

# Dracones

# Nursery

for Alto Saxophone and  
Live Interactive Electroacoustics

Nick Hwang

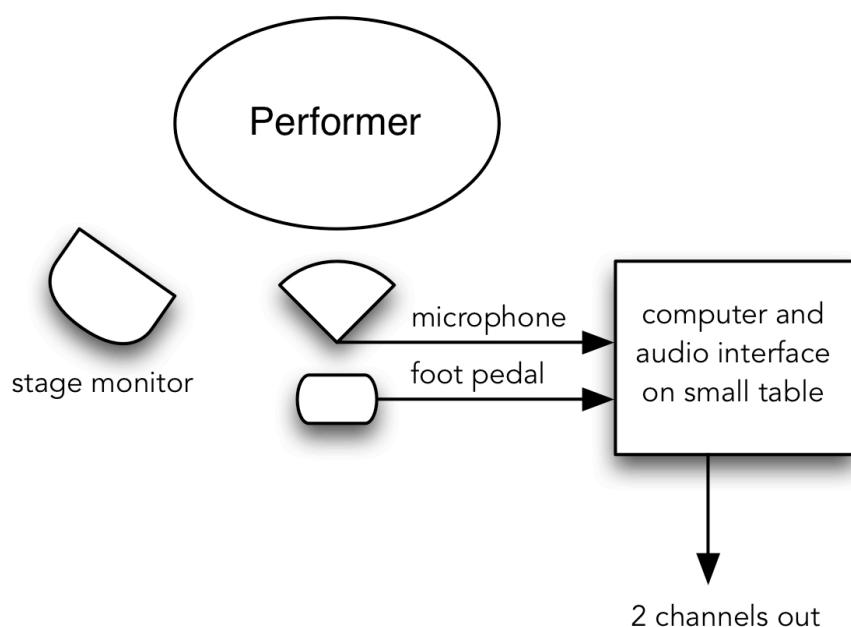
2013

# System Requirements

## Dracones Nursery requires the following equipment for performance:

- Macintosh computer running OSX with at least 1GB Ram
- Cycling 74's Max 6 (application or runtime) installed on computer  
(Obtain the patch from the composer at [nickthwang@gmail.com](mailto:nickthwang@gmail.com))
- Audio interface (Requires Mic In, Two-channel Out)
- USB foot pedal (The Pedal is set to trigger with spacebar)
- One microphone
- One stage monitor for the performer
- At least two loudspeakers set in a stereo configuration. The performer controls all electronics, so the computer and audio interface must be on stage. The microphone routes into the computer for processing. Outputs from the computer allow an engineer or assistant at the mixer to control balance levels between the amplified saxophone, reverberated saxophone (optional if needed) and live electroacoustics.

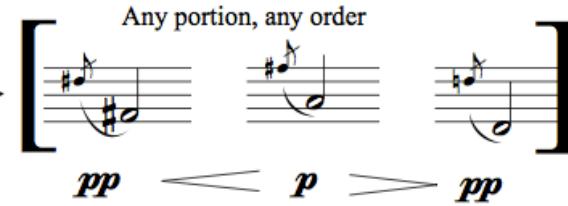
The graphic below illustrates a basic configuration:



# Performer Instructions

## Brackets

Gesture and motive segments within brackets can be played in their entirety or in sections for the time listed above them.



## Electronic Cues

The interactive electronics are based on cues advanced by the performance through wireless foot pedal.

Circled numbers represent the cue to be set.

Cues align vertically with time.

