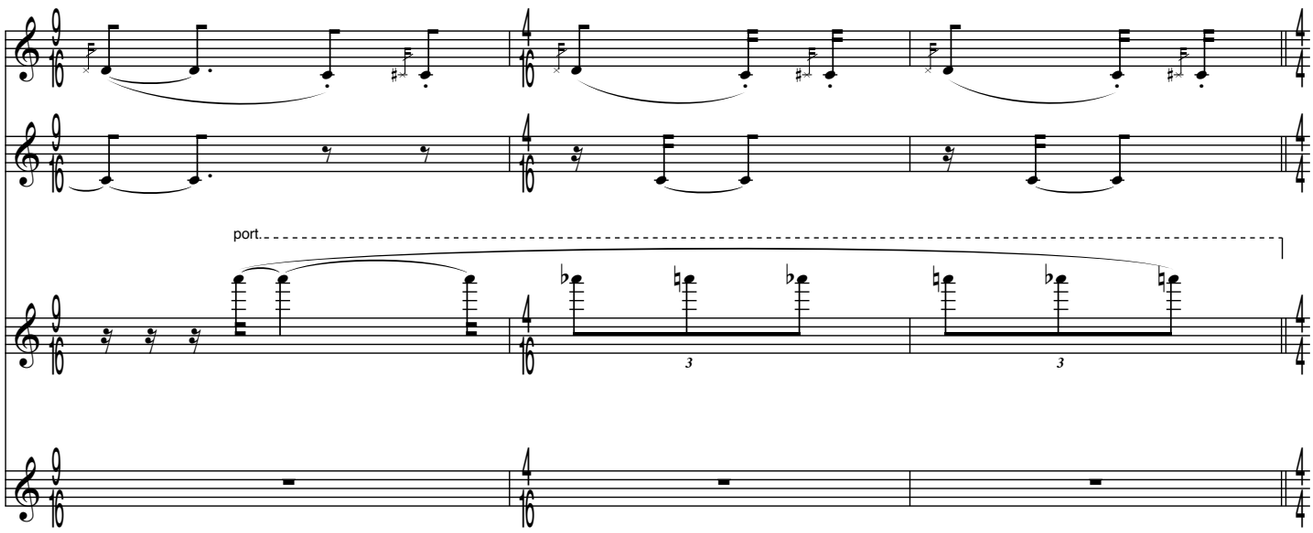



(cue 1)
vertical trem
ord.
vertical trem
ord.
MSP
MSP

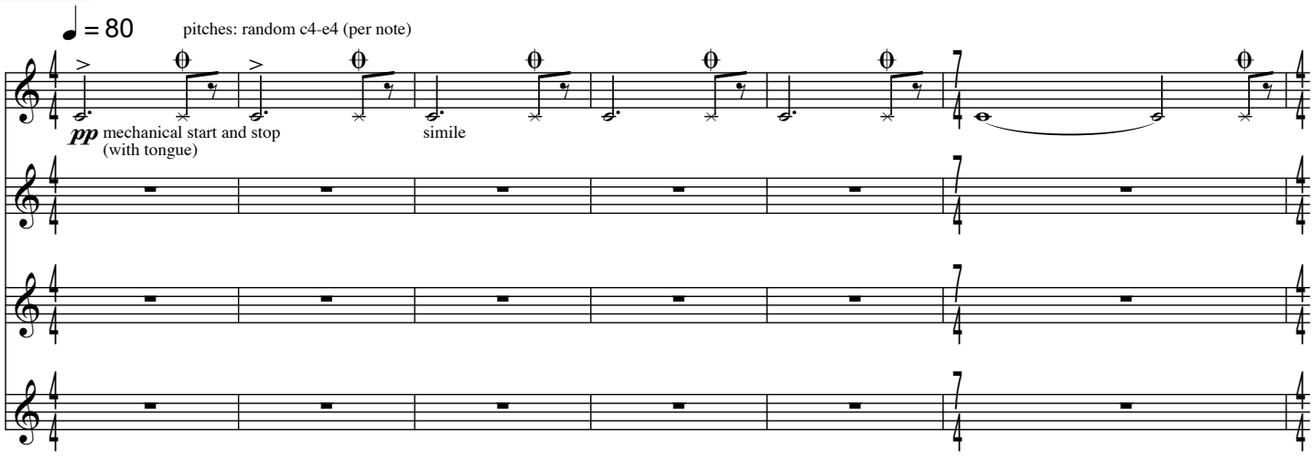

cue 2
= 120
f
f
f
f
f
port.
near unison double
stops if possible
port.
3
3

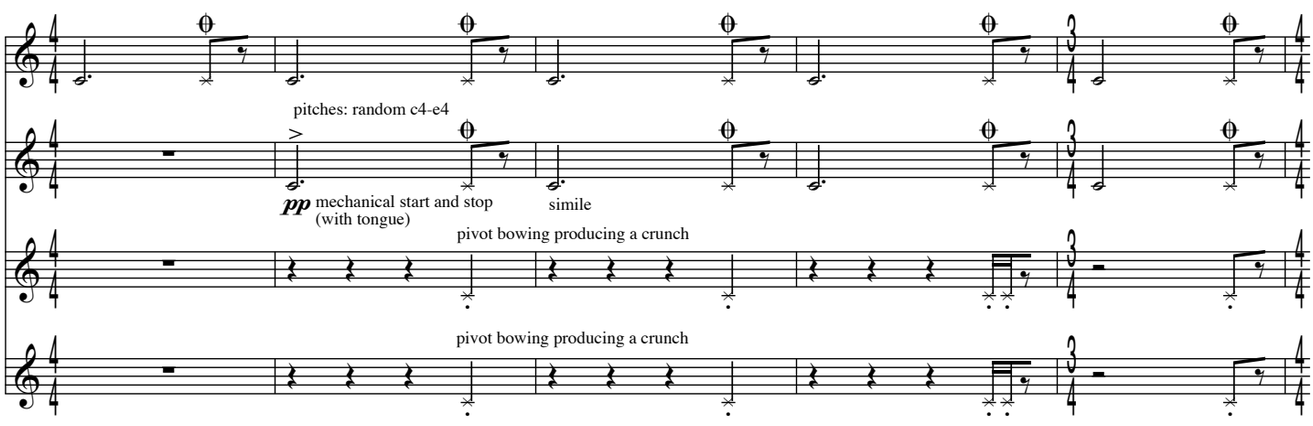
(cue 2)


port.

