fiery walls

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

|| fiery walls ||

by ted moore

for trumpet and live processing

approximately six mintues thirty seconds

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

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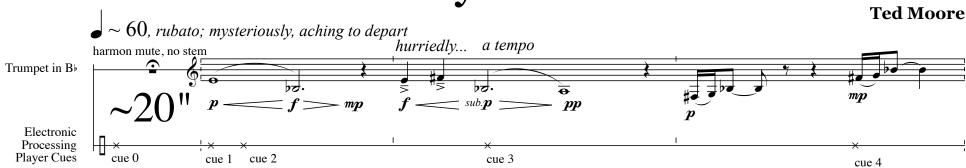
"I struggled no more, but the agony of my soul found vent in one loud, long, and final scream of despair. I felt that I tottered upon the brink—I averted my eyes—...There was a discordant hum of voices! There was a loud blast as of many trumpets! There was a harsh grating as of a thousand thunders!"

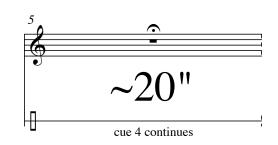
-Edgar Allan Poe, The Pit and the Pendulum

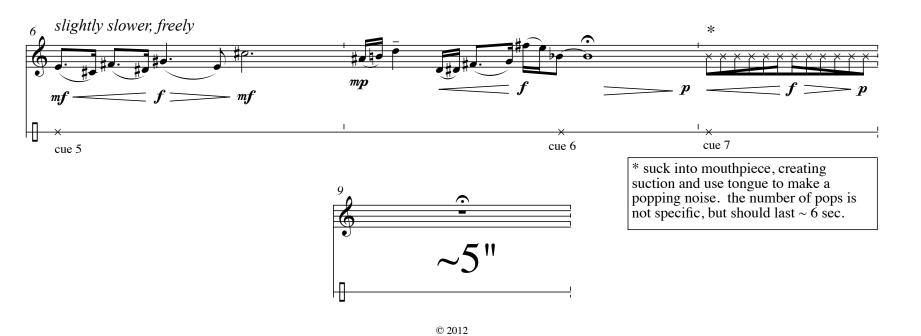
The electronic processing in *fiery walls* was created using the digital signal processing programming language SuperCollider. In order to perform *fiery walls*, the trumpet performer needs to play into a microphone that is directed into the running SuperCollider script, which needs to be connected to 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

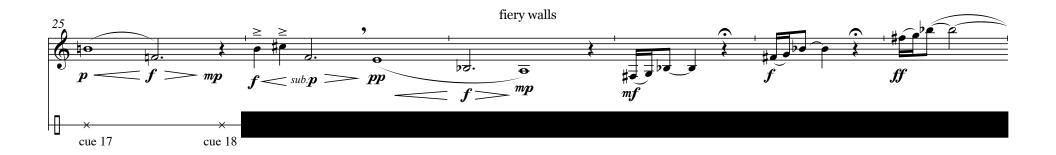
Ted Moore











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

