Night Music for reed quintet

Summer dusk soundscape in a deciduous forest

Christopher Luna-Mega (2018–2022)

Performance Notes

Time cues and synchronization

The temporal organization of the piece is based on seconds/minutes, indicated throughout the score/parts substituting bar-numbers. A stopwatch is needed for each performer. At the beginning of the piece, instrumental performers and electronics-mix performer should activate stopwatches simultaneously.

Proportional Notation / Durations

Sounds must be played according to their position relative to the timeline and the length of the beam that follows a note-head. Note-heads without a duration beam must be played as short as possible. Stems do not function as rhythmic values, but as connections of groups of notes that immediately follow one another.

Determinate Sections / Indeterminate Interludes

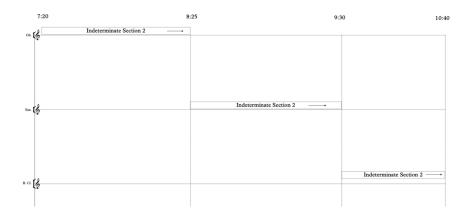
The piece consists of juxtaposed sections and interludes.

Sections 1 through 5 are characterized by *tutti* ensemble playing, with proportional notation with timecode reference points each five seconds.

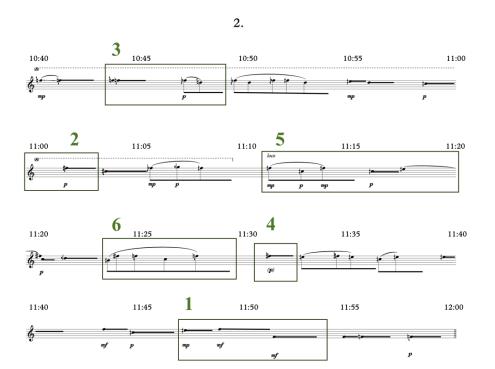
There are four Interludes in the piece. Within specified timecodes, performers are given a specific section of the piece (1, 2, 3, 4, or 5) to play fragments of the material in any desired order. The boxed text includes an arrow pointing forward or backward, depending on whether the specified section has already been played or is still to be played.

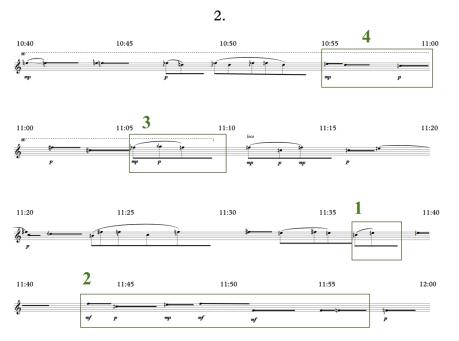
The following example shows Interlude 1, where oboe, saxophone, and bass clarinet have solo sections lasting slightly over 1'. Their cues consist of "Section 2 ——>", which points them towards the upcoming Section 2 in order to play its material indeterminately.

Interlude 1



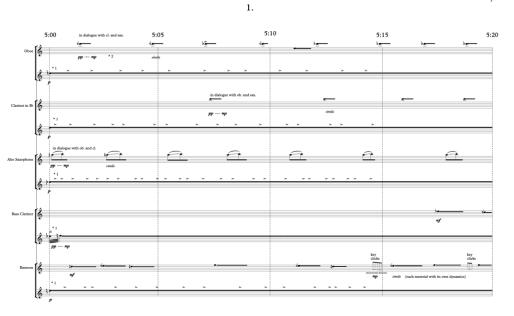
The following two examples show two of several possibilities of length and order of material for Bass Clarinet's Indeterminate Section 2 (cued in Interlude 1, timecode 9:30). The numbered squares (in green) simulate the selection and ordering of the material. Timecodes must be ignored during the indeterminate interludes—the are only effective in the actual sections. However, the relative durations in relation to the timecodes should be followed. For example, in the first example, numbered square "3", should last ~5 seconds; numbered square "2", ~2 seconds.





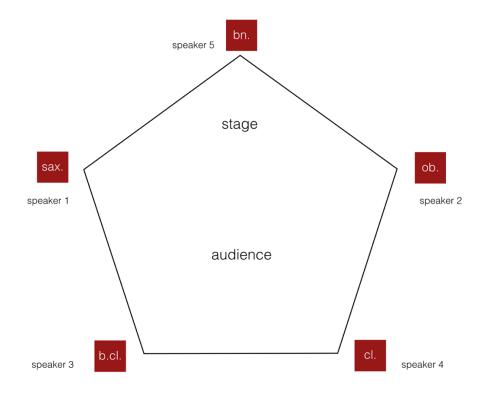
Pre-recorded Instrumental Tracks

In most sections and interludes of the piece, there are pre-recorded tracks of each instrument. When there are two staves (upper: "a"; lower: "b") for each instrument, the bottom staff consists of the pre-recorded material and it is shown for reference for the performers.



Spatial distribution, electronics and amplification

The diagram below considers a standard concert hall. The spatial distribution of performers/speakers may be modified according to the venue. In some cases, the spatial distribution of the performers will not be feasible. In such cases, all performers are situated on stage.



Electronics and amplification

Amplification of all performers and spatial speaker distribution is ideal. If the technical resources (mics and number of speakers) are limited, performers perform without amplification and the electronics (pre-recorded tracks and field recordings) are played in Stereo. Audio files with the fixed media (5.1 and Stereo) versions are available via e-mail: ch.luna.mega@gmail.com.

Dynamics

1) **p** ----- mf

Constantly vary within the given dynamic range.



Accent without re-articulating the note.

Accidentals

þ	1/8 tone up	ţ	1/8 tone down
‡	1/4 tone up	4	1/4 tone down
#	3/8 tone up	b	3/8 tone down
#	1/2 tone up	b	1/2 tone down
#	5/8 tone up	þ	5/8 tone down
#	3/4 tone up	ф	3/4 tone down

Imitative noise

An ideal performance of this piece includes the performers' input regarding instrumental techniques (besides those provided in the score) that best embody the following two notations, based on the sounds featured in the recordings.

Section "0" (0:00 to 3:00 in field recordings)



These toneless sounds must respond to the sonic properties of the field recordings sounding. Sound production is ad. lib as long as it is toneless. Possibilities include key clicks (for the fast rhythmic elements of the recordings) and playing without the mouthpiece.

Section "3–5" (15:00 to the end of field recordings)



Based on the particular vocabularies of the instrumentalist, the rectangular note-head motives must imitate a predominantly noisy sound that is part of the summer forest dusk recording from which all the materials in this piece were derived. The sound is prominent in the 2nd half of the supplementary material recordings. These sounds are not beamed therefore they are <u>as brief as possible</u>. The metered equivalent of the spatial notation is three or four \$\int\$ at \$\sigma 90\$ bpm, consistent throughout the piece.

Tremolos



Include all the possible pitches within the given range in tremolo with irregular (IR) durations and patterns.



Two-pitch tremolo with irregular (IR) durations and patterns.

Supplementary material

All the musical materials performed by the reed quintet and used in the electronics are derived from direct transcriptions and arrangements of recordings of the summer dusk and night sounds of insects and other creatures in Virginia forests. The increase in density, loudness, and noise as dusk becomes night is the guiding formal principle of the piece.

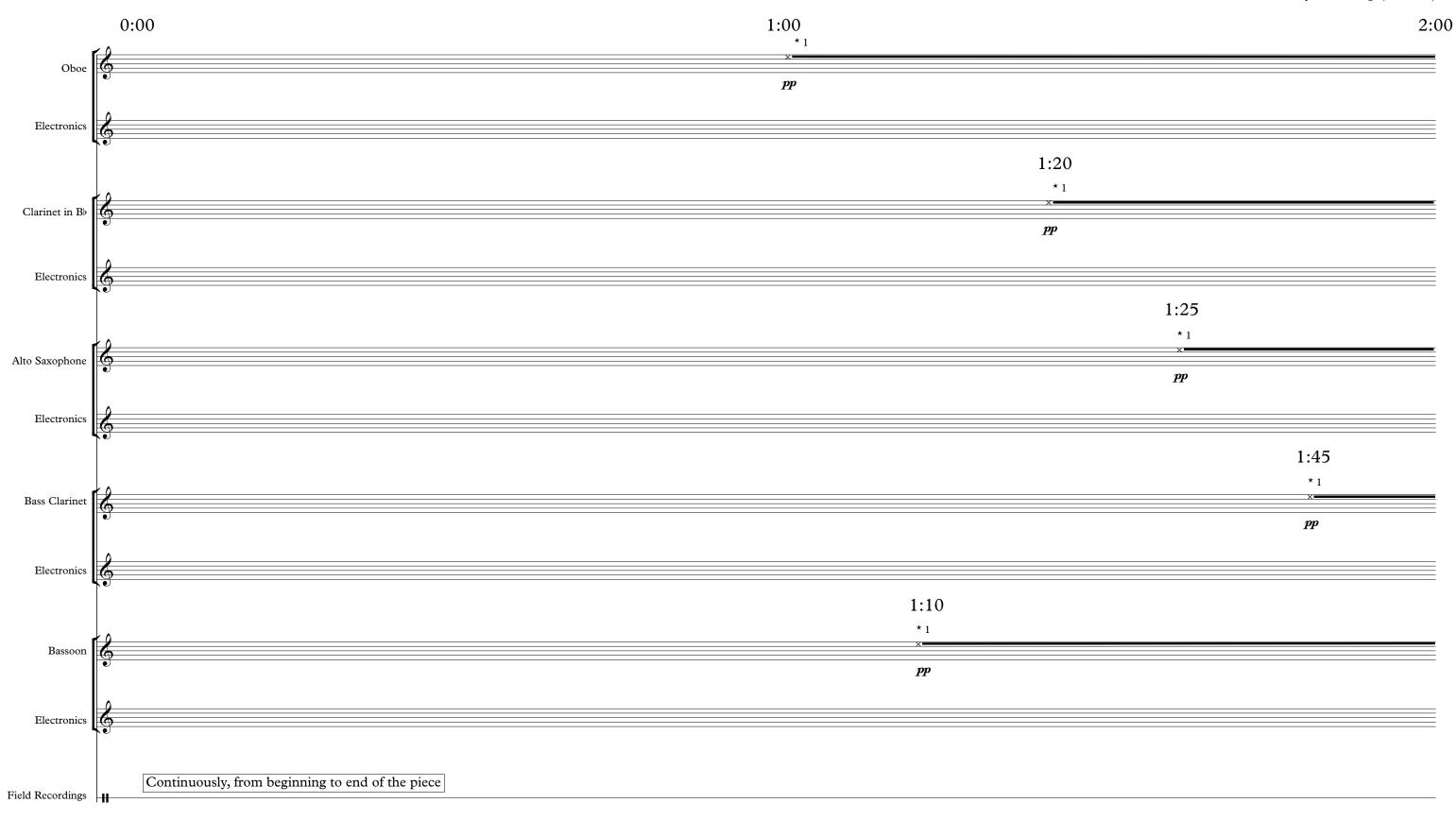
The recording uses five microphones in a pentagonal formation, at a distance of ~30 meters between each mic. Each of the five microphone analyses and transcriptions was assigned to an instrument (mic 1 to ob.; mic 2 to cl., etc.), rotating the pairings in each movement.

