Tar

for flute, accordion and computer

by Christopher Biggs

2019

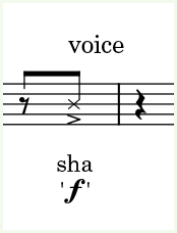
8-9 minutes

Instrument Performance Notes

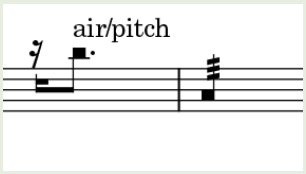
- Accidentals apply only to the note they immediately precede.
- Dynamics appear in single quotes when they are force dynamics, not outcome dynamics

Flute and Accordion

vocal sounds with specifically fingered pitches, pitch is secondary to timbre: vocal sound is notated below the staff, a diamond note-head appears

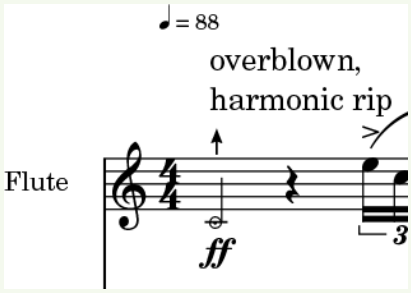


air/pitch mix: square note-heads represent a mix of air and pitch

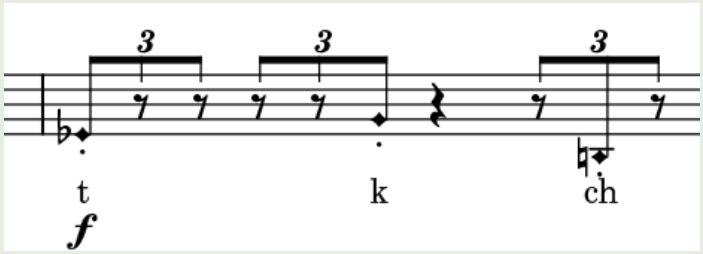


Flute Techniques

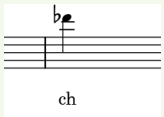
harmonic rip up: open note head, arrow facing up above note

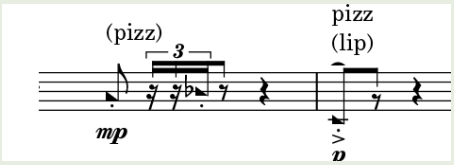
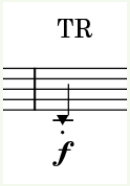


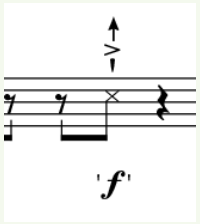
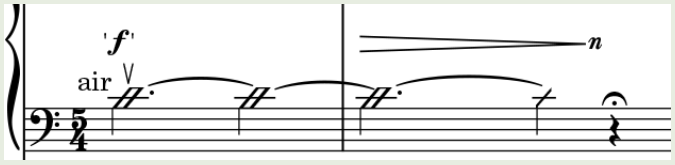
vocal sounds with specifically fingered pitches, pitch is secondary to timbre: vocal sound is notated below the staff, a diamond note-head appears



when a vocal sound appears below a normal note-head, the vocal sounds is intended to transform the attack and then the pitch should sound normally



Flute Techniques	
both pizz. and lip fizz. are indicated with triangle noteheads. lip pizz has a crescent shape above the note-head	
Tongue ram: TR appears above the note and the note-head is a downward triangle	

Accordion Techniques	
a hard percussive glissando on the keys with the fingernails or a plectrum	
air: play with the air button open.	

Electronics Performance Notes

- The following notations are used to indicate specific controls on the Korg NanoKontrol2.
  - F1, F2, F3, F4…F8: The 8 faders control the level of the eight synthesizers and effects. F7 controls a drone synth. That is the only fader that has notated changes. The rest of the faders are only for mixing. At the start of the piece all 8 faders should be at an appropriate mix level given the performance situation.
  - S1-on and S1-off: these indicate to press the first solo button. When this is active, it plays specific sound files that have been recorded, based on the current cue.
  - R1-on to R5-on and R1-on to R5-off: These indicate to turn on and off recording for specific buffers.
- The additional staff indicates the cue number to press. The “play” button on the NanoKontrol2 or the spacebar on a computer will advance the cue.

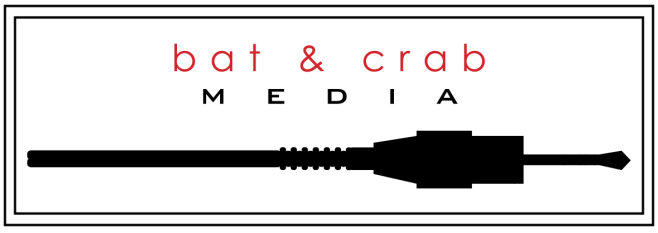
- Instructors for operating the patch are available in the help video

Requirements and suggestions for the electronic equipment

- Required:
  - A computer with Max 8 installed, it does not have to be purchased
  - A Korg NanoKontrol2 or similar device
  - An audio interface with three microphone inputs and two outputs
  - Three microphones–one for the flute and two for the accordion
  - An audio system with two speakers (do not use a monitor, unless it is an in-ear monitor.
- Suggested:
  - A subwoofer–there are low, synthesized sounds that require a subwoofer
  - A computer with a fast processor and 16 gigs of ram (8 should be fine)

Program Notes

Tar was written for and is dedicated to Collect/Project.



