Bellowing Thunder, Crimson Sky For Tenor Saxophone, Drumset and Fixd Electronics

Program Note

Bellowing Thunder, Crimson Sky was inspired by a particular storm that occurred in Ohio in the summer of 2013. Going for long walks at night has always been a favorite past-time of mine, but due to an unusually rainy summer I was unable to take many walks. One night when there was little chance of rain I decided to take my chances and go for a long walk to clear my head. When I was nearly 5 miles from home and the sun had fully set I noticed some dark storm clouds forming in the distance over the sky, which had a strange deep red tint. Thunder began to roll in and the surrounding river valley landscape began to take on an extremely sinister and ominous character. I quickened my pace to try to get home before the rain came. With each thunderclap I became increasingly worried that I was going to be caught in what looked like the nastiest storm of the summer. I finally made it home, just moments before the rain came, but the sound of the constant bellowing thunder and ambience of crickets and birds stuck with me. These are the sounds I turned to in creating the electronic portion of Bellowing Thunder, Crimson Sky, where the saxophone represents the protagonist walking through the ominous landscape and the drumset acts as a sort of connective tissue between the protagonist and the landscape, interacting with both soundworlds equally

Electronics

Bellowing Thunder, Crimson Sky can be performed two ways. One method is to play the electronics as a single audio file with the performers playing along.

Equipment needed:

Audio CD

CD player and house speaker system

The second method is to use an accompanying Max/MSP patch that allows the saxophonist to cue audio files to play. There is also the option of amplifying the saxophone (with or without reverb) to allow for better bledning between the electronics and acoustic instruments.

Equipment needed:

Condenser microphone (with stand)

XLR cable (microphone to audio interface)

Audio interface (with 2 outputs)

Laptop with Max/MSP or Max runtime

Accompanying Max patch (can be obtained by contacting the composer at jonfieldermusic@gmail.com)

Mixer (audio interface connected to mixer)

House system (mixer outputs to house system)