Included with the score and parts is a document with a link to download the original field recordings. Ideal preparation for the performance of this piece involves listening to these recordings while following along with the parts.

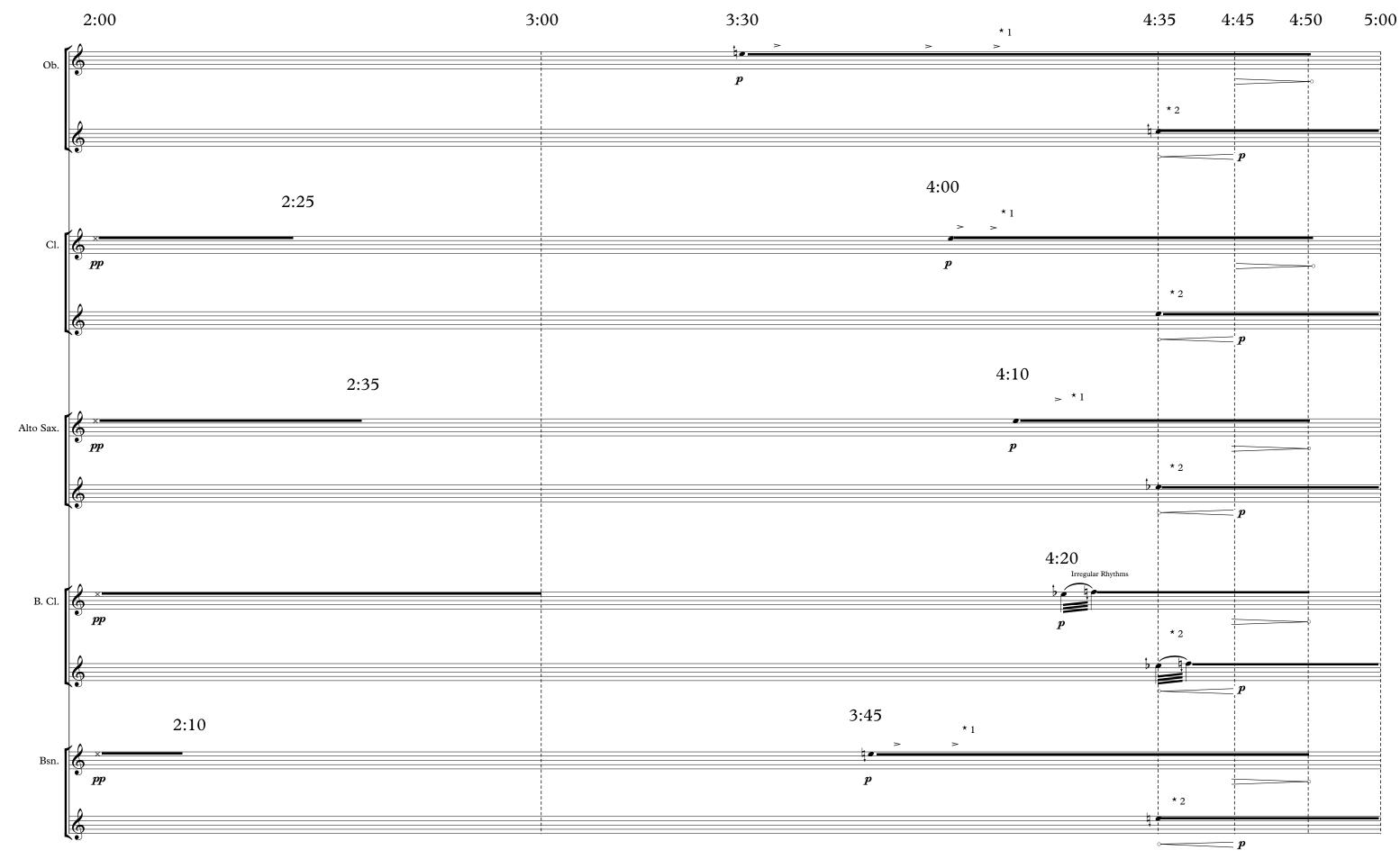
Night Music

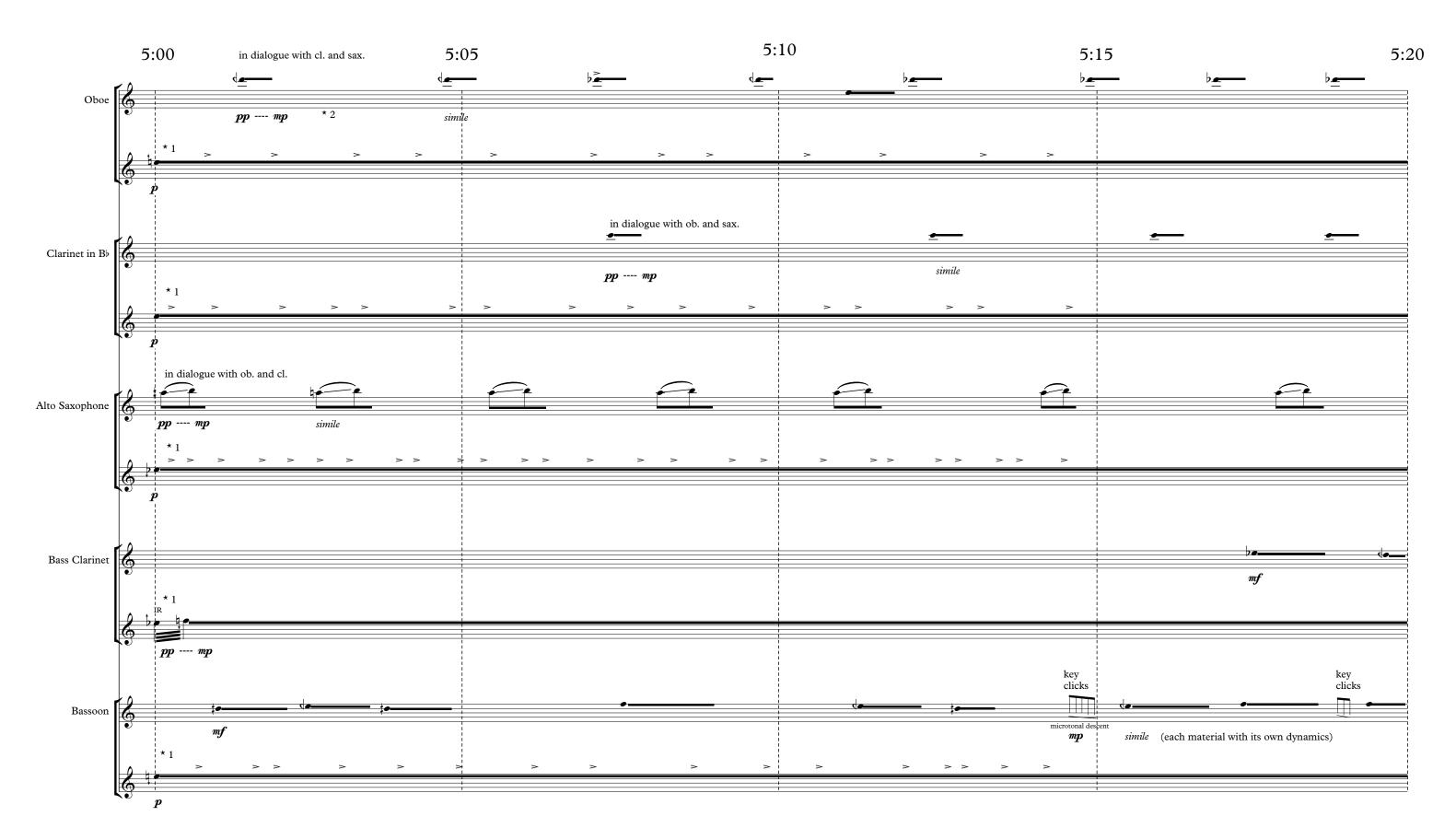
0.

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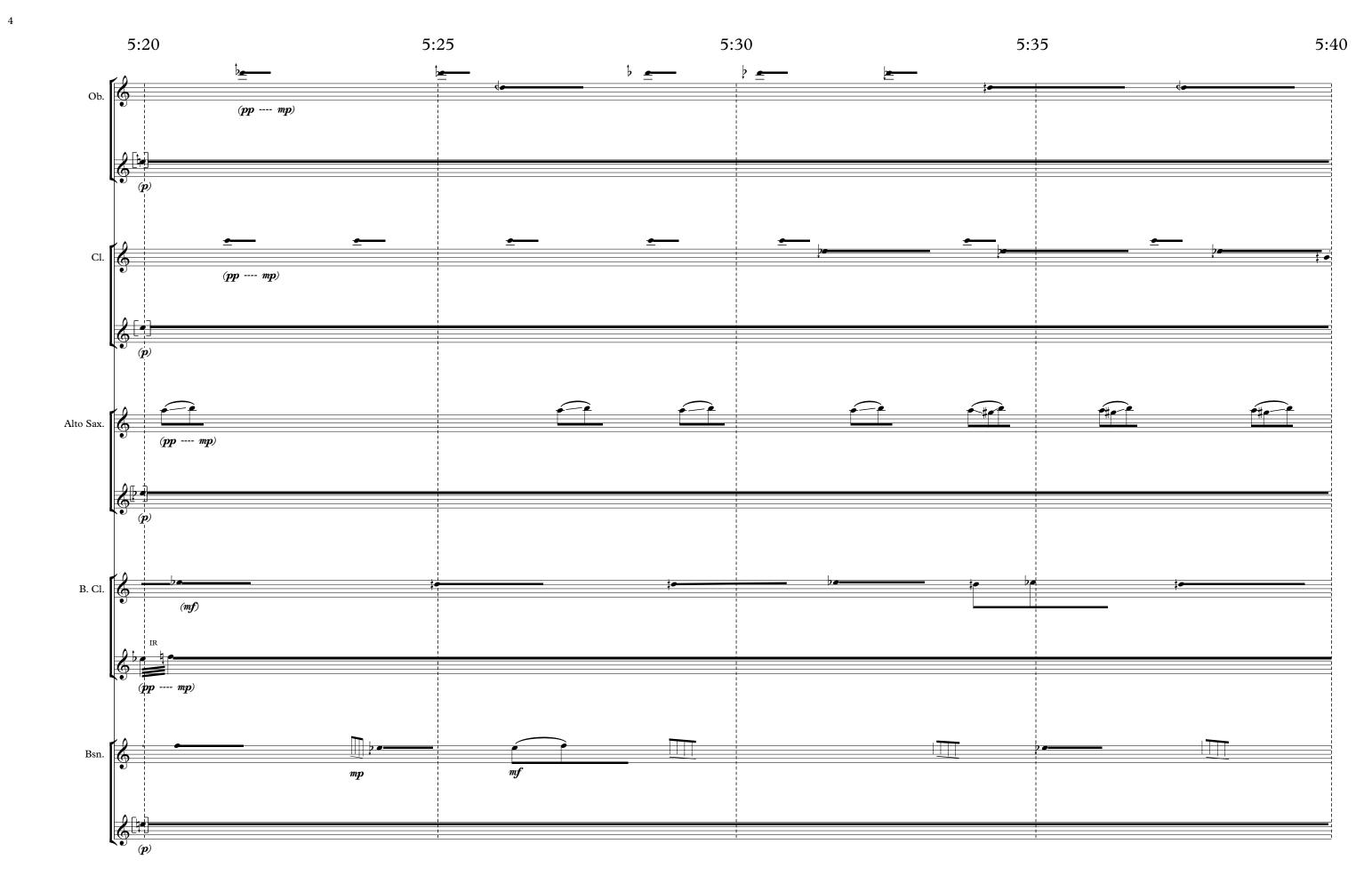


