

Brittany J. Green

...to experience life.

*for trumpet, piano, percussion, and live electronics*

Written for the SPLICE Ensemble at the 2019 SPLICE Institute



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## Instrumentation and Equipment

Trumpet in C

Harmon Mute without Stem

Piano

Percussion

Small Singing Bowl

Small Gong

Ride Cymbal

Ratchet

Small Woodblock

Singing Bowl Mallet

Small Triangle Beater

Small Super Rub Mallet

Two Small Hard Rubber Mallets

Bow

Electronics

Laptop equipped w/Max MSP

"To Experience Life" Patcher

Midi Foot Controller

Three Microphones

Stereo Speaker Configuration

LED Fixture

## Program Notes

How do we define the experience of life? Is it the breaths we take? The biological functions of existence and growth? Perhaps, living is defined through our time on Earth, the thoughts we have, our experiences with one another, or the impact we leave on our planet and the collective conscious.

*...to experience life.* explores these varying explanations through fragmented gestures of growth and decay, juxtaposed with manipulated recordings of text that attempts to define the experience of life. The intertwining of these gestures and manipulations throughout the ensemble abstractly reflect the drama, nuance, and meaningful meaninglessness of life. The electronic elements of this piece were realized using Pro Tools, Max/MSP, Adafruit Neopixels, and Arduino.

### Text

"Life is the quality that distinguishes a vital and functional being from a dead body."

"An organismic state characterized by capacity for metabolism, growth, reaction to stimuli, and reproduction."

"Life is the sequence of physical and mental experiences that make up the existence of an individual."

"The life expectancy for Homo Sapiens on planet earth is 69 years, meaning the average primate has 828 months, 3,588 weeks, 25,185 days, 604,440 hours, 36,266,400 minutes, or 2,175,984,000 seconds to experience life."

*Text taken from definitions of the word "Life" found in Webster's Dictionary and statements written by the composer.*

# Performance Notes and Notation Keys

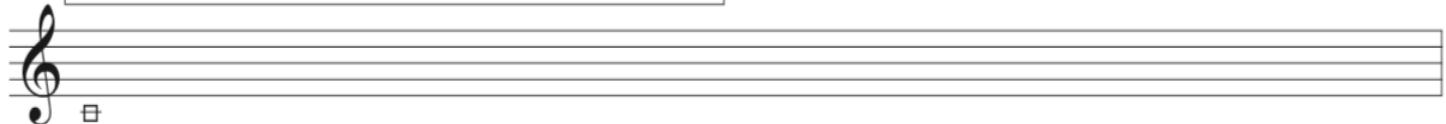
Accidentals apply only to the notes they directly precede.

## Trumpet

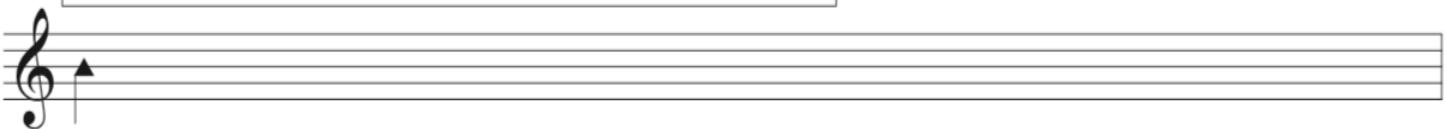
-All muted sections should be muted with a harmon mute without stem

-Trumpet player will cue all electronics

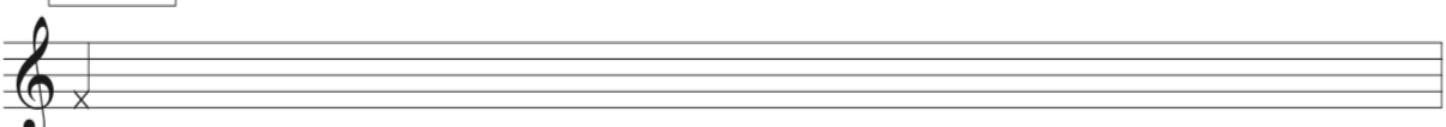
Blow air through trumpet (no pitch) with decreasing speed



Perform with breath attack. Mostly air with a small amount of pitch.