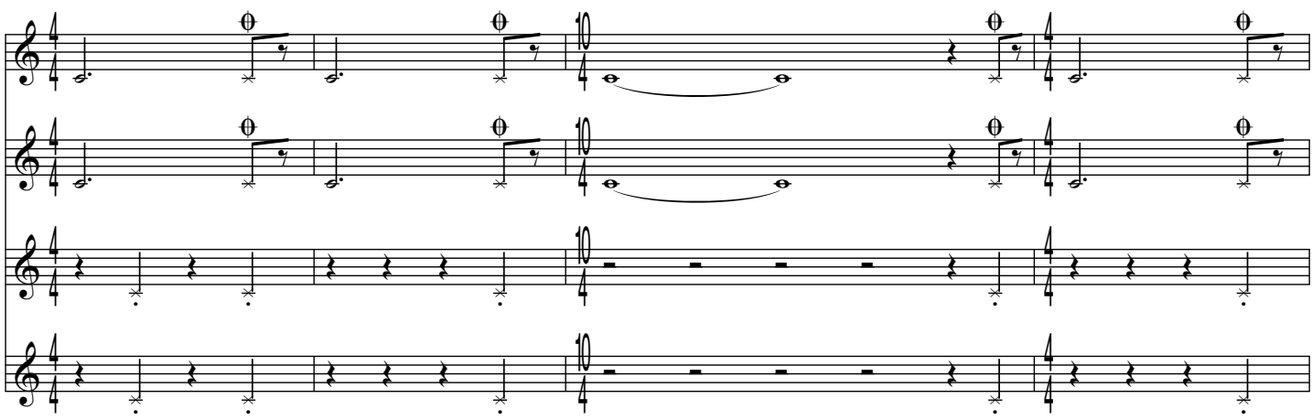

port.
3
3

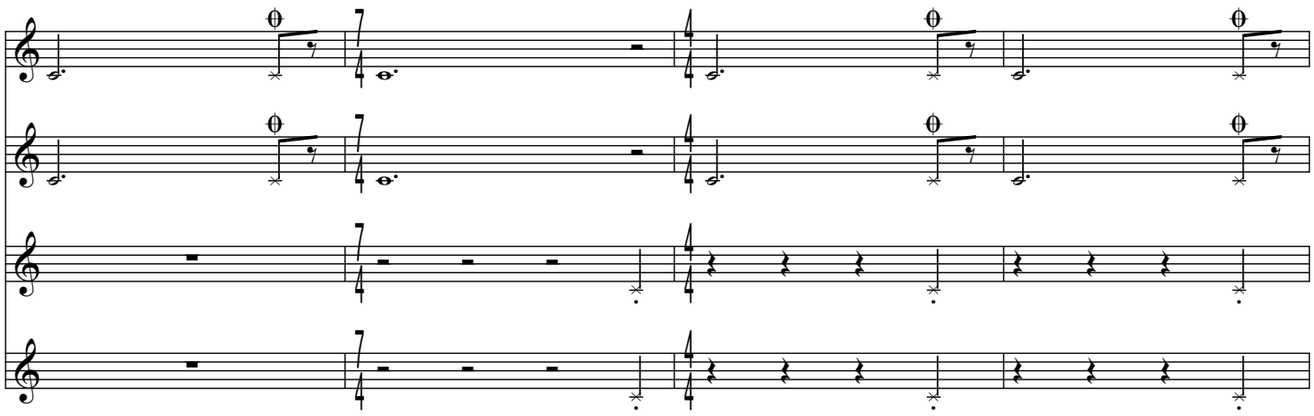
cue 3

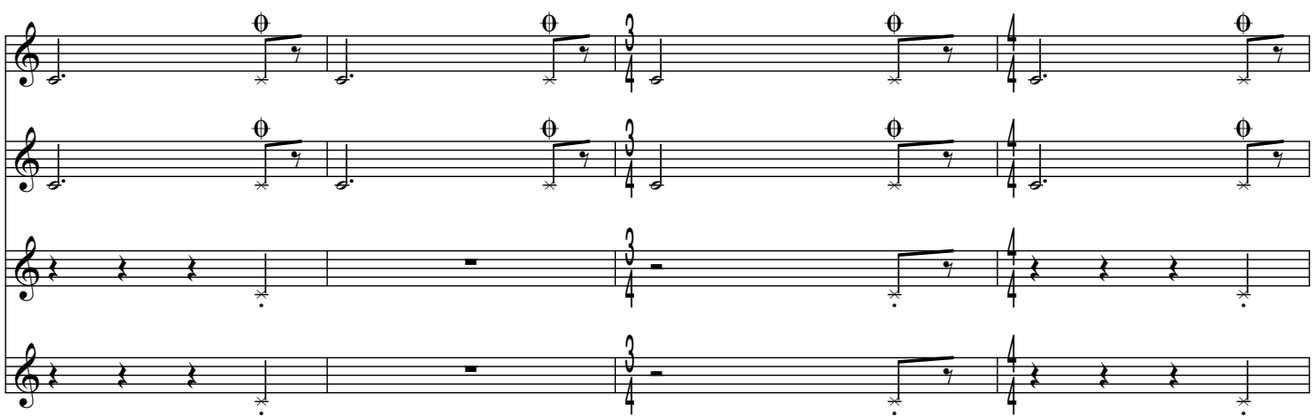

♩ = 80
pitches: random c4-e4 (per note)
pp mechanical start and stop
(with tongue)
simile

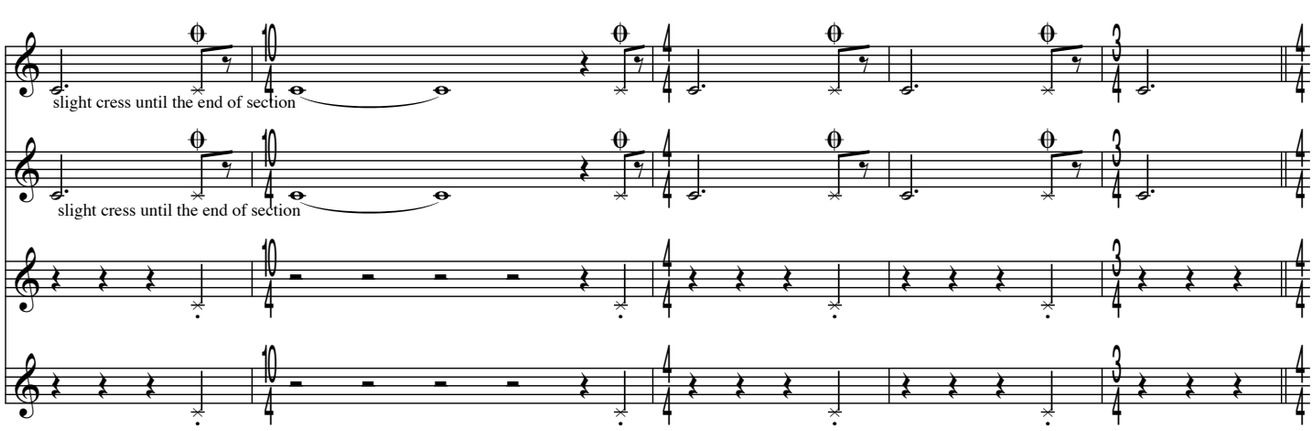

pitches: random c4-e4
pp mechanical start and stop
(with tongue)
simile
pivot bowing producing a crunch
pivot bowing producing a crunch

(cue 3)

