

THE ART OF SPELUNKING

Alex Tedrow

for harp and electronics

2019

Duration

5-6 minutes

Required Materials

- Microphone (AKG C414 or similar condenser microphone recommended)
- Audio speaker system with computer connectivity
- Laptop running Max/MSP (contact composer for necessary files)
- USB trigger footswitch

Performance Notes

Microphone should be placed near middle register of harp a few inches away from the strings. Extra microphones may be used as long as phasing issues do not occur. Cues are marked in the part during specific points when the performer should activate the footswitch pedal triggering specific audio events for each section. Some instances will involve fixed media playback; others will involve live signal processing. The performer should be able to view the laptop and performance patch from the stage. During each cue, a timer on screen will count out seconds that have passed from the start of each cue. Specific timestamps are marked in the score so the performer will know when events should line up (this is only necessary during a few specific moments). No click track is required. A separate person may use the laptop spacebar to trigger cues if the performer is uncomfortable operating a footswitch.

Music typeset by the composer

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Tedrow, Alex (ASCAP)

- The Art of Spelunking, harp and electronics

THE ART OF SPELUNKING

Alex Tedrow (b. 1999)

Freely (c. ♩ = 56)

Cue 1 (swells, water flowing, cicadas) (c. 20 seconds) (artificial harp sound) (c. 35 seconds)

Electronics

Harp

6 Elec.

Hp.

10 Elec.

Hp.

13 Elec.

Hp.

Cue 2 (fingerail gliss.) (ord.) (synth-delay effect) (c. 21 seconds) (gloss. sounds) (harp sound with echoes)

Cue 3 (percussive hit) (artificial harp sound) (gliss. sounds) (harp sound with echoes)

(effect off) (fast, low gliss. to indeterminate pitch)

f l.v. *p* *mf* *p* *pp* *mp* *pp* *f* *p* *ff*

With Motion (c. ♩ = 80)

Cue 4

accel. poco a poco

(low bass swell)

18

Elec.

Hp.

p *cresc. poco a poco*

3 3 3 5 5 5

(c. ♩ = 120)

rit. poco a poco

21

Elec.

Hp.

f *dim. poco a poco*

6 6 6 6 6 6

(various synth sounds, swells)

(c. ♩ = 80)

23

Elec.

Hp.

p

5 5 5 3 3

accel. poco a poco

26

Elec.

Hp.

3 3 5 5

28 *(c. ♩ = 120)* *molto rit.*

Elec.

Hp.

f *dim. poco a poco*

30 *Tempo I (c. ♩ = 56)*

Elec.

Hp.

p

33

Elec.

Hp.

38 *Cue 5* (low swell with distant harp sounds) (gliss. sound) *c. 13 seconds* *accel.*

près de la table *(norm.)* *pp* *8va*

(quick glissandi to unspecified pitches; with nails)

c. 29 seconds

43 (c. ♩ = 80) (approximate location; downbeat does not need to line up) *molto rit.*

Elec. *8va*

ord.

Hp. *mp* *mf* *p* *loco*

46 **Freely** (c. ♩ = 56)

Elec.

(synth-delay effect)

bis.

Hp. *p* *p* *f*

48 **Cue 6** **Cue 7** ♩ = 72 **c. 8 seconds**

Elec.

(synth-delay effect) (effect off)

Hp. *p* *p*

53

Elec.

Hp. *mf*

56

Elec.

Harp sounds, bisbigliando, pulsing synth swell

Cue 8

Hp. *mp* *mf*

59

Elec.

(percussive hit) (heavy activity, glissandi)

Cue 9

Hp. *f*

62

Elec.

(rapid glissandi trading hands)

Hp. *loco*

64

Elec.

(percussive hit) (heavy activity, glissandi)

Cue 10

Hp. *ff* *mp* *ff*

The Art of Spelunking - Tedrow

Cue 11 (on beat 3)

(cluster of notes slide into single pitch)

c. 15 seconds

(quickly and repeatedly strum sections of strings in indicated register)

(slowly shift toward center of range; decrease strum length until centering on two notes indicated)

(gradually slow tremolo)

dim. poco a poco

71 *ritard.*

pp

75 **Freely** (c. ♩ = 56)

p

pp

(fingernail gliss.)

f

79 *poco ritard. al fine*

ord.

mp

pp

p