

Liam Carey

An intense and unpleasant
excitement

for solo flute and electronics

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Duration: 5'30

Electronic requirements:

Computer running MaxMSP 7
Microphone and audio interface
Midi foot trigger device
8 speaker surround sound set up

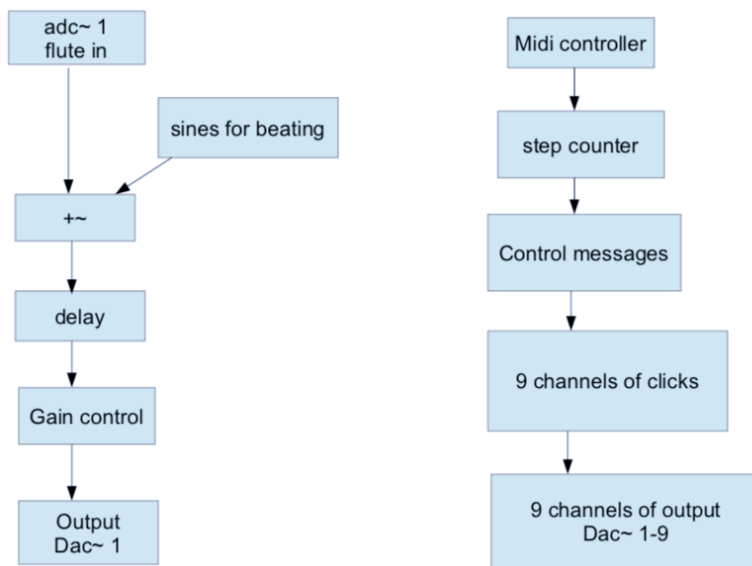
The flute sound be mic'ed and run through the MaxMSP patch. Also some 'dry' flute signal should be added to the overall mix to ensure the flute is always audible.

Note to the performer:

This part is written with three lines. The top line 'Elecs' gives cues for the electronics and is for guidance only. The second line 'Flute' is the flute part, and the third line 'Trig' is the triggers for the electronics which will ideally be controlled using a midi foot switch.

Liam Carey – *An intense and unpleasant excitement*

Max patch information



The electronics part for this piece consists of two main components: sine waves which are used to create beating against the live flute parts, and 9 click sounds which are evenly panned across the stereo field (left to right).

The flute signal is brought in live using input 1 and is combined with a steady sine wave at 440Hz to produce beating. The volume of the sine wave should be controlled by a second person operating the max patch.

The 9 click sounds are controlled by a [metro] object in Max. The speed and direction of the [metro] object are set by a sequence of messages. These messages are number and are notated in the score on a separate line. The changes between these messages are controlled by a step counter, and can be triggered either by midi input or by a key command in Max. The output of the 9 click sounds are on 9 separate channels (dac~ 1-9) which should be diffused across the speaker array left to right.

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♩=60 Molto rubato

Electronics (Elec): $\frac{6}{4}$ - [musical notation] $\frac{4}{4}$ - $\frac{6}{4}$
approx speed of beats

Flute (Fl.): $\frac{6}{4}$ - [musical notation] $\frac{4}{4}$ - $\frac{6}{4}$
gliss. $\frac{1}{8}$ *gliss.*

pp ————— *mp* ————— *pp*
calm, non espress

Electronics (Elec): $\frac{6}{4}$ - [musical notation] $\frac{4}{4}$ - $\frac{6}{4}$

Flute (Fl.): $\frac{6}{4}$ - [musical notation] $\frac{4}{4}$ - $\frac{6}{4}$
gliss. *gliss.*

pp ————— *mf* ————— *pp*

Electronics (Elec): $\frac{6}{4}$ - [musical notation] $\frac{4}{4}$ - $\frac{6}{4}$

Flute (Fl.): $\frac{6}{4}$ - [musical notation] $\frac{4}{4}$ - $\frac{6}{4}$
gliss. $\frac{1}{8}$

p ————— *f*
with growing intensity

Flute (Fl.): $\frac{6}{4}$ - [musical notation] $\frac{5}{4}$
gliss. *gliss.* *gliss.* *gliss.* *gliss.* $\frac{1}{8}$

f *harsh, grating* ————— *ff*

Trig: $\frac{6}{4}$ - [musical notation] $\frac{5}{4}$

1

14

Fl. *mf* *gliss.* *ff* Flz. *b* *e.*

16

Fl. *gliss.* *mp* //

Trig. //

2

accelerando trill, the upper note should start very flat and then bend up to pitch