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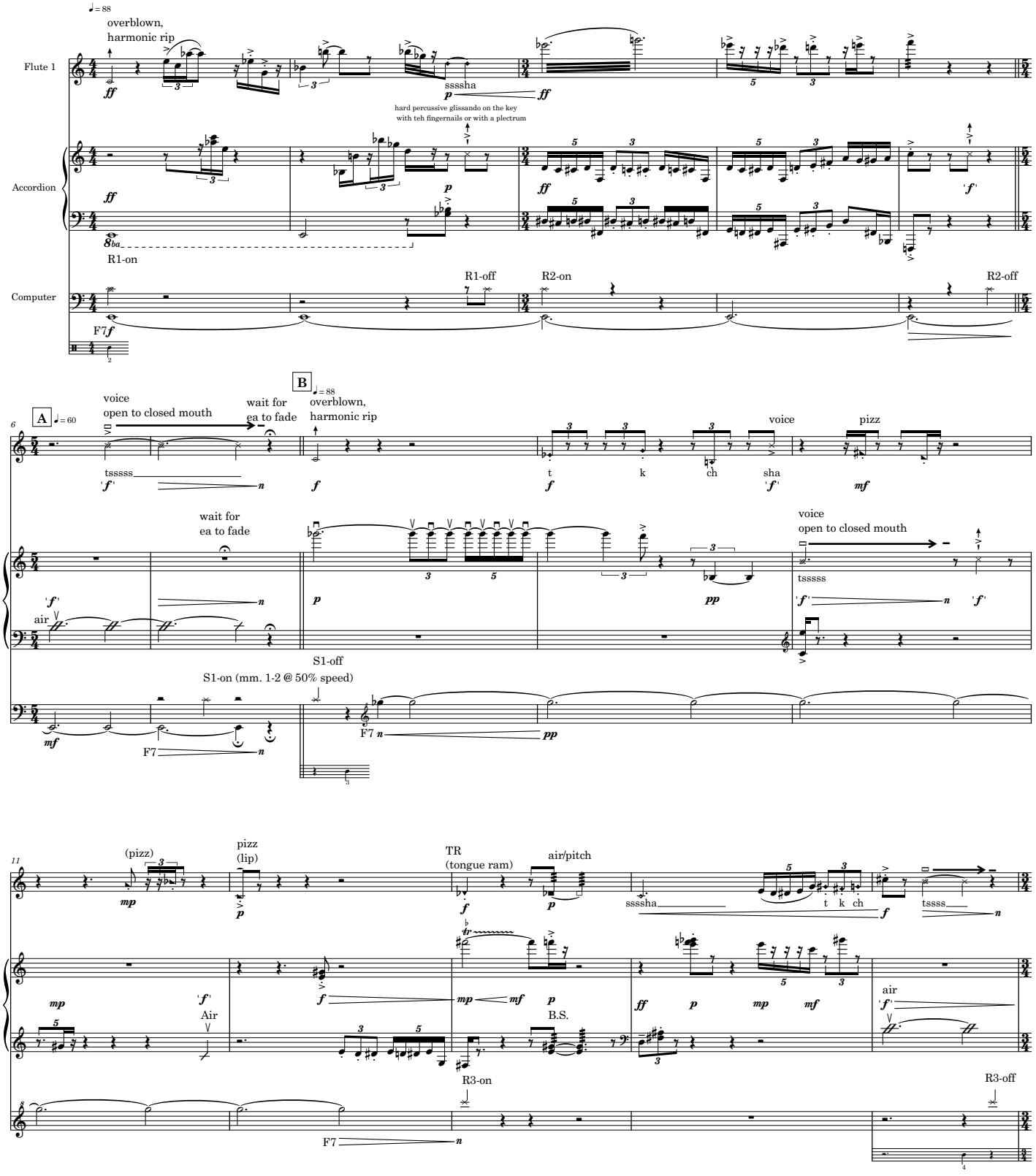
