## James Weeks

Sky

for solo clarinet in B flat and electronics

University of York Music Press

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## Sky

for solo clarinet in Bb and electronics

to Andrew Sparling

**Duration** 

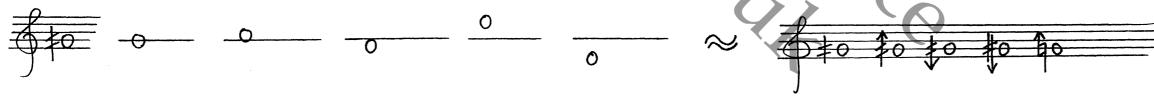
30'00

## **Performance Notes**

Sky is a canon for clarinet and electronics. The electronics should play back the clarinet part six times at a delay of one minute each time (the first canon beginning at 1'00, the last at 6'00). The clarinet part lasts 24'00, the whole piece with canons lasts 30'00. The canonic parts should be at the same dynamic as the live clarinet, ideally each one fed through a different speaker with each speaker spaced around the audience in as much of a circle as possible.

The clarinet part consists of 96 notes. Each note+rest lasts c.15 secs, with c.10 secs per note and c.5 secs per rest. Timings should not be rigid, however, and the minute markers in the score are given as a guideline only: it is permissible, even desirable, to be out by up to 15 secs or more at any time.

Pitches are arranged around a sequence of 'central pitches', shown on five-line staves. They give the pitch of the single-line staves which follow. There are five possible pitch levels for each central pitch, each step being a quartertone or less, so that the furthest pitch is <u>less than</u> a semitone away from the central pitch in either direction, thus:



There are three types of timbre:

= breath noise only

- = breathy tone (half breath, half pitch)
- O = ordinary pitch without breath

The general dynamic is pp, but each note may have a slight natural swell and fade. Additionally there are also three main types of crescendo:



Care should be taken to differentiate these.

Notes in square brackets may be omitted if stamina necessitates. The equivalent length of silence should be observed in their place.

Sky may be played with Burnham Air (oboe d'amore) and Tide (cello with Bach-bow) as Tide Trilogy.



