

42 Clarinet part highlights details in the audio part. (Boxed pitches below.)

48 *ff* *sfz* *3* *sfz* *< ff* *p* *ff > f <*

55 *ff > f <*

Randomly reorder notes. Shift among 1st, 3rd, 5th, 7th partials by embouchure permutations  $\pm$  R-key. effect sounds 1/4-tone flat

Play as fast as possible

Slurs all notes continuously.

Use vented fingerings ad lib. based on closed tube. Circular Breath if possible.

Metal Oscillations to bar 87

HoleBurling[4]

Chor + Metal Chimes

HoleBurling[4]

crackling

metal

This clarinet audio cues live clarinet and is the same material that the live clarinetist is to produce.

57 *ff* *ff > f <*

Various harmonics emphasized as before. 1/4-tone flat

Vented fingerings ad lib. as before.

cracked jingles

cracked castanets

metal

Various harmonics as before. 1/4-tone flat

Vented fingerings ad lib. as before.

63 *fff* *filter effect* *metal*

64 Slower  $\text{♩} = 43$  *sub p* *f* *mf* *partials p* *lip down* *no vibrato* *no lip down*

Alt. finger / venting Open R-key to produce 3rd, 5th & 7th partials *p* Randomly reorder

Play less fast than bar 55

crackling

panning jitter

voice

metal

subharmonic tones begin to emerge

67 *mf* *voice* *metal* *panning jitter* *ff* *voice* *pp*

Alt. finger / venting *partials p*

71  $\text{♩} = 86$  *panning jitter* *filter effect*

73 *panning jitter* *filter effect*



76

Cl. *ff* *pp* *ff* *pp* *p* *ff*

audio *high D*

80

Cl. *p* *f* *ff* *sfz* *3* *sfz* *ff* *gliss.* *non. dimin.*

audio *High frequency* *resonated screams* *garbled screams*

86

Cl. *ff* *f > p <* *ff* *f > p <* *ff* *ff > mp <*

audio *garbled screams* *Houle playing [4]* *garbled screams* *echo voices*

Cl. *ff* *ff > mp <* *ff* *ff* *12:8* *12*

audio *Crackle-dissolve* *sfz*

90

Cl. *ff* *f > mf <* *ff* *10:8* *6:4* *6* *ff* *423*

audio *Houle playing LOW* *garbled screams*