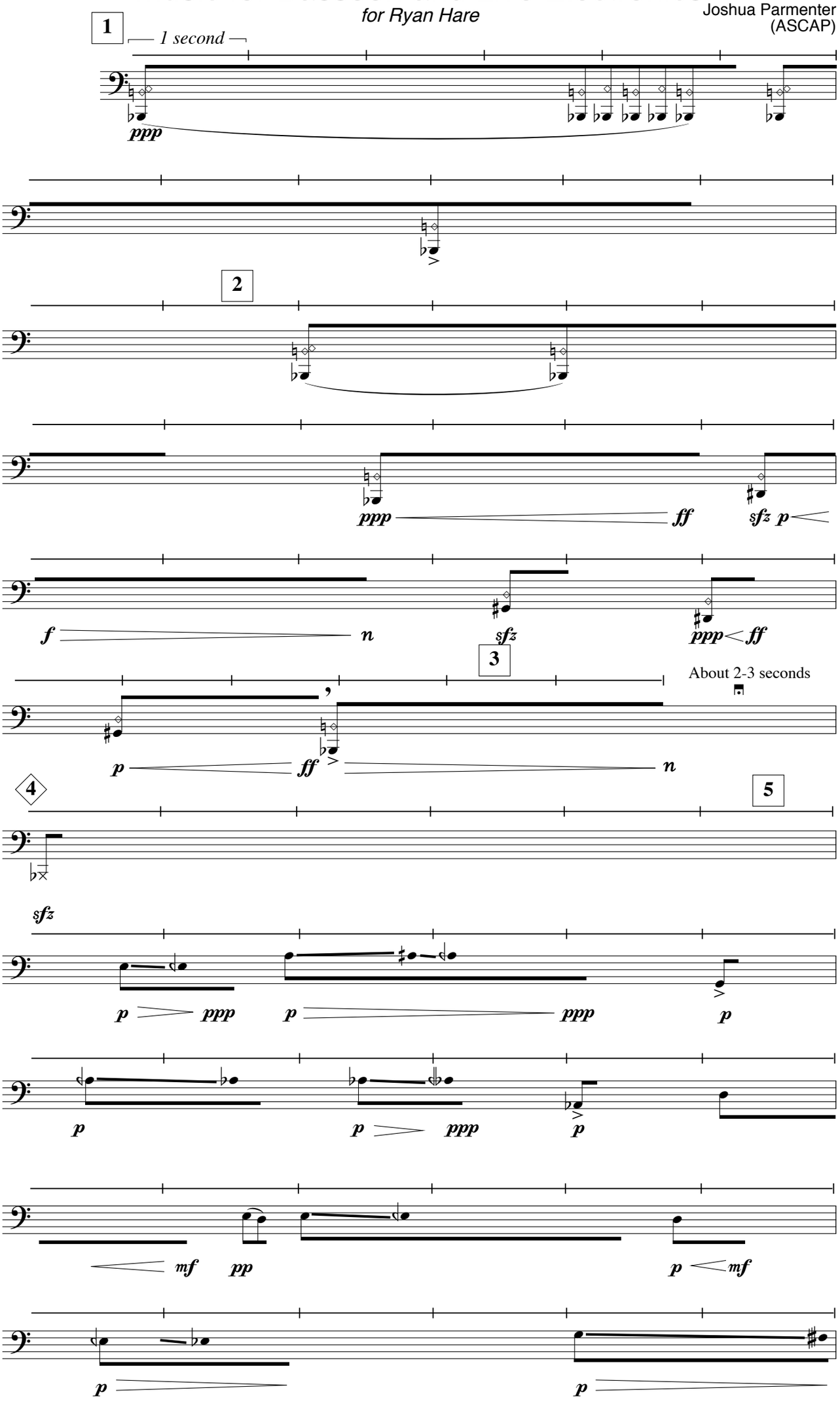
