

Still Life *(with Resonance)*

7'20"

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2009

Soprano Saxophone
Alto Saxophone
Tenor Saxophone
Baritone Saxophone

Stereo Digital Audio Playback

Still Life (*with Resonance*)

The concept of the 'still life' as practiced by graphic artists poses an interesting problem when applied to the dynamic flow of music. In this work, the musical material consists of quick jolts of energy balanced by periods of slow, cloudlike harmonic formations that act as resonance of the former. The two ideas, while superficially developed over the course of the work, remain relatively unchanged...static. The musical objects here are viewed as Monet's haystacks, upon which the motion of light changes the personality of the immutable objects. Rather than a series of images painted or drawn to show single extracts from the changes that occur to a scene throughout a period of time, I constructed the piece to reflect *continuous* change.

NOTATION.

♯ = 1/4 tone sharp

♭ = 1/4 tone flat

♯♯ = 3/4 tone sharp

♭♭ = 3/4 tone flat

↑, ↓ = just slightly sharp or flat, respectively

All accidentals are valid until the next vertical beat line (see below).

∅ = as quietly as possible (usually $\text{>}\emptyset$) meaning "diminuendo to nothing"

RHYTHMS.

Vertical lines above the recorder and harpsichord parts indicate the passage of 1 second of absolute time. The proportional placement of notes within this space directly correlates to their placement of attack within that time. Occasionally, usage of traditional notation appears within this system (ie. flagged/beamed eighth notes, triplets, etc.) and the overall beat should be understood to be

♩=60.

Longer spaces of time (more than one second) are measured in whole seconds and are indicated by:

| 2" → |

ELECTRONIC EFFECTS

The saxophone quartet may be amplified. A small amount of reverberation may be added to aid in the blending of the acoustic instruments and the digital playback.

DIGITAL AUDIO PLAYBACK.

The digital audio portion of the work is performed by an onstage player operating Max/MSP. The patch is available directly from the composer.

The output from the onstage player's laptop should be fed into two PA cabinets that are placed slightly behind and to the outside of the quartet.

Sop

Alto

Tenor

Baritone

Tape

Playback Trigger

This system contains six staves. The Soprano staff begins with a *p* dynamic and a crescendo hairpin, followed by a *mp* dynamic. The Alto staff also starts with *p* and a crescendo, then moves to *mp*. The Tenor staff has a *mp* dynamic. The Baritone staff has two *mp* dynamics. The Tape staff has a few notes at the beginning. The Playback Trigger staff is empty.

Sop

Alto

Tenor

Baritone

Tape

Playback Trigger

This system contains six staves. The Soprano staff has a *mp* dynamic, a *mf* dynamic with a wavy line, and another *mp* dynamic. The Alto staff has a *mp* dynamic and a crescendo hairpin. The Tenor staff has a *mp* dynamic and a crescendo hairpin. The Baritone staff has a *mp* dynamic, a *slap tongue* instruction, and dynamics of *ff*, *mf*, and *ff*. The Tape staff has a few notes. The Playback Trigger staff is empty.

Sop

Alto

Tenor

Baritone

Tape

Playback Trigger

mp

mp

mp

ff

mp

f

f

Sop

Alto

Tenor

Baritone

Tape

Playback Trigger

mp

f

mp

f

mp

f

ff

ff

ff

*extremely legato,
without clear attack*

*suddenly
aggressive*

Musical score for the first system. It includes staves for Soprano, Alto, Tenor, Baritone, Tape, and Playback Trigger. The Soprano staff begins with a treble clef, a key signature of one flat, and a dynamic marking of *p*. The Alto staff begins with a treble clef and a dynamic marking of *p*. The Tenor staff begins with a treble clef and a dynamic marking of *p*. The Baritone staff begins with a treble clef and a dynamic marking of *p*. The Tape staff begins with a treble clef and a dynamic marking of *ff*. The Playback Trigger staff begins with a bass clef and a dynamic marking of *ff*. The score features a series of horizontal black bars across the vocal staves, indicating sustained notes or silences. The dynamics transition from *p* to *ff* across the system.

*again
quiet*

*suddenly
aggressive*

*again
quiet*

*suddenly
aggressive*

23" →

Musical score for the second system. It includes staves for Soprano, Alto, Tenor, Baritone, Tape, and Playback Trigger. The Soprano staff begins with a treble clef, a key signature of one flat, and a dynamic marking of *ppp*. The Alto staff begins with a treble clef and a dynamic marking of *pp*. The Tenor staff begins with a treble clef and a dynamic marking of *p*. The Baritone staff begins with a treble clef and a dynamic marking of *p*. The Tape staff begins with a treble clef and a dynamic marking of *ff*. The Playback Trigger staff begins with a bass clef and a dynamic marking of *ff*. The score features a series of horizontal black bars across the vocal staves, indicating sustained notes or silences. The dynamics transition from *ppp* to *ff* and back to *mp* across the system. A 23-inch arrow points to the right at the end of the system.

*suddenly
aggressive*

Sop *ff* *p* *1/2 step trill*

Alto *ff* *p*

Tenor *ff* *p*

Baritone *ff* *p*

Tape

Playback Trigger

Sop *f* *mp* *pp* *mp*

Alto *f* *mp* *pp* *mp*

Tenor *f* *mp* *pp* *mp*

Baritone *f* *mp* *pp* *mp*

Tape

Playback Trigger

Sop

Alto

Tenor

Baritone

Tape

Playback Trigger

Sop

Alto

Tenor

Baritone

Tape

Playback Trigger

Sop

Alto

Tenor

Baritone

Tape

Playback Trigger

Sop

Alto

Tenor

Baritone

Tape

Playback Trigger