

in the space
that separates

Perusal Use Only
for wind ensemble
and electronics

Chris Cresswell

in the space that separates (2018)

for wind ensemble and electronics

Commissioned by *Composers and Schools in Concert*
for Central Dauphin High School
and Central Dauphin East High School.

Instrumentation:

piccolo

2 flutes

3 clarinets in Bb

bassoon

alto saxophone

tenor saxophone

baritone saxophone

3 trumpets in Bb

4 French horns

2 trombones

baritone

tuba

timpani

percussion (5)

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Program Note:

these memories are pillars
that rise up from the
sifting, shifting sands of time

moments captured
and lost to the ephemera

we spend most of our lives
in the space that separates
somewhere between

where we were
and where we want to be

but there is beauty in the static
if we seek joy in its presence
if we seek joy in the present

- Chris, February 3, 2018

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Performance Notes:

- All key clicks and air sound should be made to match the electronics, the goal is to create a 'static' like environment in the ensemble
- All air sounds should be blown through the instrument, unless otherwise specified
- Consonant sounds should be used to color the sound of the air
- Key click 1 should be rapid arpeggios, key click 2 should be the 'full hand' clicks (see accompanying video)
- The electronics and ensemble should be at an even balance
- The brass chorale at bar 101 should sound as if it is emerging from the electronic/white noise textures. (Think Charles Ives)
- The continuation of this chorale at Letter G should sound as if it will keep going and is suddenly interrupted by the electronics/ensemble 'glitching out'.
- Bar 135/136 should be a wild and out of control gesture, so long as the chord at 137 comes in together
- The ensemble should fade out before the electronics, but players should remain still until the electronics end

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Mysterious ♩ = 92

Woodwind parts: Piccolo, Flute 1, Flute 2, Oboe, Bassoon, Clarinet in B \flat 1, Clarinet in B \flat 2, Clarinet in B \flat 3, Alto Sax, Tenor Sax, Baritone Sax.

Brass parts: Trumpet in B \flat 1, Trumpet in B \flat 2, Trumpet in B \flat 3, Horn in F 1+3, Horn in F 2+4, Trombone 1, Trombone 2, Baritone (B.C.), Tuba.

Percussion parts: Timpani, Glockenspiel, Percussion 1, Percussion 2, Percussion 3, Percussion 4, Electronics.

Annotations: sandpaper blocks (match the static sounds in the electronics), *pp*, *f*, *pp*.

Picc. *p* Phh *f* Ch Ch Ch Ch Ch Ch *p* *f* *p* *f* *p* *f* *p* *f* *p*

Fl. 1 *p* Phh *f* Ch Ch Ch Ch Ch Ch *p* *f* *p* *f* *p* *f* *p* *f* *p*

Fl. 2 *p* Phh *f* Ch Ch Ch Ch Ch Ch *p* *f* *p* *f* *p* *f* *p* *f* *p*

Ob. *p* Phh *f* Ch Ch Ch Ch Ch Ch *p* *f* *p* *f* *p* *f* *p* *f* *p*

Bsn. *p* Phh *f* Ch Ch Ch Ch Ch Ch *p* *f* *p* *f* *p* *f* *p* *f* *p*

B♭ Cl. 1 *p* Phh *f* Ch Ch Ch Ch Ch Ch *p* *f* *p* *f* *p* *f* *p* *f* *p*

B♭ Cl. 2 *p* Phh *f* Ch Ch Ch Ch Ch Ch *p* *f* *p* *f* *p* *f* *p* *f* *p*

B♭ Cl. 3 *p* Phh *f* Ch Ch Ch Ch Ch Ch *p* *f* *p* *f* *p* *f* *p* *f* *p*

A. Sx. *p* Phh *f* Ch Ch Ch Ch Ch Ch *p* *f* *p* *f* *p* *f* *p* *f* *p*

T. Sx. *p* Phh *f* Ch Ch Ch Ch Ch Ch *p* *f* *p* *f* *p* *f* *p* *f* *p*

B. Sx. *p* Phh *f* Ch Ch Ch Ch Ch Ch *p* *f* *p* *f* *p* *f* *p* *f* *p*

B♭ Tpt. 1 *p* Phh *f* Ch Ch Ch Ch Ch Ch *p* Ch Ch Ch Ch Ch Ch *p* Ch Ch Ch Ch Ch Ch *p*

