# Block.flt

for Natacha Diels

Andrew Greenwald (2009)

## Block.flt Key

Block.flt can be performed as a purely acoustic piece or as Block.flt(remix), with SuperCollider part. The code is available from Andrew Greenwald.

The score is notated across three staves. The top stave is embouchure position; the middle stave is vocal articulations and pitch material; and the bottom stave indicates finger actions independent of the embouchure. All rhythmic material should be played as fast as possible while maintaining accuracy, and should be pushed slightly past the performer's ability. Non-rhythmically notated sections should be stretched out. Embouchure changes happen abruptly unless otherwise stated.

Amplification: Two mics should be used: one nonattached embouchure microphone and one attached to the footjoint. A third optional microphone should be unattached and placed above the right hand. The embouchure mic should be panned hard right, the footjoint mic should be panned hard left. If the third mic is used, it should be panned left at 10 o'clock.

**Embouchure Positions** 

Mouth fully covering embouchure hole

Normal

Fully away from flute

Articulations (appearing in middle stave)

Vocal articulations appear as: T, Tr, Teh, oo, Th, Ah, K, ee

Tongue pizz

▲ Tongue stop

**↑** Jet whistle

Sharp air burst, ingressive or egressive

Stable Sound Objects (Middle Stave/Bottom Stave): Vocalizations and Air Sounds



Non-pitched air- fingerings are at discretion of performer unless specified



A droning vocal sound, consistent pitch (at performer's discretion) throughout the piece. The ingressive moan is a vocal fry.



A growl- distorted guttural vocalization



Flutter tongue- should be played with minimal air flow



Whistle- consistent pitch (at performer's discretion) throughout the piece



When (i) appears above any vocalization or air sound, the sound should be executed ingressively.

Bottom Stave Finger Notations (These should be performed independently of the other staves)



Sharp depression of all keys



Key roll, left to right hand, as fast as possible



Indeterminate fingerings used to filter a Stable Sound Object

### Multiphonics



1234 | 234



1284 | 2345



1234 | 2345B



This is a subtone of a middle octave Eb. It is acheived with extremely low air pressure.



Octave multiphonics are standard fingerings.

#### Multi-directional stems



This signifies a vocal line moving or holding through a played passage. The darkly shaded stem is sung while the rhythmically notated passage is played.

