

World Within One Step

Robert Seaback

I. SIGNAL

♩ = 60

Flute

SF1 (2'42")
0:00

Electronics

LP: DELAY: SWITCH: 32-36

0:05

anticipate & respond to articulations in electronics with gestures between tone & breath;

SHARP ATTACKS!

0:10

0:15

0:20

0:25

0:30

0:35

0:40

0:45

noise, percussion

f

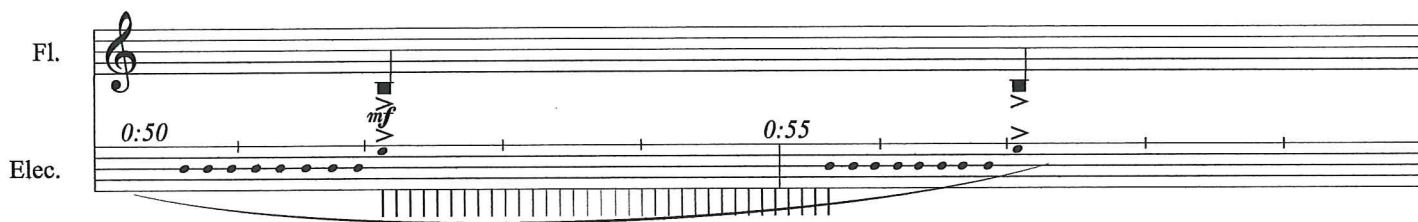
non troppo pieno di gesti

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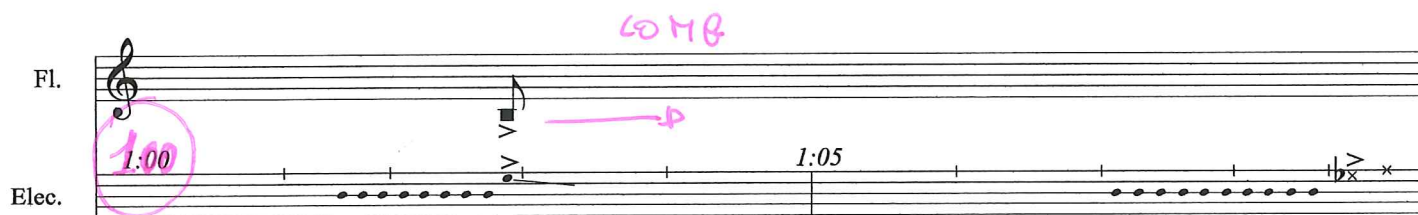
Fl. *mf* 0:50 0:55

Elec.



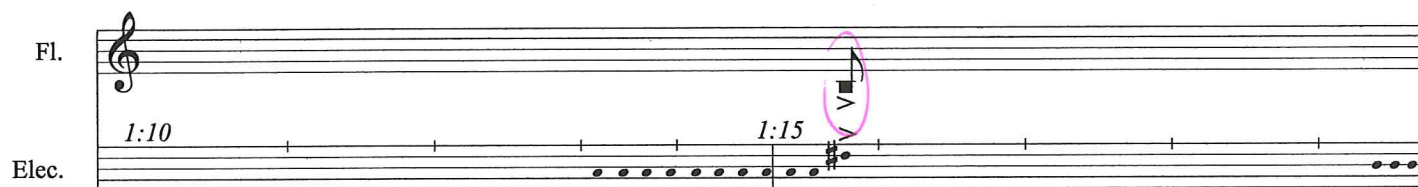
Fl. *6MB* 1:00 1:05

Elec.



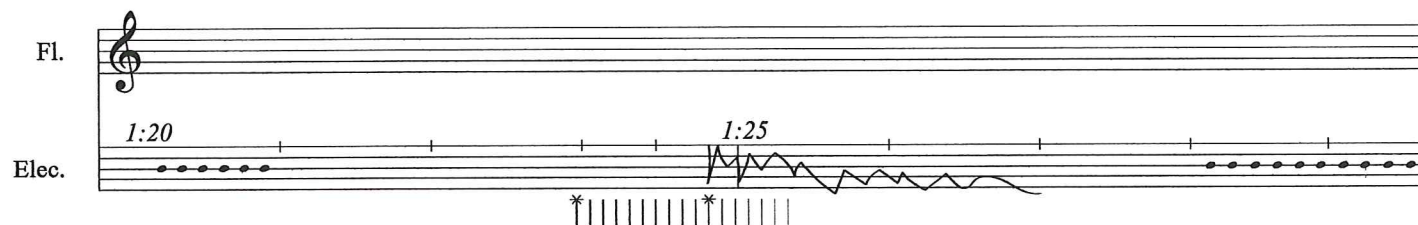
Fl. 1:10 1:15

Elec.