B♭ Tpt. 2 *p* Phh *f* Ch Ch Ch Ch Ch Ch *p* Ch Ch Ch Ch Ch Ch *p* Ch Ch Ch Ch Ch Ch *p*

B♭ Tpt. 3 *p* Phh *f* Ch Ch Ch Ch Ch Ch *p* Ch Ch Ch Ch Ch Ch *p* Ch Ch Ch Ch Ch Ch *p*

Hn. 1+3 *p* Phh *f* Ch Ch Ch Ch Ch Ch *p* Ch Ch Ch Ch Ch Ch *p* Ch Ch Ch Ch Ch Ch *p*

Hn. 2+4 *p* Phh *f* Ch Ch Ch Ch Ch Ch *p* Ch Ch Ch Ch Ch Ch *p* Ch Ch Ch Ch Ch Ch *p*

Tbn. 1 *p* Phh *f* Ch Ch Ch Ch Ch Ch *p* Ch Ch Ch Ch Ch Ch *p* Ch Ch Ch Ch Ch Ch *p*

Tbn. 2 *p* Phh *f* Ch Ch Ch Ch Ch Ch *p* Ch Ch Ch Ch Ch Ch *p* Ch Ch Ch Ch Ch Ch *p*

Bar. *p* Phh *f* Ch Ch Ch Ch Ch Ch *p* Ch Ch Ch Ch Ch Ch *p* Ch Ch Ch Ch Ch Ch *p*

Tuba *p* Phh *f* Ch Ch Ch Ch Ch Ch *p* Ch Ch Ch Ch Ch Ch *p* Ch Ch Ch Ch Ch Ch *p*

Timp. *p* Phh *f* Ch Ch Ch Ch Ch Ch *p* Ch Ch Ch Ch Ch Ch *p* Ch Ch Ch Ch Ch Ch *p*

Glk. *p* Phh *f* Ch Ch Ch Ch Ch Ch *p* Ch Ch Ch Ch Ch Ch *p* Ch Ch Ch Ch Ch Ch *p*

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14 sandpaper blocks (match the static sounds in the electronics) *mf*

Perc. 1 *p* *f* *mf* *f*

Perc. 2 sandpaper blocks *mf* *f*

Perc. 3 suspended cymbal with soft mallets *pp* *f* scrape metal coin on the cymbal *pp*

Perc. 4 *p < f* suspended cymbal with sticks sandpaper blocks *mf* *mf* sandpaper blocks *pp < f*

Elec. *mf* *pp* *f* *pp* *f*

B

Picc. *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f*

Fl. 1 *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f*

Fl. 2 *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f*

Ob. *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *key clicks only (2)* *mp* *key clicks only (2)* *mp* *key clicks only (2)* *mp* *key clicks only (2)*

Bsn. *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *key clicks only (2)* *mp* *key clicks only (2)* *mp* *key clicks only (2)* *mp* *key clicks only (2)*

B♭ Cl. 1 *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *key clicks only (2)* *mp* *key clicks only (2)* *mp* *key clicks only (2)* *mp* *key clicks only (2)*

B♭ Cl. 2 *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *key clicks only (2)* *mp* *key clicks only (2)* *mp* *key clicks only (2)* *mp* *key clicks only (2)*

B♭ Cl. 3 *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *ch k k k* *p* *ph* *fp < f* *key clicks only (2)* *mp* *key clicks only (2)* *mp* *key clicks only (2)* *mp* *key clicks only (2)*

A. Sx. *blow air into the instrument* *p* *hh* *blow air into the instrument*

T. Sx. *blow air into the instrument* *p* *hh* *blow air into the instrument*

B. Sx. *blow air into the instrument* *p* *hh* *blow air into the instrument*

Without your instrument, make a shhh sound
 crescendo and decrescendo ad lib.
 Repeat ad lib, out of sync with your neighbors

B♭ Tpt. 1 *Shh* *p*

B♭ Tpt. 2 *Shh* *p*

B♭ Tpt. 3 *Shh* *p*

Hn. 1+3 *Shh* *p*

Hn. 2+4 *Shh* *p*

Tbn. 1 *Shh* *p*

Tbn. 2 *Shh* *p*

Bar. *Shh* *p*

Tuba *Shh* *p*

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Timp. *Shh* *p* *mf*

Glk. *mf*

Perc. 1 *suspended cymbal* *p* *mf* *p*

Perc. 2 *triangle* *mf*

Perc. 3 *scrape metal coin on the cymbal* *mf* *mf*

Perc. 4 *sandpaper blocks* *pp* *p* *f* *mf*

Elec. *mf*

Picc. *ch k k k* *p* *ch k k k* *p* *ch k k k* *ph* *fp < f* *ch k k k* *p* *ch k k k* *ph* *fp < f* *ch k k k* *p*

