

Trombone 3 (tenor)

Music for Octet & Computer

for trombone quartet, percussion quartet, and live computer

by Cort Lippe

2012

**Commissioned for the 46th Annual Commissioned Composer Project by the
University of Wisconsin, River Falls**

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3 Tenor Trombones and 1 Bass Trombone cup and plunger mutes

Percussion Instrument List

Percussion 1

small, medium and large suspended cymbals
small suspended Chinese cymbal
hi-hat
medium bass drum
26" and 29" timpanis
vibraphone

Percussion 2

medium suspended cymbal
medium-sized woodblock
sleigh bells
medium tambourine
small, medium, and large toms
medium bass drum
23" timpani
glockenspiel

Percussion 3

large suspended cymbal
triangle
small-sized woodblock
rattle
small, medium, and large toms
snare drum
32" timpani
glockenspiel

Percussion 4

large bass drum
snare drum
orchestral chimes (tubular bells)
large tam-tam
20" timpani
marimba

Accidentals hold throughout a measure unless cancelled by a natural sign.



Event marker in score for computer events.

Electronics:

- Each trombone should be amplified with 1 microphone.
- Each percussion set-up should be amplified with 2-4 microphones, depending on availability, etc.
- A reverb unit can be used in conjunction with amplification.
- A mono mix of the amplified (un-reverberated) ensemble should be sent (via a pre-fader aux send) to the computer input.
- The computer, running the software in Max/MSP should be output as a stereo mix.
- Sections can be rehearsed separately, and in any order. Events are triggered by the computer operator.
- See the Max/MSP computer patch for further instructions.

I

♩ = 120

Tenor Trombone 3

5

A

10

15

B

20

25 C

30

D

35

40

E

45

F

50

G

55

3

60

2

H
65

p *mf*

70

f 3

I

75

p *mf*

80

3 3 *f* *pp*

J

85

p *mf*

K

90

f *ff*

95

L

100

mp *f* *ff*

M

portamento-like gliss. 105 (breathe as necessary)

pp

110

mp

N

115

p *mf* *p*

mf *p* *mp*

120

O

(rapid, small gliss) 125

f

P

130

mp *mf*

f *ff*

4

Q

135

f

3

3

3

3

3

R

140

3

3

3

3

3

145

S

150

mp

T

155

U

160

f

165

170

p

III

5

♩ = 100 *Lightly*

Tenor
Trombone 3

accel... *rit...* 5 *a tempo* *cup mute*

A 10 **B** 15 *mf* *mp* *rit...*

a tempo 20 **C** *f*

25 **D** *ff*

30 *accel...* *a tempo* 35 **E**

40 *mf* 3

rit... **F** (air sound) 45 *a tempo* *mf* *ff* 3 *f*

50 **G** 3 55 *f*

6

H

60

I
65

70

J

75

80

K

no mute

(air sound)

f

L

85

ff

90

95

M

100

N

105

O

(normale) 110

accel. poco a poco...

mf

f

ff

P

115

Musical staff 1: Bass clef, starting with a double bar line and a dynamic marking of *ff*. The staff contains a sequence of eighth notes with accents, grouped into pairs.

Musical staff 2: Continuation of the eighth-note sequence from staff 1.

120

Musical staff 3: Continuation of the eighth-note sequence, with some notes marked with a '3' below them, indicating triplets.

♩ = 110

Musical staff 4: Final staff of the page, ending with a double bar line. It features dynamic markings of *ff* and *fff*. A horizontal line spans across the first three triplet markings.

IV

Tenor Trombone 3

$\text{♩} = 50$

mp *cresc. poco a poco...*

accel... *f* *ff*

A $\text{♩} = 60$

5

B $\text{♩} = 50$

mp *cresc. poco a poco...*

accel... *ff*

C $\text{♩} = 60$

15

15

D

f 5

decresc. poco a poco...

rall...

20

plunger

E ♩ = 50

mp (slowly open/close) +

p

25

o + o + o + o +

F

30 (breathe as necessary)

+ o +

pp (simile ad libitum plunger + o slowly)

accel...

G

non cresc...

35

H ♩ = 60

40

I

(ad libitum plunger + o faster and faster)

pp *ff*

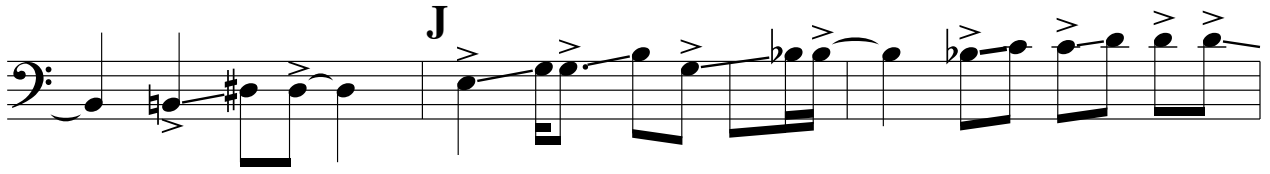
(plunger + o rapidly)