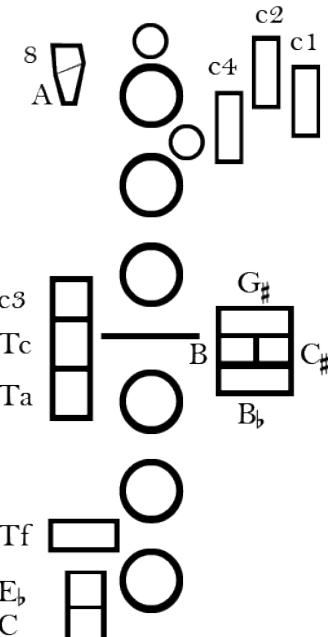
## Multiphonics

Multiphonics were referenced from Marcus Weiss and Giogio Netti's *The Techniques of Saxophone Playing*. Numbers refer to those numbers in the book.

The fingerings are ordered in how they appear in the score.

Some multiphonics may recur at different dynamic/overblow level.

Multiphonics that appear earlier in the piece (that are performed at the same level) are not re-printed.



33

*mf*

36

*f*

46

*mp*

45

*mp*

2

*mf*

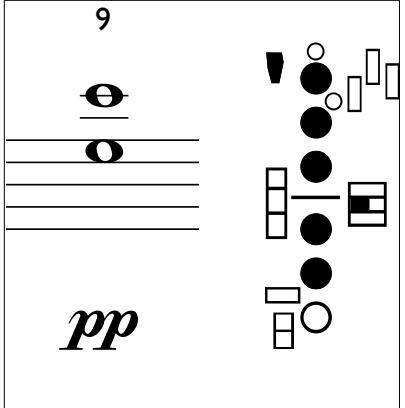
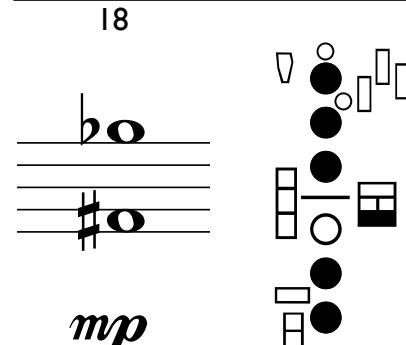
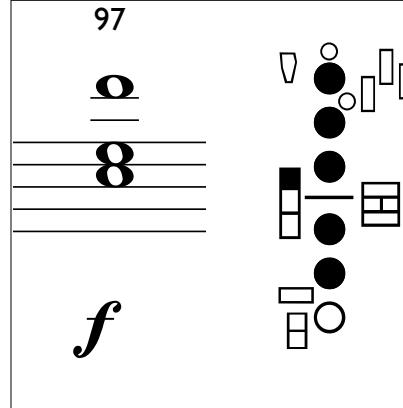
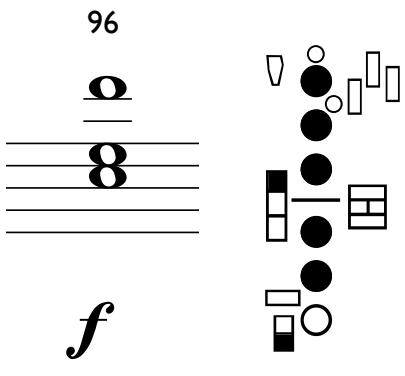
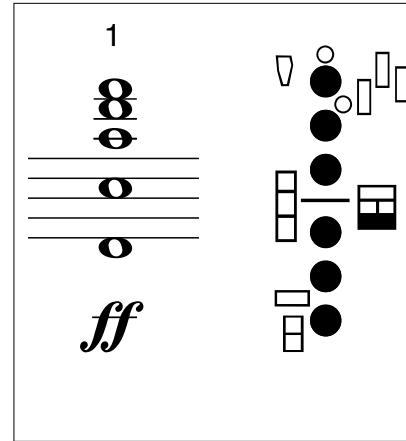
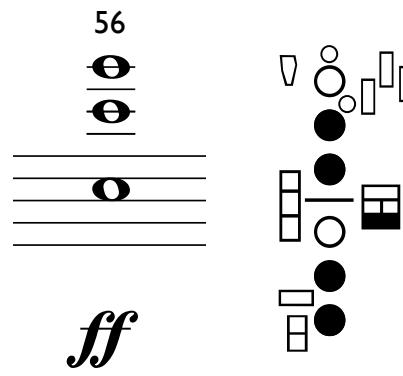
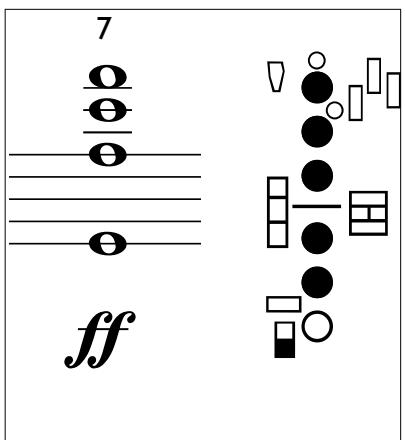
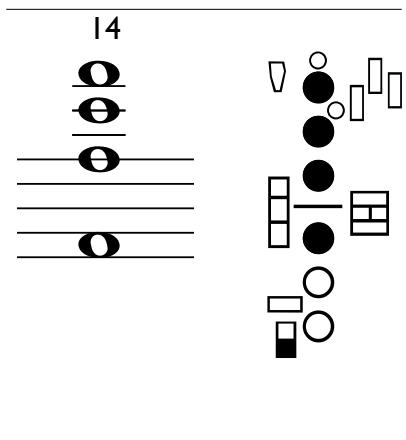
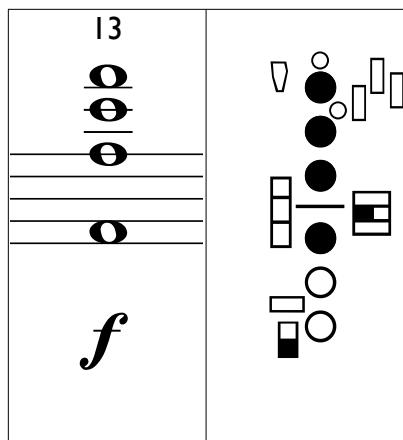
3