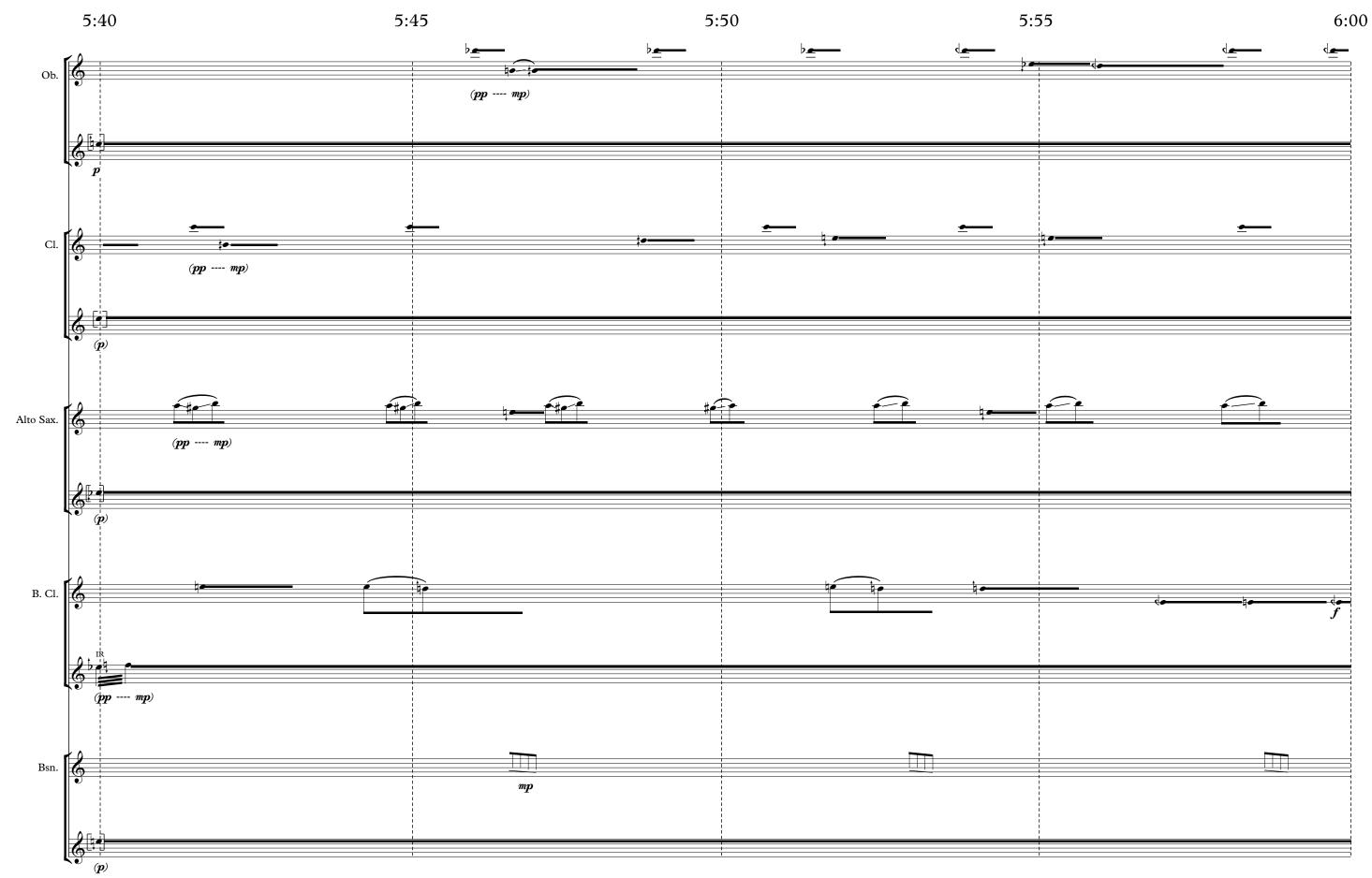
 $[\]star$ 1) Toneless sound (amplified), rich in high frequencies, interacting with / imitating the field recordings See performance notes for more details on the gestures.

