

fiery walls

|| for trumpet and live processing
by ted moore ||

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approximately six minutes thirty seconds

contact composer to obtain required SuperCollider script and .txt file electronic score
quadraphonic version also available by request

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“I struggled no more, but the agony of my soul found vent in one loud, long, and final scream of despair. I felt that I tottered upon the brink—I averted my eyes—...There was a discordant hum of voices! There was a loud blast as of many trumpets! There was a harsh grating as of a thousand thunders!”

—Edgar Allan Poe, *The Pit and the Pendulum*

The electronic processing in *fiery walls* was created using the digital signal processing programming language SuperCollider. In order to perform *fiery walls*, the trumpet performer needs to play into a microphone that is directed into the running SuperCollider script, which needs to be connected to a stereo output facing the audience from the stage (a quadraphonic version of the piece is also available by request). A midi foot pedal needs to be at the performer’s feet and routed to the SuperCollider script. The secondary staff indicates with an “x” when the trumpet performer is to step on the foot pedal, forwarding the program to the next cue. Wait times indicated in the score are approximate; the performer should note the colors of program’s display text for cues on when to advance. Please contact the composer with any questions or clarifications.

fiery walls

Ted Moore

~ 60, *rubato*; *mysteriously, aching to depart*

 harmon mute, no stem

hurriedly... a tempo

~20"

p *f* *mp* *f* *sub.p* *pp*

p *mp*

Electronic Processing Player Cues

 cue 0 cue 1 cue 2 cue 3 cue 4

5

 ~20"

 cue 4 continues

6 *slightly slower, freely*

mf *f* *mf* *mp* *f* *p* *f* *p*

 *

cue 5 cue 6 cue 7

* suck into mouthpiece, creating suction and use tongue to make a popping noise. the number of pops is not specific, but should last ~ 6 sec.

9

 ~5"

10 fiery walls

p *f* *mp* *mf* *mp* *mf* *f* *p* *mp* *mf*

cue 8 cue 9 cue 10 cue 11

13

~20"

14

mf *f* *mp* *f* *mp* *p*

to cup mute

cue 12 cue 13

pressing forward... (... to about ♩ = 100) *a tempo* half valve

mp *mf* *f* *ff* *mp* (*pp*) *mp* *f* *mp*

cue 14 cue 15 cue 16

24

~20"

fiery walls

25

p *f* *mp* *f* *sub.p* *pp* *f* *mp* *mf* *f* *ff*

cue 17 cue 18

mute out,
half valve cries
agitated, as if desprately trying to escape... becoming more subdued... conceding defeat...

pick up harmon mute with left hand

harmon mute in,
no stem

31

f *ff* *p*

~15"

cue 19 cue 20

35

cue 20 continues and fades...

~60"

fine