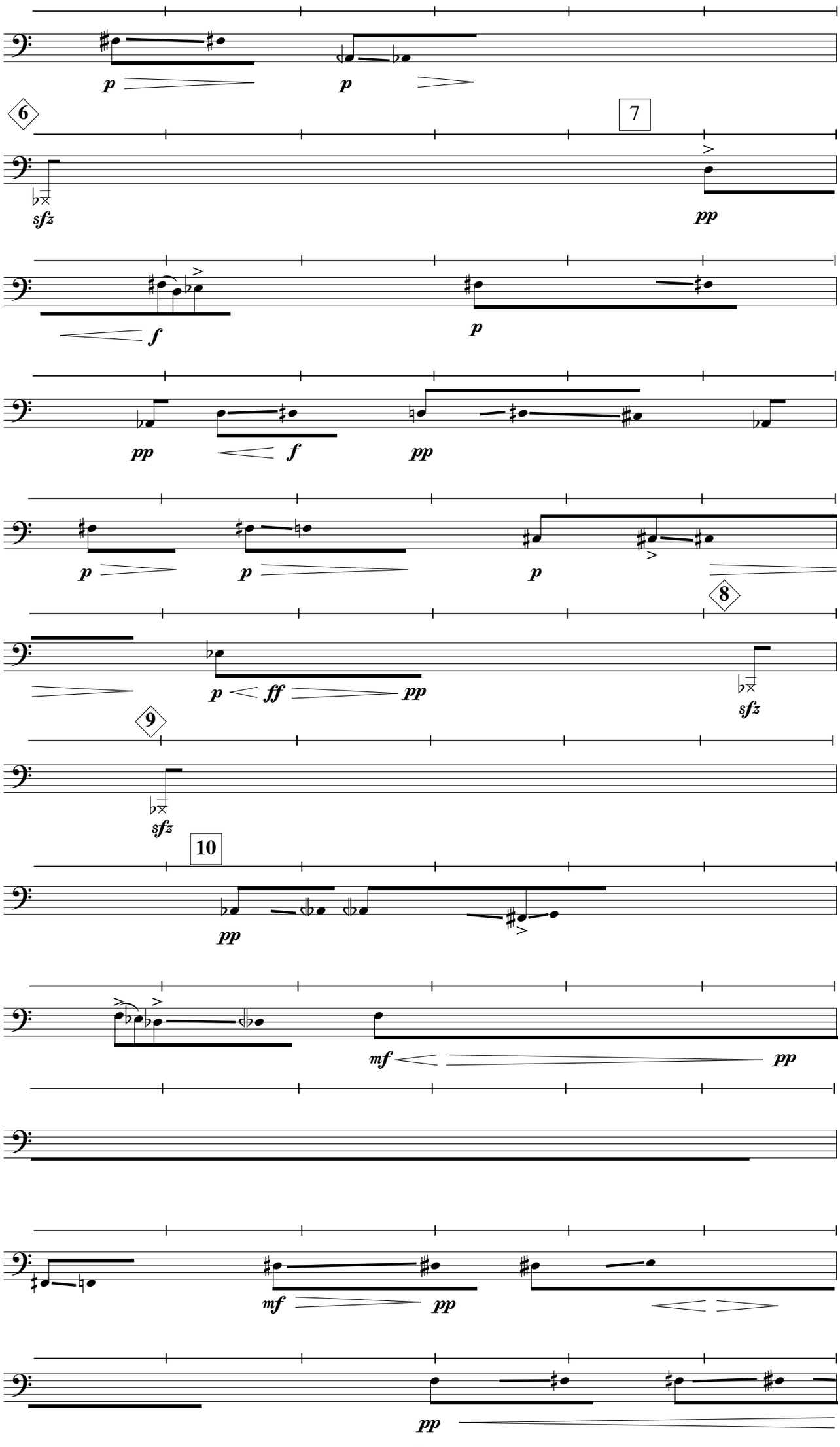
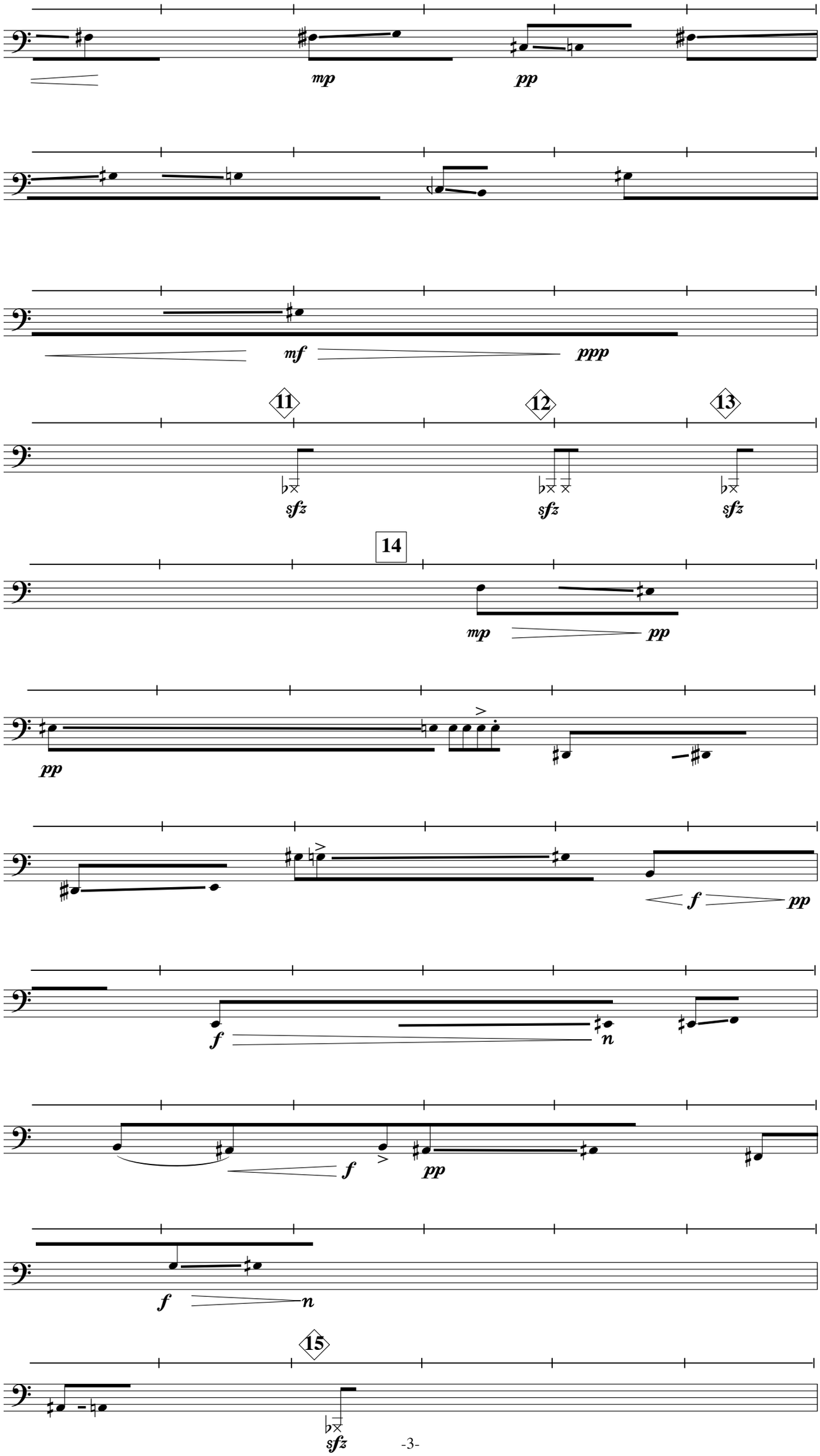
Music for Bassoon and Live Electronics