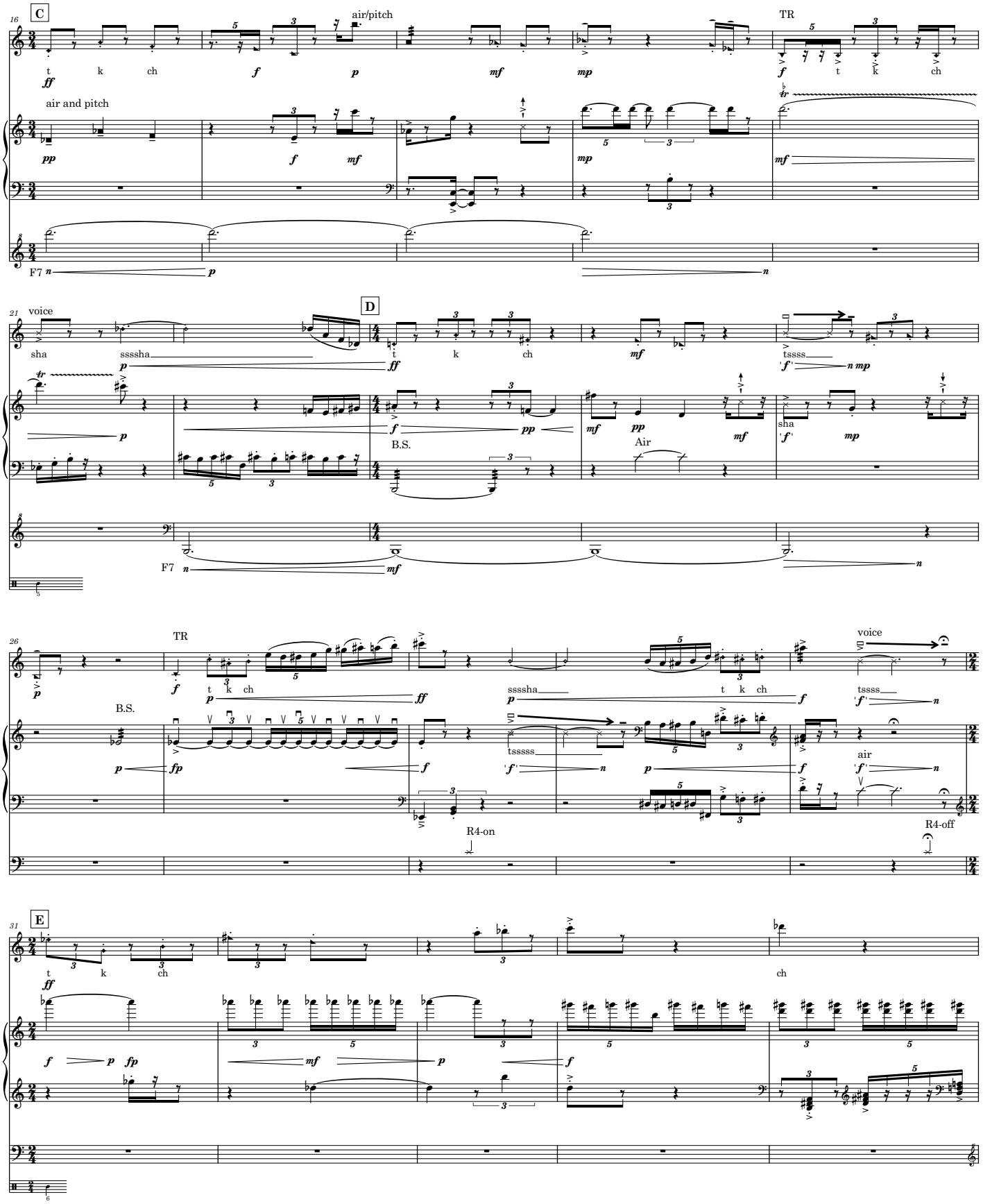
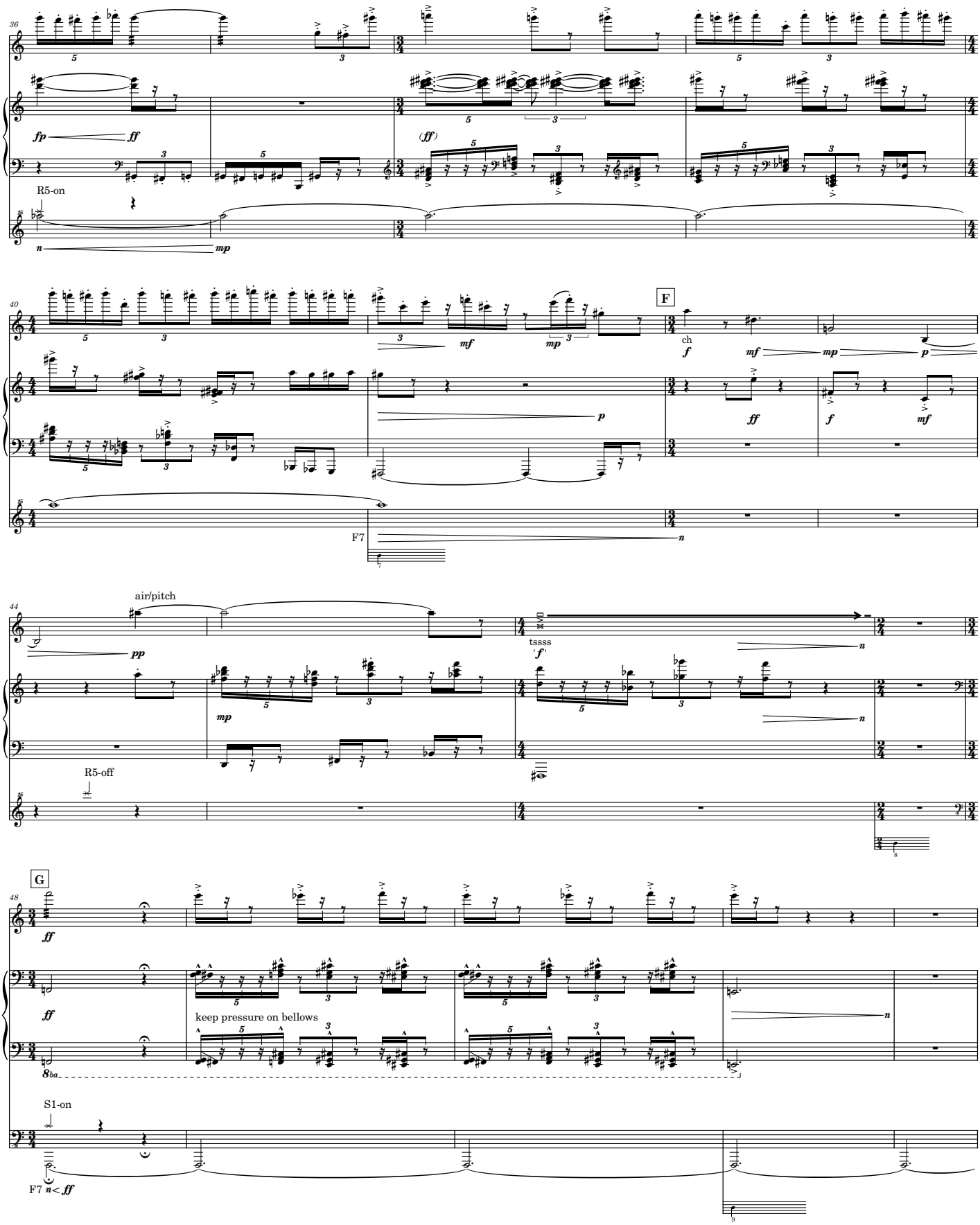
