UCLA

Contemporary Music Score Collection

Title

arrows beyond

Permalink

https://escholarship.org/uc/item/3cw5z6n7

Author

Shin, Sam

Publication Date

2020

Sam Shin

arrows beyond

for oboe and electronics 2019, ca. 6' 15"

arrows beyond

performance notes

There are two components to the electronics: a fixed-media track (which is notated as described below) and live processing. The live processing of the oboe consists of delay and distortion.

A Max/MSP patch handles the playback of the fixed media and the live processesing of the oboe. Output channels 1 and 2 send out the live processesing of the oboe and fixed media. Output channel 3 sends out the dry oboe signal. A foot pedal is needed to move through the cues (notated as numbers enclosed in circles below the electronics staff), which change parameters of the live processesing as the piece progresses. Time stamps are provided in the score for convenience when practicing with the fixed media track alone or for reference when using the Max patch to jump to a location in the fixed media file. Double-click the "Instructions" subpatch for more details on running the patch.

A simplified notation of the electronics is provided below the oboe staff. Notes with x-shaped noteheads on the center line of the staff represent percussion sounds in the electronics. Notes with x-shaped notheads in the top space of the staff represent a longer duration sample in the electronics. Lastly, the notes in the top voice of the electronics in measures 8, 11, 56, and 57 all sound 2 octaves above the notated pitch.

Notation:

<u>Accidentals with arrows:</u> indicate that the pitch should be bent up or down. Aim for a "shading" of the pitch; the bend should be less than a half step.

<u>Hollow circles above a note:</u> indicate that the note should be played with an alternate fingering (of the player's choosing). Aim for variations in timbre. Consecutive pitches may be played with the same alternate fingerings. Only applies to the note it is above.

arrows beyond

Sam Shin



