#### OTHER



Horizontal ines indicate sustain of sound



Vertical lines indicate abrupt change of sound

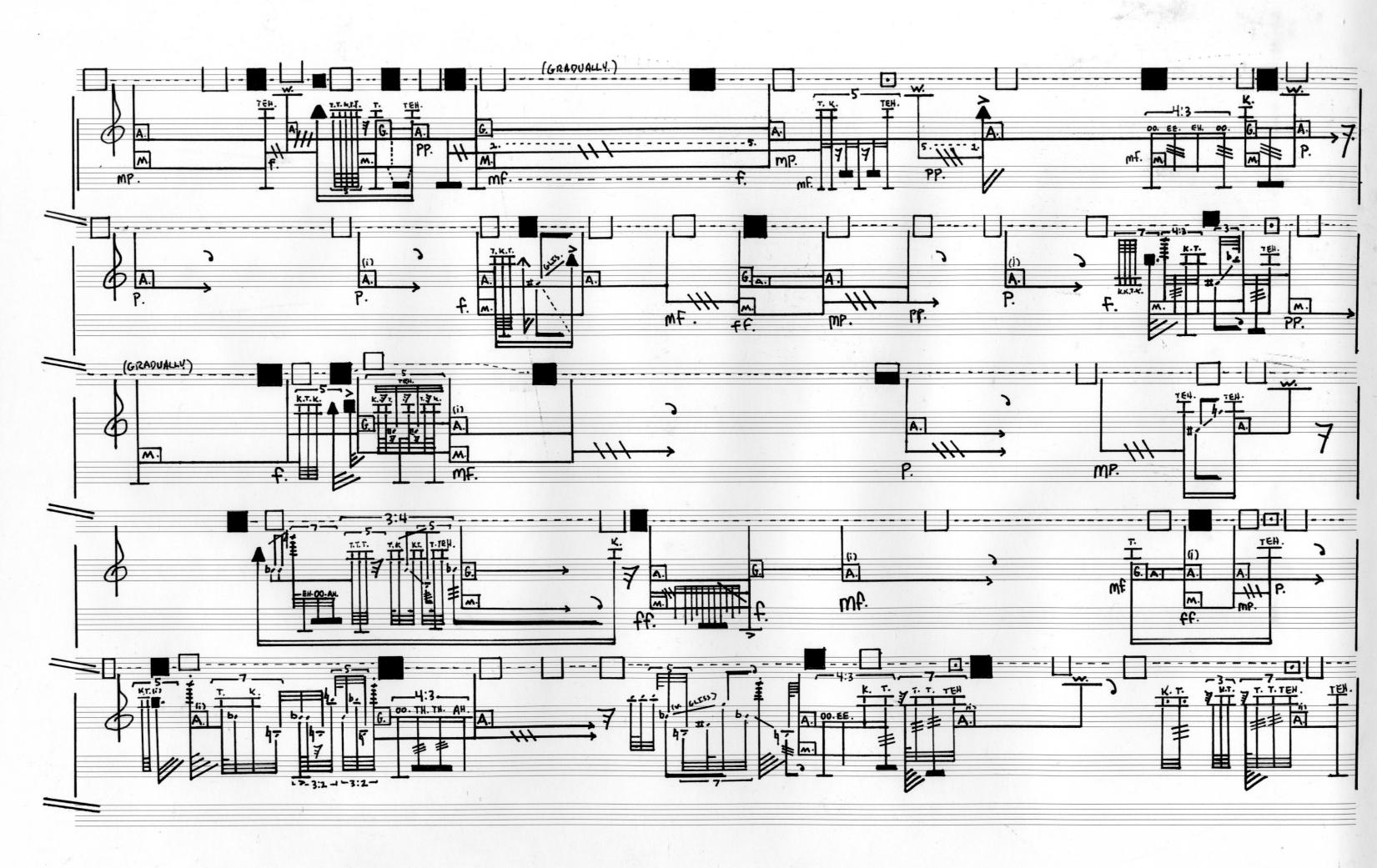


Glissandi that are not specifically notated as vocal are at the performer's discretion- they may be executed as finger or vocal glissandi

