

World Within One Step

Robert Seaback

I. SIGNAL

♩ = 60

Flute

SF1 (2'42")
0:00

0:05

Electronics

LP: DELAY: SWITCH: 32-36

Fl.

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

Elec.

0:10

0:15

p

mp

pp

Fl.

soft muttering between accented events - as if
struggling to make a sound;
mimic electronics (pitch & gesture)

Elec.

0:20

0:25

pp

mp

Fl.

p < *mf**p* < *mf*

Elec.

0:30

0:35

Fl.

*mp**p*

Elec.

0:40

0:45

noise, percussion

f

World Within One Step

Fl.

0:50

mf

0:55

Elec.

1:00

1:05

1:10

1:15

1:20

1:25

1:30

1:35

p

mp

mf

percussion, bass

ppp

Detailed description of the musical score: The score is for a piece titled 'World Within One Step'. It consists of six systems, each with a Flute (Fl.) part on a five-line staff and an Electric Bass (Elec.) part on a five-line staff. The Flute part is written in treble clef. The Electric Bass part is written in bass clef. The score includes various musical notations: notes, rests, slurs, accents, and dynamics. The dynamics range from *ppp* (pianissimo) to *mf* (mezzo-forte). The score also includes performance markings such as *mp* (mezzo-piano), *p* (piano), and *ppp* (pianissimo). The score is divided into measures by vertical bar lines. The time signatures are not explicitly shown, but the notation suggests a 4/4 or similar time signature. The score includes a variety of musical symbols, including notes, rests, slurs, accents, and dynamics. The score is written in a standard musical notation style.

Fl. *flute events become more frequent & at faster pace separate from electronics*

Elec. 1:50 1:55

mf

Fl.

Elec. 2:00 2:05 percussive swells with noise

Fl.

Elec. 2:10 2:15

f

Fl.

Elec. 2:20 2:25

mf

ff

Fl.

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

Fl.

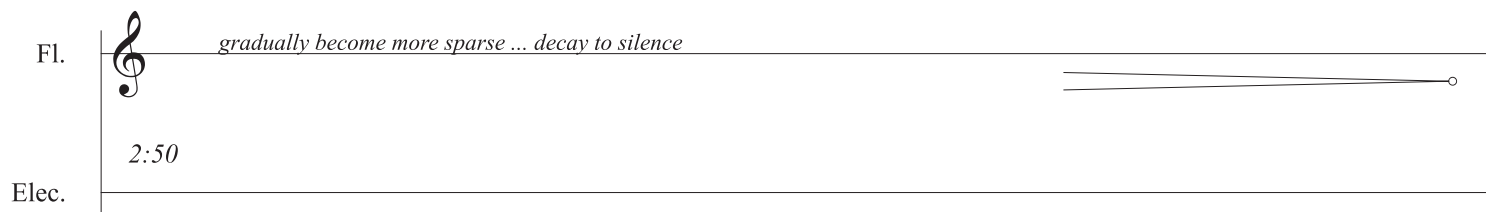
Elec. 2:40 SF1 ends 2:45

LP: OFF

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

2:50

Elec.

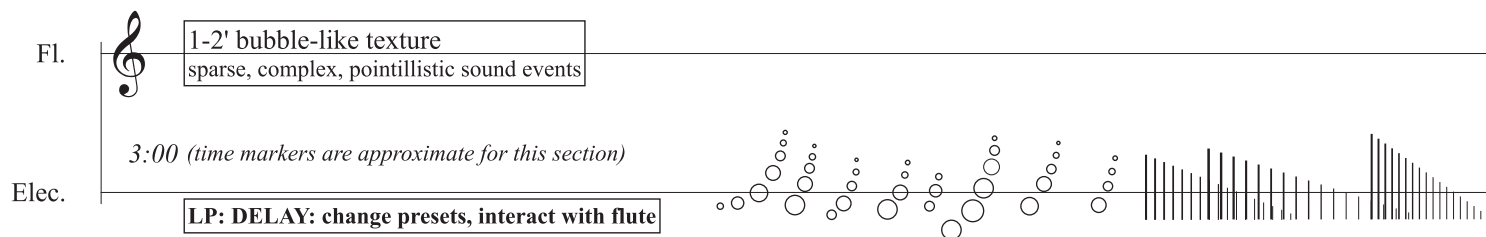


II. SPLATTER

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

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.