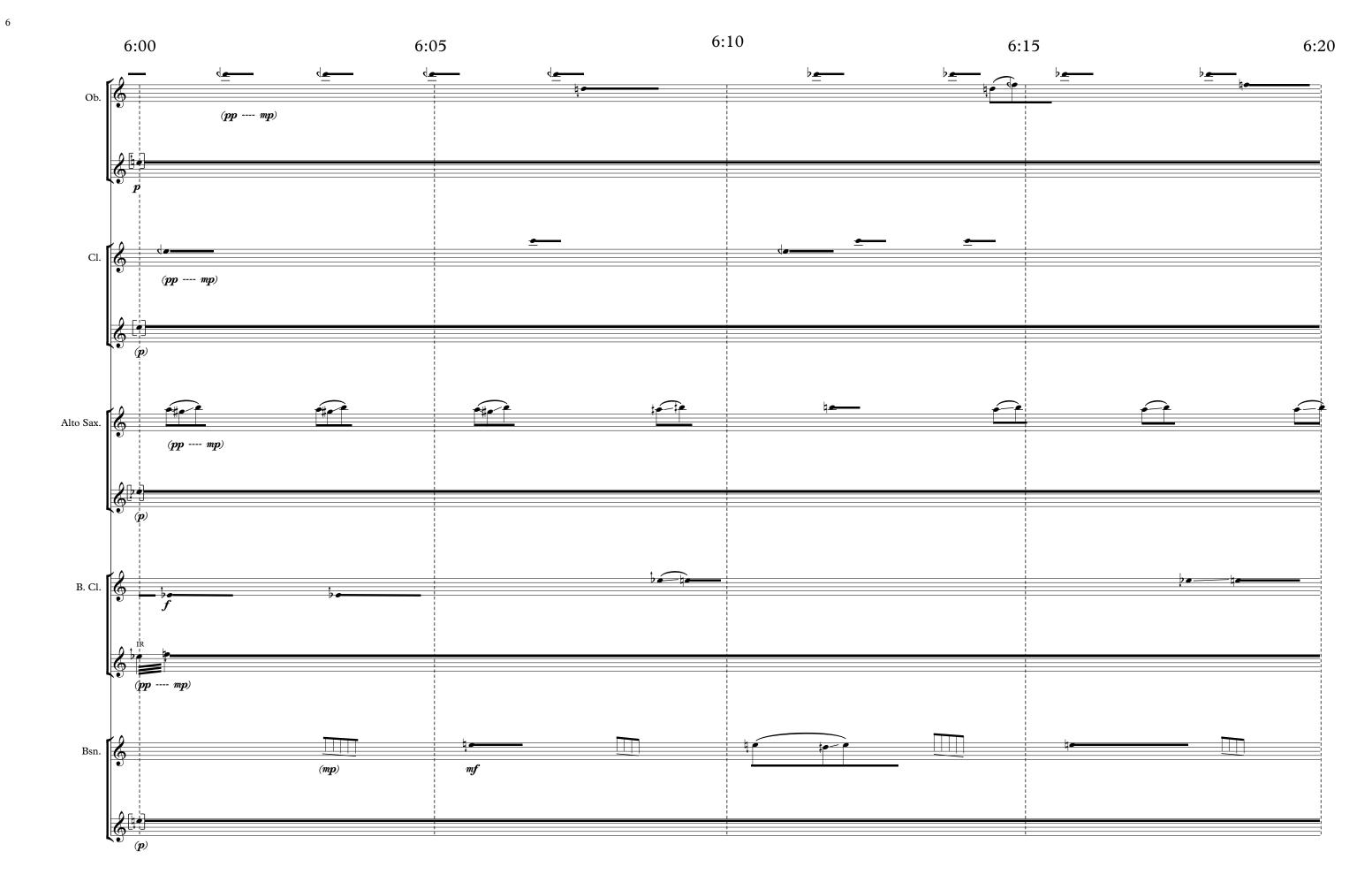


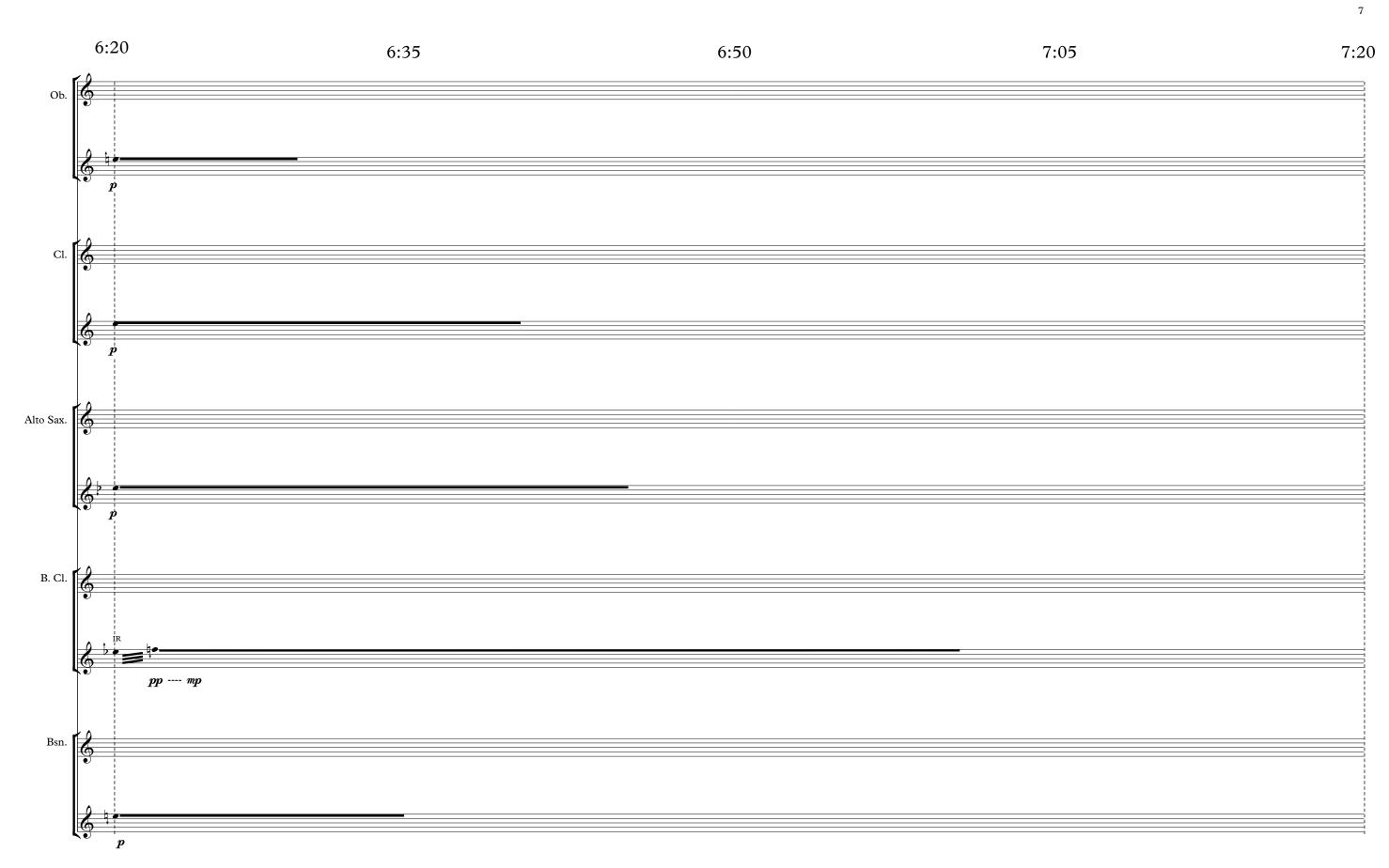


^{* 1)} Pre-recorded tracks

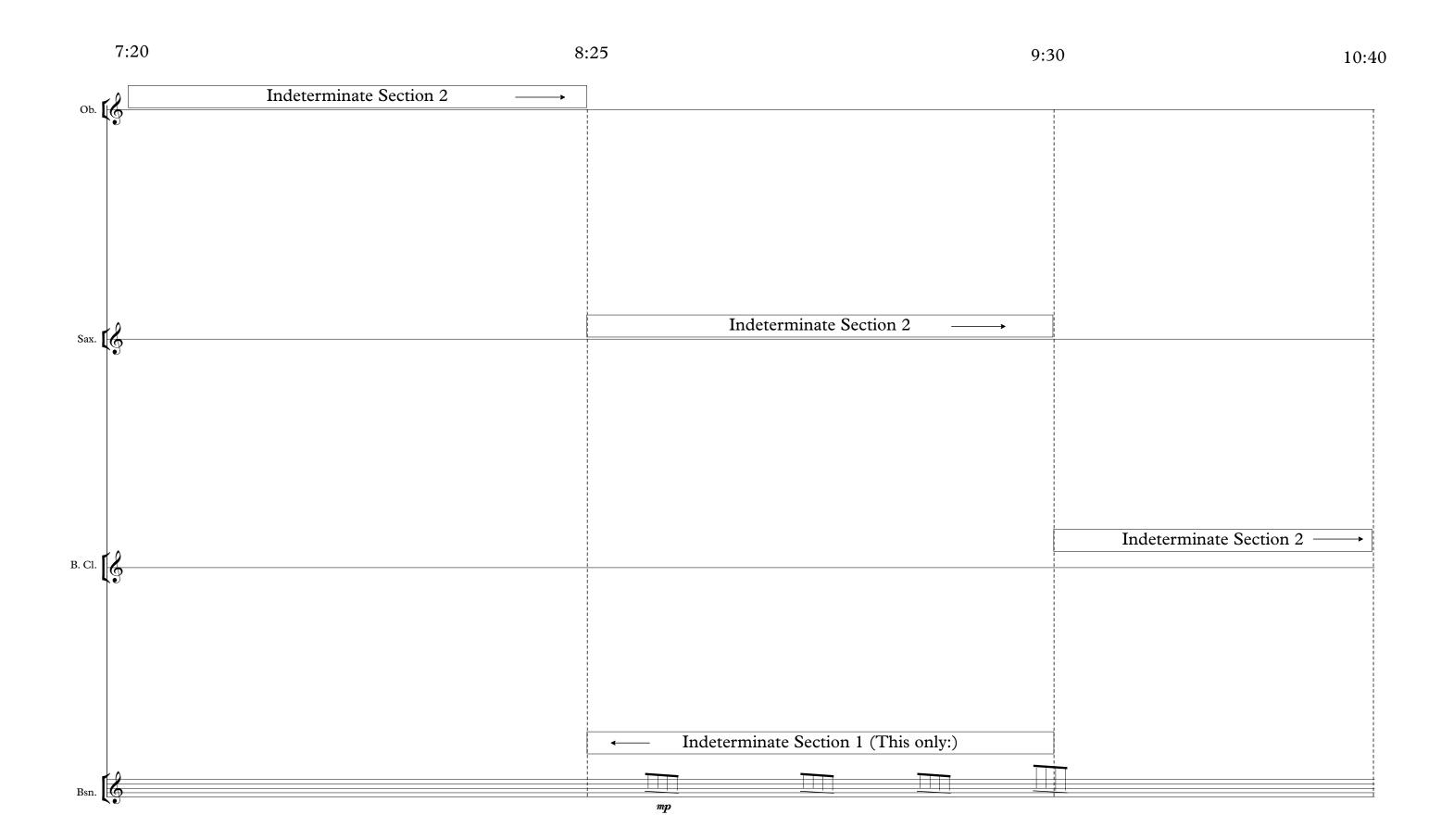






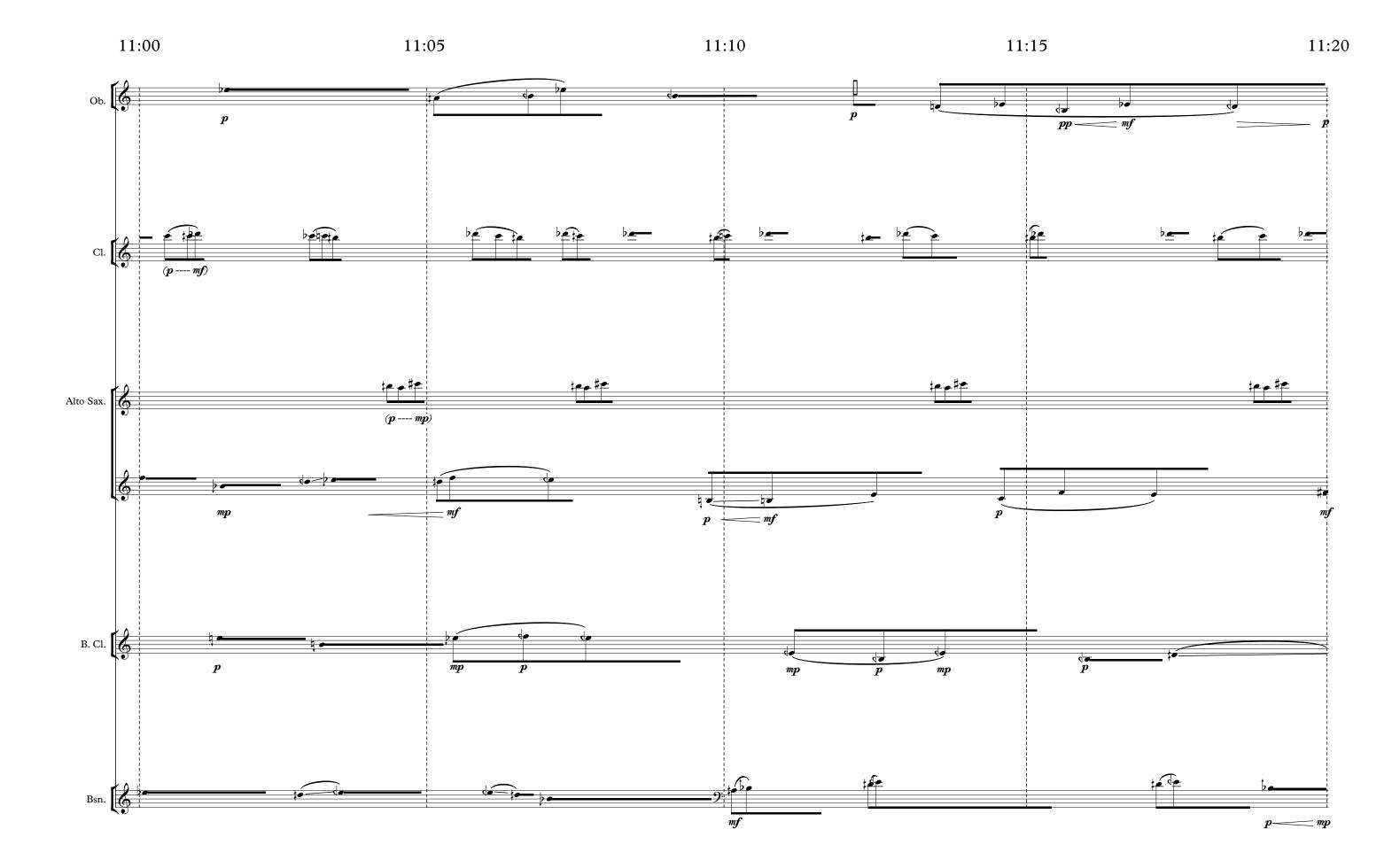


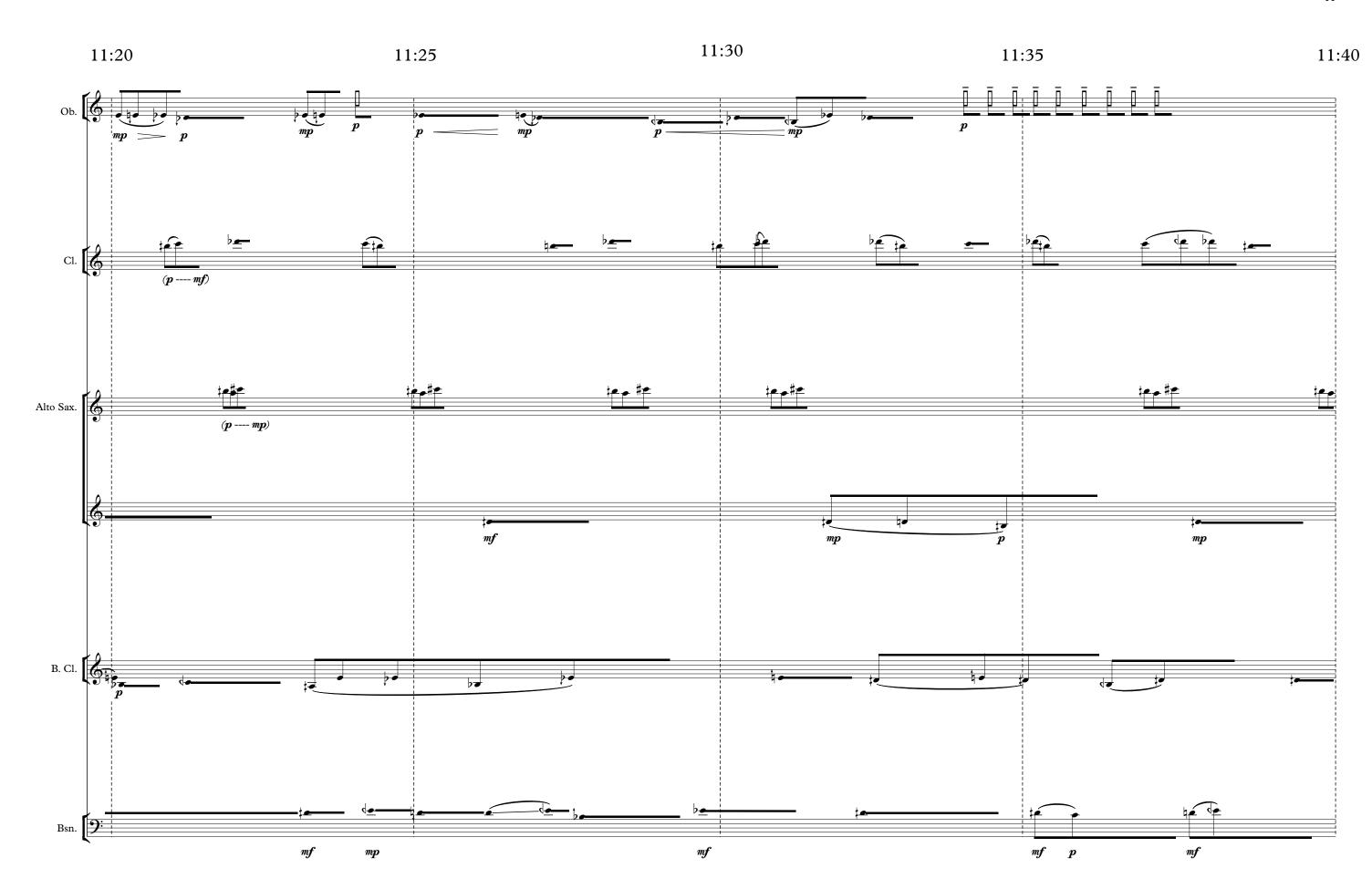
Interlude 1

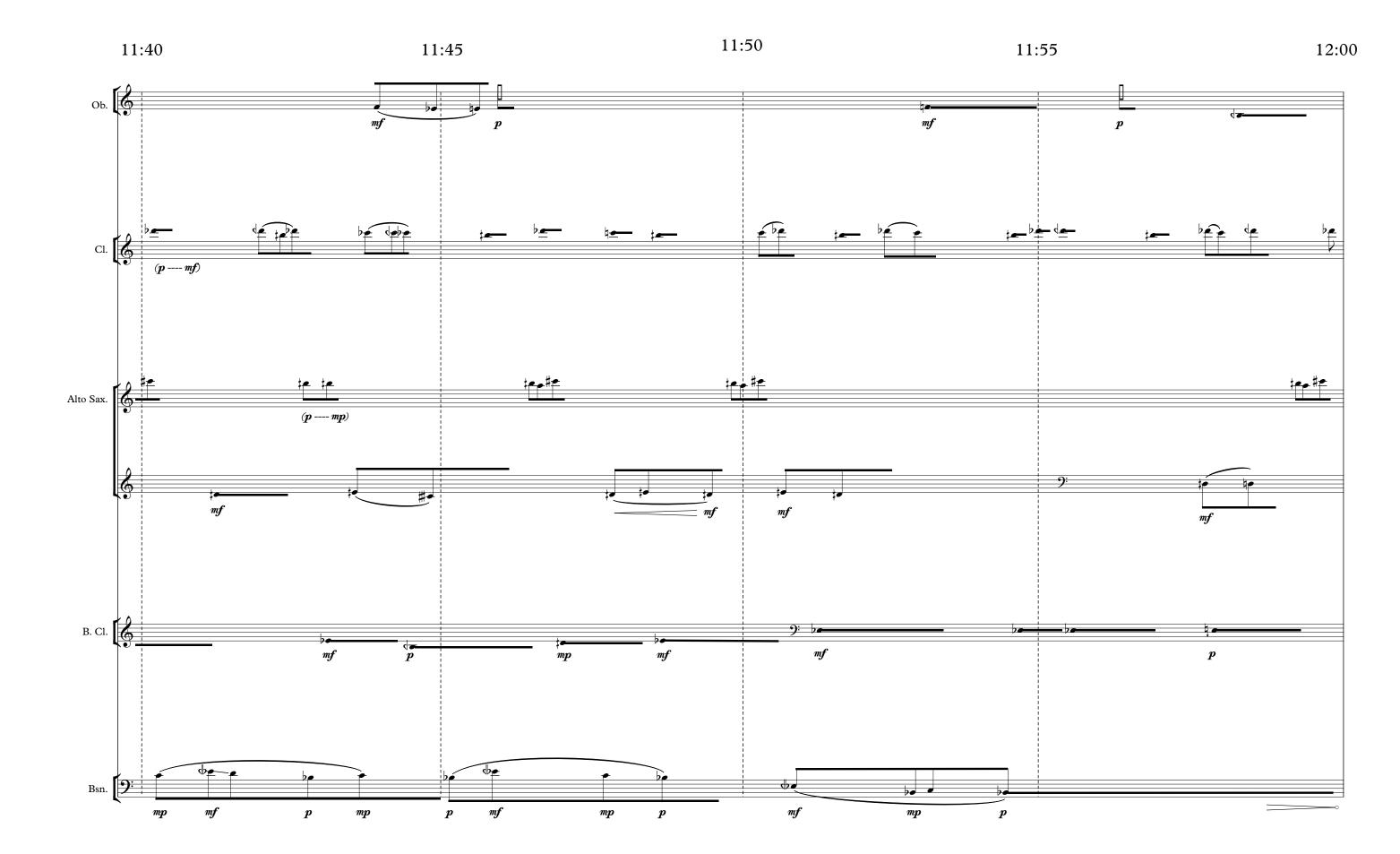


