

FRACTUS I

13

Tpt.

Cues

Elec.

-----> O

-----> +

p < *mf* *f* *p* *f* *fp* < *mf* *f* *p*

03

04

mp *8vb* *n*

n

19

Tpt.

Cues

Elec.

-----> O

-----> +

-----> +

lip bend

mf *f* *mp* *fp* *ff* *p* < *mp*

05

mp *ppp* *mf* *ff*

FRACTUS I

25

Tpt. *mf* *pp* *p* *mp* *p* *mf* *p* *mp* *p*

Cues

06

Elec.

creaks

squeal

creaks

31

Tpt. *pp* *f* *p* *mp* *p* *mp* *p* *mf* *p* *p*

Cues

07

Elec.

metallic swell

FRACTUS I

37

Tpt. *mf* *p* *p* harmon mute, stem in

Cues

Elec. **08** *ppp* *cresc.*

44

Tpt. *mp* *pp* *p* *mf* *pp*

Cues pitches expand outward (cresc.)

Elec. percussive clinks *thunk* *p* *mp* **15^{mb}** *pp* *cresc.*

FRACTUS I

50

Tpt. *mp* *mf* *p* *f* *p* *mp* *p* *f* *p*

Cues

Elec. (cresc.)

clinks

thunk *mf*

54

Tpt. *f* *p* *f* *p < f* *ff* *pp*

Cues

Elec. (cresc.)

09

becomes low rumble

FRACTUS I

60

Tpt.

Cues

Elec.

sparse creaks

10

pp mp pp mp

p

sparse creaks

10

66

Tpt.

Cues

Elec.

denser

sparser

11

mf mp

p

denser

sparser

11

FRACTUS I

73 remove mute ~ 3" *rubato, with emotion*

Tpt. *p* *mf*

Cues

Elec. *p* *mp*

small crunches

metallic swells

79

Tpt. *p* *mf* *mp* *f* *mp*

Cues

Elec. *mf*

FRACTUS I

85

Tpt. *f* *mp* *f* *mp* *mf* *p*

Cues

Elec.

90

Tpt. *mp* *f* *mf* *ppp < p > ppp* *p* aggressive improvised gesture

Cues

Elec.

13

fp *cresc.* *mp*

$\frac{2}{4}$ $\frac{1}{4}$

FRACTUS I

~25 sec.

95

Tpt. wild, chaotic improvisation → becoming less chaotic → moderately chaotic, but somewhat calmer

ff → *mf*

Cues glassy fall

dense, agitated, short trumpet gestures → becoming sparser → sparse, more distant

Elec. low metallic drones

glassy percussive gesture

percussive sounds become more pitched

96

~15 sec.

becoming even less chaotic, losing energy → stable, placid, somewhat mysterious

pp → *p*

end improvisation, play as written

~4 sec.

14

~6 sec.

low subdued percussive hits

percussive hits briefly become pitched

FRACTUS I

97 $\text{♩} = 120$ repeat as necessary to synchronize with pulse
remove mute

Tpt. *f* *f* *mp* *mf* *f* *p* *mf*

Cues 15

Elec. *f* *pp* *n* *pp*
f *8^{vb}* *decresc.* *mp*
hand pops

think

104

Tpt. *p* *f* *mp* *mf* *mp* *p* *f*

Cues 16

Elec. *mp* *n* *mf* *noise swell* *n*

FRACTUS I

111

Tpt.

Cues

Elec.

f *fp* *f* *mp* *mp* *p*

p *mf*

f *mp*

17

118

Tpt.

Cues

Elec.

mf *p* *f* *f*

mf *mf*

n *f* *mp*

18 19

FRACTUS I

126

Tpt. *f fp mp f p < mf > p < mf > p < mf > p < f*

Cues

Elec.

134

Tpt. *mf < f ff lip bend take plunger p*

repeat as necessary to synchronize with pulse

Cues

Elec.

20 21 22

FRACTUS I

142 (+)

Tpt. *mp* *p* *mf* *p* *mp*

Cues

Elec.

148

Tpt. *mf* *ff*

Cues

Elec.

23

mp *p* *8^{vb} p* *f*

repeat as necessary to synchronize with pulse

FRACTUS I

154

+

○ -----> +

+ --> ○

+ ----> ○ -----> +

Tpt. *p* < *mp* *p* < *mf* *mp* < *f* *p* < *mf* > *p*

Cues

Elec. *p*

24

8 8 8 8

mf p

4/4

160

○

-----> +

lip bend

Tpt. *p* < *f* *mp* *f* *mp* *f*

Cues

Elec. *p* *mp*

lip bend

5

3 3 3

8 8 8 8 8 8

p mp

4/4 4/4 4/4 4/4 5/4 4/4

FRACTUS I

167

Score for measures 167-172. The Tpt. part features dynamics *p*, *f*, *mp*, *p*, *mf*, *f*, and *ff*. The Elec. part includes cues for "low rumble" and "pitches expand outward".

173

Score for measures 173-178. The Tpt. part features dynamics *mp*, *ff*, *mp*, *ff*, *mp*, *mf*, *p*, *f*, *p*, and *f*. The Elec. part includes cues for "sparse creaks".

FRACTUS I

179

Tpt. *< f* *p* *< f* *p* *f* *p* *f* *p*

Cues

Elec. (cresc.) denser gradual noise swell

185

Tpt. *< f* *p* *f* *fff* *ff* hand pop

Cues

Elec. (cresc.) denser *fff* *mf*

25