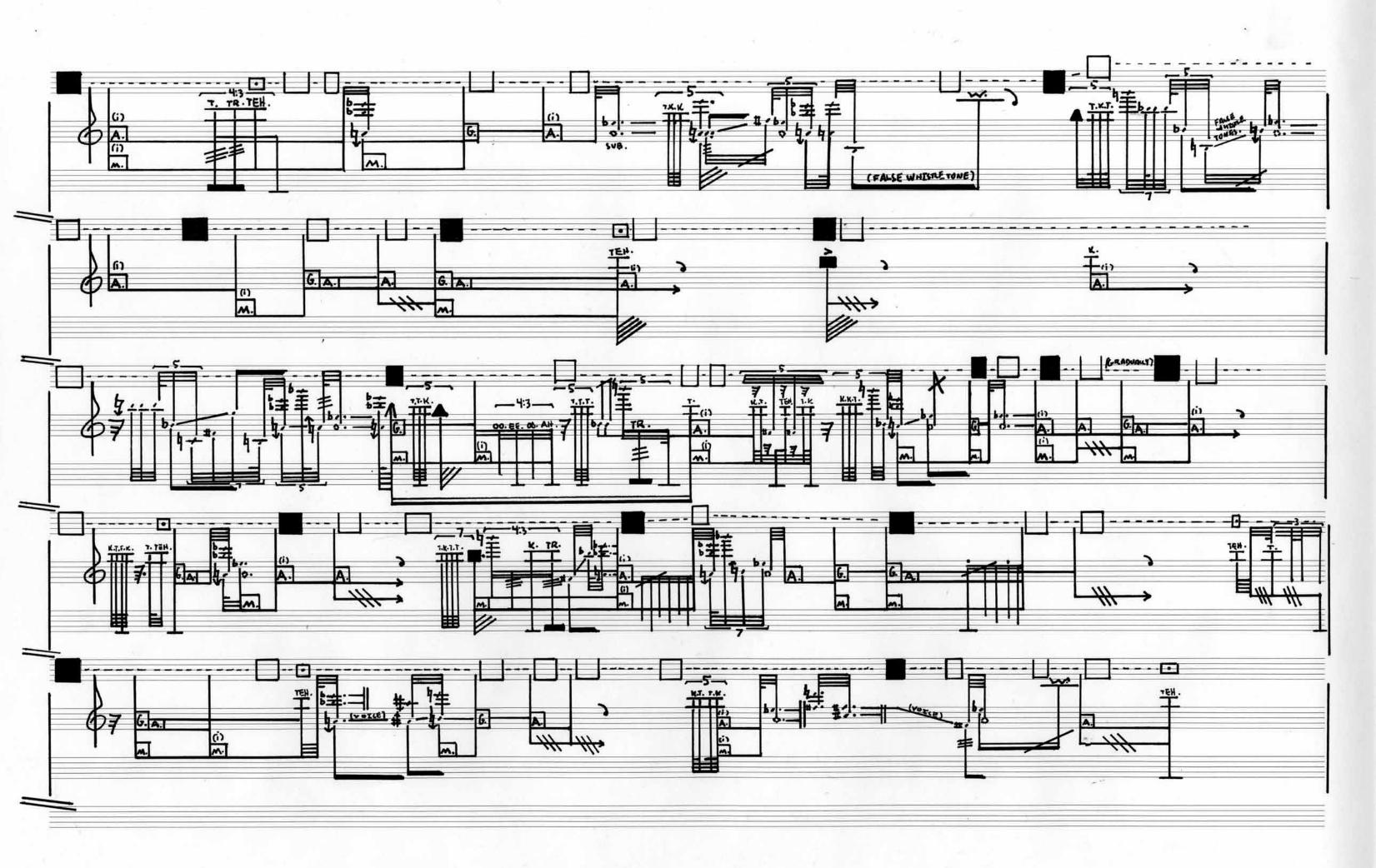


Very slow ingressive vocal fry- the resulting sound is an uneven crackling of the vocal chords