19

Fl. *mp* *gliss.* *f* *b* *tr*

same in reverse

22

Fl. *gliss.* 3 3

Trig. 3

24

Fl. *mp*

26 Fl. *mp* agile, light

29 Fl. *f*

Trig 4

30 Fl. *f*

31 Fl. *mp*

32 Fl. *f*

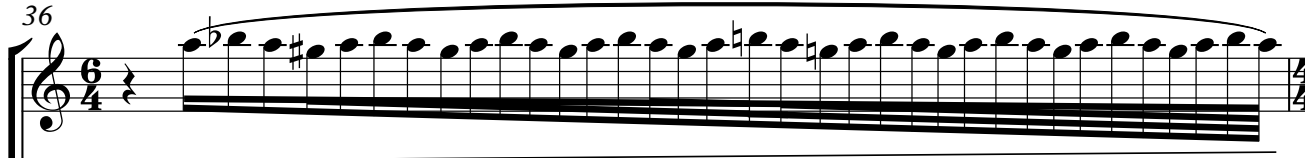
33 Fl.

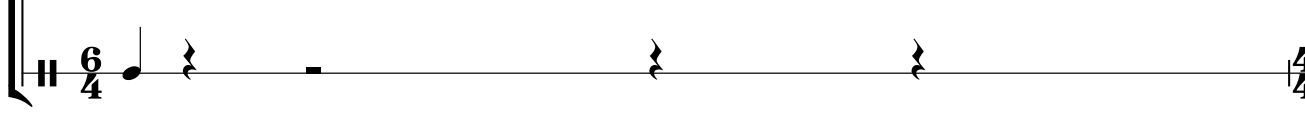
34 Fl.

35 Fl.

Trig 6

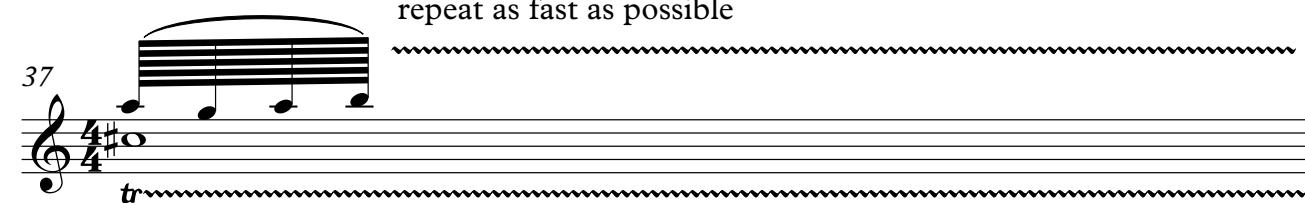
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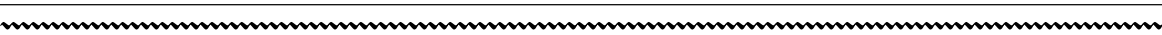
Fl. 

Trig 

7


37

Fl. 

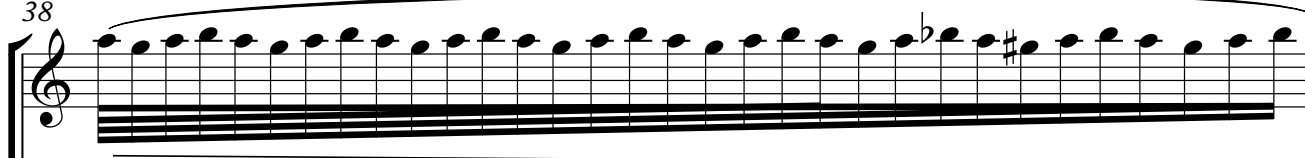
tr  


trill key trill

ff

repeat as fast as possible 


38

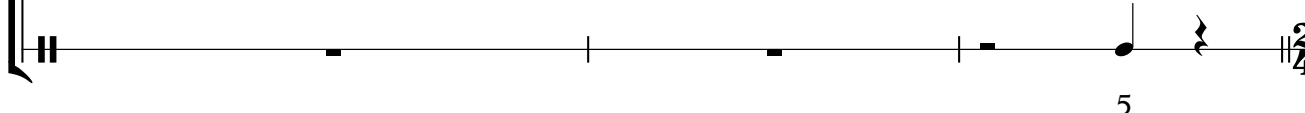
Fl. 

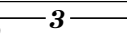
Trig 

8

39

Fl. 


Trig 

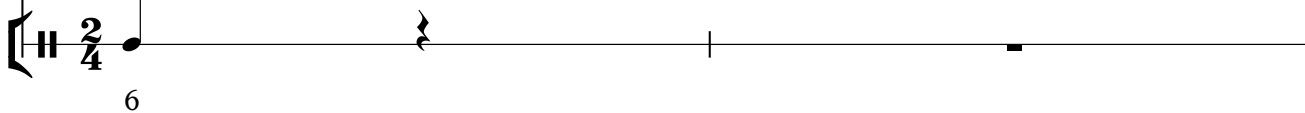
p 3 

5

♩=120 Strict time senza rubato

42


Elecs 

Trig 

6

Don't synchronise with the electronics, just keep your own timing tight

44

Fl. 

f precise, mechanical, and with a slightly more intensity

46

Fl.