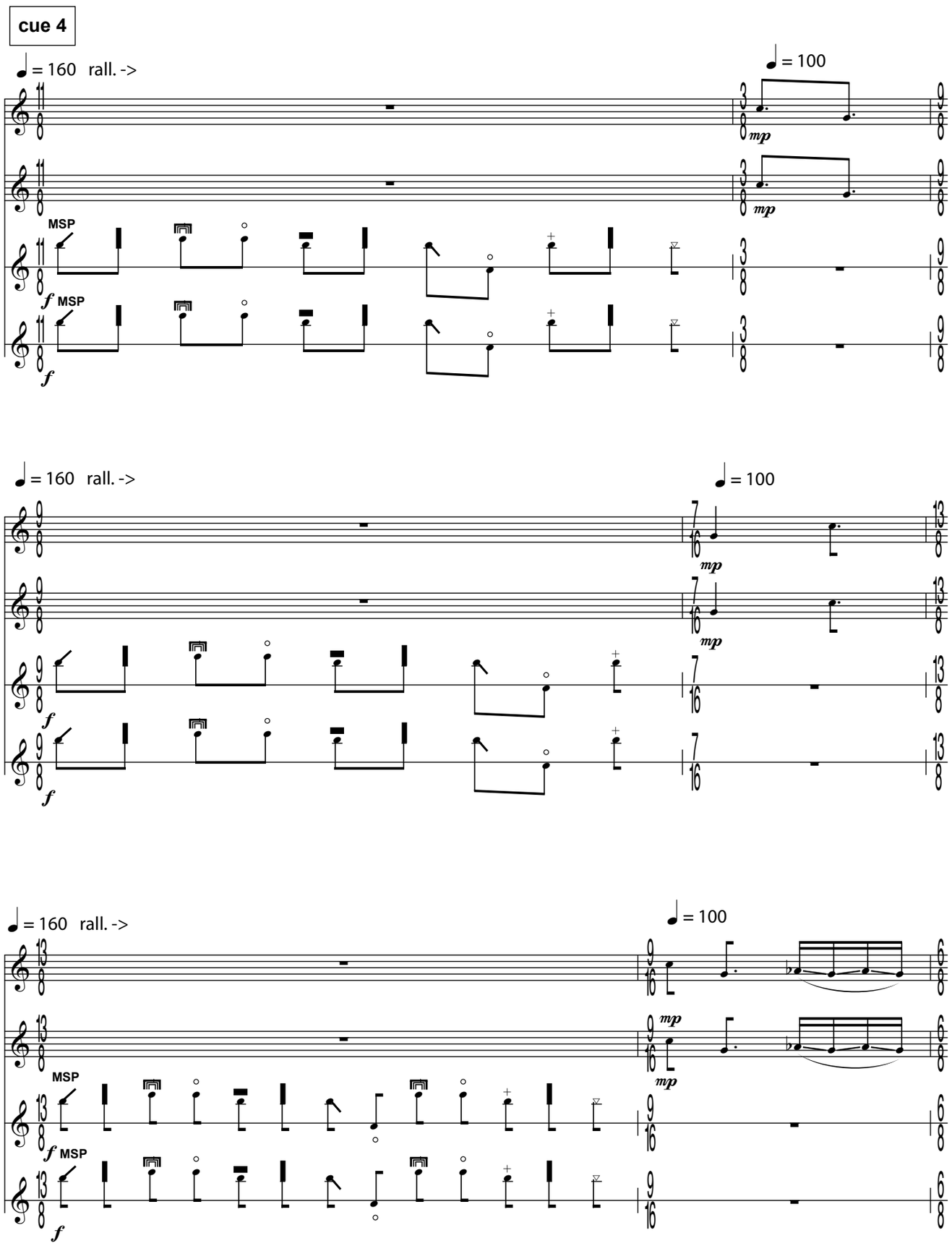




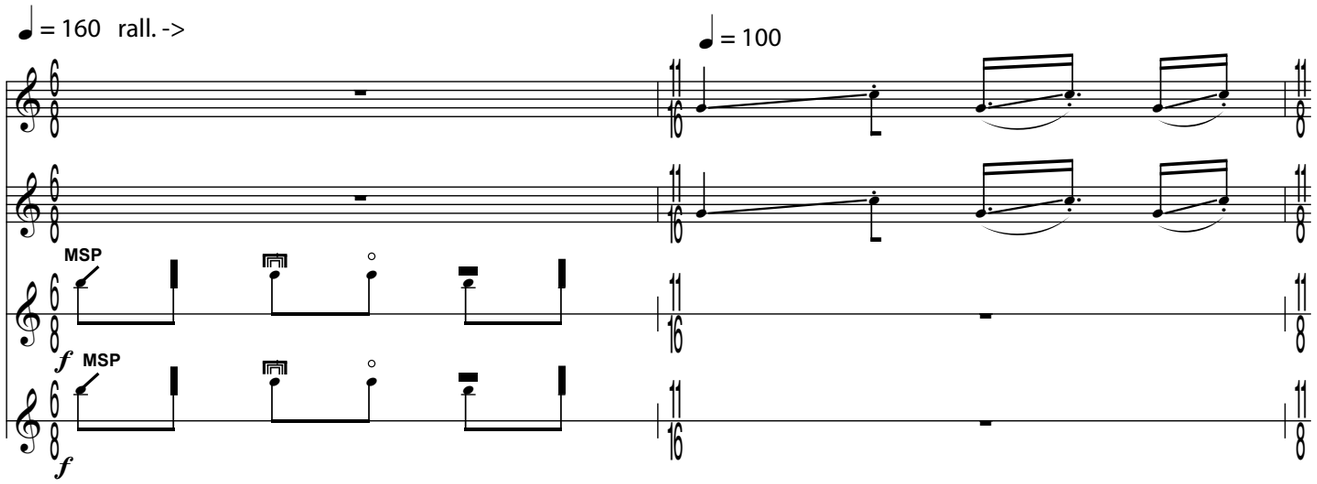


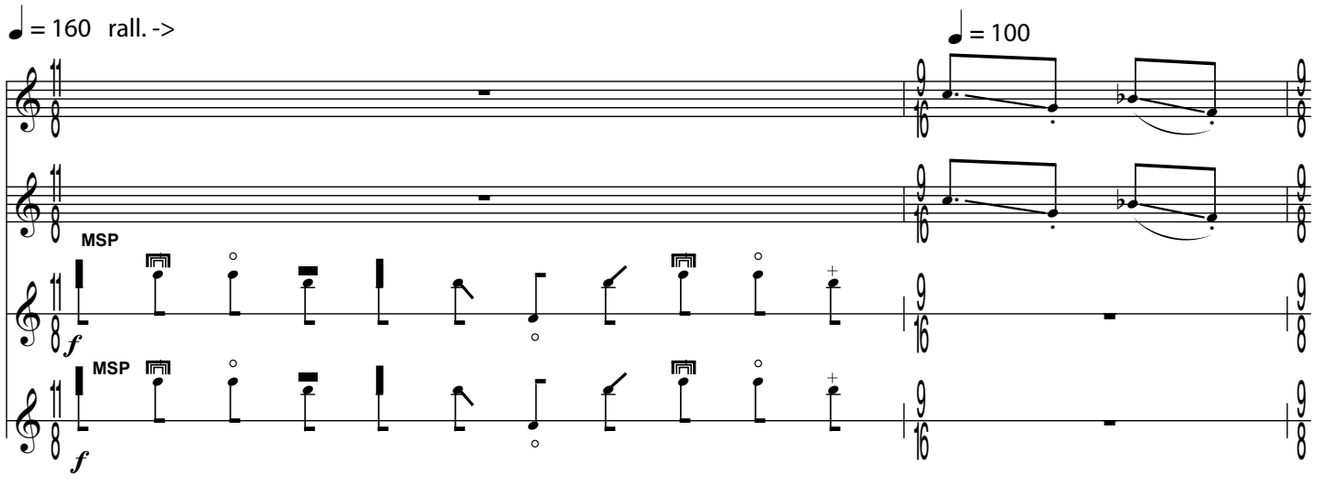


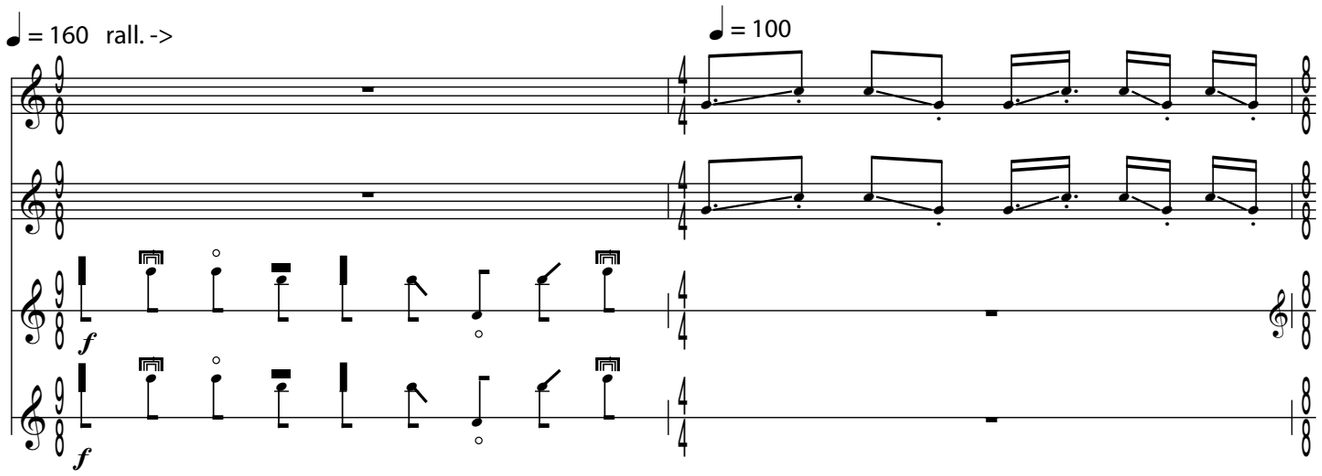