^{*1)} Noise (see "imitative noise" in performance notes)

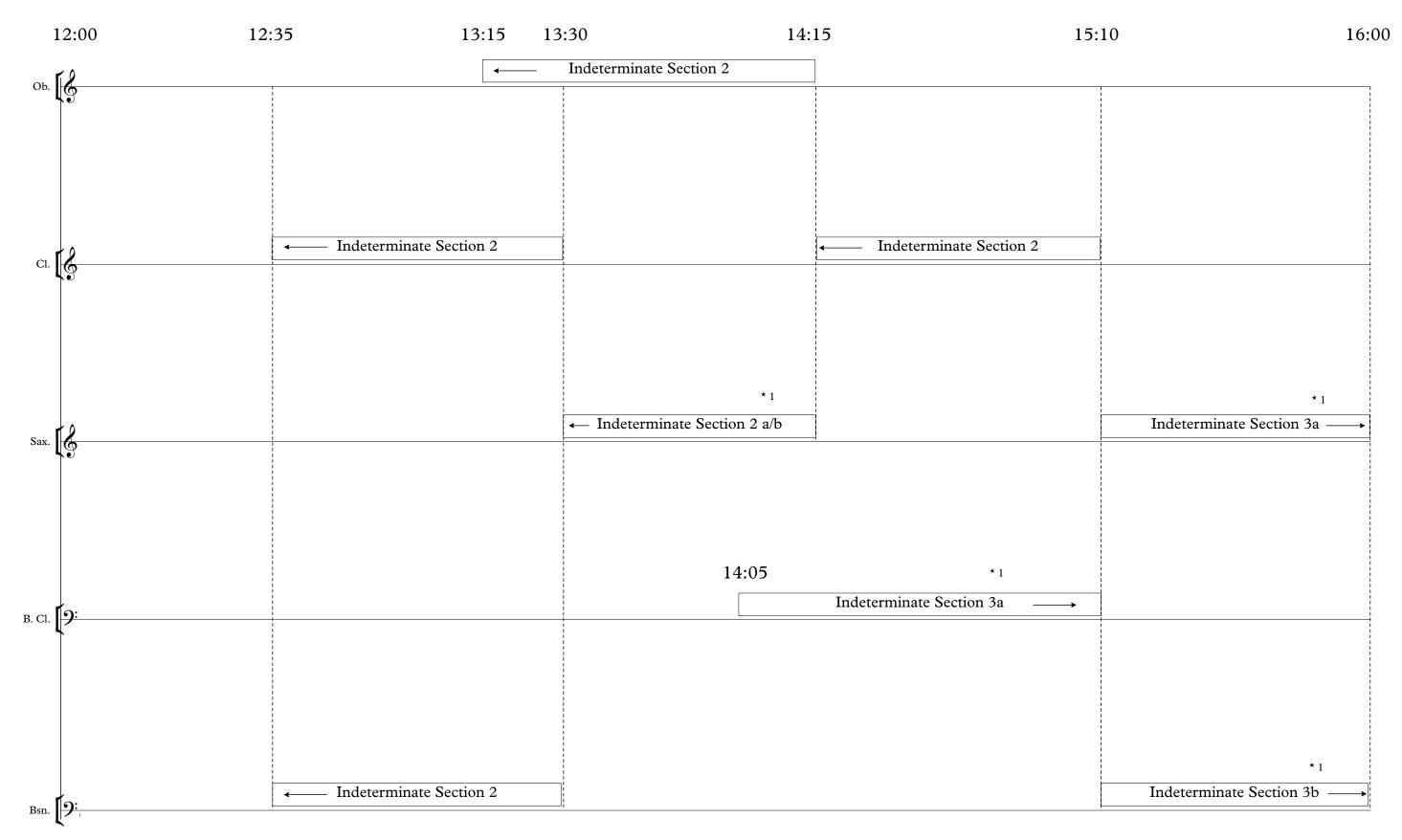
^{*2)} Only in this movement, the material in the lower staff is not the pre-recorded electronic track, but material for the saxophone to perform in addition to the material in the upper staff



