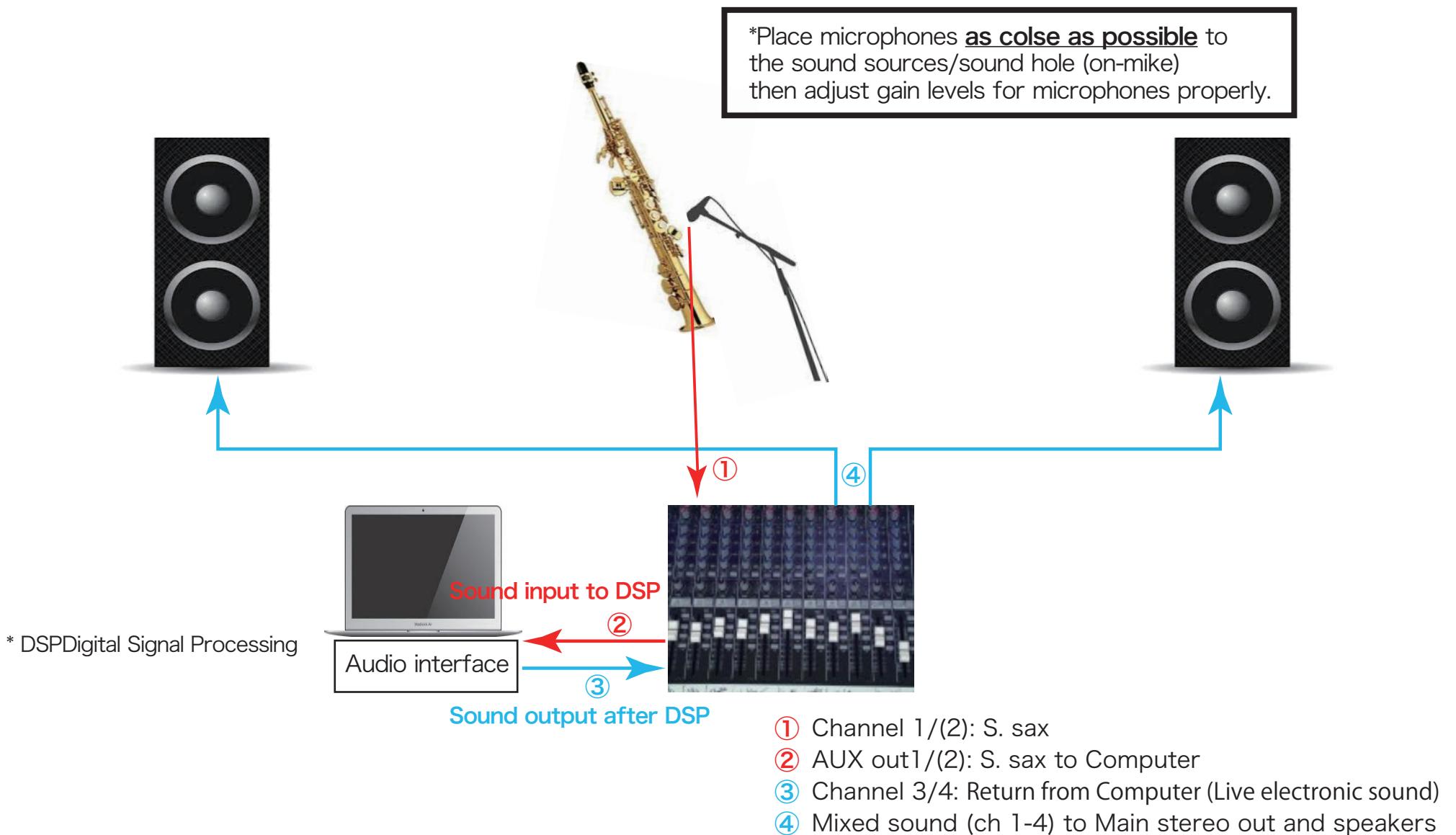


Swallow

for soprano saxophone and computer (2004)

Haruka Hirayama

Stage setup for Soprano saxophone and Live electronics



Score description

Soprano saxophone

- Accidentals are corresponded to individual notes.
- Sometimes timings of making sound can be decided in the relations between electronics and performers.
- Spaces between notes will indicate undefined gaps (throughout the composition.)

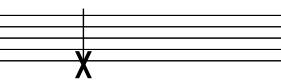
as high as possible



Play as high pitch as possible. Not necessarily ♯G.



Air current noise.



Key tapping sound.



Accelerando



Ritardando



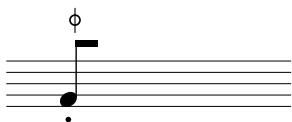
Undefined duration, but the length of beam indicates relative duration.



Repeat the same note as the first of the beam.



Any multiphonic sound that include the indicated note.



Play with slap tonguing.

Live electronics

- Requirements -

Macintosh Computer

Audio Interface/Sound card (44.1kHz/16bit)

Max/MSP

Mixer

(Super/Hyper) Cardioid Microphone *1 (or 2)

Speaker *2 and above



Red numbers mean cues for live electronics to change audio signal processing. They should be triggered more or less at the suggested point on the score. In particular, means it must be triggered at the precise timing.