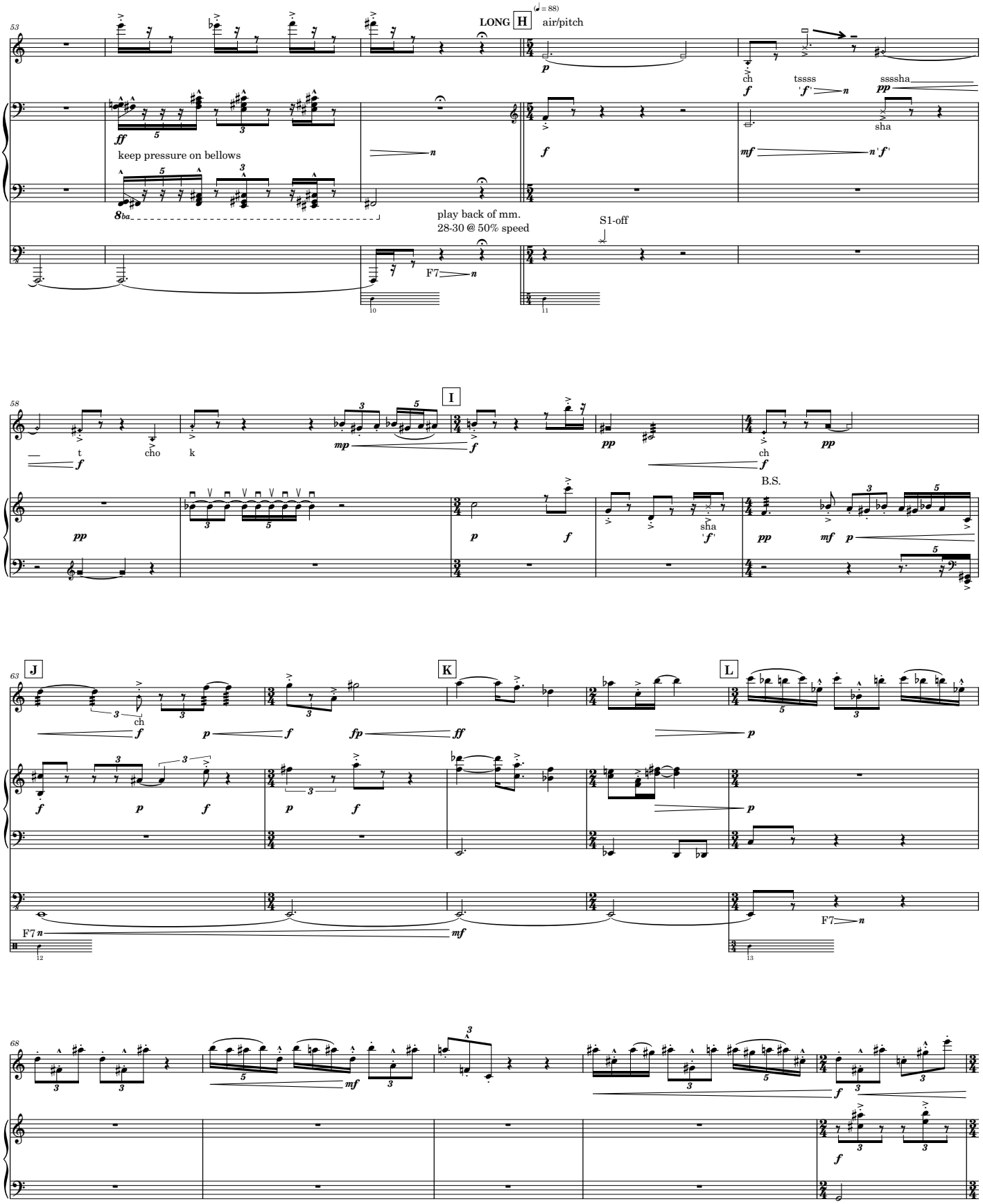
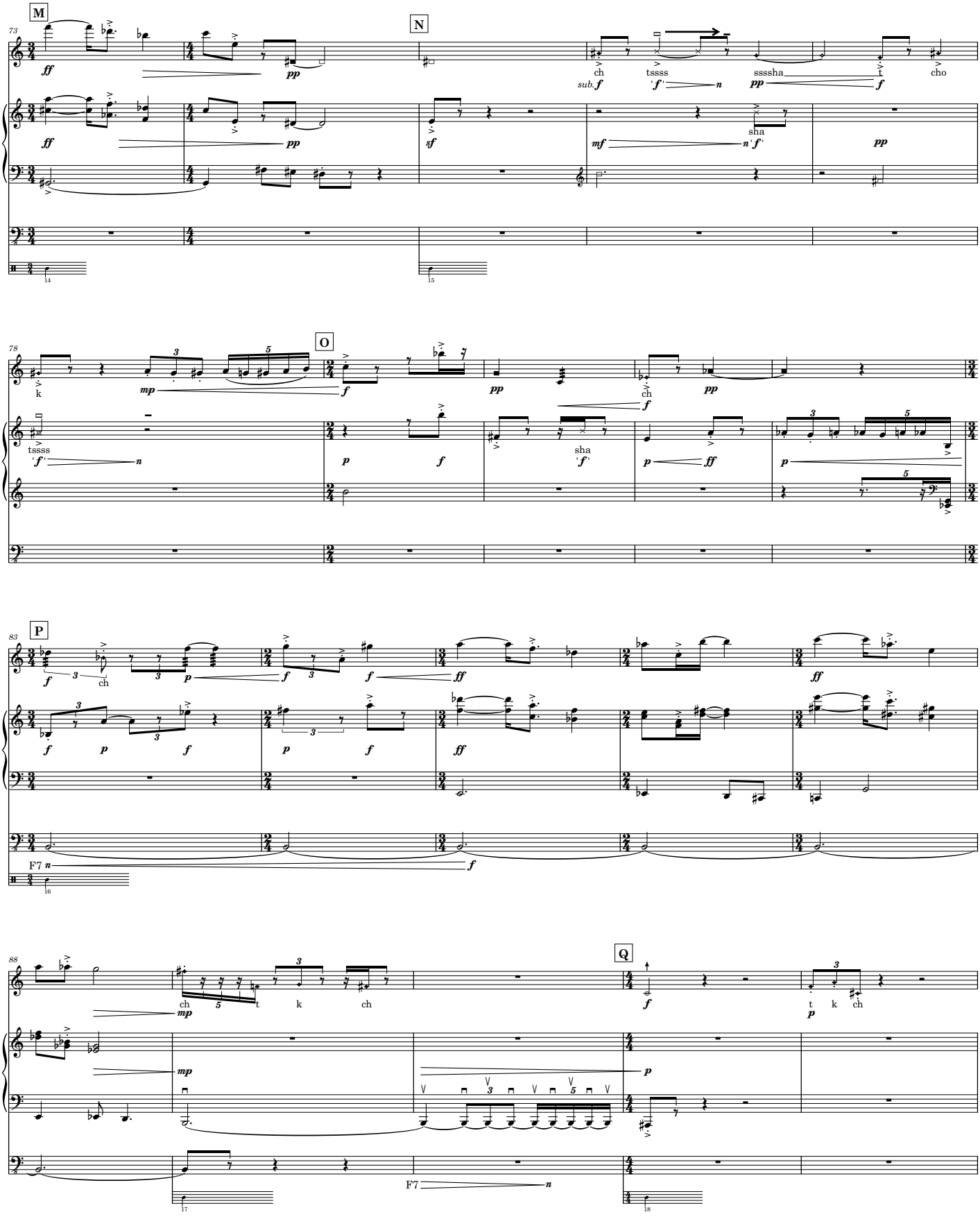
Tar