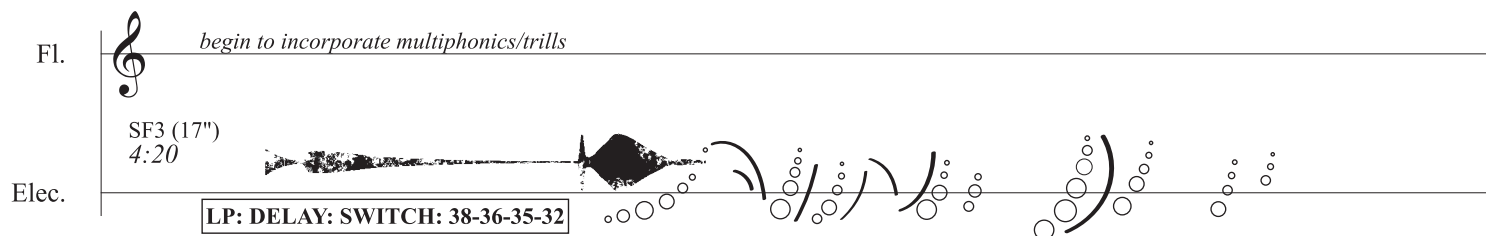


Fl. *begin to incorporate multiphonics/trills*

SF3 (17")

4:20

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

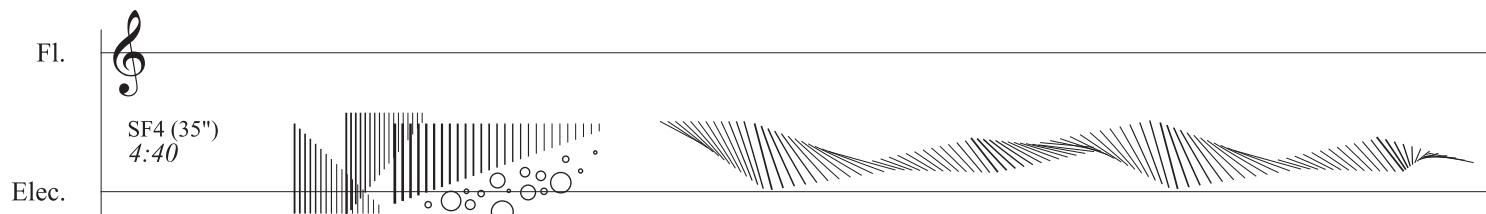


Fl.

SF4 (35")

4:40

Elec.



III. OSCILLATION

Fl. *signal new section with legato multiphonic trill and pause*
mp
0:00
SF5 (8'00")
30"
slow, hypnotic, alternating multiphonics; sometimes trill

Elec.

Fl. *merge with electronics*

Elec. *0:30* *0:35*
sub tone emerges
mf

Fl. *cont.* *To Picc.*

Elec. *0:40* *0:45*

Picc. *weak multiphonic* *wind sound* *strong wind to "S"*
ff

Elec. *0:50* *0:55*

Picc. *shifting whistle tones*
pp

Elec. *1:00* *1:05*
pp

Picc. *whistle tones cont.*

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

Picc. *incorporate percussive quality with articulation + key sounds*

Elec. 2:10 2:15

multiphonic oscillations & pulses cont.
p

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

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

IV. TRANSPARENCY

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

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

Fl. *gliss becomes more broken*

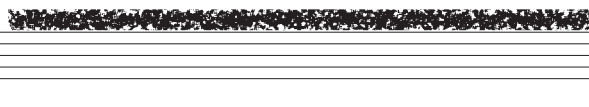
Elec. 4:50 *mf* punctuated, fragmented sound events; kick drum + synth bass; complex layering 30" *subito p* *subito p*

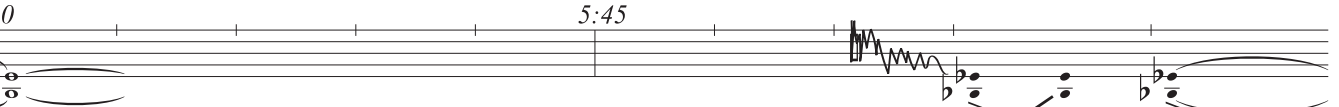
Fl. *glissando evolves into rough, static blocks of sound; dissonant multiphonics, sometimes trumpet embouchure*

Elec. 5:20 5:25

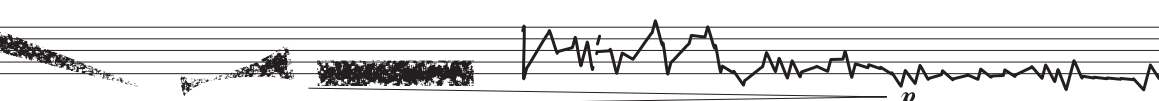
Fl. *mimic rhythms in electronics*

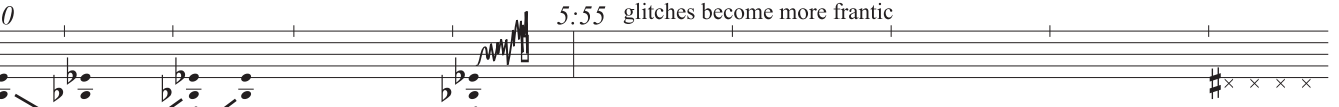
Elec. 5:30 5:35 reverberant brass sound

Fl. 