next section attacca

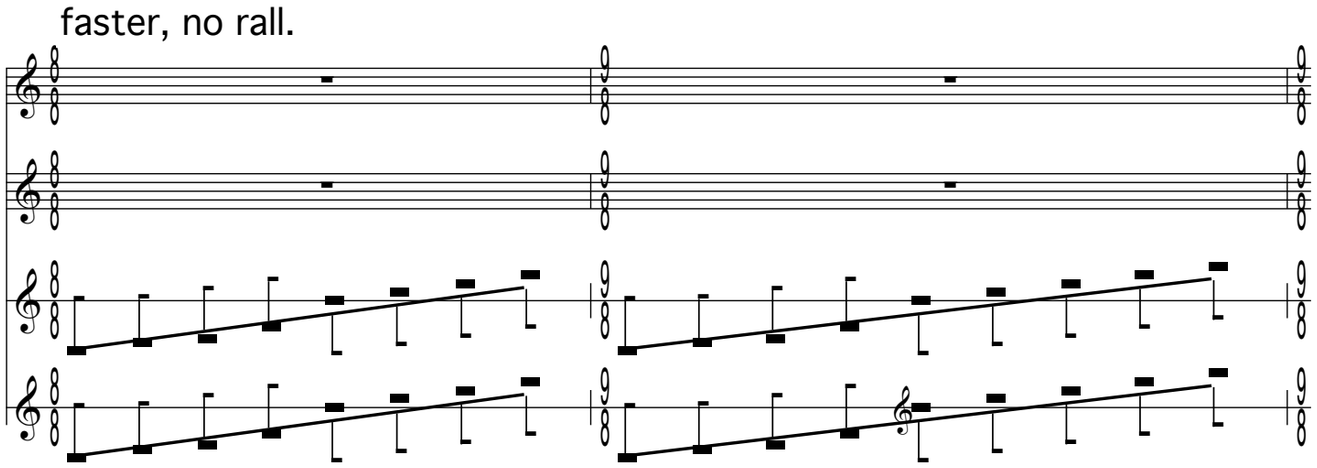

cue 4
♩ = 160 rall. ->
♩ = 100
MSP
MSP
♩ = 160 rall. ->
♩ = 100
♩ = 160 rall. ->
♩ = 100
MSP
MSP

(cue 4)