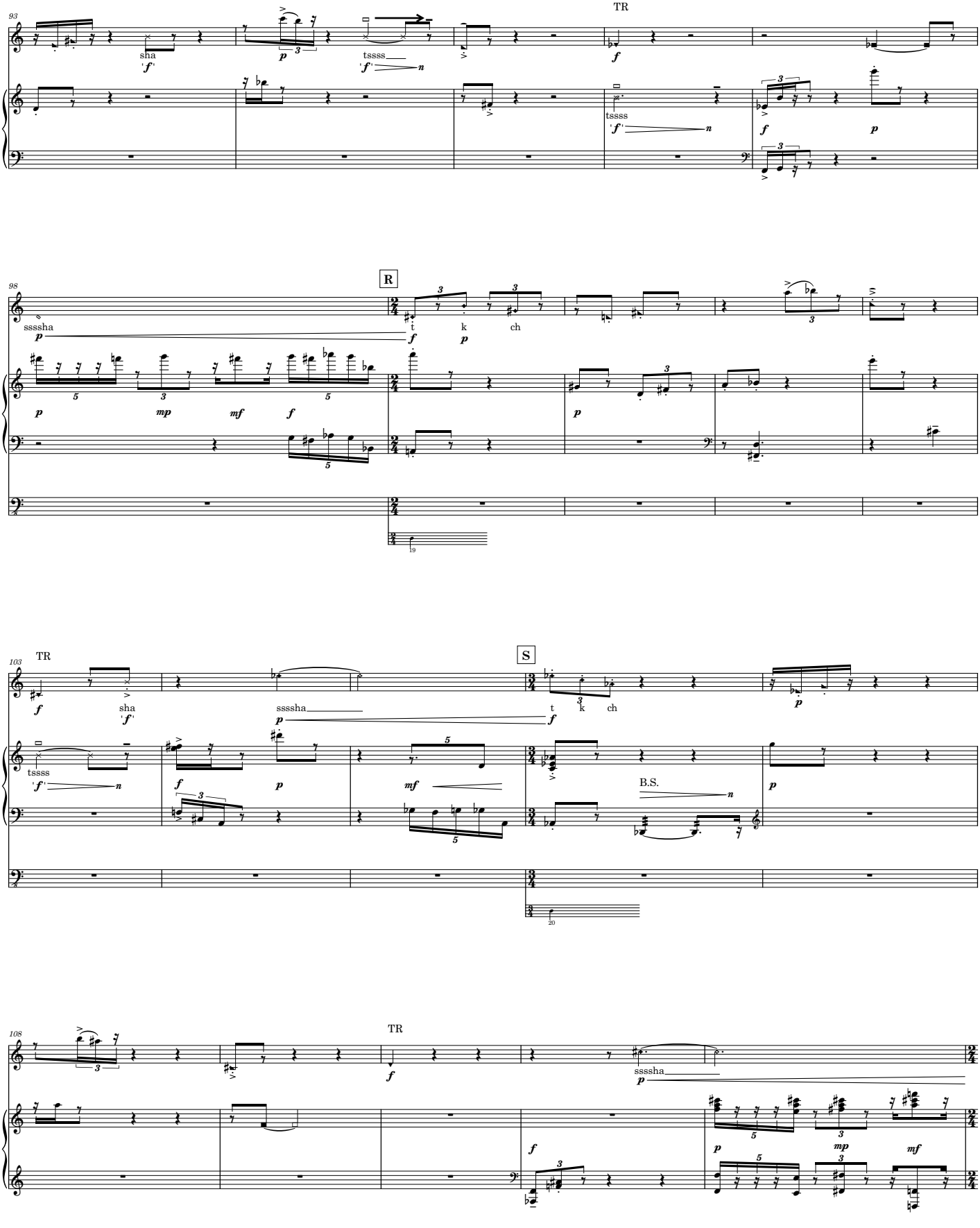

Flute 1
Accordion
Computer
overblown,
harmonic rip
ssssha
hard percussive glissando on the key
with teh fingernails or with a plectrum
R1-on
R1-off
R2-on
R2-off
F7
A
voice
open to closed mouth
wait for
ea to fade
tssssss
B
overblown,
harmonic rip
t
k
ch
sha
voice
pizz
wait for
ea to fade
voice
open to closed mouth
tssssss
air
S1-off
S1-on (mm. 1-2 @ 50% speed)
(pizz)
pizz
(lip)
TR
(tongue ram)
air/pitch
ssssha
t k ch
tssss
Air
B.S.
air
R3-on
R3-off