(no plunger)

45

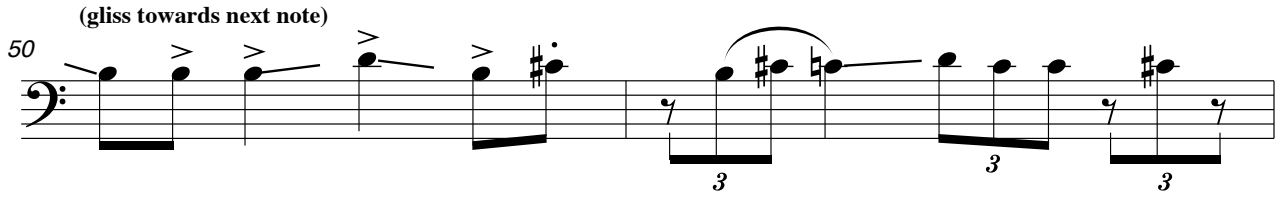
f

J

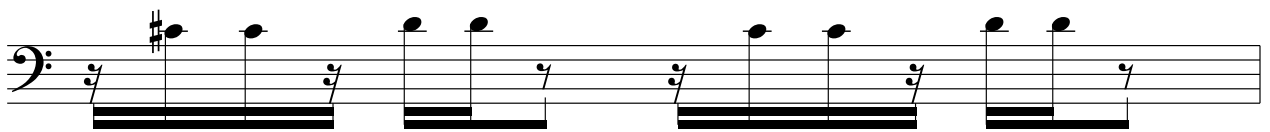
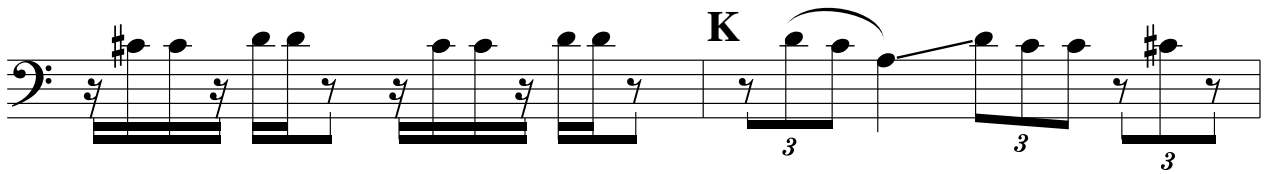


(gliss towards next note)

50

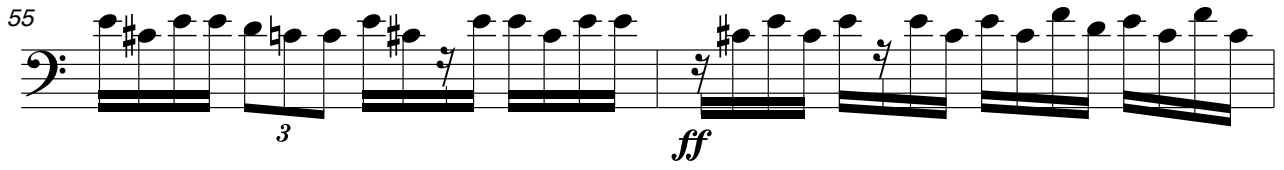


K

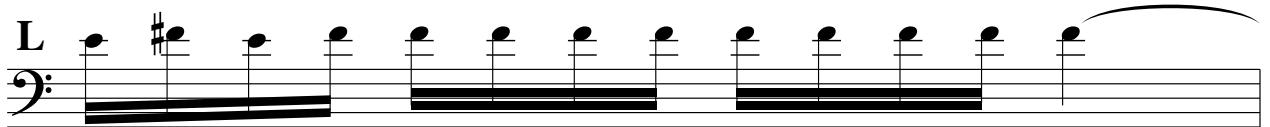


cresc. poco a poco...

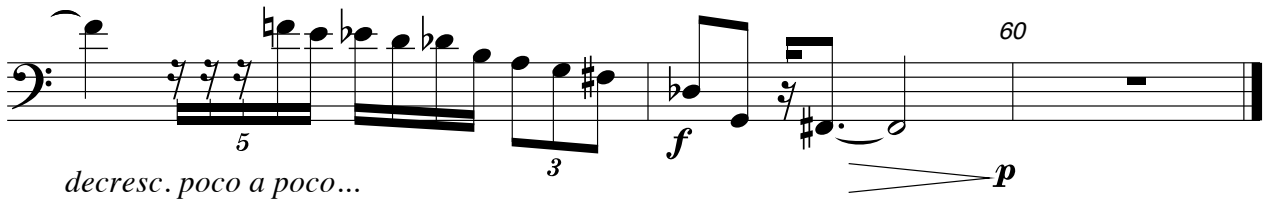
55



L



60



decresc. poco a poco...