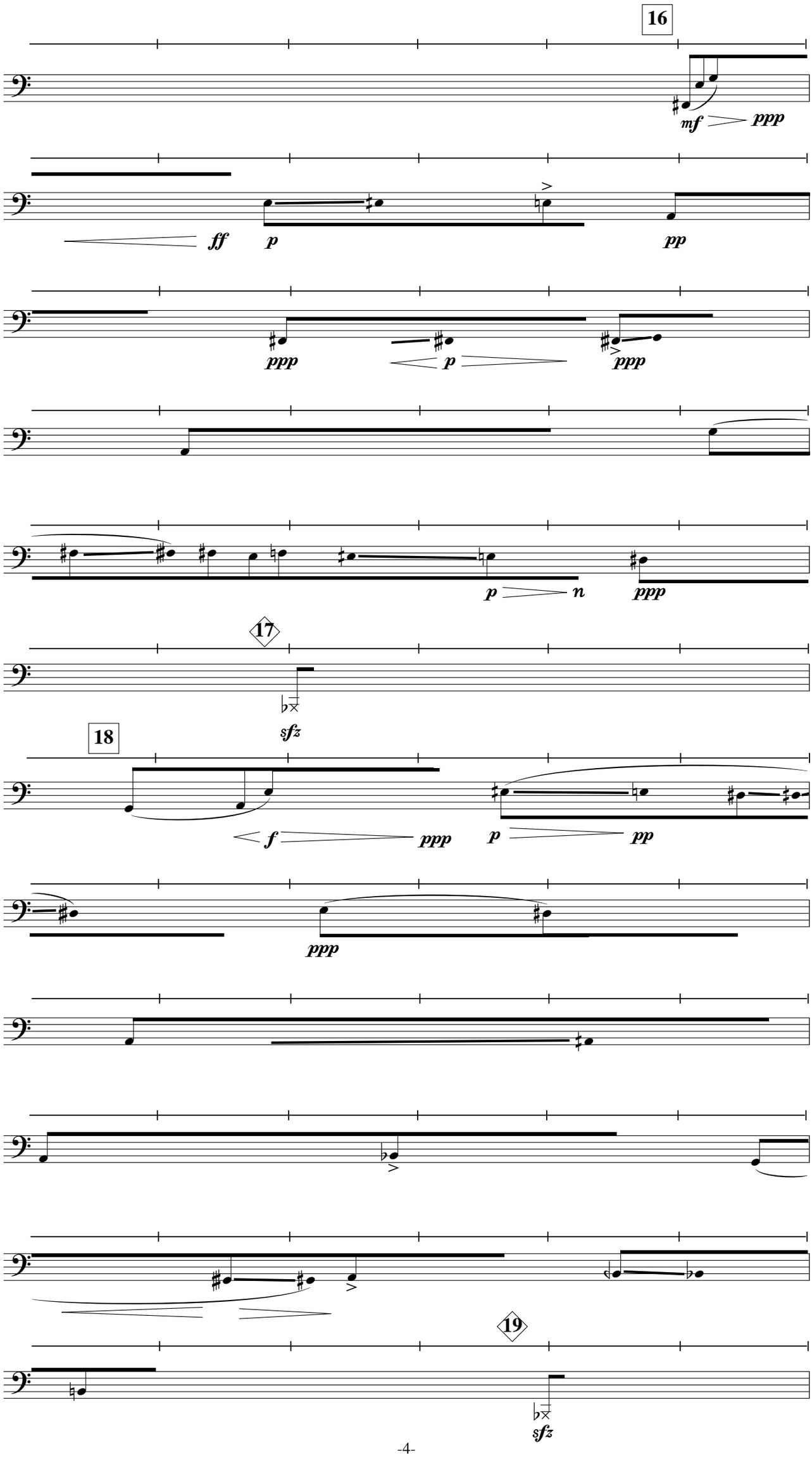
for Ryan Hare