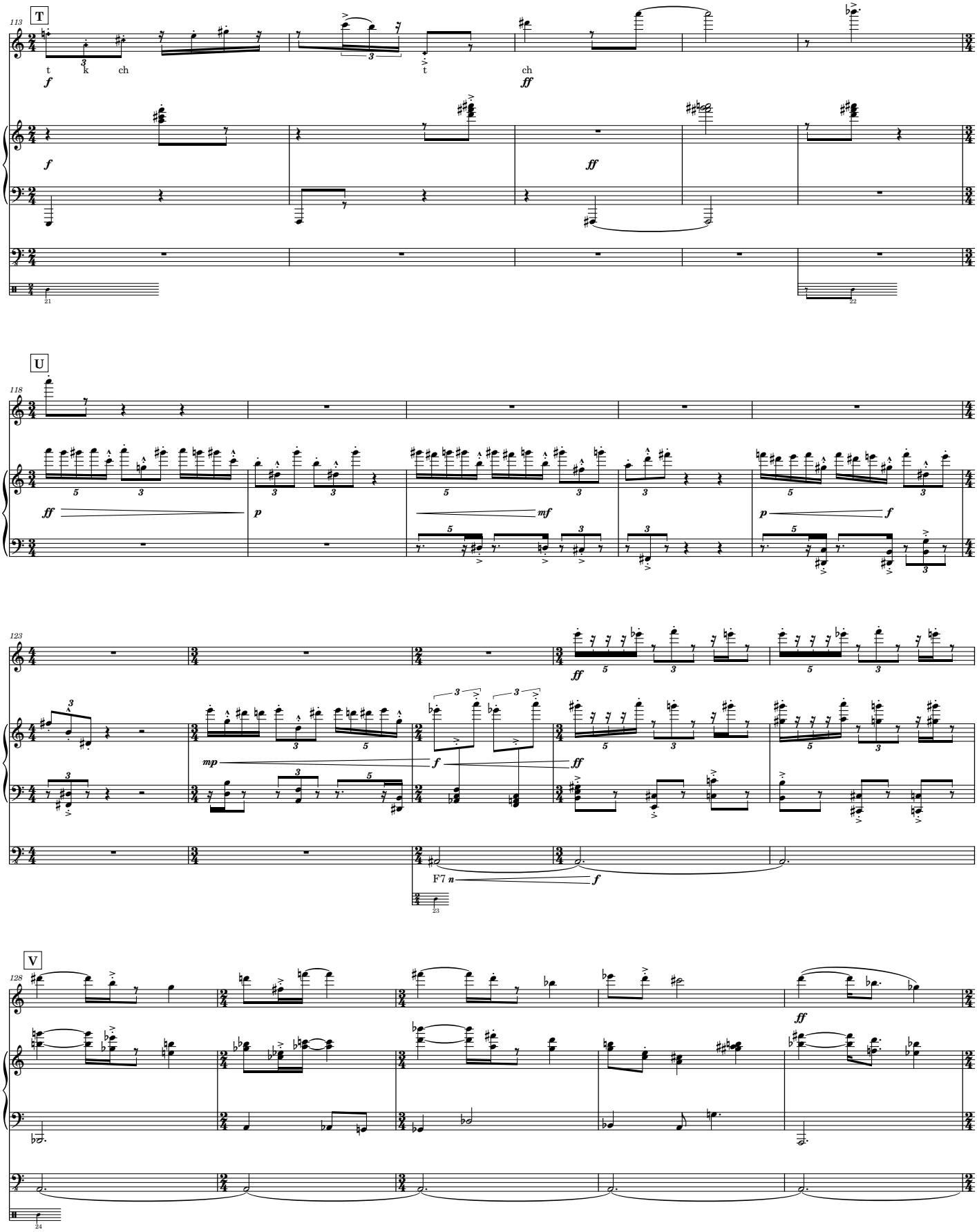

C
air/pitch
TR
t k ch
air and pitch
F7
voice
sha ssssha
D
t k ch
tssss
B.S.
Air
sha
TR
B.S.
ssssha
tsssss
voice
air
R4-on
R4-off
E
t k ch
ch