5

11

12

*f*



Transposed Score

Written for Taylor Barbay

# Dracones Nursery

for Alto Saxophone and Live Interactive Electroacoustics

Nick Hwang

Lapsed Time

~ :20

Alto Sax

Live Electronics

0 (0) 1 (1) ethereal drone slight delay and reverb

~ :50

Increase Density and Activity

\*a smooth lilt/lift (fingered or lipped)  
follow arrow direction, decrescendo sharply  
any natural pitch within range

Alternate "sh--" and "ta--" breath tones  
key clicks

Vary articulations between sharp attacks, staccato, and tongue slaps.

**f**

This section of the score is titled 'Increase Density and Activity'. It includes instructions for the Alto Saxophone: 'a smooth lilt/lift (fingered or lipped), follow arrow direction, decrescendo sharply' and 'any natural pitch within range'. It also includes instructions for Live Electronics: 'Alternate "sh--" and "ta--" breath tones', 'key clicks', and 'Vary articulations between sharp attacks, staccato, and tongue slaps.'. The dynamic for the Alto Saxophone is marked as **f**. The Live Electronics part is marked with two circles containing '0' and '1', with the note 'ethereal drone slight delay and reverb' below them. The time signature is indicated as ~ :20 followed by ~ :50.

Time

~ 1:05

Purposely angular and disjunct

A. Sx.

EA

~ 1:30

(2) granular clicks, shifty low drones

This section is titled 'Purposely angular and disjunct'. It features musical notation for the Alto Saxophone (A. Sx.) and Live Electronics (EA). The Alto Saxophone part includes dynamic markings such as **f**, **mf**, **ff**, **p**, **mp**, and **mf**. The Live Electronics part is marked with a circle containing '(2)' and the text 'granular clicks, shifty low drones'. The time signature is indicated as ~ 1:05 followed by ~ 1:30.