Fl. 1 *ch k k k* *p* *ch k k k* *p* *ch k k k* *ph* *fp < f* *ch k k k* *p* *ch k k k* *ph* *fp < f* *ch k k k* *p*

Fl. 2 *ch k k k* *p* *ch k k k* *p* *ch k k k* *ph* *fp < f* *ch k k k* *p* *ch k k k* *ph* *fp < f* *ch k k k* *p*

Ob. *key clicks only (2)* *mp* *key clicks only (2)* *mp* *key clicks only (2)* *mp* *key clicks only (2)* *mp*

Bsn. *key clicks only (2)* *mp* *key clicks only (2)* *mp* *key clicks only (2)* *mp* *key clicks only (2)* *mp*

B♭ Cl. 1 *key clicks only (2)* *mp* *key clicks only (2)* *mp* *key clicks only (2)* *mp* *key clicks only (2)* *mp*

B♭ Cl. 2 *key clicks only (2)* *mp* *key clicks only (2)* *mp* *key clicks only (2)* *mp* *key clicks only (2)* *mp*

B♭ Cl. 3 *key clicks only (2)* *mp* *key clicks only (2)* *mp* *key clicks only (2)* *mp* *key clicks only (2)* *mp*

A. Sx. *rapid key clicks (1), slowly decreasing speed out of sync with neighbors* *Shh* *p*

T. Sx. *rapid key clicks (1), slowly decreasing speed out of sync with neighbors* *Shh* *p*

B. Sx. *rapid key clicks (1), slowly decreasing speed out of sync with neighbors* *f* *mp* *mp* *mp* *mp* *mp*

B♭ Tpt. 1 *f* *pp*

B♭ Tpt. 2 *f* *pp*

B♭ Tpt. 3 *f* *pp*

Hn. 1+3 *f* *pp*

Hn. 2+4 *f* *pp*

Tbn. 1

Tbn. 2

Bar. *f* *pp*

Tuba *f* *pp*

Timp. *f* *pp*

Glk.

Perc. 1 *suspended cymbal* *p* *mf* *p*

Perc. 2

Perc. 3

Perc. 4 *f* *mf*

Elec.

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C

41

Picc. *fp* *p* *ch k k k*

Fl. 1 *fp* *p* *ch k k k*

Fl. 2 *fp* *p* *ch k k k*

Ob. *solo, but quiet* *fp* *p* *ch k k k*

Bsn. *mf*

B♭ Cl. 1 *p*

B♭ Cl. 2 *key clicks only (2)* *mp*

B♭ Cl. 3 *key clicks only (2)* *mp*

A. Sx. *key clicks only (2)* *mp*

T. Sx. *key clicks only (2)* *mp*

B. Sx. *key clicks only (2)* *mp* *mf*

B♭ Tpt. 1 *p* *fp* *f* *fp* *f* *mp*

B♭ Tpt. 2 *p* *fp* *f* *fp* *f* *mp*

B♭ Tpt. 3 *p* *fp* *f* *fp* *f* *mp*

Hn. 1+3 *p*

Hn. 2+4 *p*

Tbn. 1 *p* *p*

Tbn. 2 *p* *p*

Bar. *p*

Tuba *mf*

Timp. *mf*

Glk.

Perc. 1

Perc. 2

Perc. 3

Perc. 4 *f*

Elec.

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Picc. *mf*

Fl. 1 *p mp p mp p mp*

Fl. 2 *p mp p mp p mp*

Ob. *mf* solo, bring out dissonance *p mp p mp*

Bsn.

B♭ Cl. 1 *p mp p*

B♭ Cl. 2 *p mp*

B♭ Cl. 3 *p*

A. Sx. *p*

T. Sx.

B. Sx.

B♭ Tpt. 1 solo *p*

B♭ Tpt. 2 *p*

B♭ Tpt. 3 *p*

Hn. 1+3

Hn. 2+4

Tbn. 1

Tbn. 2

Bar.

Tuba

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Timp. *mf*

Glk.