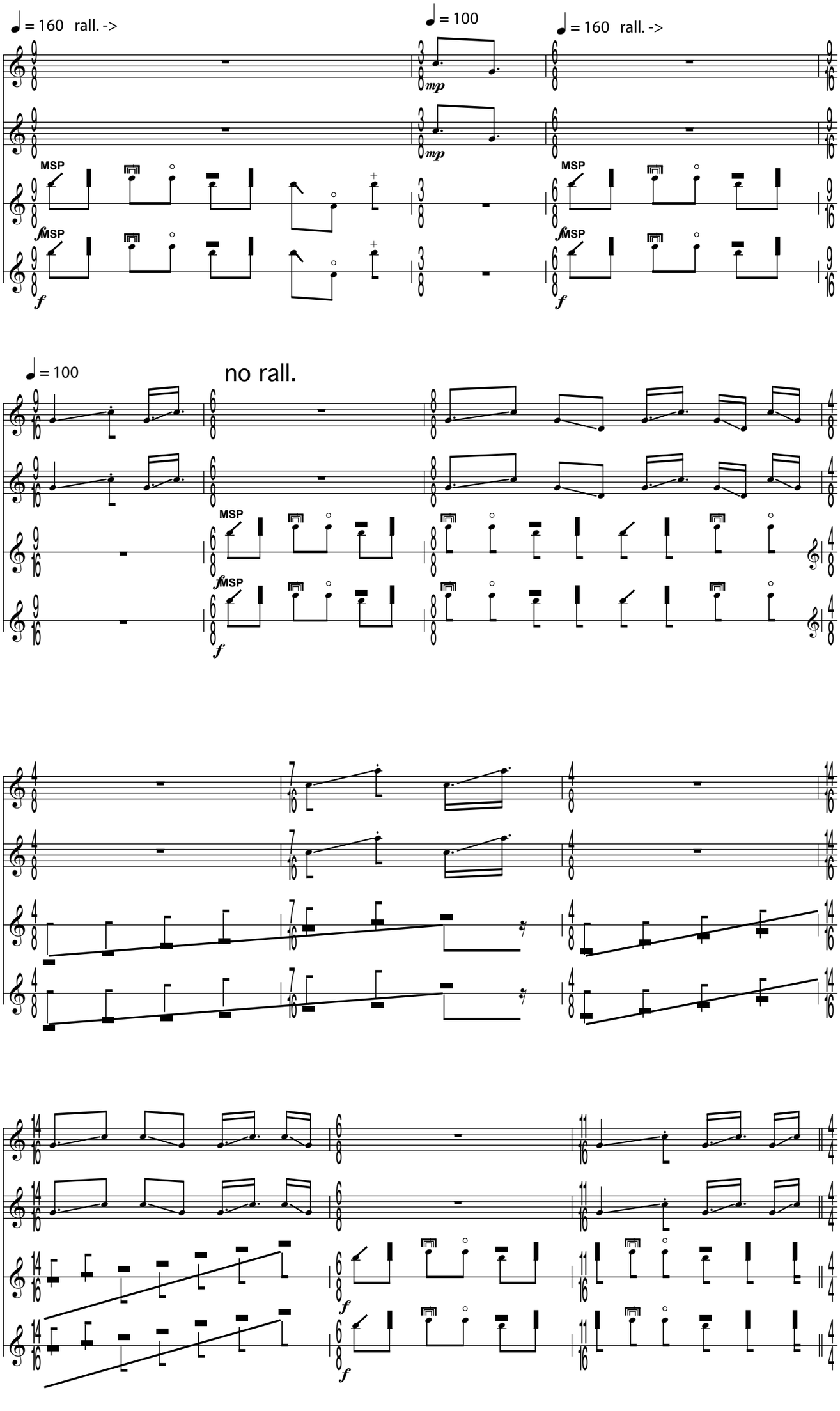

♩ = 160 rall. ->
♩ = 100
MSP
f
MSP
f

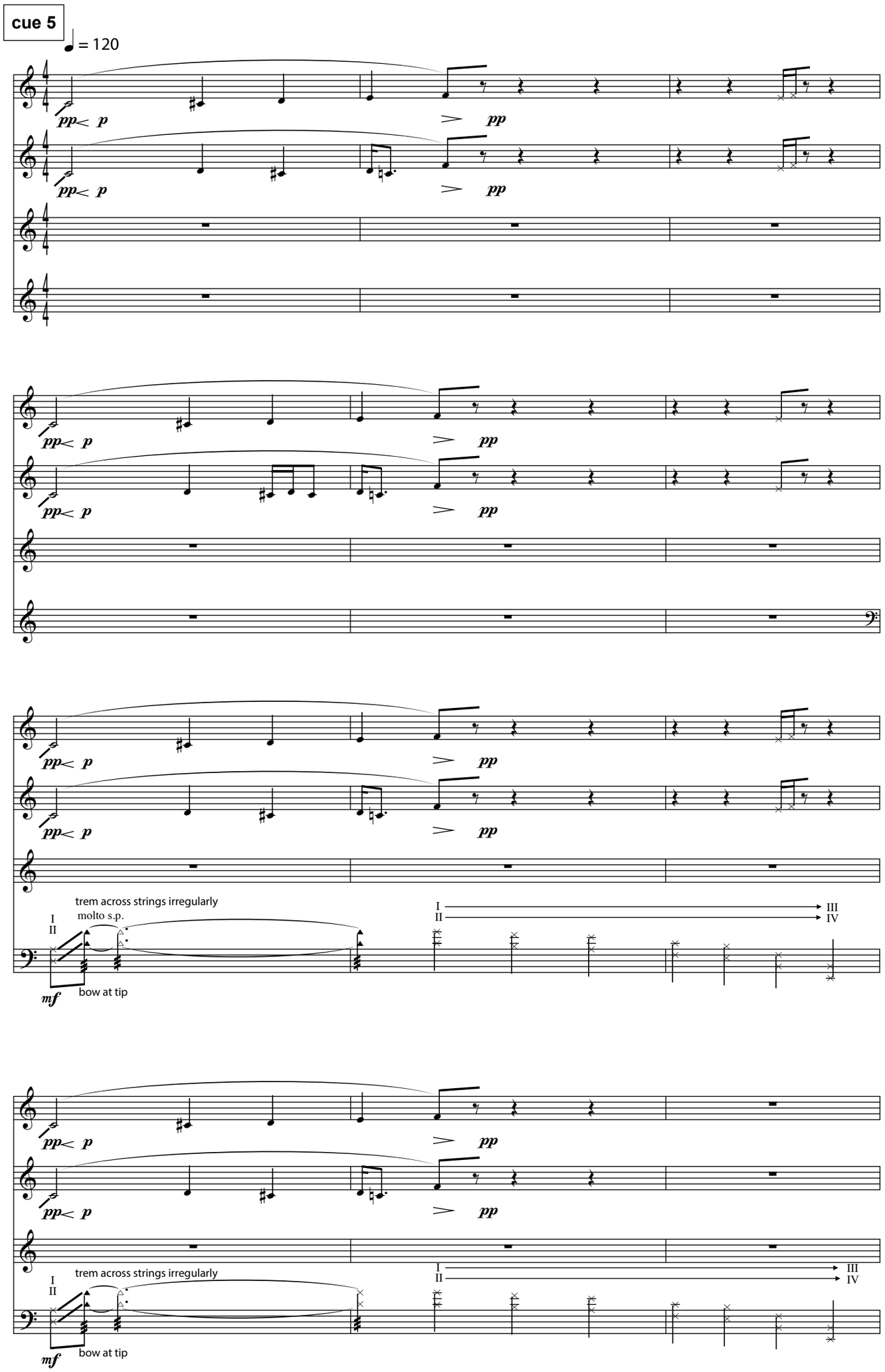

♩ = 160 rall. ->
♩ = 100
MSP
f
MSP
f


♩ = 160 rall. ->
♩ = 100
f
f

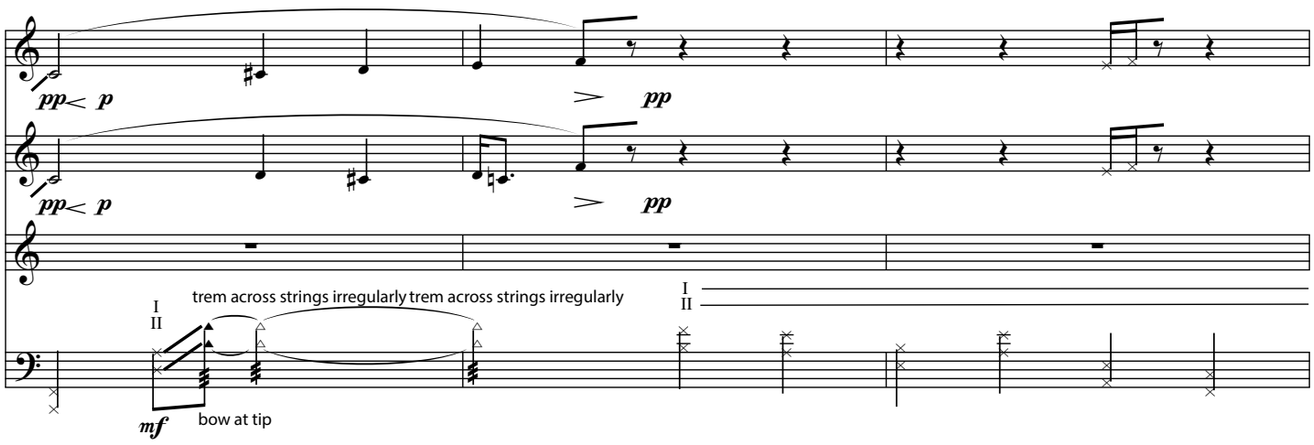

faster, no rall.