Swallow
for soprano saxophone and computer

Haruka Hirayama (2004)

A

as fast as possible
0'00"
fff *sfs* **ff** *cresc.* **fff** *as high as possible*
0'10" *sfs*

(0) (1) (2)

B

= ca.45 non vibrato(all over)
(change the key once or twice)
ca.50

3

4

C

poco a poco accel.
cresc. **ff** *clouded tone (sub tone)*
a tempo **pp** **mp** *mp* **ff** *clouded tone (sub tone)* **ff**

5

6

7

8

D ♦ = ca.45 ,
 ♪ (change the key once or twice)
ppp ♪ (change the key once or twice) *mf*

p ♪ *bend down* *mf* ♪ *mp* ♪ *mp* ♪ *mf*

E ♪ *mp* ♪ *mp* ♪ *mp* ♪ *f* ♪ *p* ♪ *mp* ♪ *f* *10*

poco a poco accel. ♪ *ff* ♪ *rit.* ♪ *mp*

♦ *mp* ♪ *shift the tone to harmonics* ♪ *mp* ♪ *ppp* *12*

F
 $\text{F} = \text{ca.} 50$

G *accel.*

f

13

ad libitum

a tempo

H

mf

14

15

poco a poco cresc.

as fast as possible

as high as possible

(•)

16

flatter

mp

fff

I

0'00"

17

mf

mf f mf f

sfp mf f

bend down

mf ff f fff mf ff

slow bend

1'00"~1'05"

ff > > > >

ff > > > >

ff > > > >

ff sfz f fff

J

$\text{♩} = 60$

c

espressivo

mp

18

18

19

19

rit.

p

K

$\text{♩} = 60$

pp

20

21

20

21

mf

p

glissando

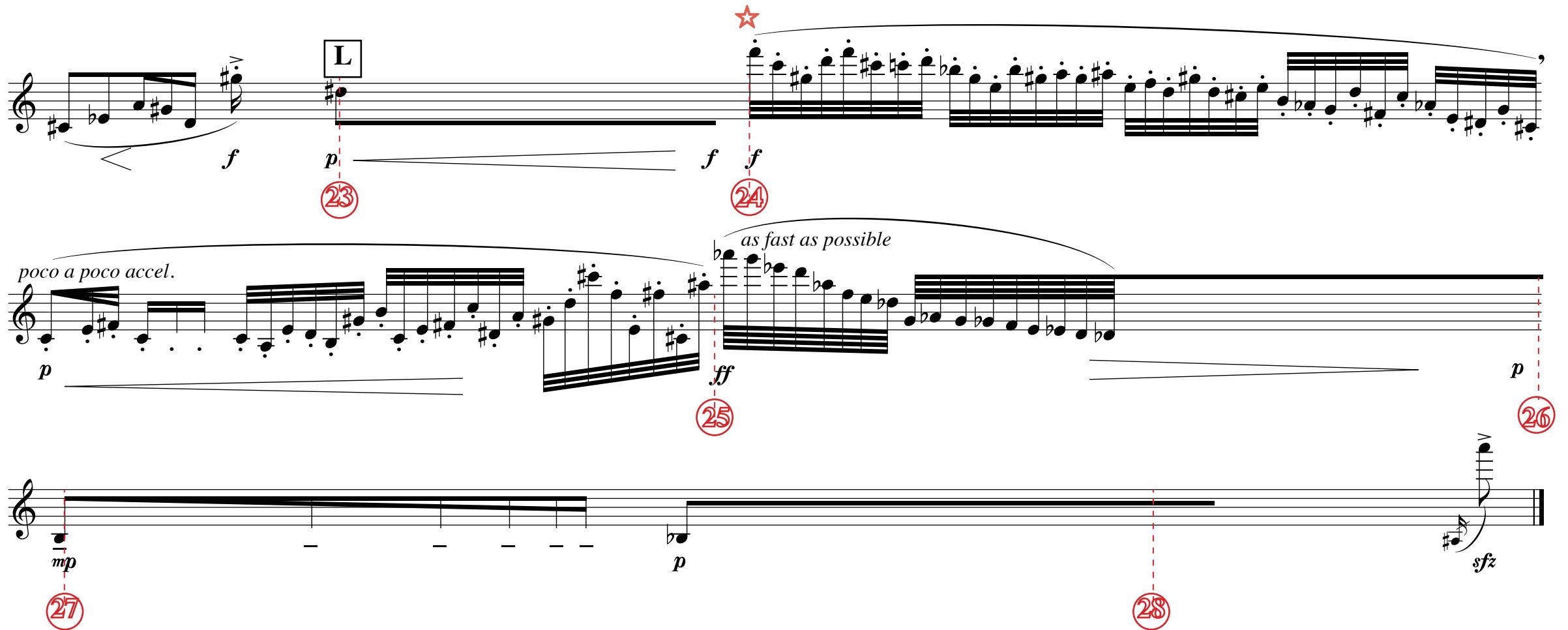
p

mp

mp

22

22



6

L

f

p

23

poco a poco accel.

p

ff

25

as fast as possible

f

f

24

p

26

mp

27

p

28

sfz

29