Perc. 1

Perc. 2

Perc. 3

Perc. 4 bass drum, soft mallets *p*

Elec.

This page of a musical score, numbered 7, contains 24 staves for various instruments. The score is written in a key signature of two flats (B-flat major or D-flat minor) and a common time signature. The instruments and their parts are as follows:

- Picc.**: Piccolo, playing a melodic line with dynamics *mp*, *p*, and *mp*.
- Fl. 1** and **Fl. 2**: Flutes, playing a melodic line with dynamics *p*, *mp*, and *p*.
- Ob.**: Oboe, playing a melodic line with dynamics *p*, *mp*, and *mp*.
- Bsn.**: Bassoon, playing a rhythmic pattern with dynamics *mf*.
- B♭ Cl. 1**, **B♭ Cl. 2**, and **B♭ Cl. 3**: Clarinets, playing a melodic line with dynamics *mp*, *p*, and *mp*.
- A. Sx.**: Alto Saxophone, playing a melodic line with dynamics *f*, *fp*, and *mf*.
- T. Sx.**: Tenor Saxophone, playing a melodic line with dynamics *mf*.
- B. Sx.**: Baritone Saxophone, playing a melodic line with dynamics *mf*, *mp*, and *mf*.
- B♭ Tpt. 1**, **B♭ Tpt. 2**, and **B♭ Tpt. 3**: Trumpets, playing a rhythmic pattern with dynamics *mp*, *f*, *fp*, and *mf*.
- Hn. 1+3** and **Hn. 2+4**: Horns, playing a melodic line with dynamics *mp*, *mf*, and *mf*.
- Tbn. 1** and **Tbn. 2**: Trombones, playing a melodic line with dynamics *p*, *mp*, and *mf*.
- Bar.**: Baritone, playing a melodic line with dynamics *p*, *mp*, and *mf*.
- Tuba**: Tuba, playing a melodic line with dynamics *p*, *mp*, and *mf*.
- Timp.**: Timpani, playing a rhythmic pattern with dynamics *p*.
- Glk.**: Glockenspiel, playing a melodic line with dynamics *p*.
- Perc. 1**, **Perc. 2**, and **Perc. 3**: Percussion, playing a rhythmic pattern with dynamics *p*.
- Perc. 4**: Percussion, playing a rhythmic pattern with dynamics *p*.
- Elec.**: Electric Percussion, playing a rhythmic pattern with dynamics *p*.

A large red watermark "Perusal Use Only" is overlaid across the center of the page.

Picc. *mp* *p*

Fl. 1 *p* *mp*

Fl. 2 *mp*

Ob. *p* *mp* *mf* *p*

Bsn.

B♭ Cl. 1 *mp* *p*

B♭ Cl. 2 *mp*

B♭ Cl. 3 *p*

A. Sx.

T. Sx.

B. Sx.

B♭ Tpt. 1

B♭ Tpt. 2

B♭ Tpt. 3

Hn. 1+3

Hn. 2+4

Tbn. 1

Tbn. 2

Bar.

Tuba

Timp. *p*

Glk.

Perc. 1 sandpaper blocks (rhythmic) *p*

Perc. 2 sandpaper blocks (non-rhythmic swirls) crescendo and decrescendo ad lib. *mf* *f*

Perc. 3

Perc. 4

Elec.

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rapid key clicks (1), slowly decreasing speed
out of sync with neighbors

F

Picc. *f* *p* *f*

Fl. 1 *f* *p* *f*

Fl. 2 *f* *p* *f*

Ob. *f* *p* *f*

Bsn. *f* *p* *f*

B♭ Cl. 1 *p* *f*
ch k

B♭ Cl. 2 *p* *f*
ch k

B♭ Cl. 3 *p* *f*
ch k

A. Sx. *p* *f*

T. Sx. *p* *f*

B. Sx. *p* *f*

B♭ Tpt. 1 *p* *f*
ch k

B♭ Tpt. 2 *p* *f*
ch k

B♭ Tpt. 3 *p* *f*
ch k

Hn. 1+3

Hn. 2+4

Tbn. 1

Tbn. 2

Bar.

Tuba

Timp. *p*

Glk.

Perc. 1 *p* snare drum, roll near edge of drum
snare hit should be quick and then back to the roll

Perc. 2 *mf* *p*

Perc. 3 *p* bass drum

Perc. 4

Elec.

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