A Flourish

for April Guthrie

for one or more instruments that can perform a one octave glissando and delay with feedback

Mike Winter (2005)

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The performers play rising glissandi with parameters that lie within the shaded areas of the graphic score. The y-axis represents the outer limits of three parameters over time (x-axis).

1) Glissandi starting pitch
2) Glissandi span
3) Glissandi duration

The level of darkness of the shaded areas represents general dynamics over time. Throughout the piece, which should have a total duration of six minutes or more, there should be a feeling of continuously increasing intensity. Until the thirty to sixty second decrescendo at the end of the piece, the glissandi starting pitch should get progressively higher, the glissandi span should get progressively longer, the glissandi duration should get progressively shorter, and the general dynamic should get progressively louder.

The limits of the parameters are based on exponential functions with a base three. The calculations for all the parametric limits can be determined by the expressions written on the bottom, left hand side of the score.

Each glissando should start and end as imperceptibly as possible even though the general dynamic of the piece is getting louder.

If there are two performers or more with instruments that cover different ranges, the performers should work out a transition from the instruments with lower ranges to the instruments with higher ranges. If the instruments' ranges primarily overlap, they may decide to set the limits of the ensemble's range as the limits of the overlapping portion of the instruments' ranges.

The feedback delay system should have a delay memory and a delay time of five seconds. The output signal of the delay should be multiplied by a factor of .6 to .75 before it is fed back into the delay system. A standalone application is either provided with the score or can be obtained. The program sends an input signal into a feedback delay system that matches the criteria listed above and outputs both the delayed and original signals.

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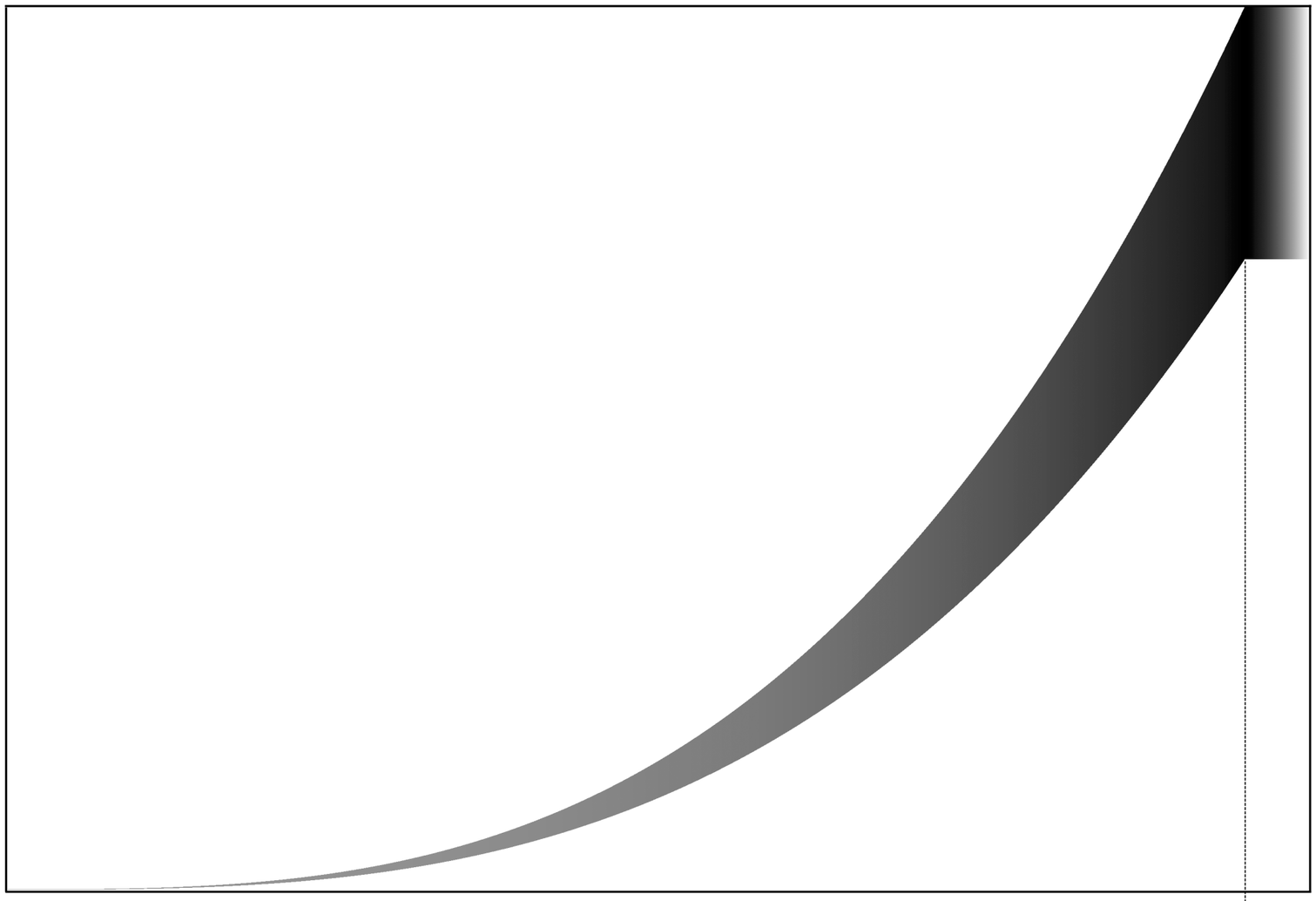
Gliss. Starting Pitch	Gliss. Span (in cents)	Gliss. Duration (in seconds)
Upper Limit of Ensemble's Range (=1)	1200	0.1
Lower Limit of Ensemble's Range (=0)	0	3



Time →

Total Duration Should Be Six Minutes or More.

*30 to 60 Second Decrescendo Regardless of Total Duration of the Performance.

Limit(1)	$\frac{\left(3^{P/T}-1\right)}{2}$	$\left(3^{P/T}-1\right)\times 600$	$\frac{\left(-3^{P/T}+3\right)\times 2.9}{2}+.1$
Limit(2)	$\frac{\left(3^{P/T}-1\right)}{2.8}$	$\frac{\left(3^{P/T}-1\right)\times 600}{1.4}$	$\left(\frac{-3^{P/T}+1}{2.8}+1\right)\times 2.9+.1$

P = Point in Time T = Total Time Before Decrescendo

Glissandi Should Always Rise In Pitch.

Shading Indicates Dynamic Level.
Performers Should Start at Mezzopiano and Reach as Loud as Possible Before Beginning the Decrescendo.
The Crescendo Should be Exponential.

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