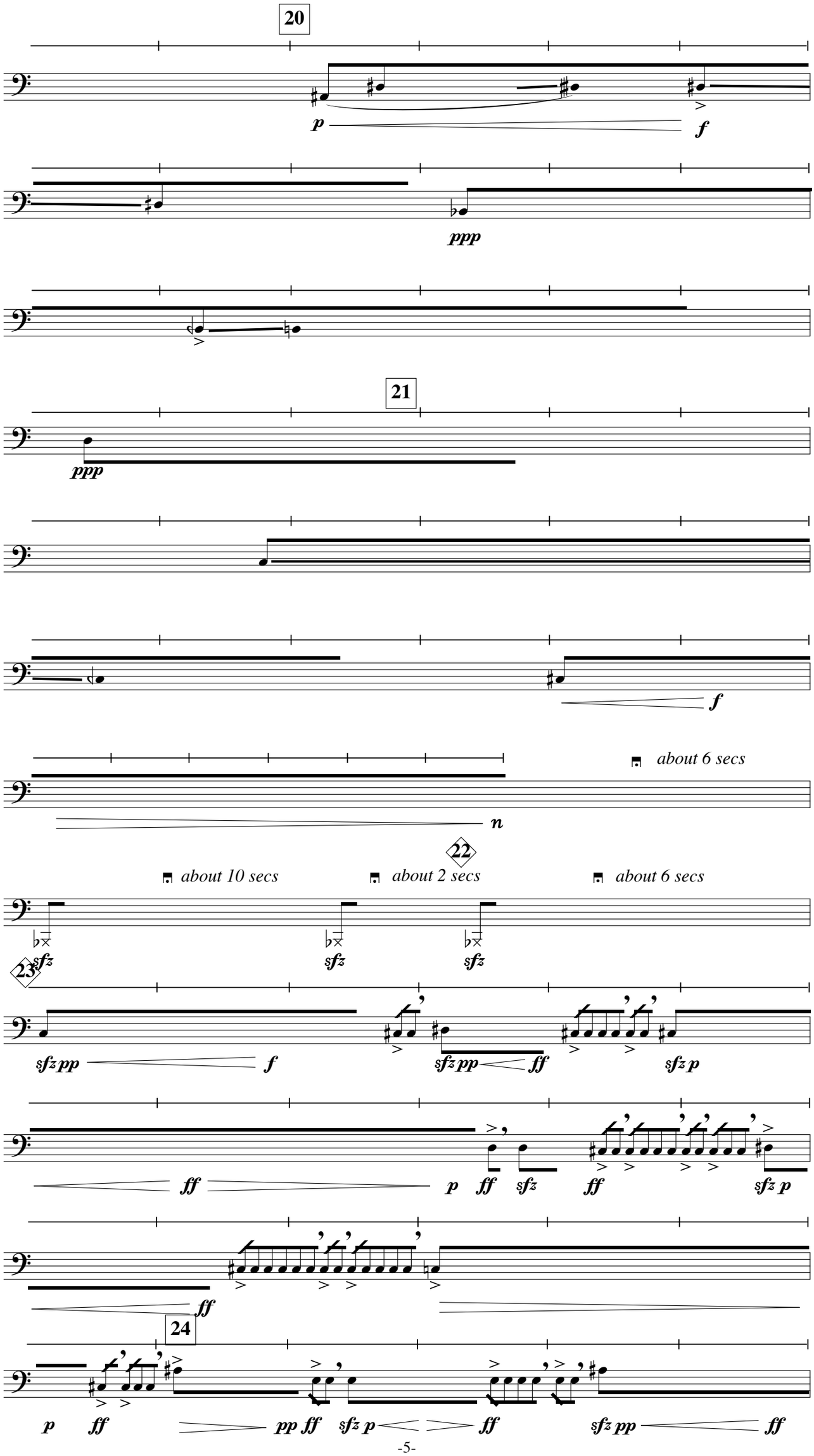
Joshua Parmenter
(ASCAP)