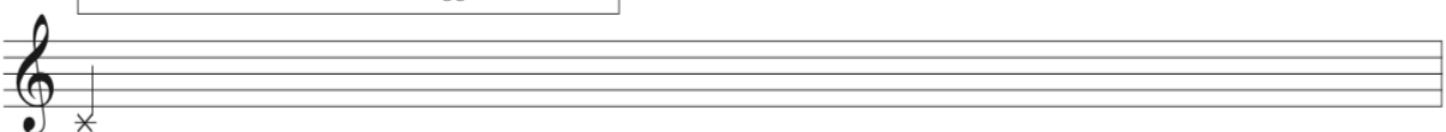
Key Clicks



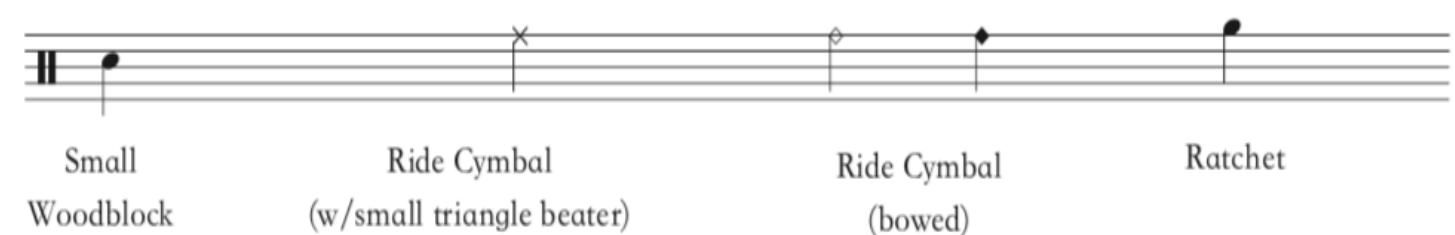
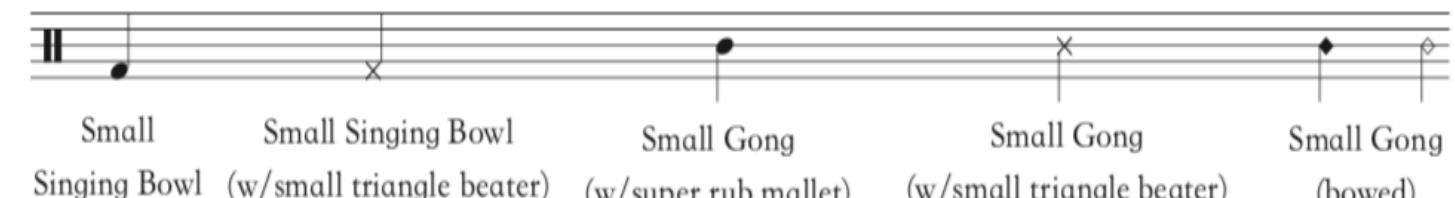
Rapidly Alternate between these pitches at random with breathy sound



Press Midi Foot Controller to trigger electronics



## Percussion



## Electronics

All electronics are triggered by trumpet player

The following electronics are employed throughout the piece:

- Generative LED light configuration
- Amplification with reverb of various trumpet and percussion gestures
- Playback fixed media passages
- Filtering and distorting select live piano passages
- Recalling and transposing select live piano passages

## Score

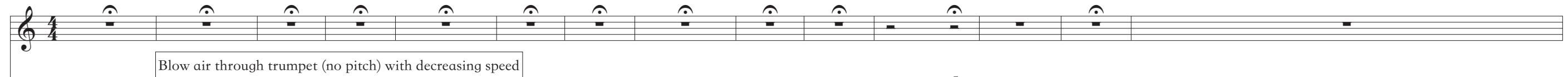
## ...to experience life.

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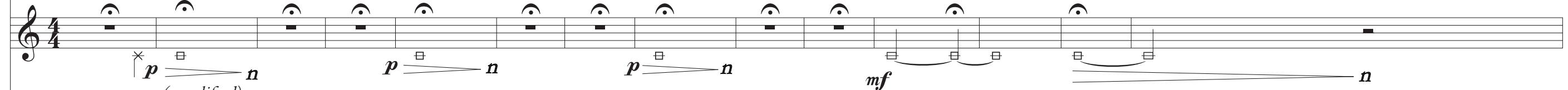
Brittany J. Green