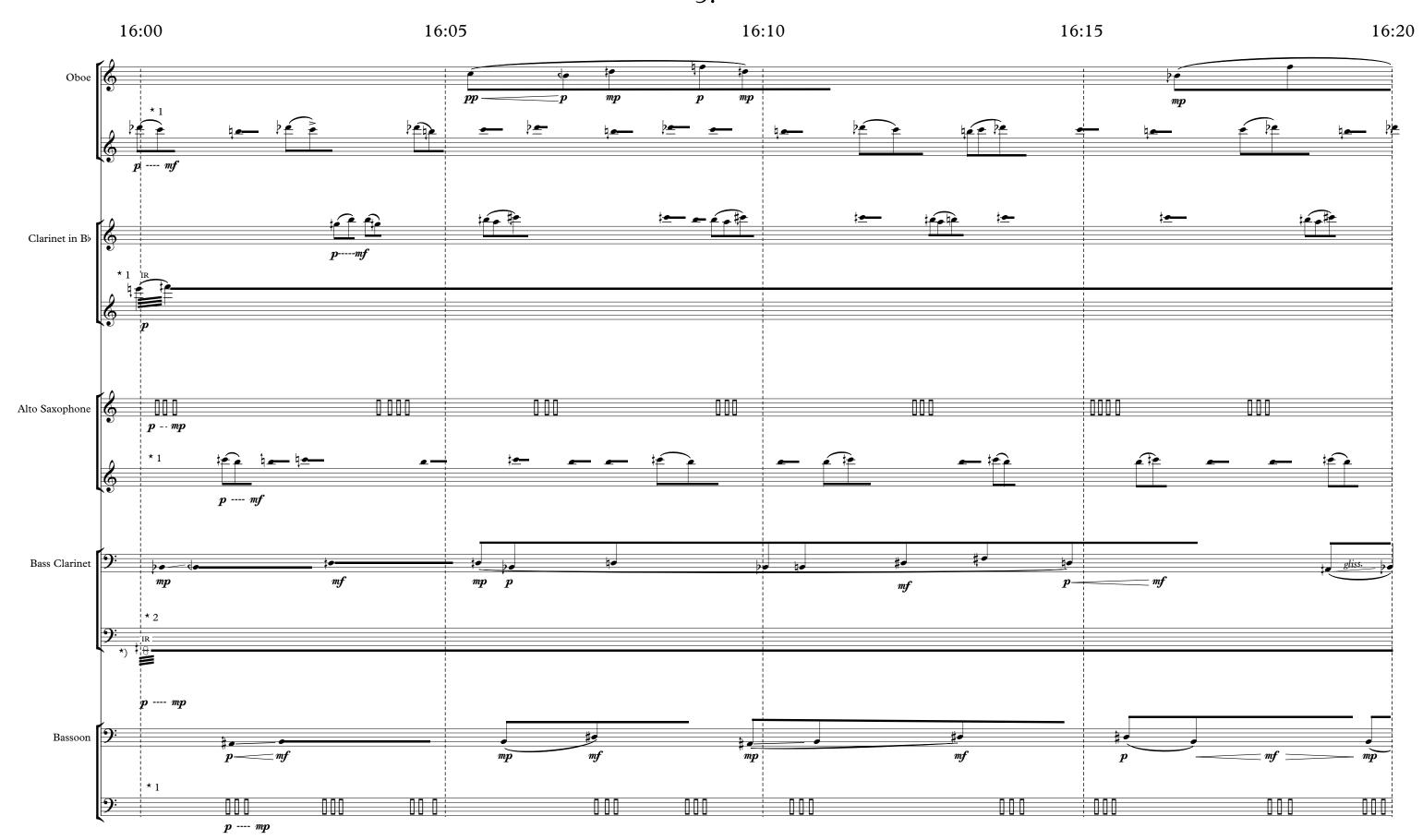




Interlude 2

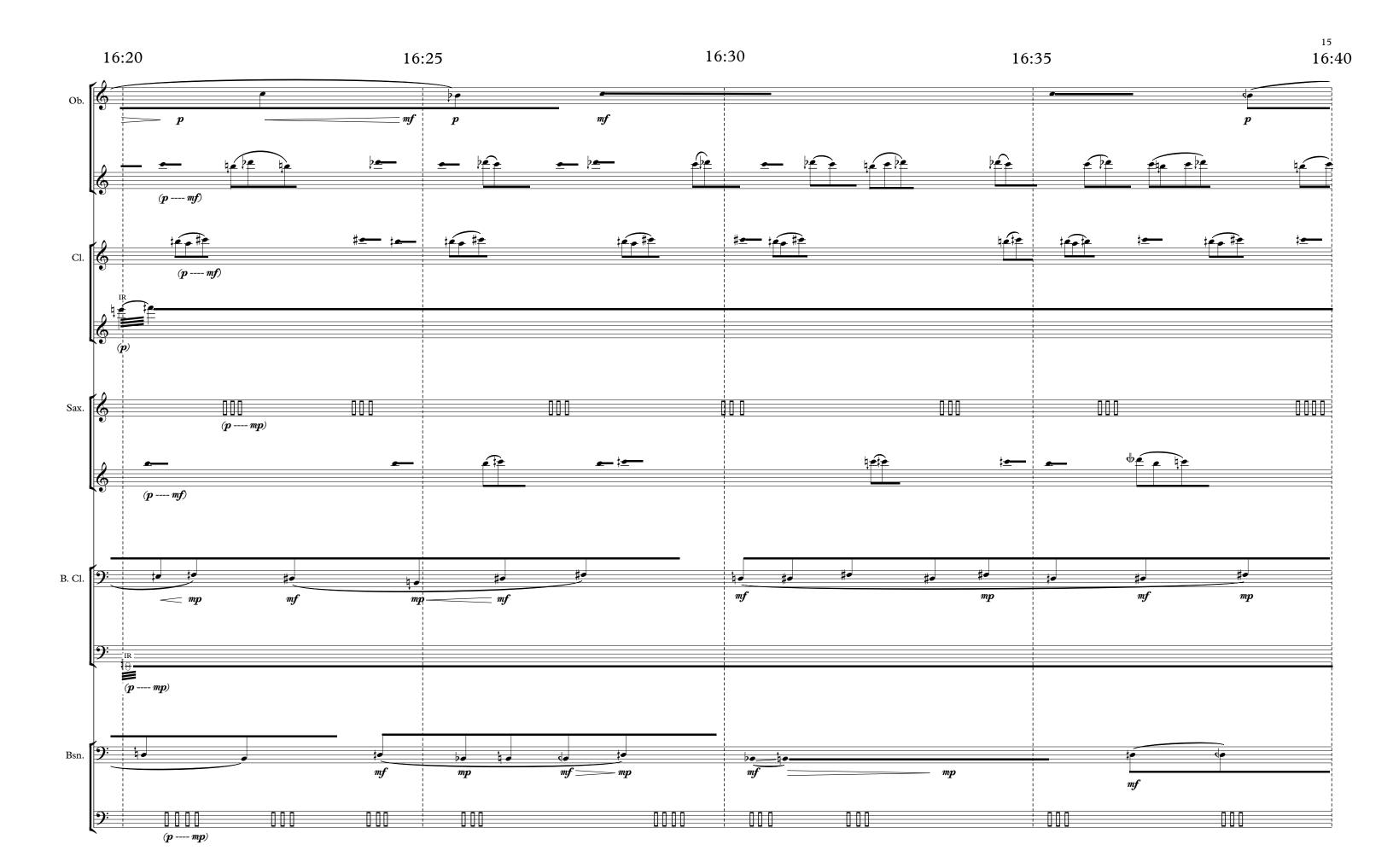


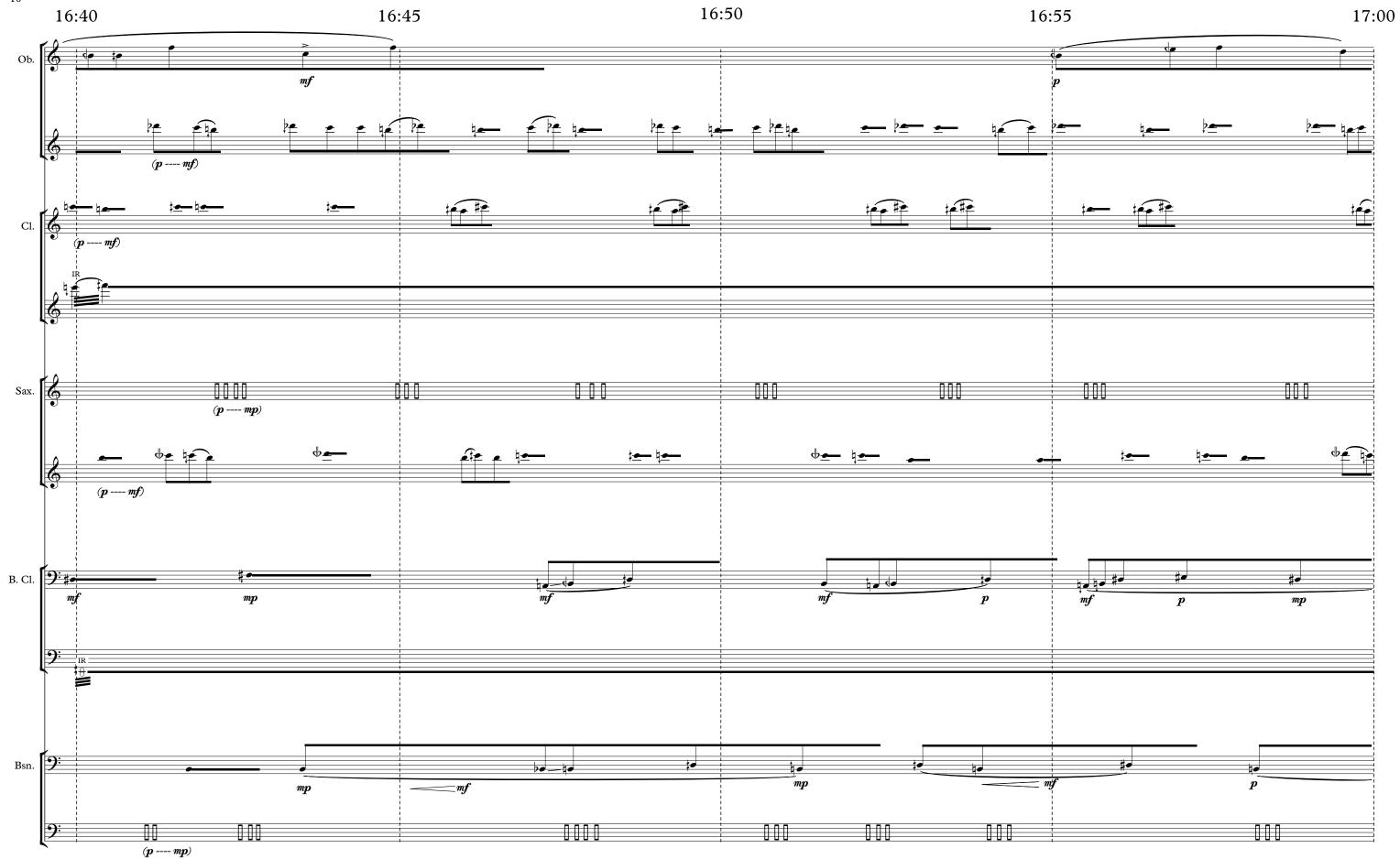
^{* 1)} Section a: material in the upper staff Section b: material in the lower staff