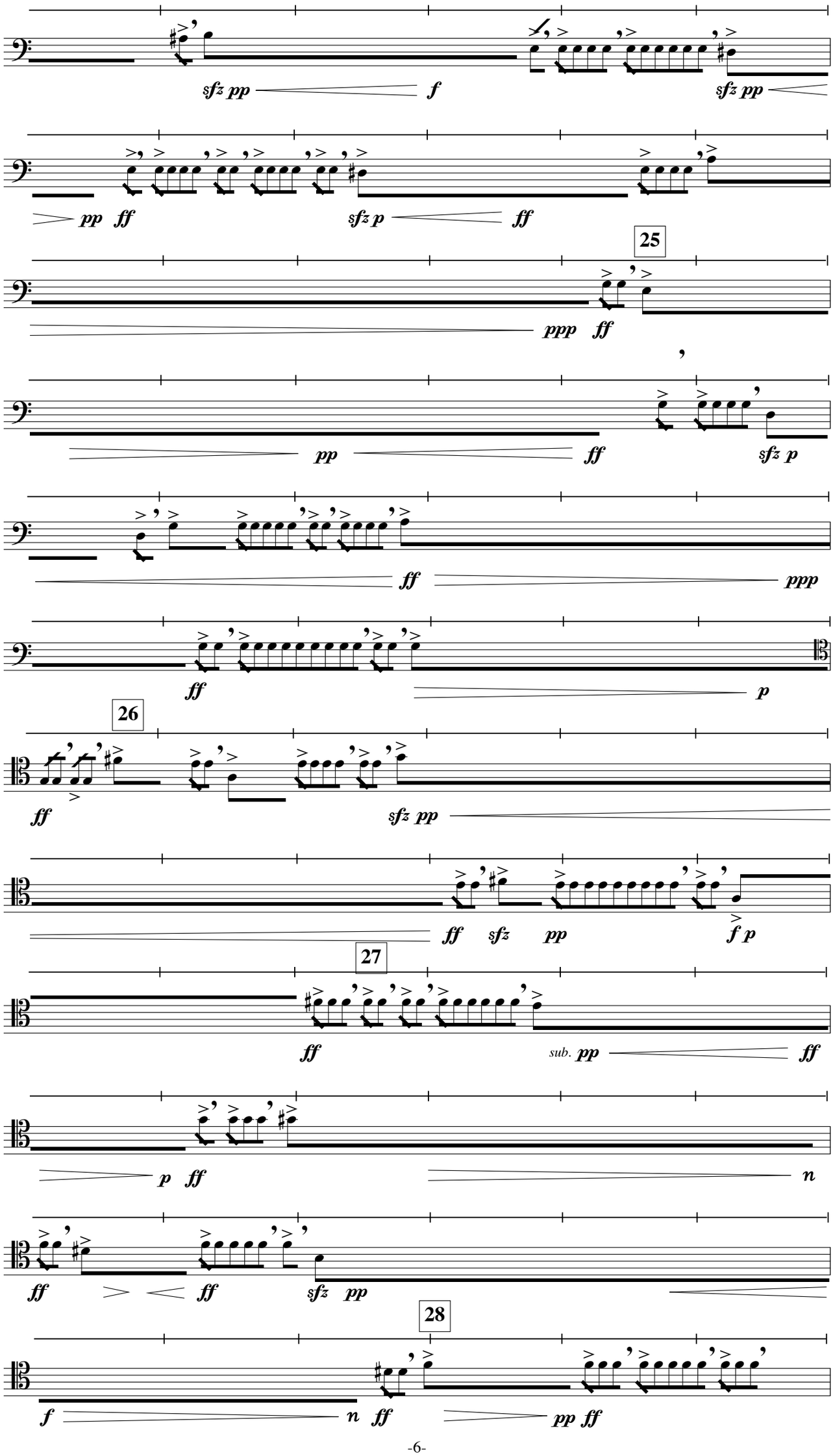


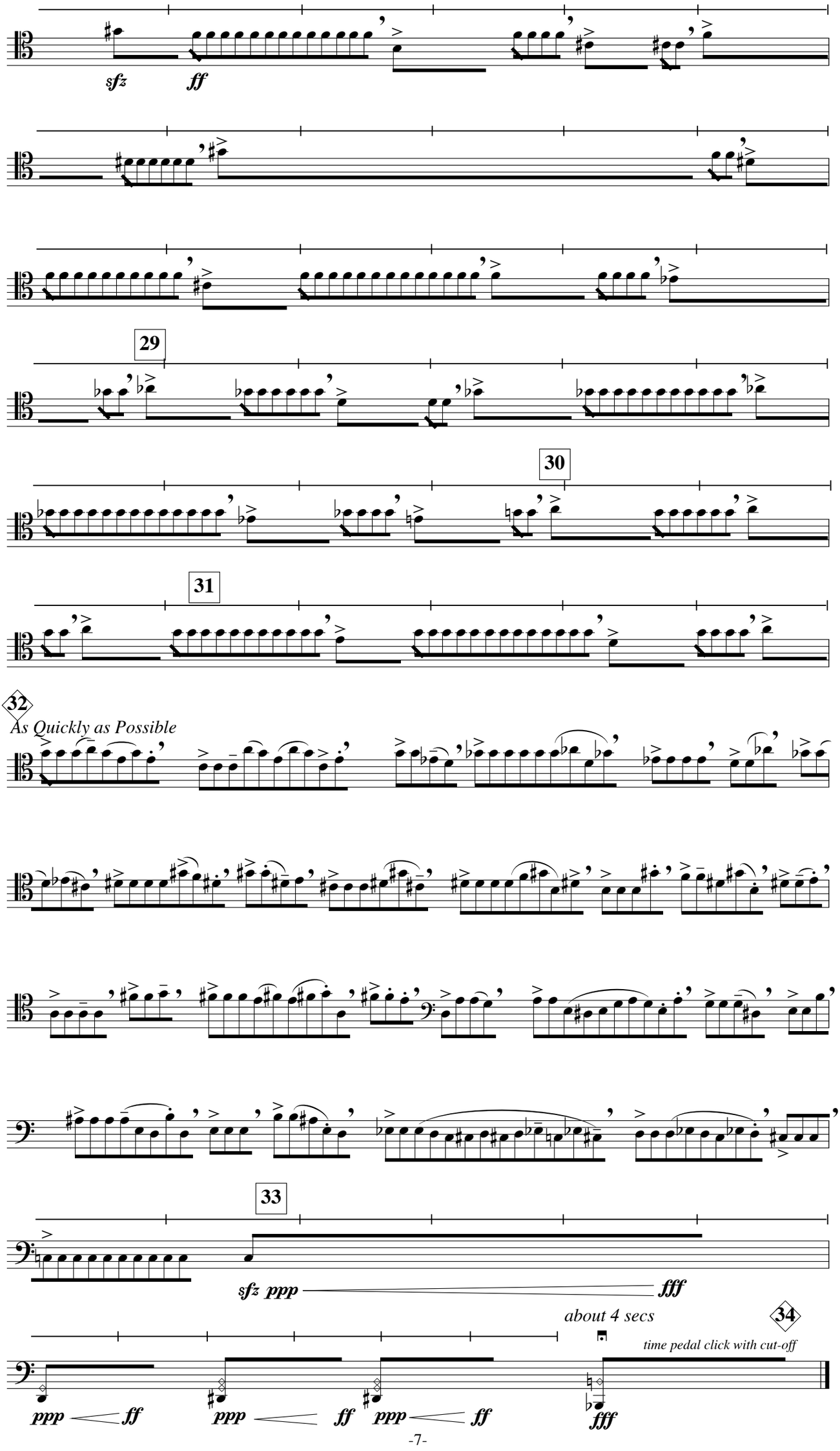

p
p
6
7
sfz
pp
f
p
pp
f
pp
p
p
p
8
p
ff
pp
sfz
9
sfz
10
pp
mf
pp
mf
pp
pp


mp
pp
mf
ppp
11
12
13
sfz
sfz
sfz
14
mp
pp
pp
f
pp
f
n
f
pp
f
n
15
sfz


16
mf
ppp
ff
p
pp
ppp
p
ppp
p
n
ppp
17
sfz
18
f
ppp
p
pp
ppp
19
sfz

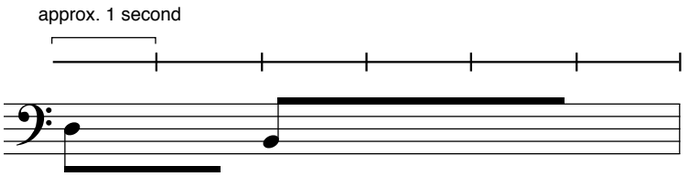

20
p
f
ppp
21
ppp
f
about 6 secs
n
22
about 10 secs
about 2 secs
about 6 secs
sfz
sfz
sfz
23
sfz pp
f
sfz pp
ff
sfz p
ff
p
ff
sfz
ff
sfz p
ff
24
p
ff
pp ff
sfz p
ff
sfz pp
ff


sfz pp
f
sfz pp
pp
ff
sfz p
ff
25
ppp
ff
pp
ff
sfz p
ff
ppp
ff
p
26
ff
sfz pp
ff
sfz
pp
f p
27
ff
sub. pp
ff
p
ff
n
ff
ff
sfz
pp
28
f
n
ff
pp ff

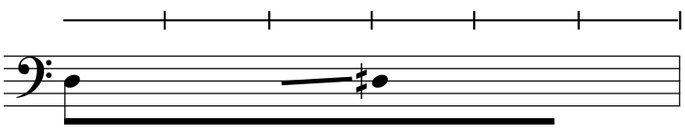

sfz
ff
29
30
31
32
As Quickly as Possible
33
sfz ppp
fff
about 4 secs
34
time pedal click with cut-off
ppp ff
ppp ff
ppp ff
fff

Performance Notes

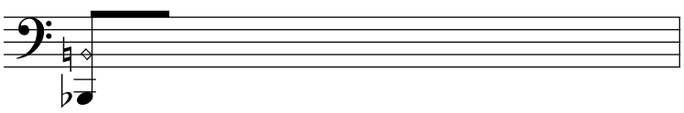
A durational notation is used throughout. Beams indicate the length of notes. Tick marks above systems show approx. one second, though the timing and rhythm should be free. There should be no rhythmic accents or sense of meter.



Glissandos and portamentos should be as smooth as possible.



Multiphonic notation: Regular noteheads indicate the played pitch. Diamond noteheads indicate fingers or keys that should be added or taken away from the fingering for the played pitch. For example, the multiphonic below indicates that a B♭ should be played, and that the first finger on the right hand should be removed.



Numbers in squares and diamonds above the score indicate program changes in the computer. If the piece is performed with a foot pedal (see schematic) then the following apply.

- indicates that a program change should happen.

- indicates that a change should happen, and should be done just before the next note. These are audio triggers, and the computer program is sensitive to sound at these times.

Music for Bassoon

for Ryan Hare

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(ASCAP)
January 2003
Seattle, Washington

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