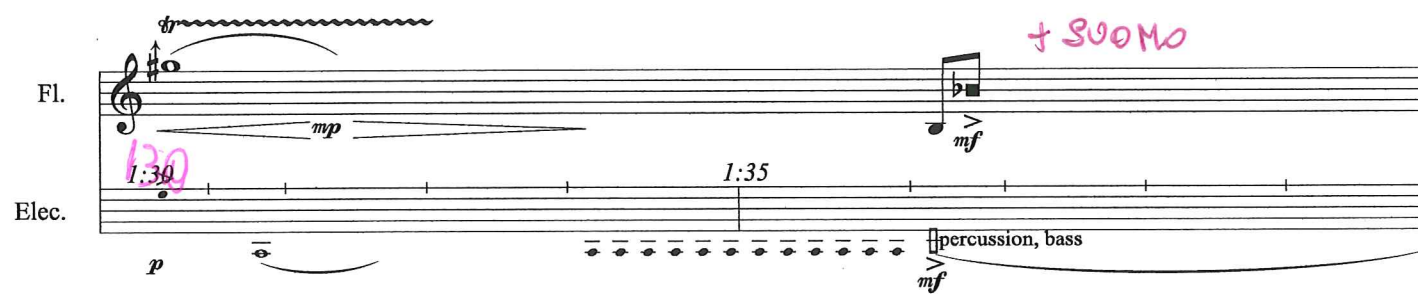
Fl. 1:20 1:25

Elec.



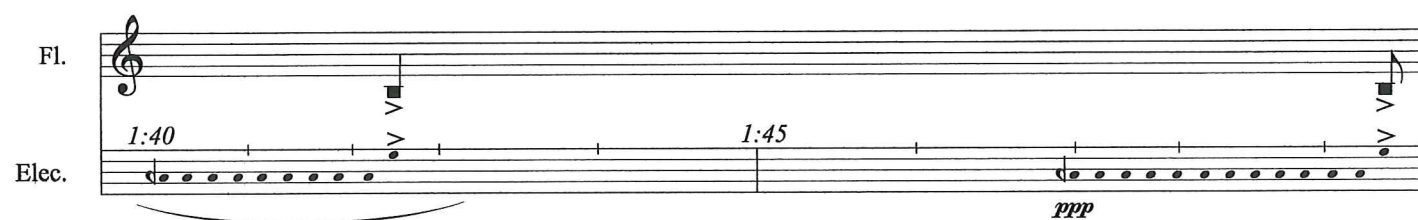
Fl. *mp* 1:30 1:35 *mf* *+ suono*

Elec. *p* *mf* percussion, bass



Fl. 1:40 1:45 *ppp*

Elec.



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Fl. *flute events become more frequent & at faster pace separate from electronics* (CAMBIA COLORE)

1:50 1:55

Elec. *mf*

Fl.

2:00 2:05 percussive swells with noise

Elec.

Fl.

2:10 2:15

Elec. *f*

+ GESTURES (MIX)

Fl.

2:20 2:25

Elec. *mf* *ff*

Fl.

2:30 2:35 swells of noise, quickly dissolving to silence

Elec.

Fl. continue after electronics end

2:40 SF1 ends 2:45

Elec.

LP: OFF

introduce the bubbles

Fl. *gradually become more sparse ... decay to silence*

2:50

Elec.

QUICK !!! (PLEELOO)
CHANGE !!!

II. SPLATTER

Fl. 1-2' bubble-like texture
sparse, complex, pointillistic sound events

2/3 min.

3:00 (time markers are approximate for this section)

Elec. LP: DELAY: change presets, interact with flute

Fl. *become legato & breathy, with "s" & "t" articulations*

SF2 (12")
4:00

Elec.

SSS - TSHH (develop more)

Fl. *begin to incorporate multiphonics/trills*

MULTIPHONICS + TRILLS

SF3 (17")
4:20

Elec. LP: DELAY: SWITCH: 38-36-35-32

Fl. *FADG*

CHANGE TO FWTG

SF4 (35")
4:40

Elec.

III. OSCILLATION

MUTIP. TRILLS

...x'x'...

slow, hypnotic, alternating multiphonics; sometimes trill

Fl. *signal new section with legato multiphonic trill and pause*
mp
0:00
Elec. SF5 (8'00") 30"

CON CALMA!

merge with electronics

Fl. *merge with electronics*
0:30
Elec. 0:35
sub tone emerges
mf

To Picc.

