

Brett Copeland

Susurrus
for tuba and electronics

Performance Notes



This image is a visual representation of the desired vibrato shaping

come sopra

Play the same as before



This symbol shows when the electronics need to be triggered.
This can be done by either the performer using a foot pedal or an audio engineer.

Program Notes

susurrus-whispering, mumurring, or rustling

This piece is an exploration of timbres and aural effects not commonly heard from the tuba. There should be spaces of silence and times of unsettling intensity from both the performer and the electronics.

This piece is run with the program PureData. The performer has the option of triggering the electronics with a foot pedal or having an audio engineer run the electronics.

Tuba

Susurrus

Brett Copeland

0:00 0:15 (duration: 8-10 seconds)

Trigger 1
Floaty electronic sounds

Randomly generated drum samples

mf *mp* *f* *p*

tr.

ad lib.

Tongue Click Blow air through horn Tongue Ram , come sopra

8

p *ff* *p* *ff* *mp* *ff*

0:30

Glitchy drum loop starts

2 **A**

0:45

ca 5-10"

$\text{♩} = 60$

Flutter valves and fall

Musical notation for measures 16-19. Measure 16 starts with a bass clef and a whole note on the second line (G2), marked with a dynamic of *p*. Measure 17 contains a quarter note on the second line (G2) with a trill (tr) above it, followed by a quarter rest. Measure 18 contains a quarter note on the second line (G2) with a triplet (3) below it, followed by a quarter rest. Measure 19 contains a quarter note on the second line (G2) with a dynamic of *f* and an accent (>), followed by a quarter rest. Below the staff, a dashed line indicates "Drum sounds (floaty electronics)" with a wedge-shaped graphic under measure 16.

20

Flutter valves and fall

Musical notation for measures 20-24. Measure 20 starts with a bass clef and a quarter note on the second line (G2) with a dynamic of *mp*. Measure 21 contains a quarter note on the second line (G2) with a dynamic of *mp*. Measure 22 contains a quarter note on the second line (G2) with a quintuplet (5) above it, followed by a quarter rest. Measure 23 contains a quarter note on the second line (G2) with a dynamic of *mp*. Measure 24 contains a quarter note on the second line (G2) with a dynamic of *mp*. Below the staff, a dashed line indicates "(floaty electronics)" from measure 20 to 24, and "Random percussive hits" with 'x' marks below the staff. Dynamics *sfz* are written below the staff for measures 22, 23, and 24. A dynamic of *sfz* with an 8^{vb} marking is written below the staff for measure 24.

25

1:30

Imitate the rhythms of the loud percussive hits. A different pitch is indicated for each pattern.

Musical notation for measures 25-29. Measure 25 starts with a bass clef and a quarter note on the second line (G2) with a dynamic of *fff* and an 8^{vb} marking. Measure 26 contains a quarter note on the second line (G2) with a dynamic of *mf*. Measure 27 contains a quarter note on the second line (G2) with a dynamic of *ff*. Measure 28 contains a quarter note on the second line (G2) with a dynamic of *pp*. Measure 29 contains a quarter note on the second line (G2) with a dynamic of *f*. Below the staff, 'x' marks are placed below the staff for measures 25, 26, 27, 28, and 29.

B

Play from whichever pod you would like.
Do not play them in any particular order.
Once you have played all the pods, move on
to reading the notated music.

Ambient drone soundscape

tr **POD 1**

pp *p*

Notes with the x note head should be played by depressing valves 1,2 and 4 half way.

POD 2

f 6 5

POD 3

1/2 valve glissando

sffz

POD 4

mf

POD 5

Imitate electronics

POD 6

tr tr tr tr

p

Notes with the x notehead should be played with 1/2 valve fingerings

POD 7

p *mf* *p*

4

♩ = 104

4

mf

f

p

(Ambient drone)

(High pitch electronics)

35

♩ = 60

sub.f

8vb

mp

f

sfz

mp

pp

(High pitched electronics)

42

C

mf

tr.

ad lib.

f

5

5

New soundscape

50

mp *ff* *loco* *8^{vb}*

(High pitched electronics) -----

53

mf *f* *long* *8^{vb}* 6

(High pitched electronics) -----

trigger while sustaining note

58

Tongue click, Breathing through horn

♩=60 Calmly

Top notes are sung

mp

Quiet soundscape

61

1/2 valve glissando

mf *mp* 7 *p*