Facing the Current

By Wyatt Cannon

For Solo wind instrument and SuperCollider (Stereo Output)

To run this piece:

1. Print or download the second page of this document as the score.
2. Download SuperCollider from https://supercollider.github.io/.
3. Download the SuperCollider patch from https://github.com/tellmewyatt/dizi. You can do this by using git clone or clicking the green "Code" box and clicking "Download Zip".
4. Open "main.scd" in scide. Select the whole file by hitting "Cmd/Ctrl + a" and hit "Cmd/Ctrl + Enter". You should see a window appear. Click on this window and follow the instructions.
5. If you encounter problems with your audio device, check this page: https://doc.sccode.org/Reference/AudioDeviceSelection.html

For questions, email composer@wyattcannon.com.

Score

Numbers indicate the cue and are followed by the name of the cue. Letters indicate what the performer should do during this cue. They are listed in order. When you have finished each cue, cue the next cue with your foot pedal.

1. **Intro narration and swishing sounds.**
   a. Vocalize a long "ss" sound through instrument. Wait for narration to finish.
   b. Morph your "ss" into "sh" into "w", decending in pitch over 5 seconds.
   c. Vocalize "ss", "sh", "w", "h", "f". Gradually add long flute notes.
2. **Uncanny melody**
   a. Play a spooky melody.
   b. Switch to the next cue before long tones in the backing track end.
3. **Unpitched Grains**
   a. Vocalize unpitched, erratic consonants or play unpitched instrument sounds.
   b. Wait for vocal grains to finish. This will take ~75 seconds.
4. **Soaring Melody over G Drone**
   a. Sigh some through your instrument, unobtrusively while the narration plays.
   b. Play beautiful soaring melody over G drone.
   c. Cue next (water sounds) while continuing melody.
5. **Add Water**
   a. Continue melody. After a few seconds cue next.
6. **Add Water Filtered Through Drums**
   a. Continue melody. After a few seconds cue next.
7. **Add water through comb filter**
   a. Continue melody. After a few seconds cue next.
8. **Octave Doubling and Water Sounds End.**
   a. Continue melody. Land on a final note, hold it and cue next.
9. **Everything Ends**
   a. Continue holding this note while drone fades out.
10. **Final Narration**
    a. Wait for narration to finish.