Fl. *cont.*
0:40
Elec. 0:45

weak multiphonic

wind sound

strong wind to "S"

Picc. *weak multiphonic* *wind sound* *strong wind to "S"*
0:50
Elec. 0:55 *ff*

STAY WITH THE TRILL (?)

shifting whistle tones

Picc. *shifting whistle tones*
1:00
Elec. 1:05 *pp*
pp

whistle tones cont.

Picc. *whistle tones cont.*
1:10
Elec. high, modulating tone cont. 60"
electronic pulses emerge

incorporate percussive quality with articulation + key sounds

Picc. *tktktk AIR.*

Elec. 2:10 2:15 multiphonic oscillations & pulses cont. *p*

Cembre poco a poco a gliss.

Picc. *slow, oscillating multiphonics - more static than in previous section; merge with electronics* To Fl.

Elec. 2:20 40" *ff* *p*

IV. TRANSPARENCY

Fl. *slow, upward glissando; uneven & broken like tree roots or veins* *GLISS.*

Elec. 3:00 round, hazy texture, VERY slow downward gliss 1' 50" *mp*

Fl. *gliss becomes more broken*

Elec. 4:50 punctuated, fragmented sound events; kick drum + synth bass; complex layering 30" *subito p* *subito p*

LOW REGISTER + PIZZ.

Fl. *glissando evolves into rough, static blocks of sound; dissonant multiphonics, sometimes trumpet embouchure*

Elec. 5:20 5:25

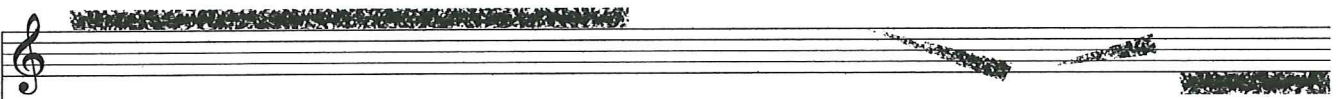
Fl. *mimic rhythms in electronics*

Elec. 5:30 5:35 reverberant brass sound

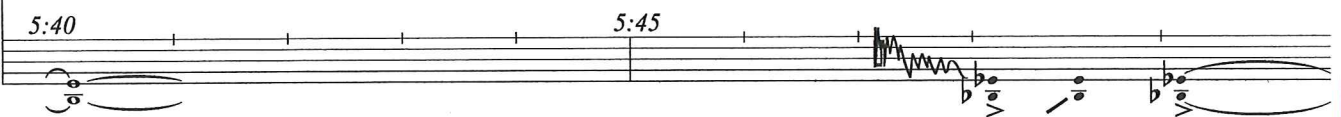
+ GRAMMO 30

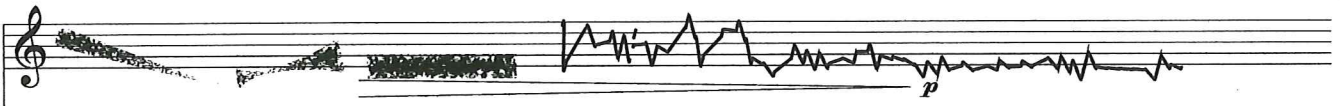
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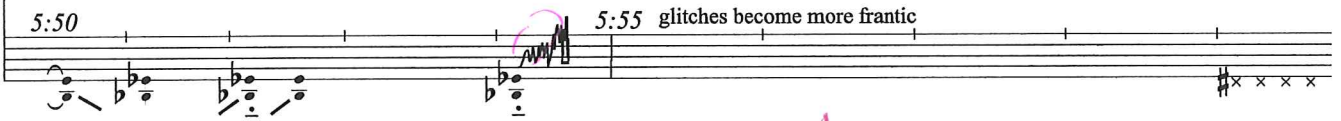
Fl. 

5:40 5:45

Elec. 

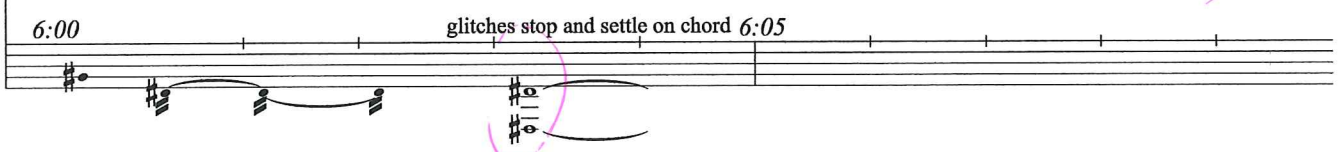
Fl. 