A Patient and Deliberate  $\text{♩} = 80$ 

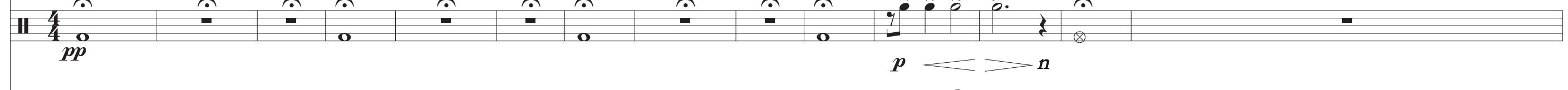
Electronics Cues



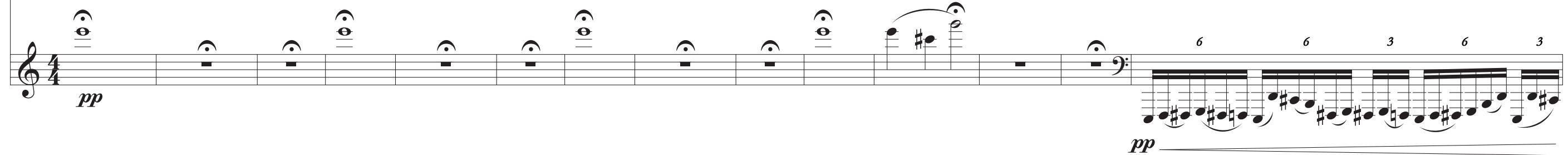
Trumpet in C



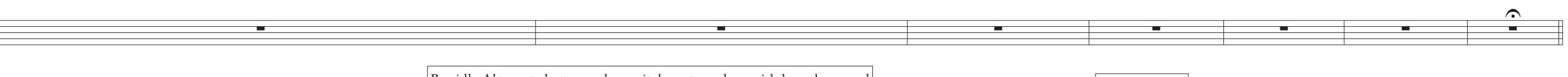
Percussion



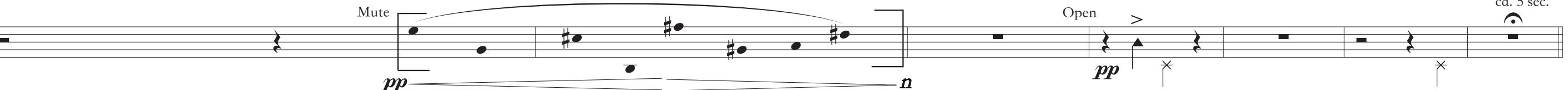
Piano



E. Cues



C Tpt.



Perc.



Pno.

B  
BJG

**B**

"life is..."

E. Cues

C Tpt.

Perc.

Pno.

Mute

accel.

Flustered  $\text{♩} = 120$

*(amplified)*

$p$

$mp$

$f$

$p$

$mf$

$f$

27

E. Cues

C Tpt.

(not amplified) ***pp***

Perc.

27

Pno.

***subito p***

6 3

...to experience life.

6

E. Cues

C Tpt.

Perc.

Pno.

E. Cues

C Tpt.

Perc.

Pno.

30

Open

Repeat 4x with increasing intensity

with vibrato

30

Repeat 4x with increasing intensity

let ring

30 8

Repeat 4x with increasing intensity

6

f

Floating  $\text{d}=72$   
Begin once text ends

ca. 10 sec.

ord.

pp

mp

3

n

p (amplified)

ca. 10 sec.

3

5

3

mf

(not amplified)

let ring

34

mp

n

ca. 10 sec.

p

6

3

6

#8

mp

Reo.

\*

Reo.

The musical score consists of five staves. The top staff is for E. Cues, followed by C Tpt., Perc., and two staves for Pno. The score begins with a section for E. Cues and C Tpt. The C Tpt. part has a specific 'Open' instruction and a 'Repeat 4x with increasing intensity' section. It also includes dynamics like 'fp' (fortissimo) with vibrato and 'f' (forte). The Percussion part has instructions like 'let ring' and 'f'. The Piano part has sustained notes and eighth-note patterns. The score then transitions to a section labeled 'Floating  $\text{d}=72$  Begin once text ends'. This section includes dynamic markings like 'pp', 'ord.', 'mp', 'p (amplified)', 'mf', and '(not amplified)'. The C Tpt. part has sections for 'ca. 10 sec.' and 'ord.'. The Percussion part has sections for 'ca. 10 sec.', '3', '5', '3', 'mf', and '(not amplified)'. The Piano part has sections for 'mp', 'n', 'ca. 10 sec.', 'p', '6', '3', '6', '#8', 'mp', and 'Reo.'.

...to experience life.

41      senza misura

E. Cues

C Tpt.

Perc.

Pno.

41      Key Clicks      ca. 10 sec.

Mute      with vibrato      ord.

41      ca. 10 sec.      pp (not amplified)      pp (amplified)

41      ca. 10 sec.      mp

Pno.

48      (does not reflect actual pitch)

E. Cues

C Tpt.

Perc.

Pno.

48      3      ca. 5 sec.

pp      let ring      ca. 5 sec.

48      3      n

...to experience life.