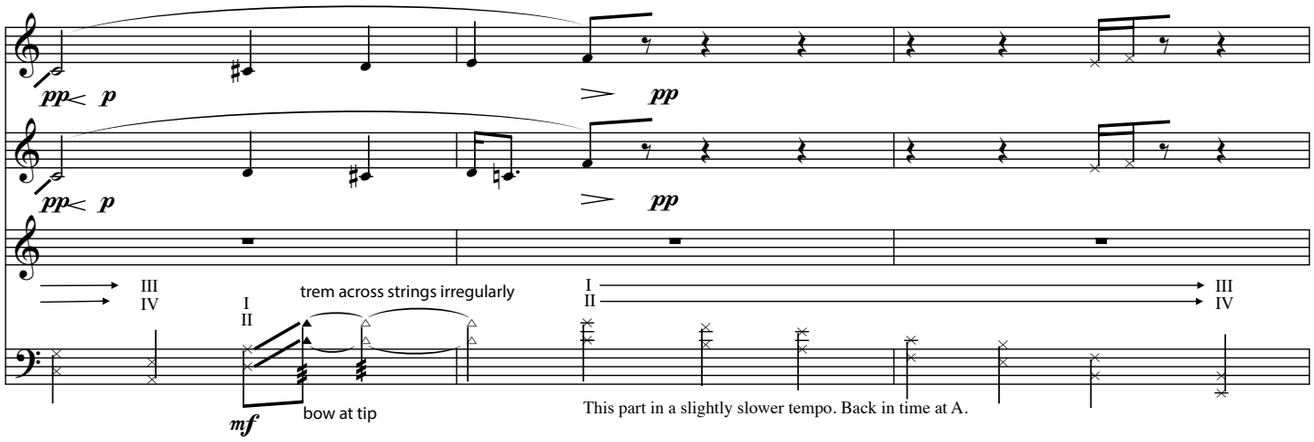
(cue 4)

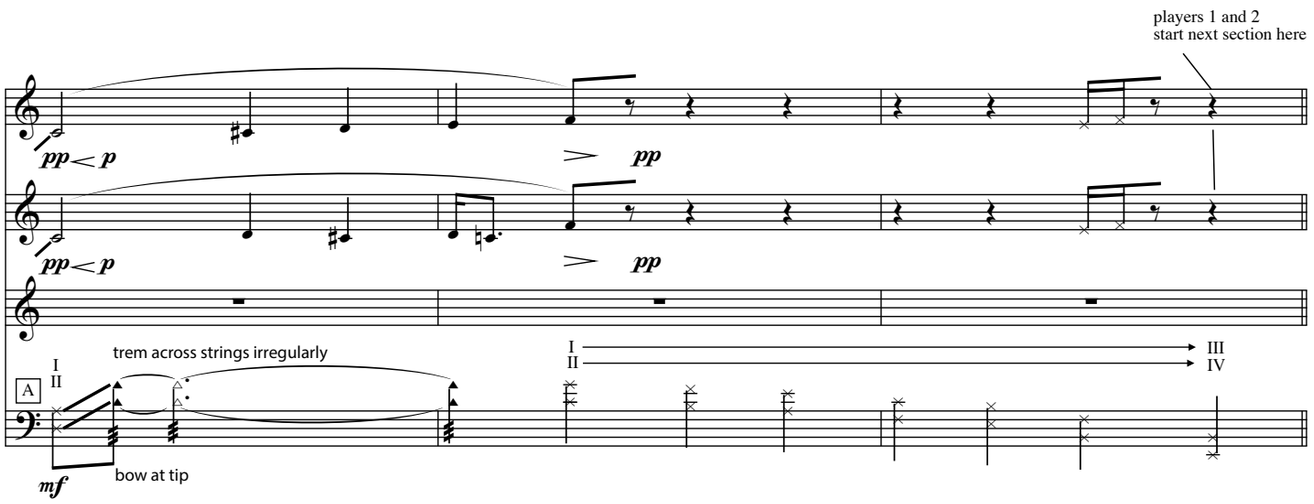


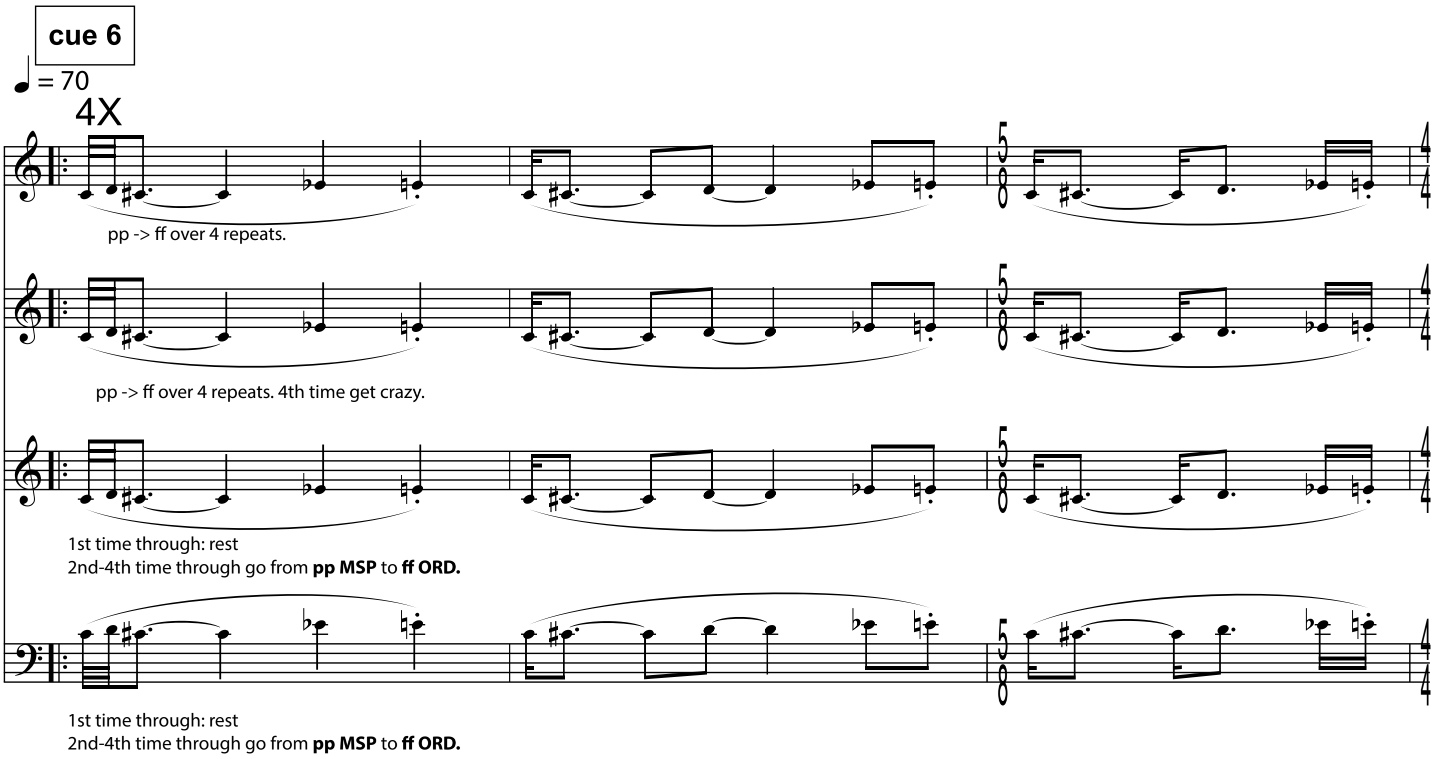

cue 5
= 120
pp< p
pp
trem across strings irregularly
molto s.p.
I
II
I
II
III
IV
mf
bow at tip