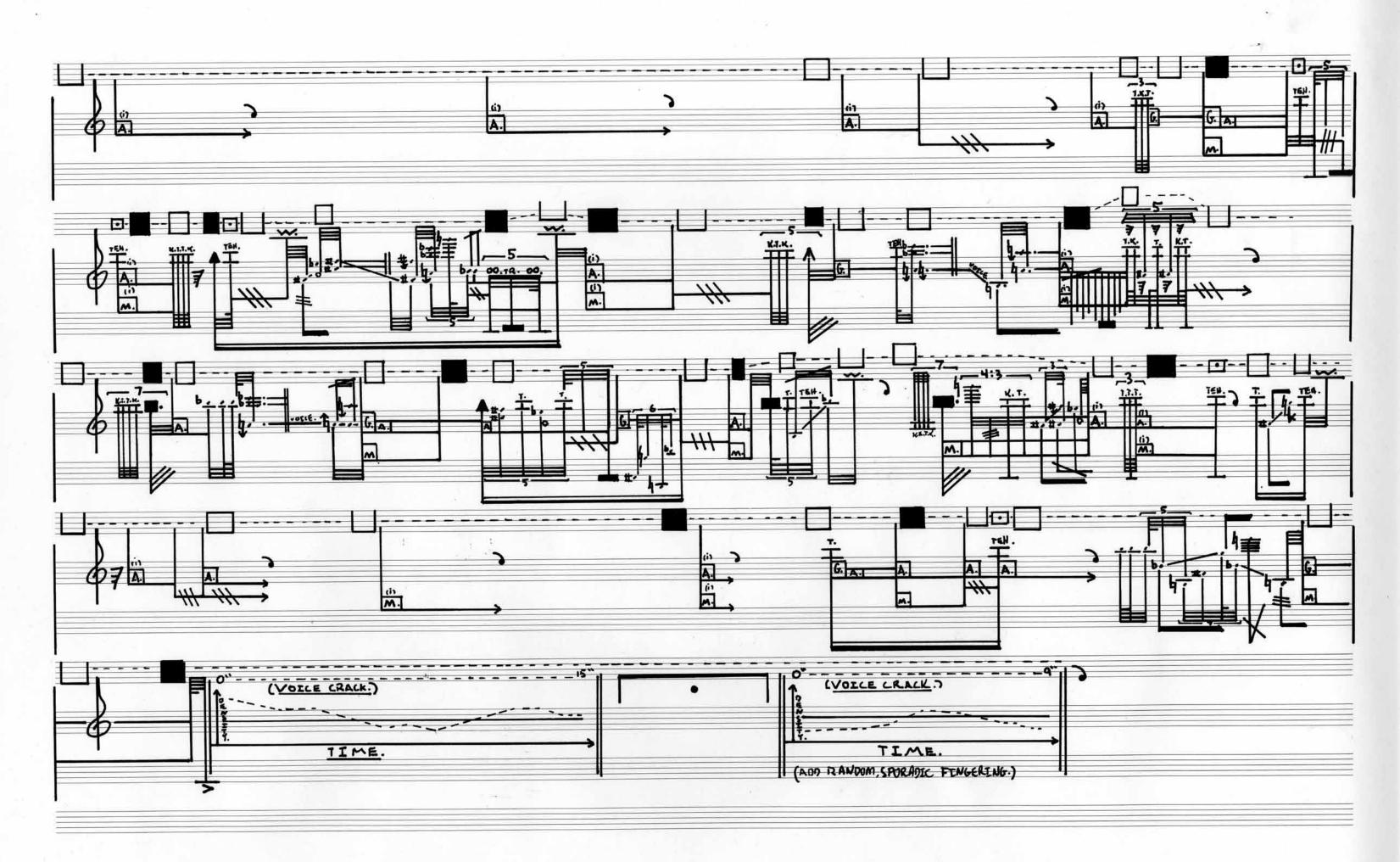
Contact Andrew Greenwald with any questions. email: gwald14@hotmail.com