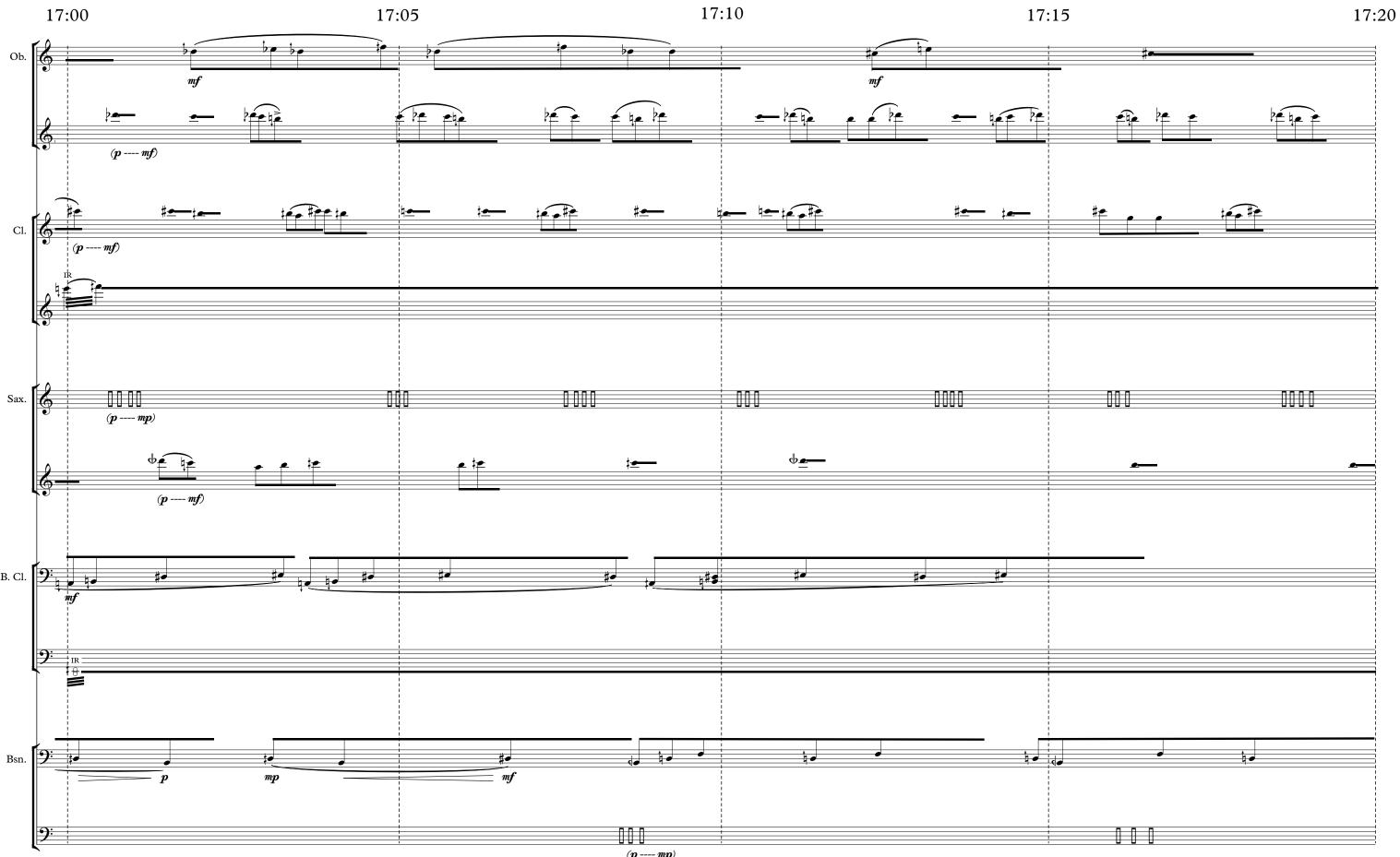
^{* 1)} Pre-recorded tracks

^{* 2)} Include all the possible pitches within the given range in tremolo with irregular durations and patterns









18:20

20:20

21:10

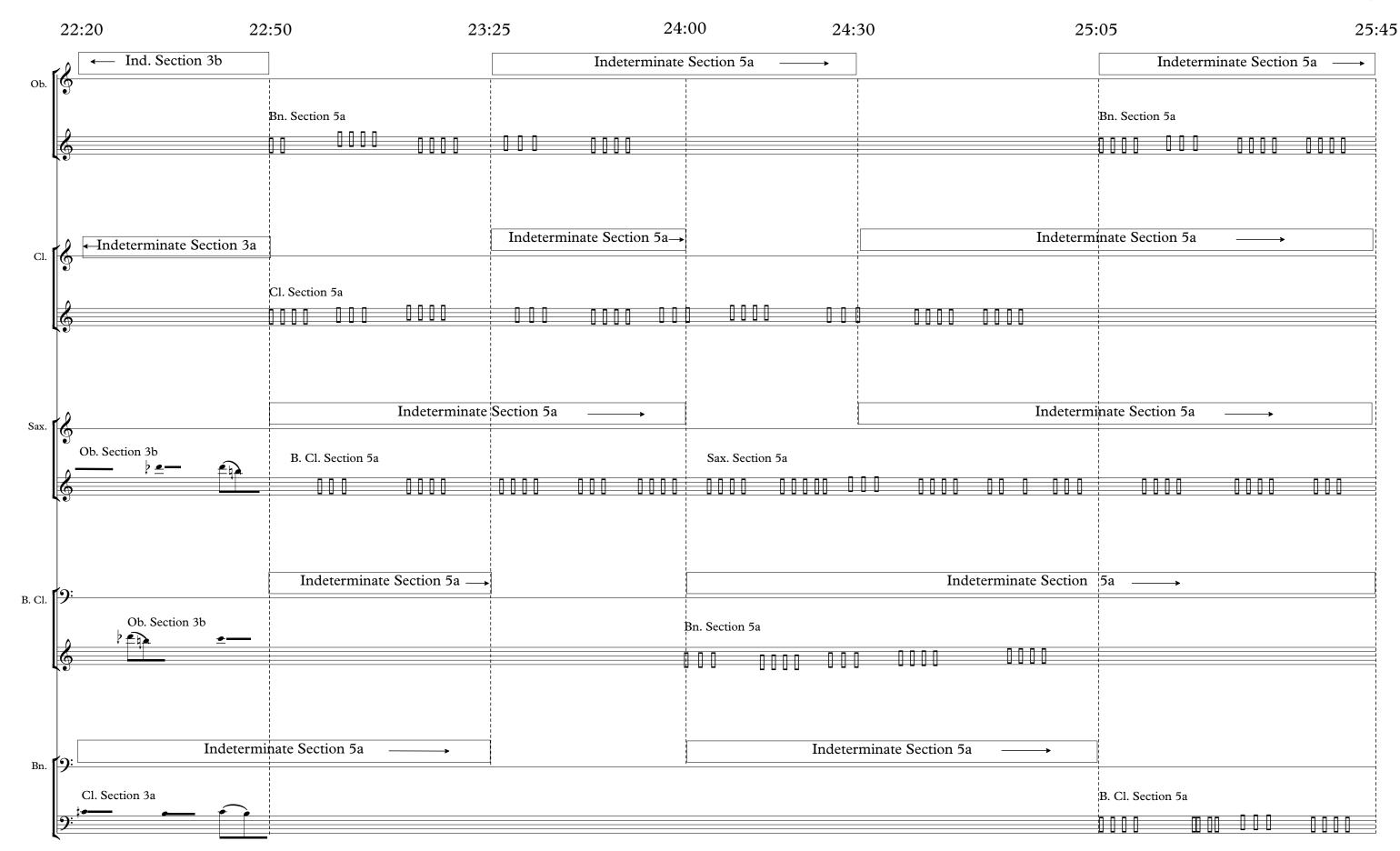
22:05

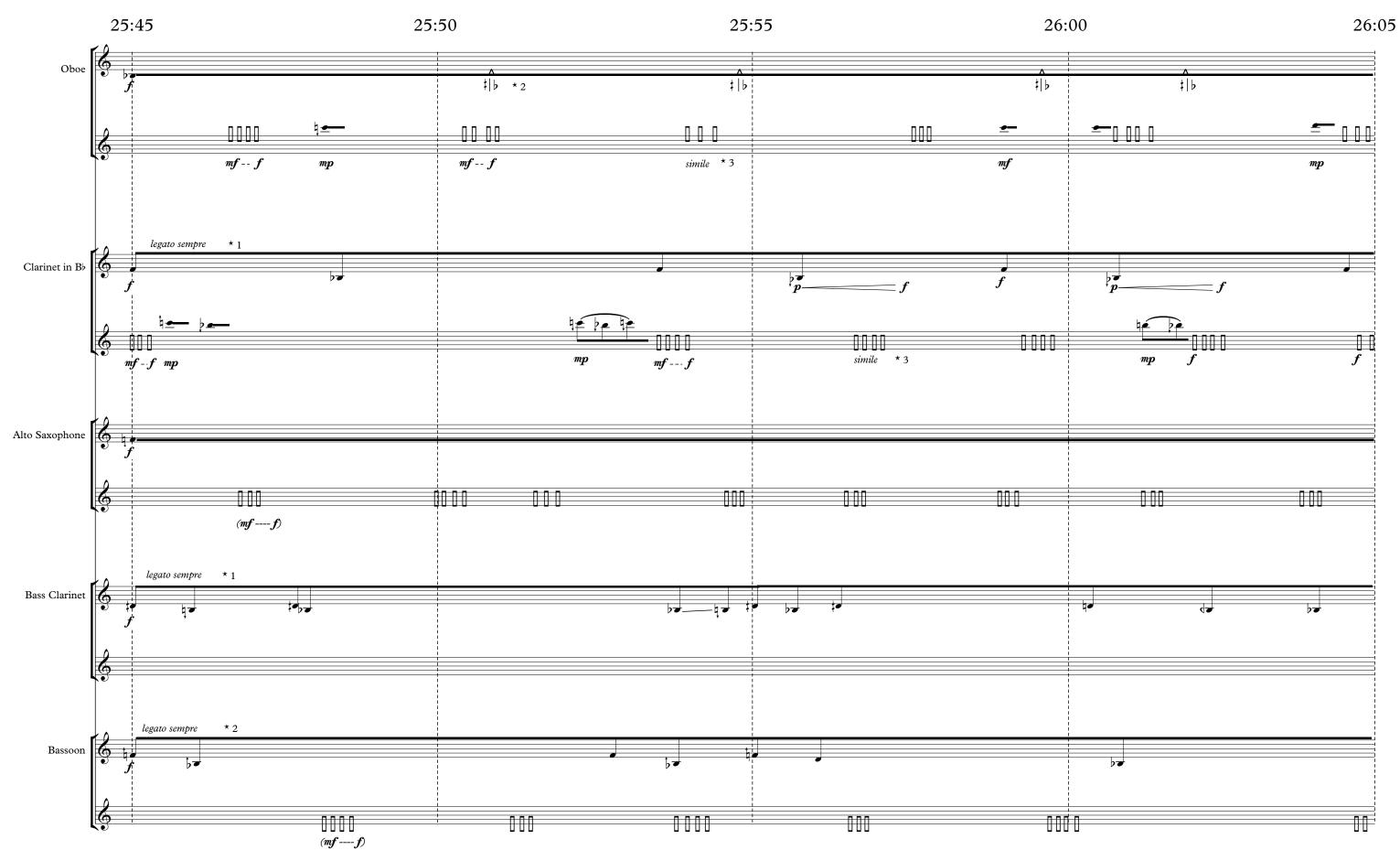
22:20

19:20

17:20 Ind. Indeterminate Section 3b Indeterminate Section 3a Section **←**3b Sax. Section 3a Toneless free improvisation Indeterminate Section 3 Indeterminate Section 3a Cl. Field Recording Indeterminate Section 3b Indeterminate Section 3 Ob. Section 3b ← Indeterminate Section 3a - Indeterminate Section 3 B. Cl. Ob. Section 3b Ind. Indeterminate Section 3 ← Indeterminate Section 3a Section Bn. 5a → Cl. Section 3a

^{* 1)} Section a: material in the upper staff Section b: material in the lower staff

