

Nahanni

version for tuba solo with live electronics

Alex Eddington (2018)

water carving rock

Patiently, relentlessly, forcefully

(♩ = ca. 40)

Solo Tuba

Loop + delay pedal (operated by the performer)

(Granular) Delay pedal: short delay (100–200ms), with enough feedback to last ca. 1 second. Optional: granular "shimmer".

Puh t t t fff

Puh t t t t fff

mp p

t t t t t Puh Puh Puh

Puh Puh Puh

mp ff mp ff mf p mp p mf f

valve clicking accelerating

a steady "trickle" of valve clicking mp

mf p sfz p < f < fff

ah mp < ff < f < fff

mf sss

5"

Increase delay feedback to 2s. (And grain size) ∞ ● Start loop pedal (recording) ↻

Musical score system 1. The staff contains notes with dynamic markings: $< f$, mp , ff , f , and fff . There are three measures, each marked with a 5-second duration: (5"), (5"), and (5"). Below the staff, there are three boxes: the first contains a pencil icon and the text "Overdub second loop.", the second contains a play icon and "End record, play.", and the third contains a pencil icon and "Overdub."

Musical score system 2. The staff contains notes with dynamic markings: p , sfz , p , $< ff$, f , ff , and shh . There are two measures, each marked with a 5-second duration: (5") and (5"). Below the staff, there is a box with a play icon and the text "Play, etc. (follows symbols)".

Musical score system 3. The staff contains notes with dynamic markings: shh , shh , shh , and ff . There are four measures. The first three measures are marked with shh and the fourth with ff . Above the staff, there are wavy lines representing trills. To the right, text reads "timbral trills: uneven (fast) speed". Below the staff, there is a box with a pencil icon.

Musical score system 4. The staff contains notes with dynamic markings: fff . There are two measures. The second measure is marked with "loose" timbral trill. The duration for the second measure is 3.5".

choosing the way
 Carefully, uncertainly, hopefully
 (♩ = ca. 70) lip gliss.

parentheses around D# and F

Musical score system 5. The staff contains notes with dynamic markings: mp , p , and pp . There are four measures. Below the staff, there are two boxes: the first contains a square icon and the text "Stop loop abruptly", and the second contains the text "Reduce delay feedback, lengthen delay time to ca. 1". Decrease granular 'shimmer'".

\circ
p < *f* > *p* < *mf* > *p* < *mf* > *ff*
 delayOFF

gathering strength


♩ = 90 Fluidly rhythmical

(1st valve)
p
 Loop

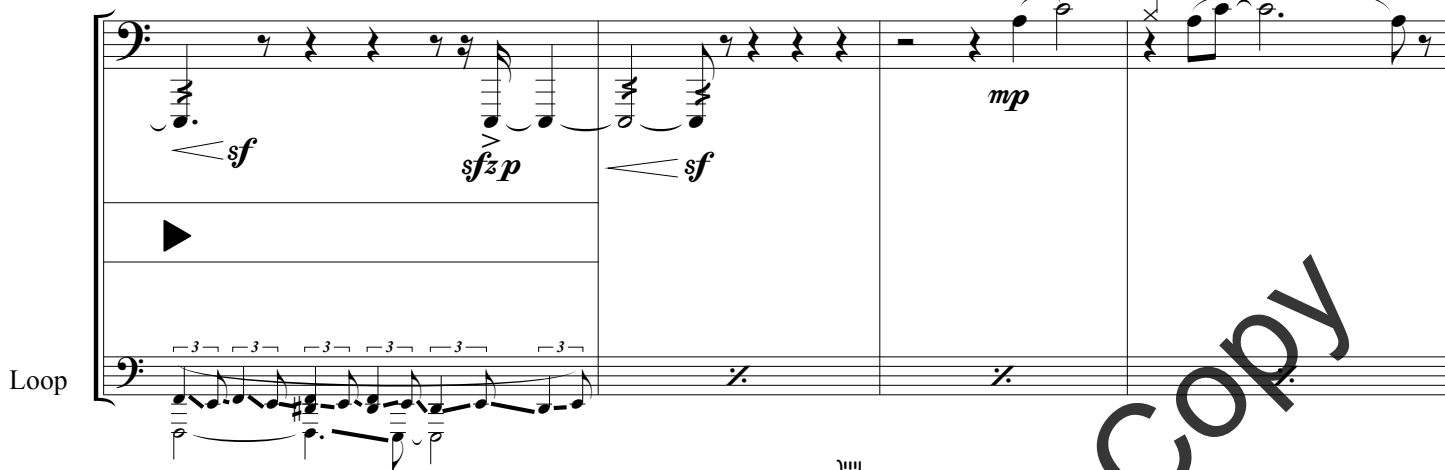
(half-valve 1st)

mp
 Loop

Perusal Score - Do Not Copy

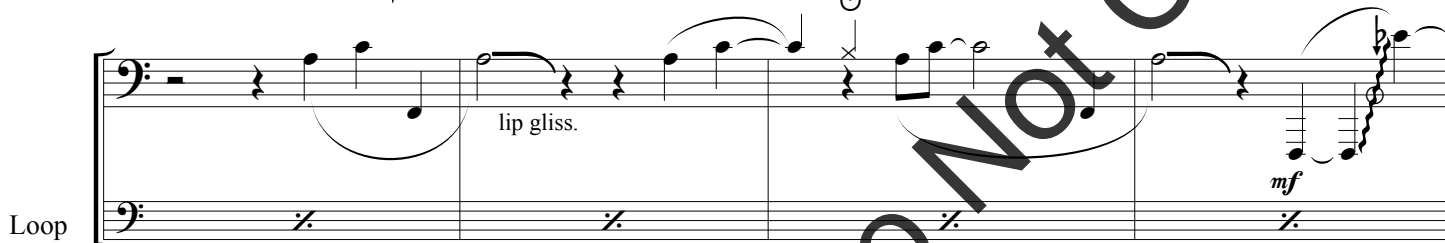
all open (always lip slurs)  rap bell with knuckles

Loop



Musical notation for the first system. The top staff is a bass line with dynamics *sf*, *sfz p*, and *sf*. The middle staff contains a right-pointing triangle. The bottom staff is a loop line with triplets. The system is divided into four measures.

Loop



Musical notation for the second system. The top staff is a bass line with the instruction "lip gliss." and dynamic *mf*. The bottom staff is a loop line. The system is divided into four measures.

(nails, flat hand)

Loop



Musical notation for the third system. The top staff is a bass line with dynamics *mp* and *mf*. It includes a hand diagram for "nails, flat hand" and a "TTTT" symbol. The bottom staff is a loop line. The system is divided into four measures.

Loop



Musical notation for the fourth system. The top staff is a bass line with dynamics *mp* and *mf*. The bottom staff is a loop line. The system is divided into four measures.

Nahanni - legend of notations

Solo Tuba

Played note, Indeterminate pitch Play highest possible note Play lowest possible note

Spoken through instrument (indeterminate pitch) Spoken with some played tone (indeterminate pitch)

t t Ruh shh fff Puh

Sung through instrument ah _____

Vuh rrr ah

Fluttertongue

Singing while playing

Lip gliss. up through harmonic partials to the highest possible note (rip) Change valves arbitrarily (speed shown graphically)

Timbral trill (valve trill on same pitch) Lip slur through partials

Lip gliss, becoming faster and narrower. Then holding pitch until shown.

Proportional rests, from shortest to longest. Short caesura Long caesura

Rap/tap instrument (in area specified in text) with:

Fingernail(s) Knuckles/fist Finger(s) Flat hand