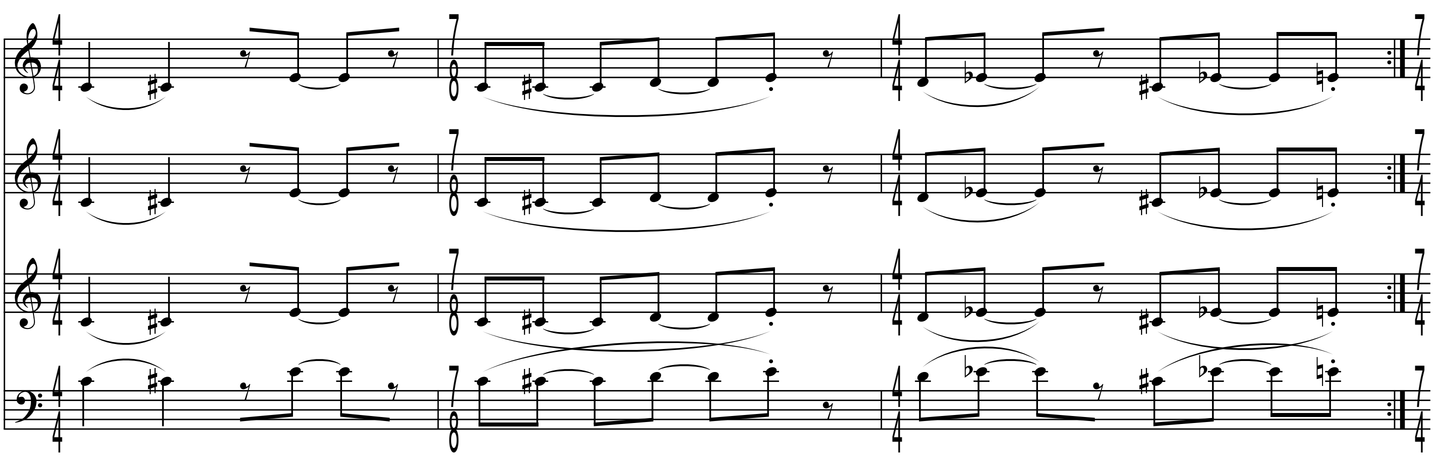
(cue 5)

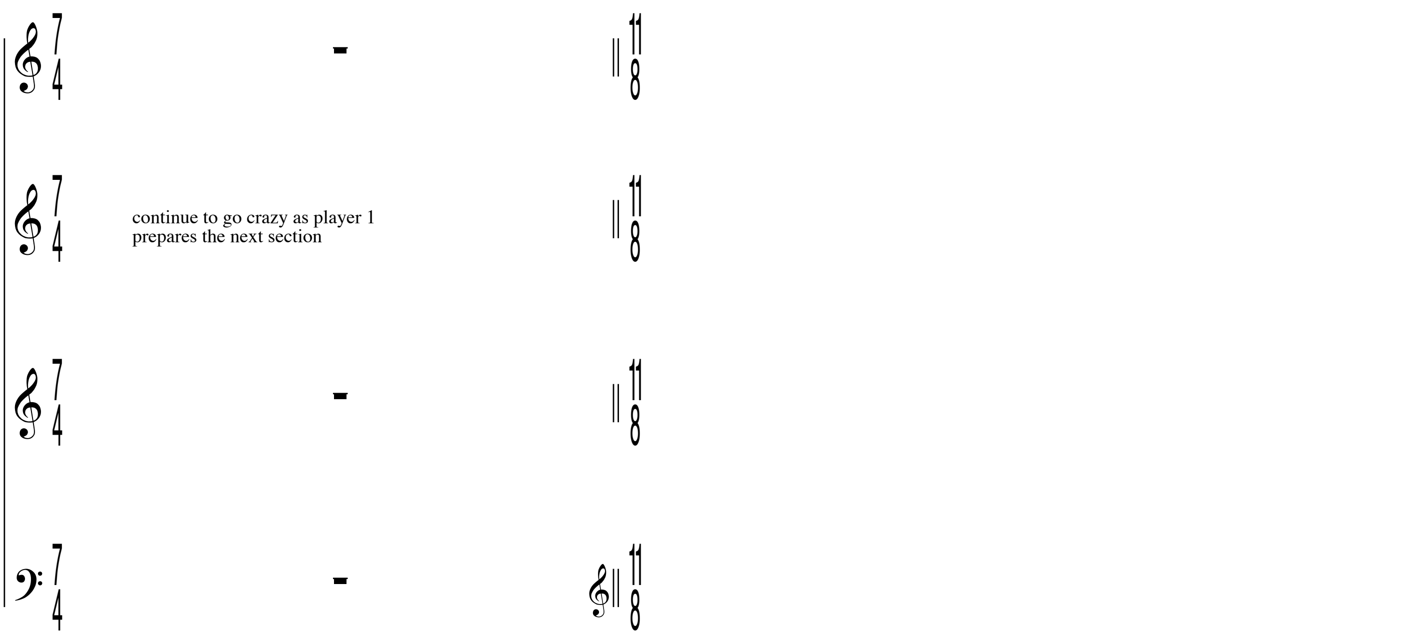

pp< p
pp
pp< p
pp
trem across strings irregularly
trem across strings irregularly
I
II
I
II
mf
bow at tip