Time

~ 1:40

A. Sx.

EA

This section is indicated by a time signature of ~ 1:40. It features musical notation for the Alto Saxophone (A. Sx.) and Live Electronics (EA). The Alto Saxophone part includes dynamic markings such as **f**, **mp**, and **f**. The Live Electronics part is marked with a circle containing '(2)' and the text 'granular clicks, shifty low drones'. The time signature is indicated as ~ 1:40.

Time

**More Fluid, animal-like**

A. Sx.

*mp > p < f      mf      mp      f      ff mf*

\*Door Opens  
EA  
③ \*Door Closes

Time

**Broadening slowly**

~2:15

~2:20

A. Sx.

*mp      mf      Flz.      subito p      mf*

\*Second Door  
Opens  
EA  
④

change voicing  
at least once  
\* Second Door  
Closes, Texture  
evaporates  
⑤

Time

~2:40

A. Sx.

*mp      p*

EA

## Dracones Nursery

Time

~2:40

~2:50

**Rambunctious, with infant attitude \***

A. Sx.

*tremolo*

TUH TUH

*mp* *f ff* *mf* *7*

EA

(6)

Time

**More Rambunctious**

A. Sx.

TUH TUH

*mp* *mf* *f* *ff* *f*

EA

(7)

~3:05

Time

**Softer, subdued, but still Rambunctious**

♩ ≈ 60

A. Sx.

*p* *pp* *p* *mp*

EA

(8) Calmer texture, a more synthetic feel

Time

~3:15

A. Sx.

*pp* > *p* *3* *3*

EA

(9)

\* Separate register voices.

One register should be heavily accented, while the other smooth and wispy

$\sim 3:20$  $\sim 3:30$ 

Time

A. Sx.

*mp* sing Eb

*mp*

*p*

Flz Growl

*mp*

EA

Time

**Calm, soft, Lullabye-ish***Ad lib. Improvise melody*

*n < p > n*

*pp < p > pp*

*mp < mf > mp*

Any portion, any order

Play any or all portion(s) of each grouping,  
transitioning *ad libitum* between them.  
Insert silence at will.

EA

(10)

Time

Louder, with more activity/speed *mf**ff*

13      14

Perform segments in any order. *Ad lib* transitions.  
Insert silence at will.

EA

⑪

~5:20

~5:24

~5:35

Time

Boisterously Loud

**Slow**

Alternate "sh--" and "ta--" breath tones

key clicks

*p*      *mp*

ff

Perform Three

EA

⑫ Loud, Thick texture

⑬ Quickly thins

Time

Subtone      Ord.<sub>3</sub>      TUH      (suck)      Ord.

A. Sx. *ppp* < *p* < *f* < *mp*      *f pp* — *mf mp* — *f*

EA

(14)

~ 5:50

Time

*f* — *f* > *f* — *ff* — *mp* — *f* >

~ 6:00

Time

*mp* — *f* — *p* — *f* < *ff* — *f*

Growl      Flz. ~~~~~      Slowing and Lengthing      Flz. ~~~~~

A. Sx.

EA

Time

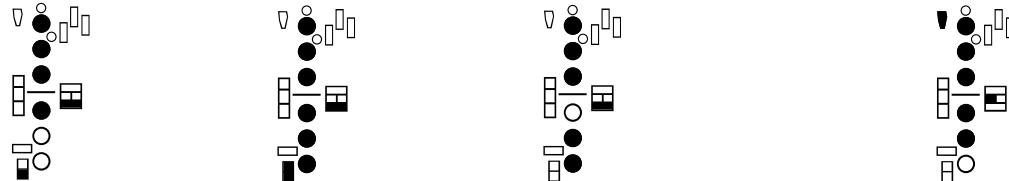
"Cha---" breath tone

A. Sx.

EA

~6:35

Time

**Gradual to calm, lints imitation the beginning child-like sounds**

A. Sx.

EA

Final Baby-Sax gesture

(15)

(16)

(17)