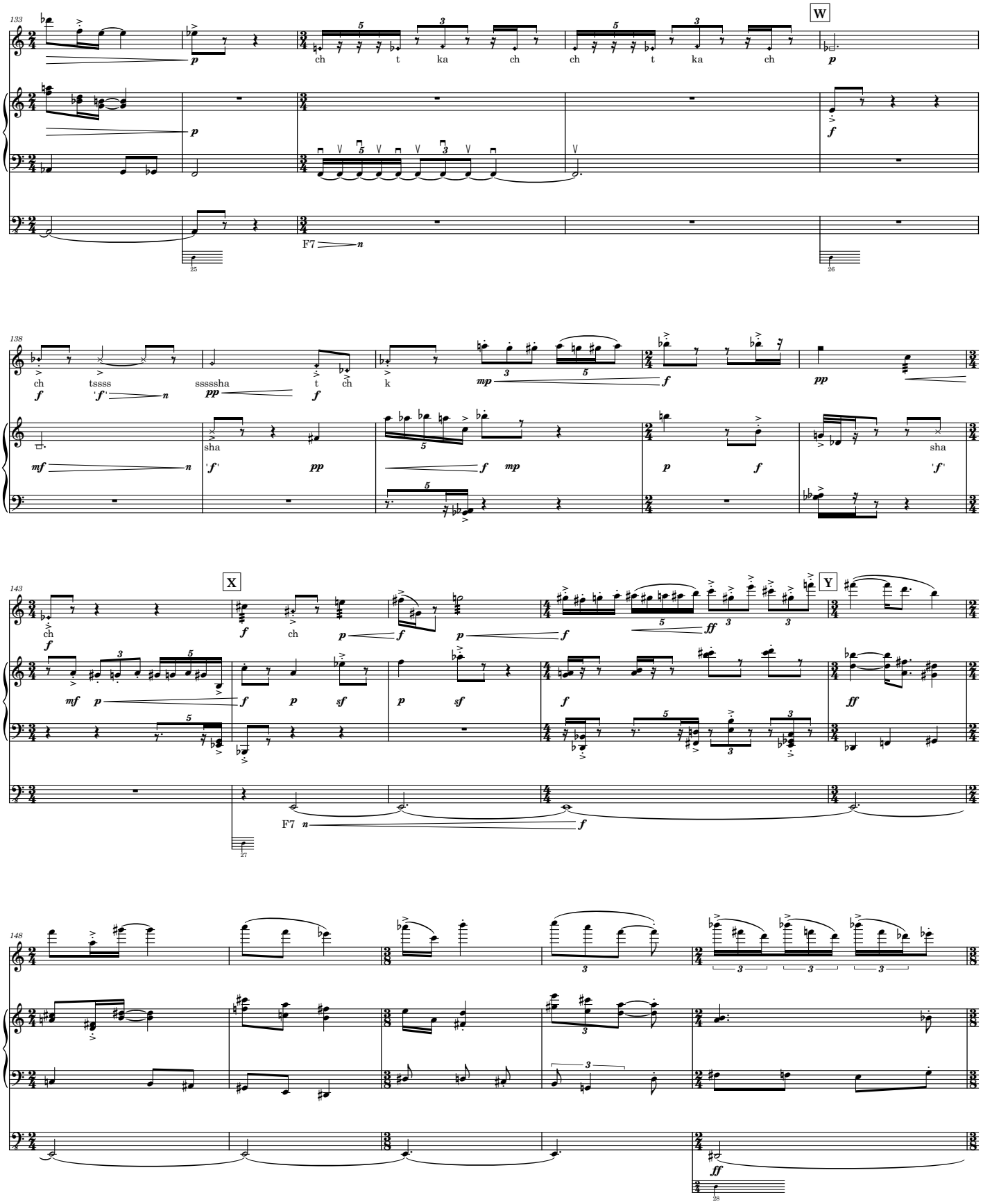

36
fp
ff
(ff)
R5-on
mp
40
mf
mp
F
ch
f
mf
mp
p
ff
f
mf
F7
44
air/pitch
pp
tssss
f
mp
R5-off
G
ff
keep pressure on bellows
8ba
S1-on
F7 n< ff

