

Neon Games

2

## **Performance Notes**

Because of the nature of the improvisatory sections in *Neon Games*, it made some sense to come up with a system that would be clear to performers. In some instances the performer will need to improvise rhythms, timbres, or new pitches (or a combination of the 3). All instruction will be clearly marked with boxed text.

The idea of timbrael improvisation can be understood as choosing between any of the many timbrael effects possible for each instrument. A possible (though certainly not comprehensive) list of these kinds of effects for the Flute, and Alto Sax are:

## Flute Flutter toungue Pitch bends up and down Multiphonics Humming same/different pitch slap toungue Tone-colour trills harmonics Jet Whistle Changes in Embouchure Vibrato changes

The other notaional issue is the treatment of dynamics. In *Neon Games* a more detailed dynamic system is used based on the traditional model:

**pp** very softly

**pp**+ between very softly, and softly.

**p** softly

**p**+ between softly, and moderatly softly.

mp moderatley softly

mp+ between moderately softly, and moderately loudly

*mf* moderately loudly

mf+ between moderately loudly, and loudly

**f** loudly

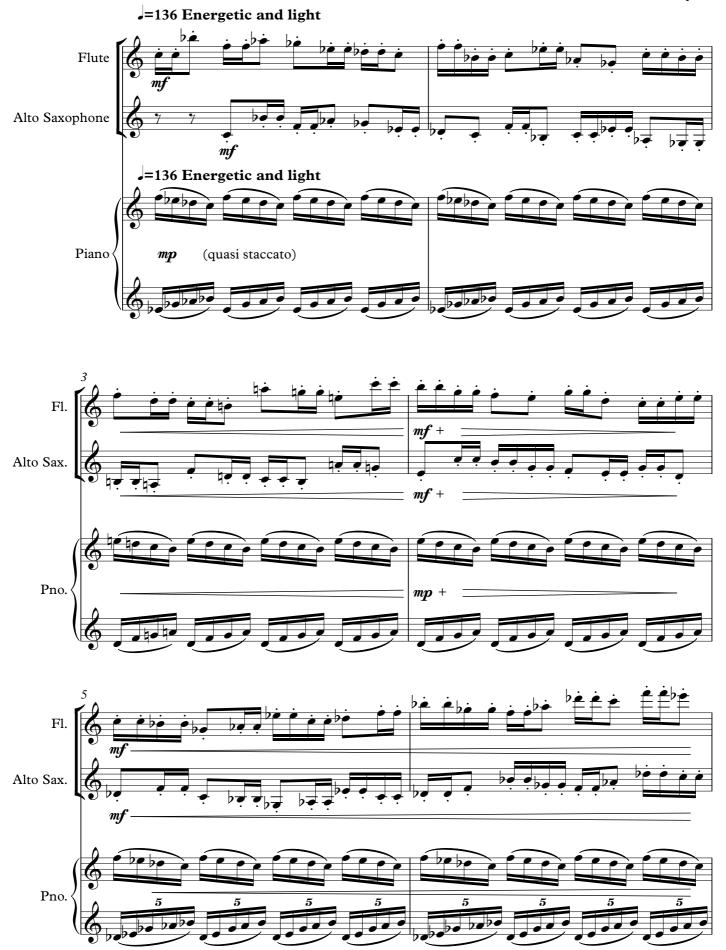
**f**+ between loudly and very loudly

**ff** very loudly

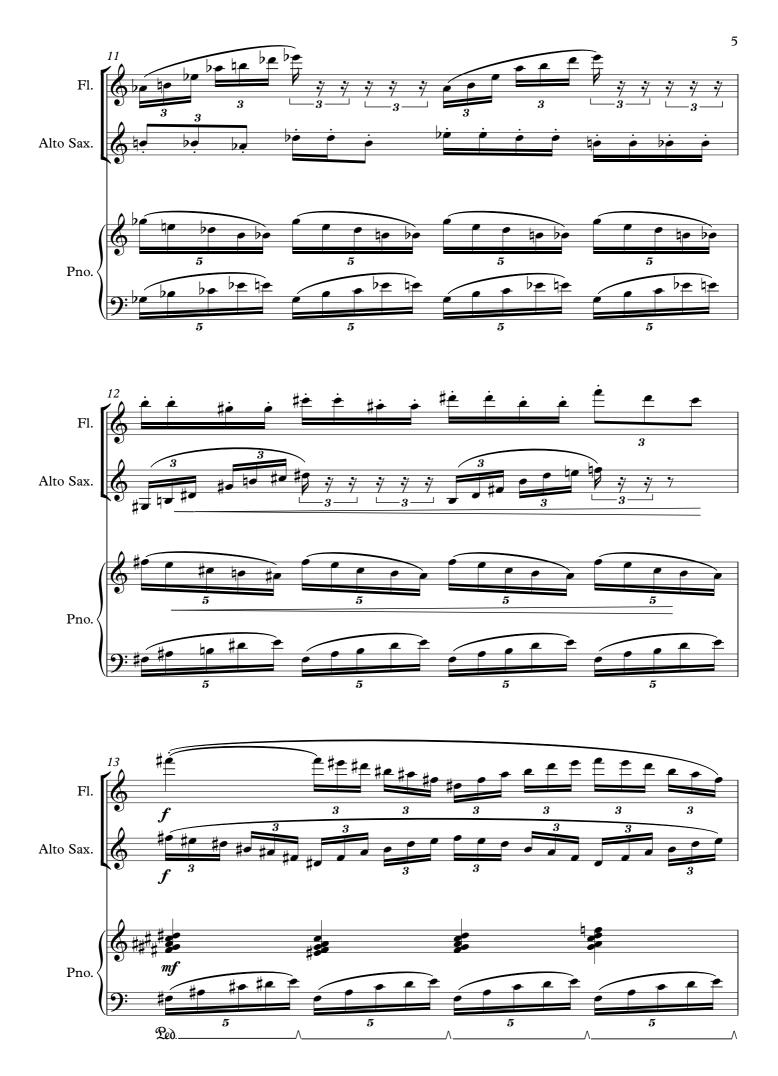
Special attention should be payed to all dynamic changes, crescendos, and diminuendos, where smaller-than-normal changes in dynamic levels will occur regularly.

## Neon Games

David Hal Campbell





















































24 (J=105)

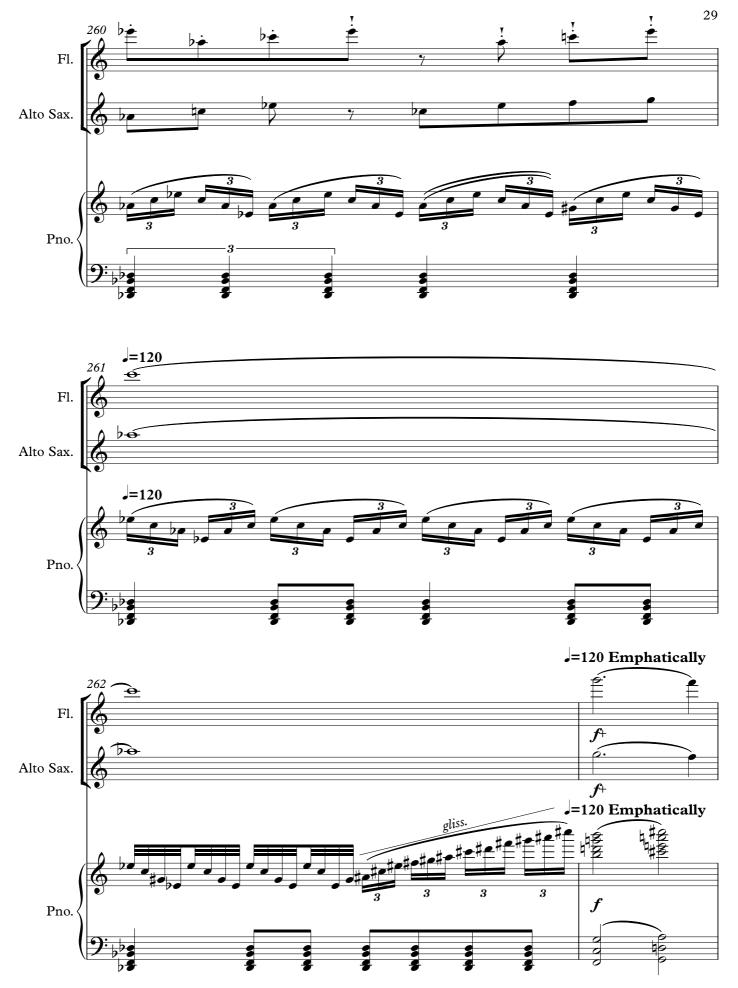












light pedal (to m. 273)











Repeat at least 3 times (more if desired) getting progressively louder and faster. After 1st repeat Improvise freely, becoming more and more frenetic with each repeat. The last iteration of the phrase should have the structure of m.297-299 (improvised) and then follow the score as written from m.300-end.



