Flutter

for flute and interactive music system
2002

Robert Rowe
Program Note

*Flutter* (2002) is a piece for flute solo and an ensemble of recorded and modified sounds. The accompanying ensemble sounds evolved out of everything from recordings of the flute itself to blowtorch samples, and include both prefabricated sound files and live processing of the soloist’s performance. The title comes from a light and mobile quality I hear in the flute part, as well as a thinly disguised reference to the name of the instrument. *Flutter* is dedicated to Jacqueline Martelle, who premiered the piece.

Technical Requirements

- Apple Macintosh computer with audio I/O
- stand-alone OSX application available from composer
- microphone for the flute into computer
- stereo out from computer
- Mixer (minimum 3 channels) to house sound system
Flutter

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0: state0.aiff
reverb up

1: state1.aiff

2: state2.aiff
reverb down

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6: state6.aiff

7: state7.aiff
dinosaur up

8: state8.aiff
dinosaur down
garmonbozia down
Like the squeaks of a child's swing

14: state14.aiff
Fripper up

15: state15.aiff

16: state16.aiff

17: state17.aiff
Fripper down
21: state21.aiff
cannons up

22: state22.aiff
cannons

p < f p < f p < f
23: state23.aiff
cannons down

24: state24.aiff
dinosaur up

25: state25.aiff
dinosaur down
33: state33.aiff
delays up

34: state34.aiff

35: state35.aiff
timepitch up