5:50 5:55 glitches become more frantic

Elec. 

Fl. 

6:00 6:05 glitches stop and settle on chord

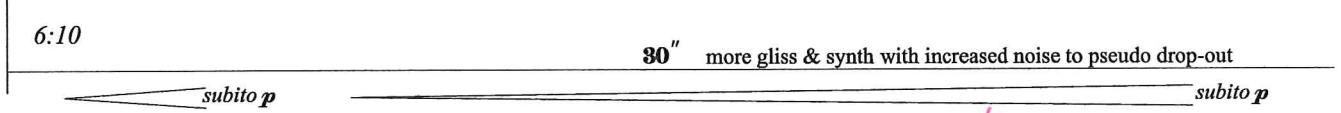
Elec. 

8000 SUOLI AVENTI!

match pitch in elec. *mf*

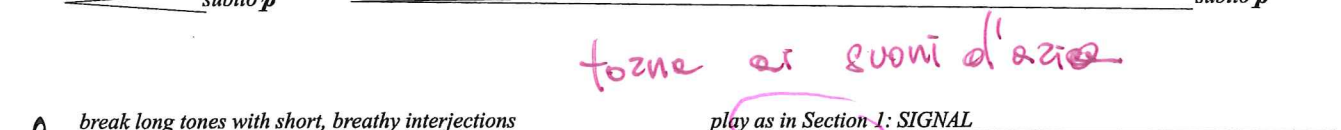
Fl. 

6:10

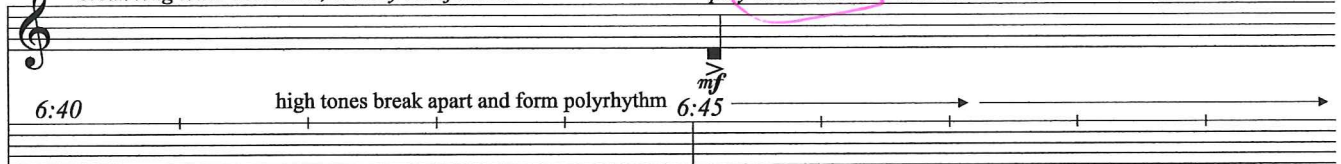
Elec. 

30" more gliss & synth with increased noise to pseudo drop-out

subito p *subito p*

Fl. 

6:40 6:45

Elec. 

break long tones with short, breathy interjections

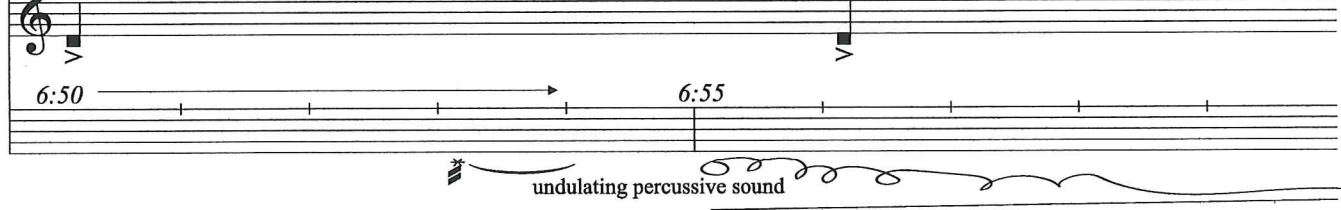
high tones break apart and form polyrhythm

play as in Section 1: SIGNAL

mf

Fl. 