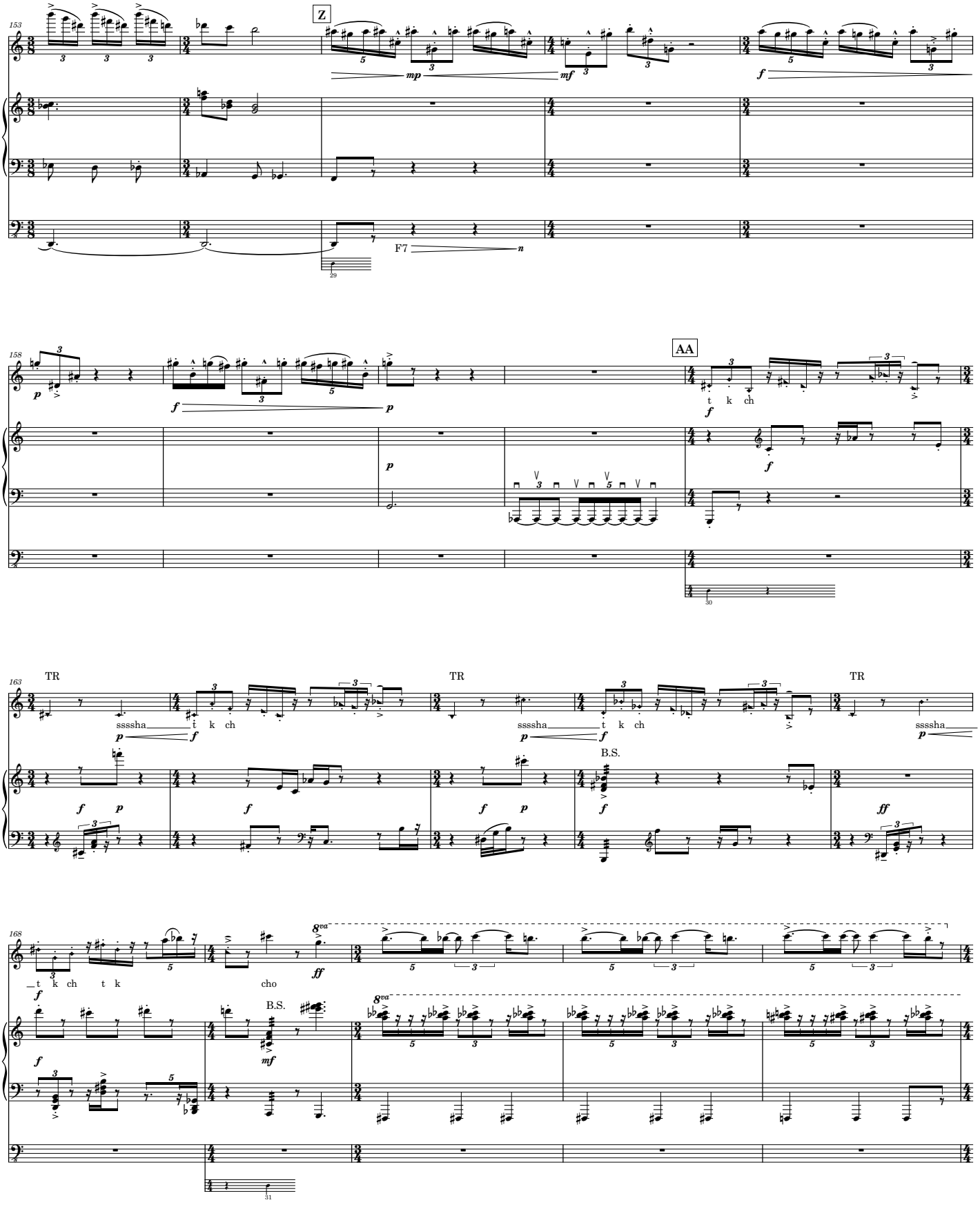

LONG
H
air/pitch
keep pressure on bellows
play back of mm.
28-30 @ 50% speed
S1-off
F7
I
t
cho
k
ch
sha
tssss
sssha
B.S.
J
K
L

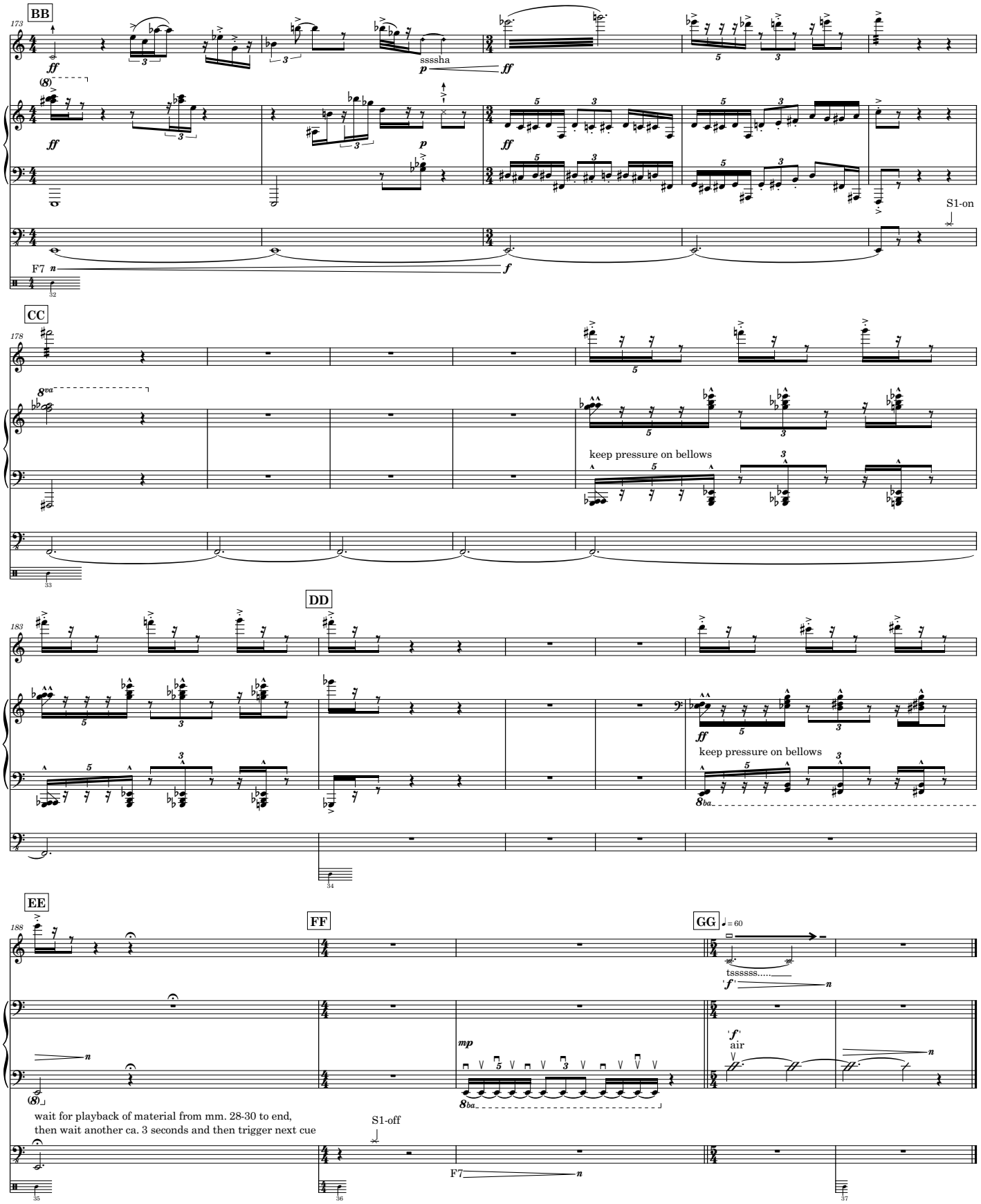

M
N
O
P
Q
ch
tssss
ssssha
cho
sha
k
F7


93
TR
sha
tssss
tssss
98
R
ssssha
t
k
ch
103
TR
S
sha
ssssha
t
k
ch
tssss
B.S.
108
TR
ssssha


T
t k ch
t
ch
U
F7
V


133
W
ch t ka ch ch t ka ch
F7
25
26
138
ch tssss ssssha t ch k
sha sha
143
X
Y
F7
27
148
28


153
Z
mp
mf
f
F7
n
158
p
f
p
AA
t k ch
f
163
TR
ssssha
t k ch
p
f
TR
ssssha
t k ch
p
f
TR
ssssha
p
B.S.
f
ff
168
t k ch t k
cho
f
ff
B.S.
mf
8va
8va


BB
ssssha
S1-on
F7
CC
keep pressure on bellows
DD
keep pressure on bellows
EE
FF
GG
tsssssss.....
air
wait for playback of material from mm. 28-30 to end,
then wait another ca. 3 seconds and then trigger next cue
S1-off
F7