

VOYAGER

Michael Alcorn

For 4 -9 instruments, tape, live electronics and slide projection

high evolving texture

TAPE

INSTR

Players should be motionless during the first minute of the piece

strings only - play high pitches imitating tape sounds.

1'00"

[CLUSTER-CRES]

[1]

TAPE

CLUSTER CHORD



INSTR

From tape cue 1 until tape cue 2

Start by playing fragments at the top of the box - gradually work through these interacting with the tape and with the other performers until only the bottom fragments are heard.

The musical score for the instrument part consists of several staves. The notation includes various musical symbols such as notes, rests, and dynamic markings. A large diagonal watermark "sample page only" is overlaid on the page.

Dynamic markings include *f* (forte), *fp* (fortissimo piano), *mf* (mezzo-forte), *p* (piano), and *sfz* (sforzando). There are also markings for *sfz* and *f* at the beginning of some staves.

Other markings include *GL* (glissando) and *tr* (trill). There are also markings for *mf* and *f* at the end of some staves.

The staves are arranged in a way that suggests a sequence of fragments to be played, with some staves starting with a *f* marking and others with a *mf* marking.

2' 00"

TAPE

INSTR

TAPE

INSTR

Sample page only

TAPE

INSTR

[CLUSTER CRESC]

2

Stop!

3' 00"

3'00"

Enter one by one - always unsynchronized
Vary the attack style on each repeat

pp



Crescendo poco a poco

mf



[slow] tr

[Gradually increase trill speed]

f



4'00"

pp

sfz

tr

trill as fast as poss.

3

STOP!

[unsynchronized]

etc.