Elec. 

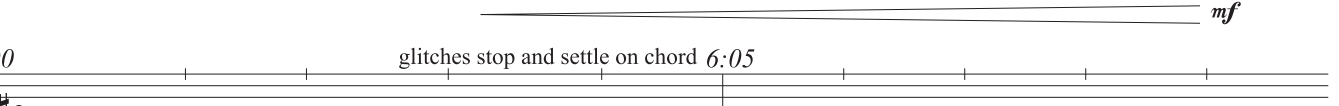
5:40 5:45

Fl. 

Elec. 

5:50 5:55 glitches become more frantic

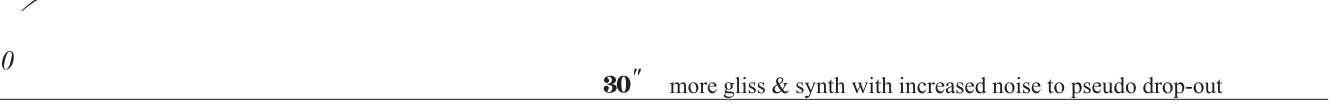
Fl. 

Elec. 

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

match pitch in elec. *mf*

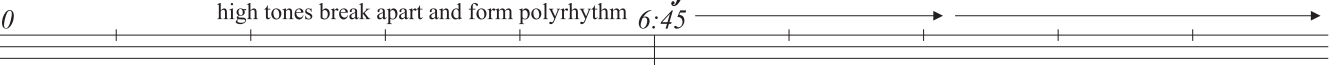
Fl. 

Elec. 

6:10 30" more gliss & synth with increased noise to pseudo drop-out

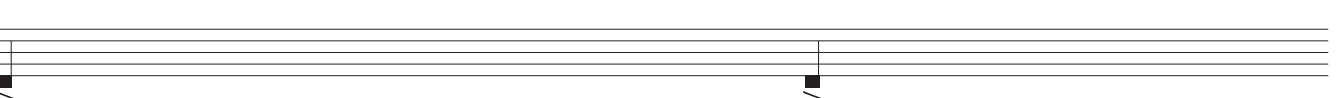
subito p *subito p*

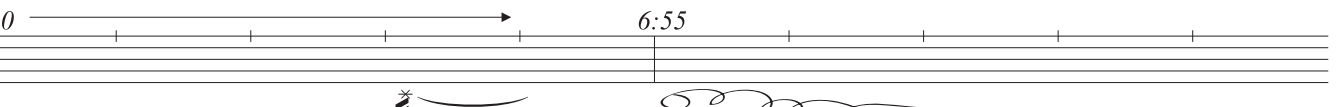
Fl. 

Elec. 

6:40 6:45 high tones break apart and form polyrhythm

break long tones with short, breathy interjections play as in Section 1: SIGNAL *mf*

Fl. 

Elec. 

6:50 6:55 undulating percussive sound

World Within One Step

The musical score is divided into six systems, each with a Flute (Fl.) staff and an Electronic (Elec.) staff. The time signature is 4/4.

System 1: The Fl. staff has a single note at 7:00. The Elec. staff has a series of vertical lines from 7:00 to 7:05, followed by a jagged line and a series of asterisks. A dynamic marking *f* is present.

System 2: The Fl. staff has a single note at 7:10. The Elec. staff has a series of vertical lines from 7:10 to 7:15, followed by a jagged line and a series of asterisks. A dynamic marking *sfz* is present.

System 3: The Fl. staff has a single note at 7:20. The Elec. staff has a series of vertical lines from 7:20 to 7:25, followed by a jagged line and a series of asterisks. A dynamic marking *sfz* is present. The text "reverberant brass + noise bursts" is written above the Elec. staff.

System 4: The Fl. staff has a single note at 7:30. The Elec. staff has a series of vertical lines from 7:30 to 7:35, followed by a jagged line and a series of asterisks. A dynamic marking *sfz* is present.

System 5: The Fl. staff has a single note at 7:40. The Elec. staff has a series of vertical lines from 7:40 to 7:45, followed by a jagged line and a series of asterisks. A dynamic marking *sfz* is present.

System 6: The Fl. staff has a single note at 7:50. The Elec. staff has a series of vertical lines from 7:50 to 7:55, followed by a jagged line and a series of asterisks. A dynamic marking *sfz* is present. The text "drone continues indefinitely..." is written above the Elec. staff.