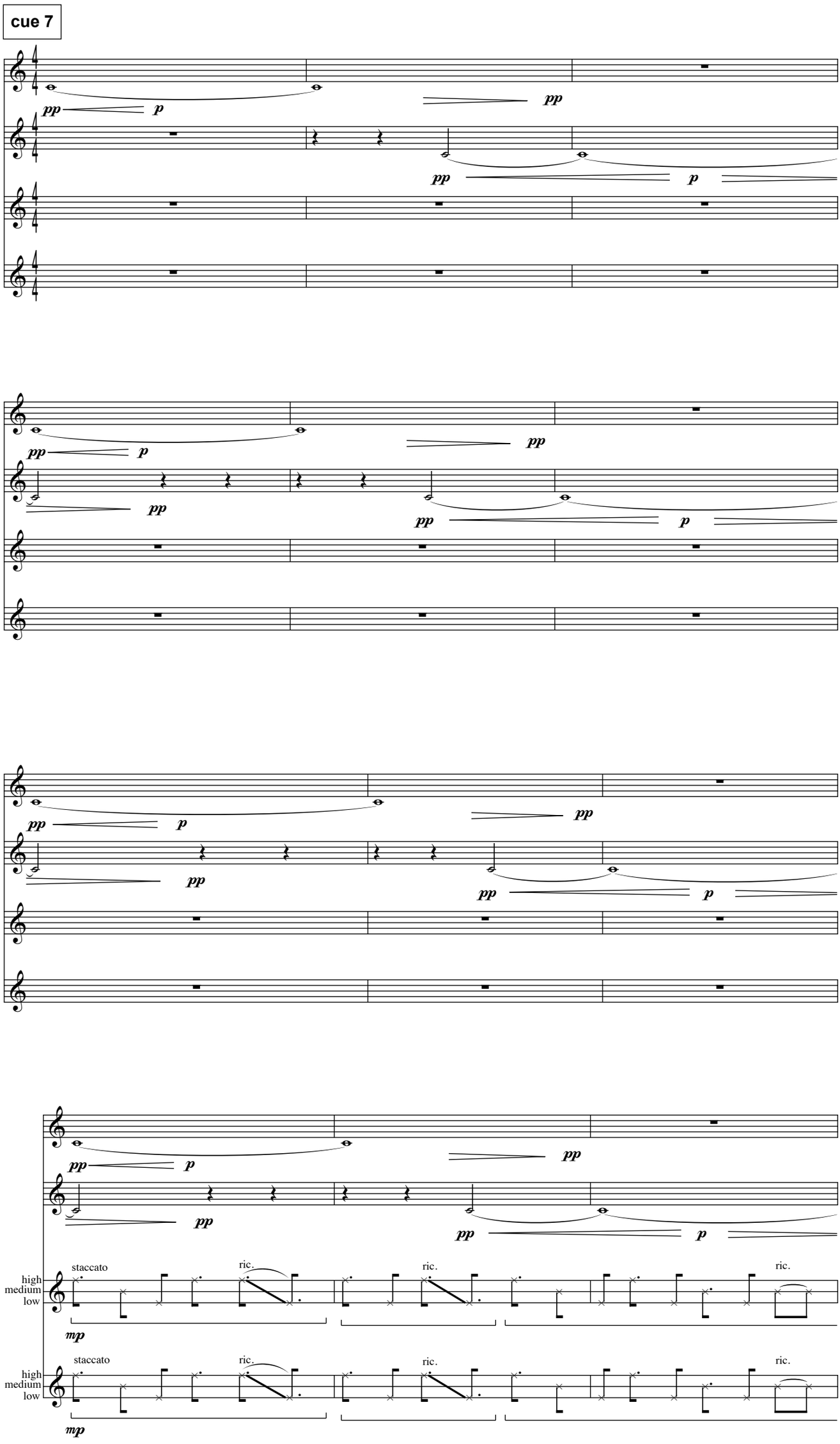

pp< p
pp
pp< p
pp
III
IV
I
II
trem across strings irregularly
I
II
I
II
III
IV
mf
bow at tip
This part in a slightly slower tempo. Back in time at A.


players 1 and 2
start next section here
pp< p
pp
pp< p
pp
trem across strings irregularly
I
II
A
I
II
III
IV
mf
bow at tip

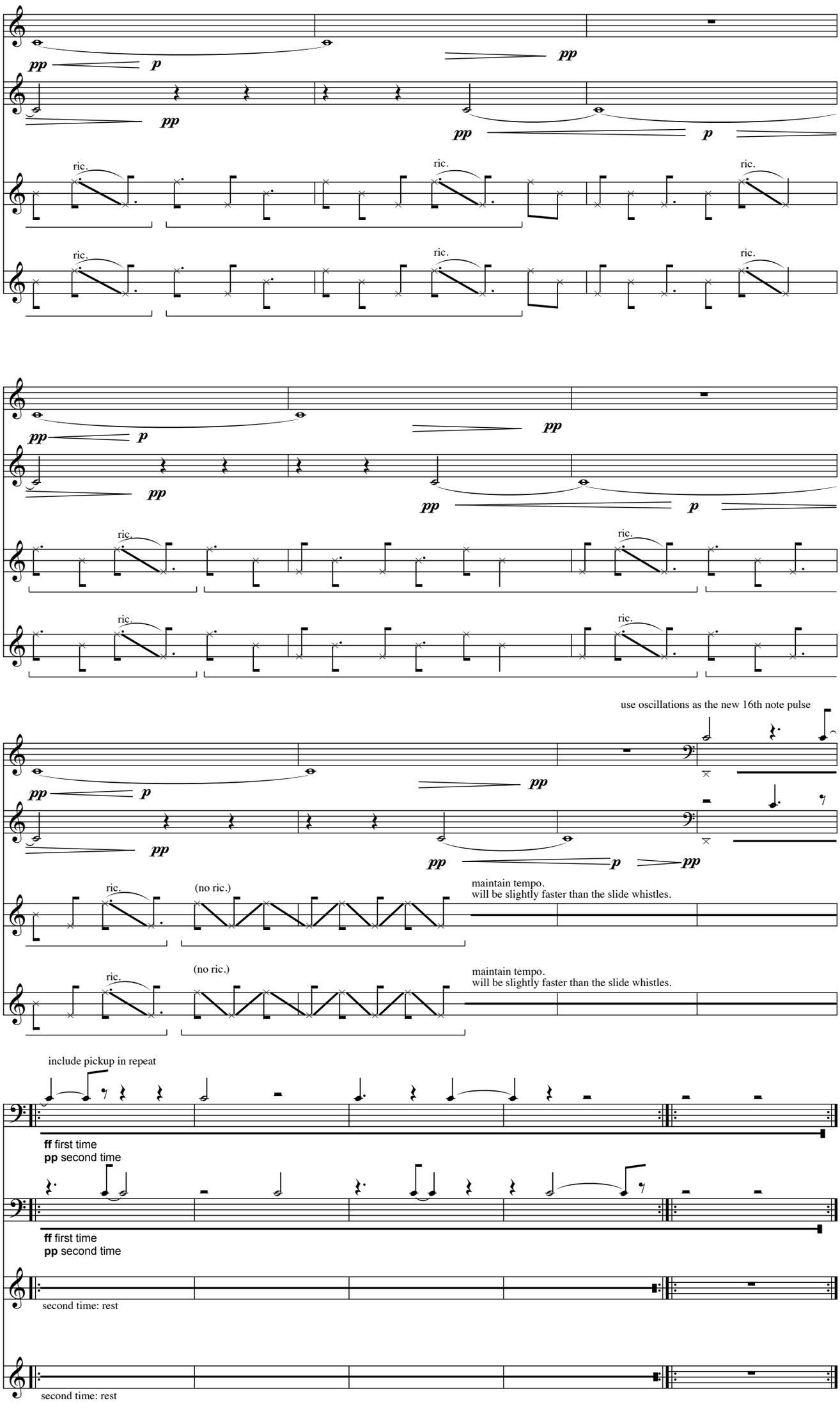

cue 6
= 70
4X
pp -> ff over 4 repeats.
pp -> ff over 4 repeats. 4th time get crazy.
1st time through: rest
2nd-4th time through go from pp MSP to ff ORD.
1st time through: rest
2nd-4th time through go from pp MSP to ff ORD.




continue to go crazy as player 1
prepares the next section


cue 7
pp
p
pp
pp
p
pp
p
pp
pp
p
pp
pp
p
pp
pp
p
pp
pp
p
staccato
ric.
ric.
ric.
high
medium
low
mp
staccato
ric.
ric.
ric.
high
medium
low
mp

(cue 7)


pp
p
pp
pp
p
ric.
ric.
ric.
ric.
ric.
ric.
pp
p
pp
pp
p
ric.
ric.
ric.
ric.
use oscillations as the new 16th note pulse
pp
p
pp
pp
p
pp
ric.
(no ric.)
maintain tempo.
will be slightly faster than the slide whistles.
ric.
(no ric.)
maintain tempo.
will be slightly faster than the slide whistles.
include pickup in repeat
ff first time
pp second time
ff first time
pp second time
second time: rest
second time: rest