48

Fl.

Trig

7

8

52

Fl.

54

Fl.

Trig

9

10

58

Fl.

Trig

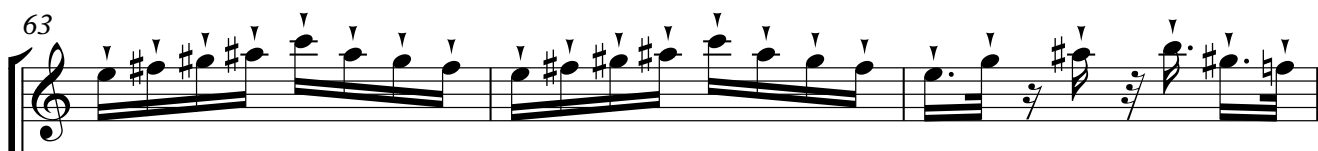

11



61



Fl.



Trig

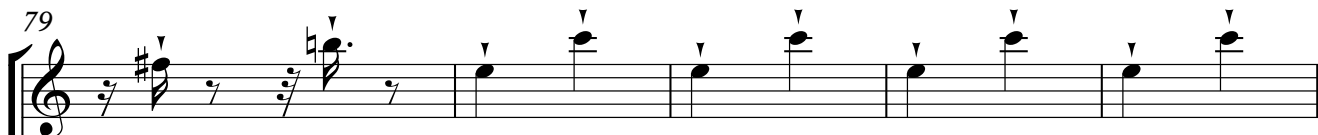

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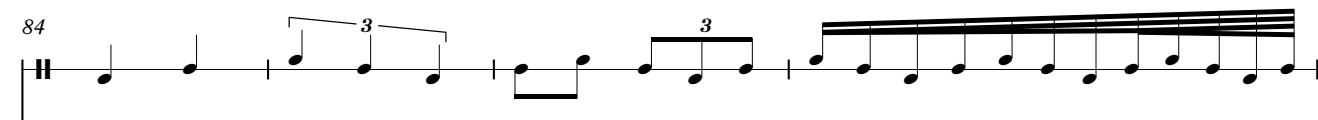
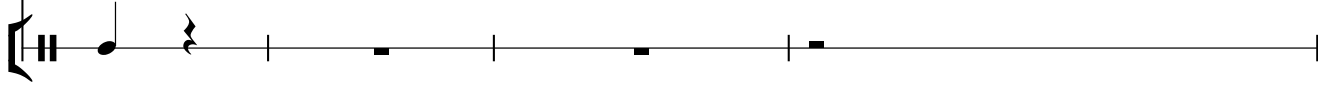
63
Fl. 
Trig 
13 14

66
Fl. 
Trig 
15

70
Fl. 
Trig 
16 17

74
Fl. 
Trig 
18

79
Fl. 
Trig 
19

84
Elec 
Trig 
20

88

Fl.

ff growing more aggressive

90

Fl.

92

Fl.

Trig

21

94

Fl.

Trig

22

96

Fl.

98

Fl.

100

Fl.

Trig

23

102

Fl.

104

Fl.

Trig

24

106

Fl.

108

Fl.

growing more frantic

Trig

25

110

Fl.

112

Fl.

Trig

26

114

Fl.

Trig

27

116

Fl.

Flz.

118

Fl.

fff harsh, grating

Trig

28

123

Fl.

gliss.

128

Fl.

fff

Trig

29

wait for the electronics to completely stop

♩=60 Molto rubato again

131

Elecs

approx speed of beats

Fl.

p *f* *p*

calm, non espress

Trig

30

135

Elecs

3

Fl.

pp *mf* *pp*

gliss.

138

Elecs $\frac{6}{4}$ - $\frac{4}{4}$ *6 6 6 6*

Fl. *pp* *gliss.* *mp*

Speakers

140

Elecs *3 3 3 3 3 3 3 3 3 3 3 3*

Fl. *Don't synchronise with the electronics* *p agile, light, molto legato* *3 3 3 3 3 3 3 3*

Trig 31

142

Fl. *3 3 3 3 3 3 3 3*

143

Fl. *3 3 3 3 3 3 3 3*

144

Fl. *3 3 3 3 3 3 3 3*

145

Elecs *3 3 3 3 3 3*

Trig

32