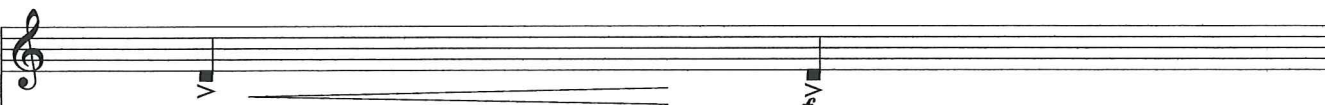
6:50 6:55

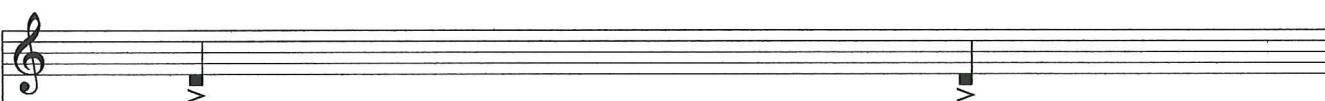
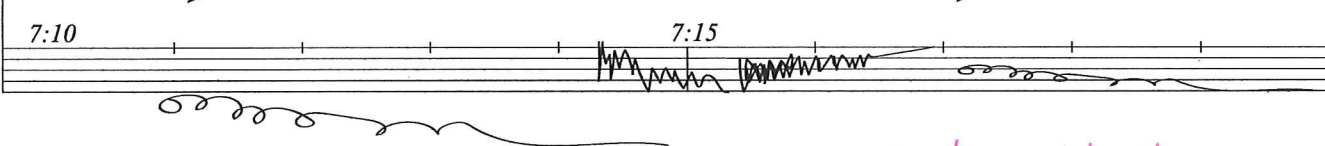
Elec. 

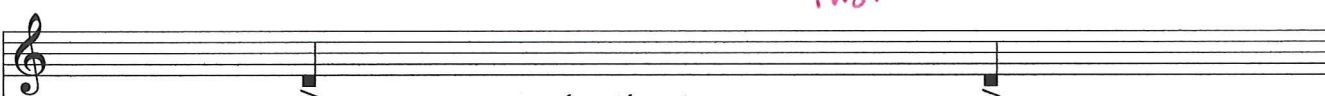
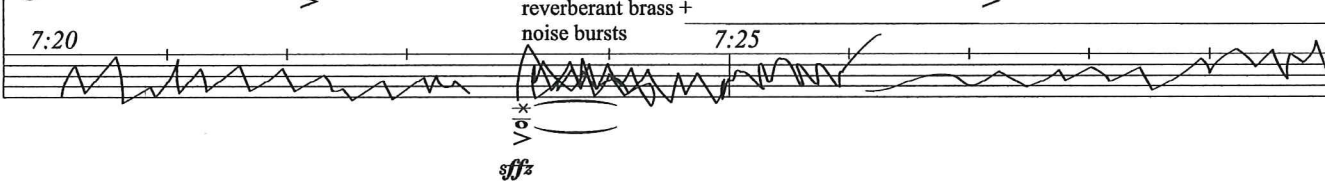
undulating percussive sound

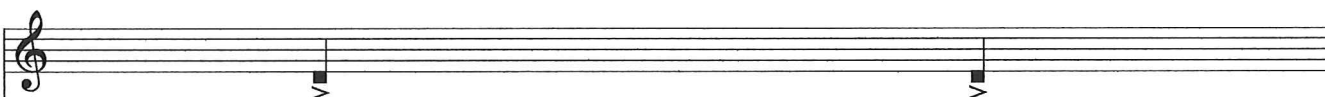
more like get whistle

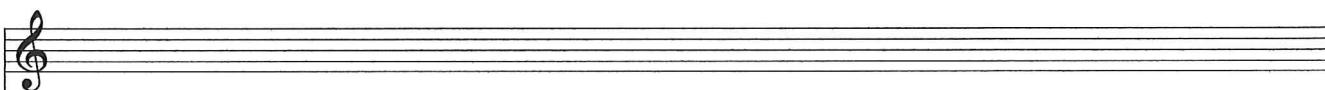
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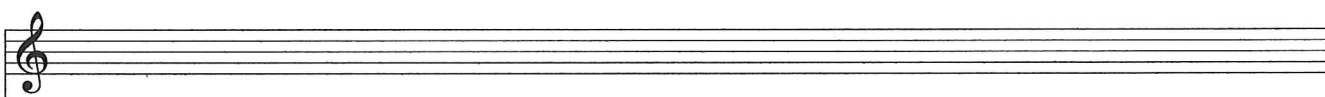
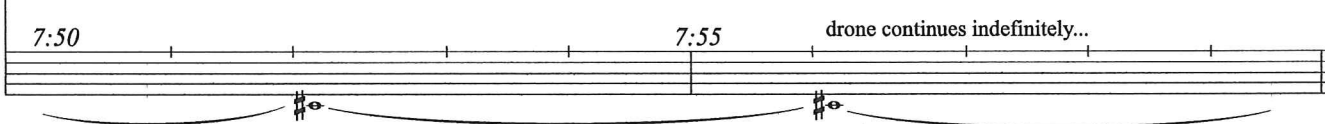
Fl. 
Elec. 
7:00 7:05 *f* *sfz*

Fl. 
Elec. 
7:10 7:15

Fl. 
Elec. 
7:20 7:25 *reverberant brass + noise bursts* *sfz*

Fl. 
Elec. 
7:30 7:35

Fl. 
Elec. 
7:40 7:45

Fl. 
Elec. 
7:50 7:55 *drone continues indefinitely...*