

**Electronic Media I**  
**Assignment 9, due Oct. 9**

Goals: To write out short compositional fragments for a single instrument which will be sampled later.

- 1) Find someone who plays an orchestral instrument from one of the following families: winds, brass, strings (note: this does not mean guitar, banjo, or ukelele).
- 2) Write out musical fragments for the performer to play. These fragments should conform to the list below:
  - a) 27 single notes in the formats shown below should be written out.

Dynamic	Pitch Register	Duration
pp	low note #1	short (less than 1")
pp	low note #2	medium (1-2")
pp	low note #3	long (5-10")
pp	medium note #1	short
pp	medium note #2	medium
pp	medium note #3	long
pp	high note #1	short
pp	high note #2	medium
pp	high note #3	long
mf	all of the above but with different notes	all of the above
ff	all of the above but with different notes	all of the above

b) 20 runs in the format shown below. These should be written legato and maybe with some small glisses as well in order to create the most fluid sounds possible. Equal note values should be used

with the understanding that the passage may be somewhat rubato. The speed of the runs should generally be very fast. You may experiment with dynamic shadings as well. Pitchwise, the runs should be atonal with no triadic implications. Ascending runs should consist of notes which snake up and down with steps and leaps in an irregular manner but which generally ascend. Likewise descending runs should generally descend in the same manner.

Direction	Number of notes	Register
ascending	short (3-5)	low
ascending	short	medium
ascending	short	high
ascending	medium (6-12)	low
ascending	medium	low-medium
ascending	medium	medium
ascending	medium	medium-high
ascending	medium	high
ascending	long (13-24)	low-medium
ascending	long	medium-high
descending	short (3-5)	low
descending	short	medium
descending	short	high
descending	medium (6-12)	low
descending	medium	medium-low
descending	medium	medium
descending	medium	high-medium
descending	medium	high
descending	long (13-24)	medium-low
descending	long	high-medium

c) 20 special effects sounds. These include fluttertongue, multiphonics, key clicks, mutes, tremolo, pops, squeaks, knocks, singing into instrument, pizz, col legno, sul ponticello, glisses, etc. You should write down the effects you want, but leave the actual fingering and pitches up to the performers, so that you can both work together during the recording session.

3) On Wednesday, Oct. 9, turn in a **xerox** of a neatly written manuscript containing your realizations of the above examples.