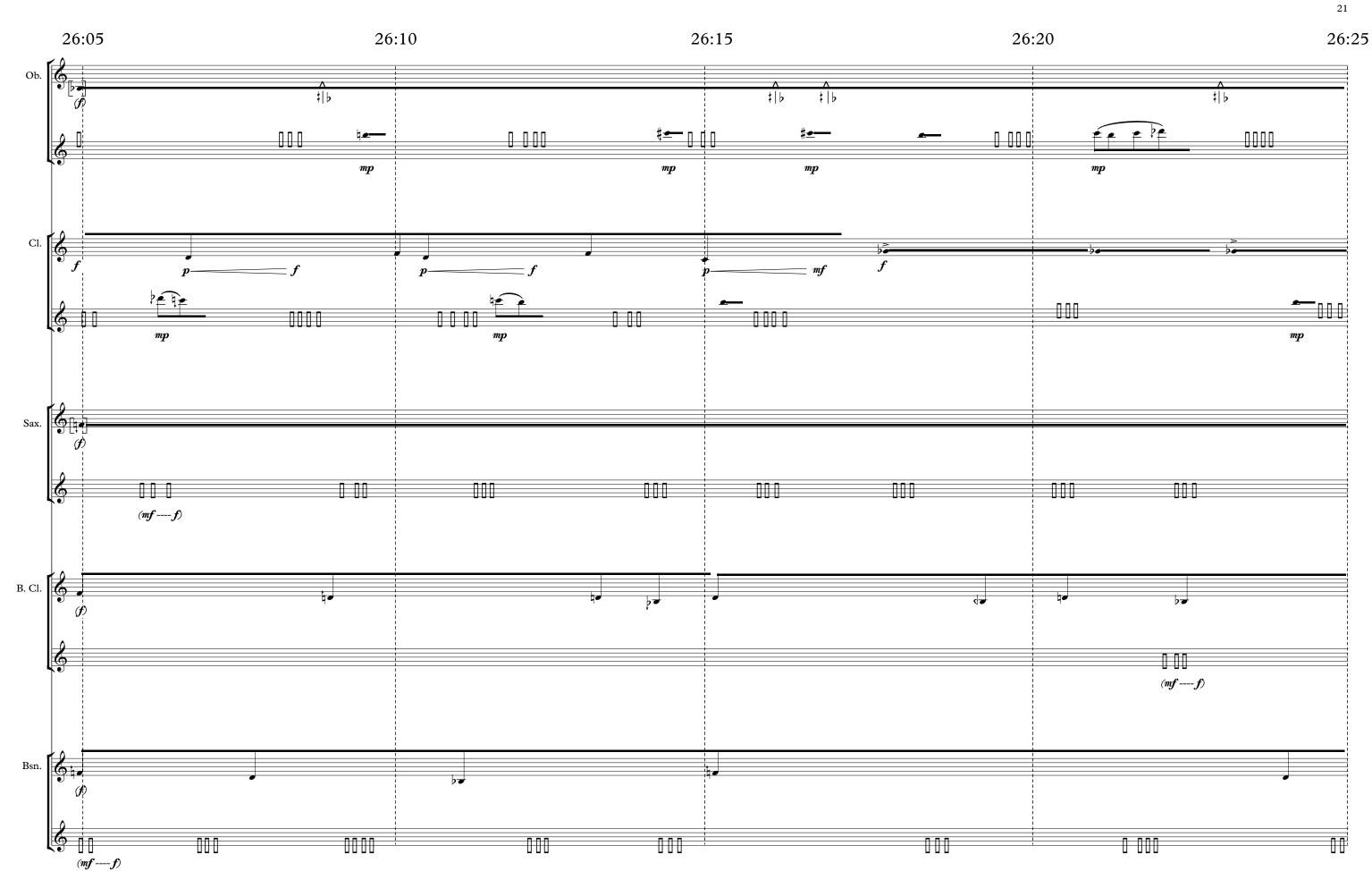


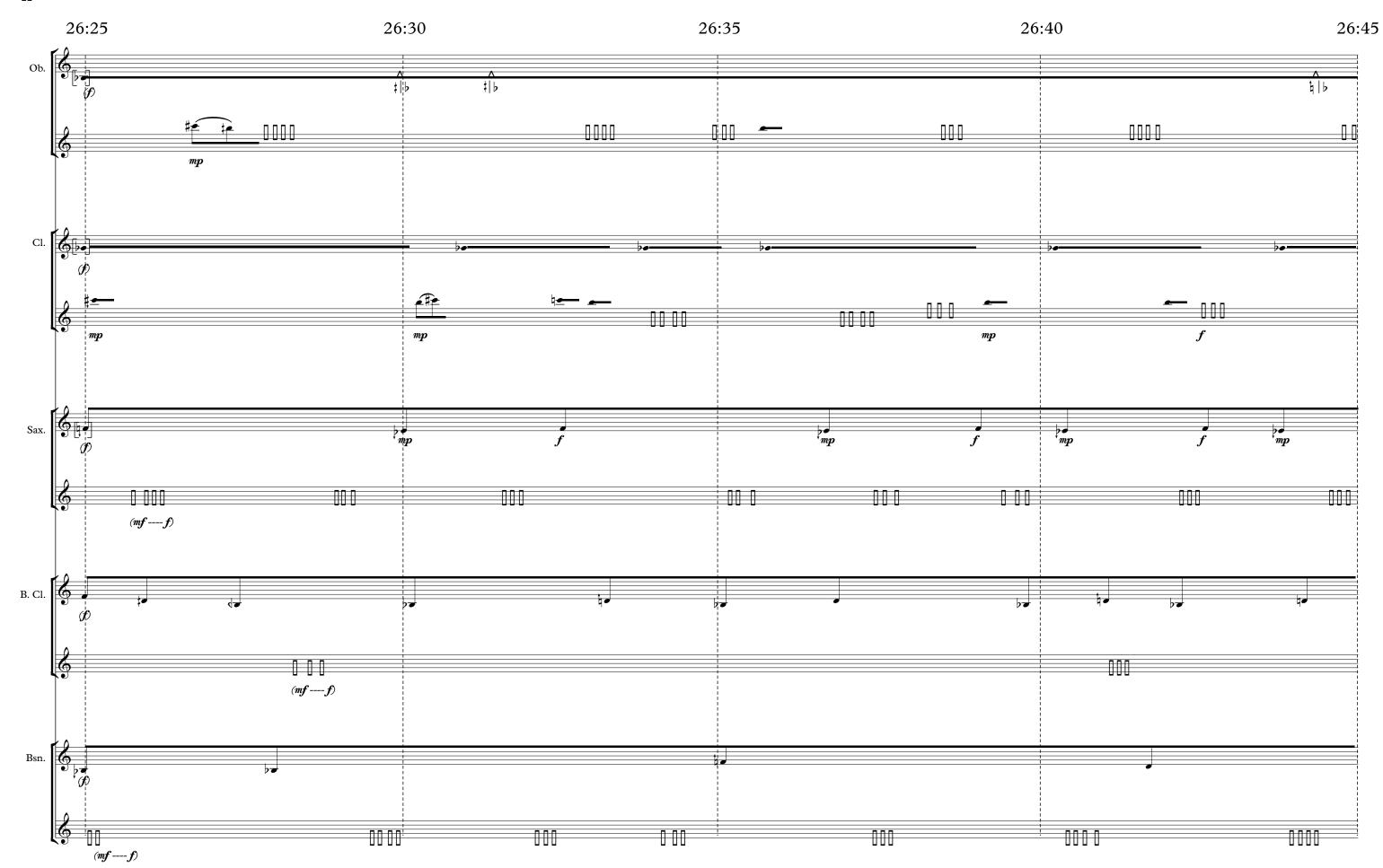


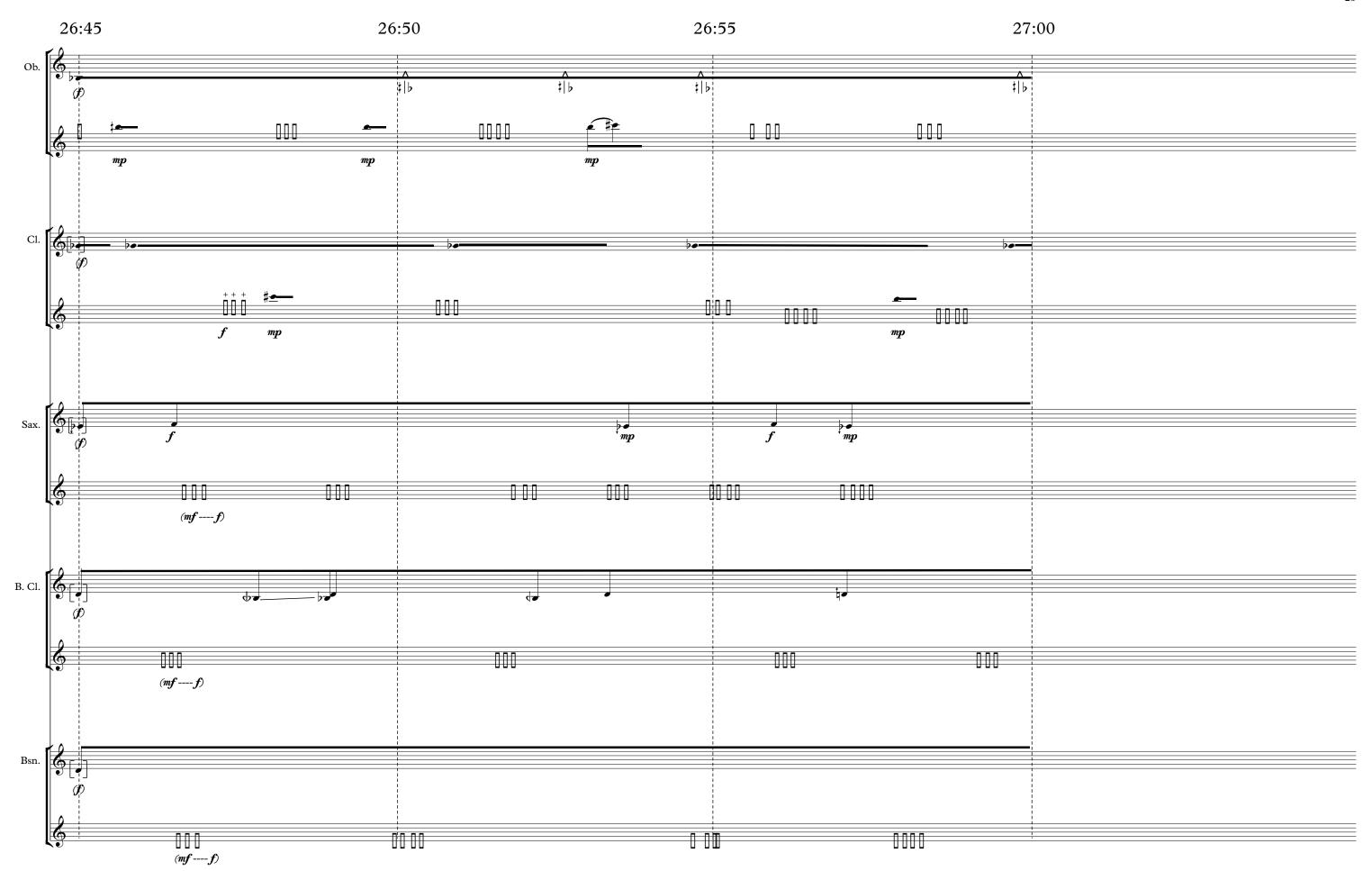
^{* 1)} Breathe when needed, ad. lib

^{* 2)} Very brief inflection to the accidental on the left side of the vertical slash

^{* 3)} The noise material (rectangle noteheads) should always present different dynamics, based on the given range in the first bar. This dynamics procedure does not apply to other material (standard noteheads) in the staff.







Interlude 4