For Noa Even and Stephen Klunk Bellowing Thunder, Crimson Sky

Transposed Score

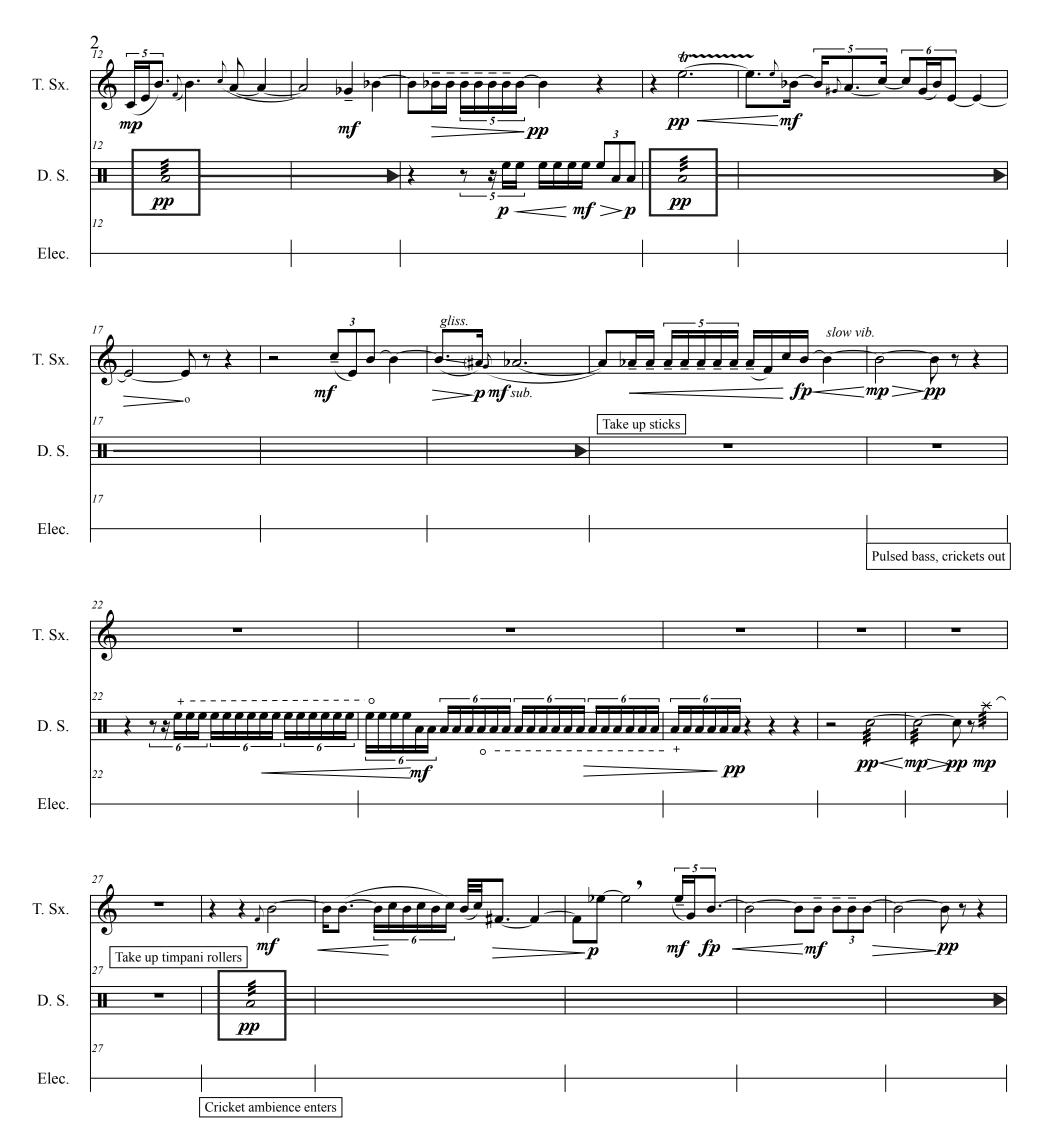
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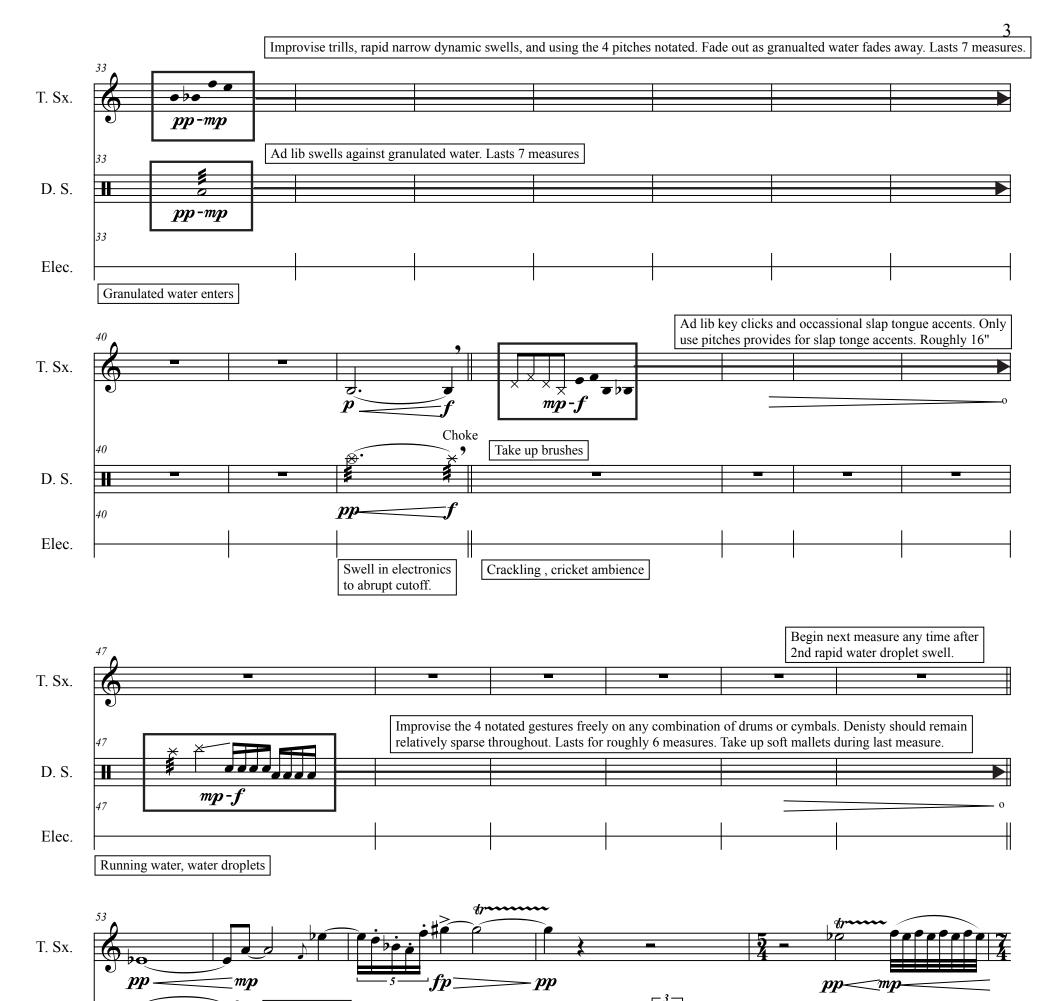
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Tenor Saxophone, Drumset, and Electronics

Jon Fielder (b. 1986) Freely, Lontano Tenor Sax. Wire brushes c. 15" Drum Set Snares off pp < mp > pp mf sub. Electronics c. 0:45 Low frequency rumble Hold A fingering throughout key click Slapt-tongue T. Sx. mfTake up sticks D. S. pp mf mpElec. c. 0:45 **Moderately** (J = 60) Watch for red dot on Max patch. 8 counts to downbeat of m 5 T. Sx. Improvise key clicks/percussive sounds; medium density; pp-mp Take up timpani rollers D. S. ppElec. Crackling panning across stereo field Loud explosion slow vib. pulsed vib. T. Sx. Dull roar. No audible attacks

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Take up sticks

Metallic chords swell into texture

D. S.

Elec.