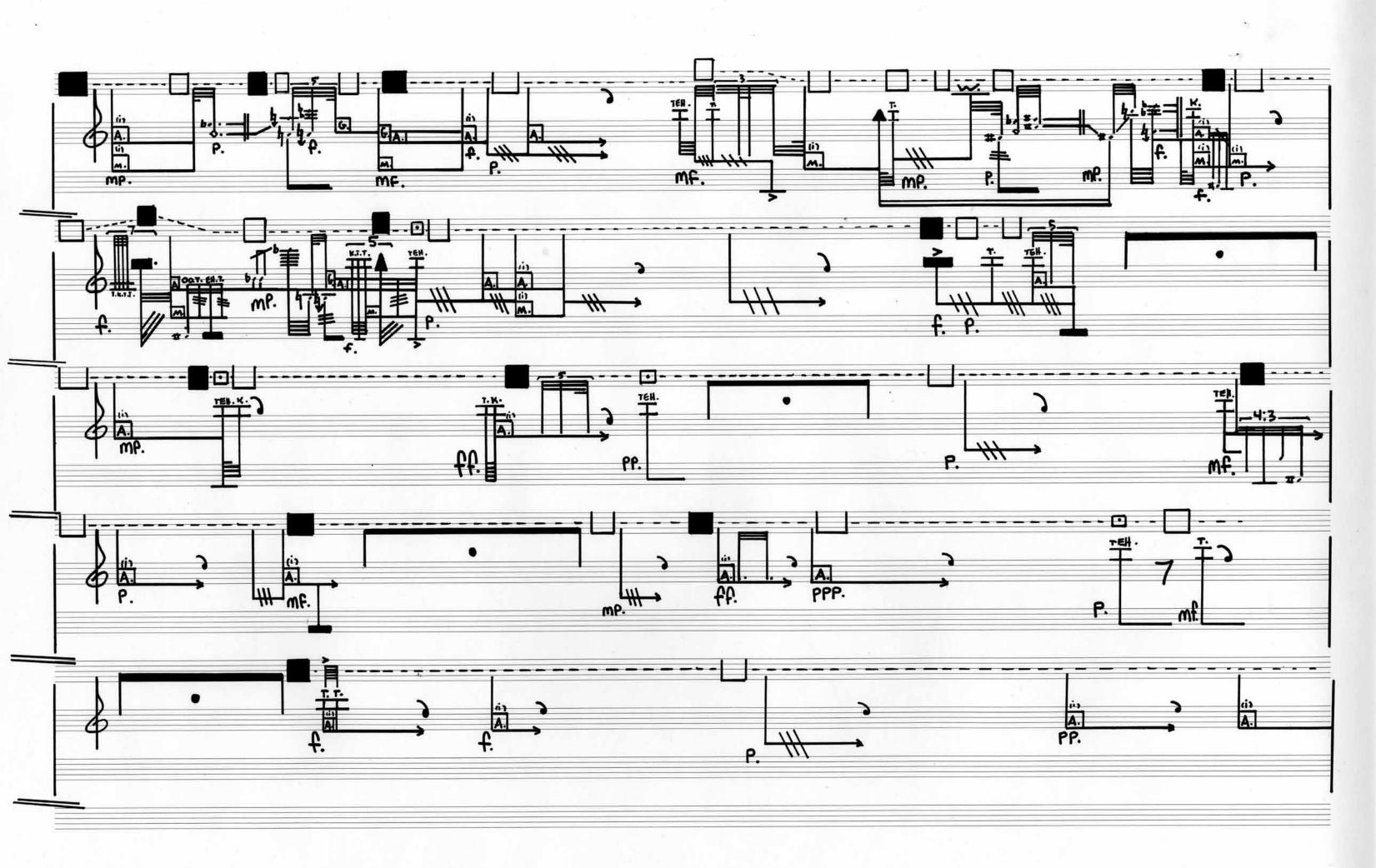
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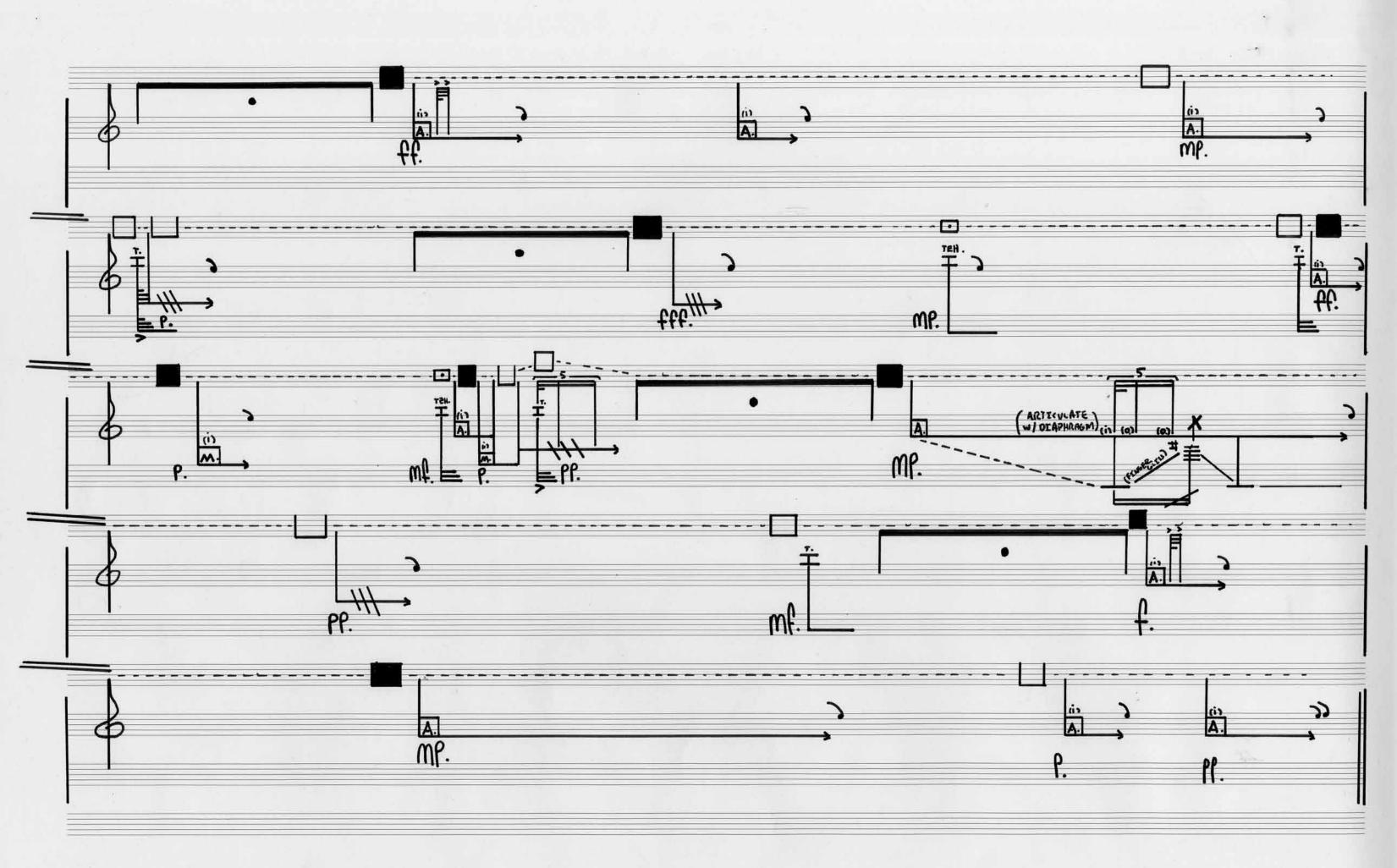
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