alex ring gray

GEMINIDS

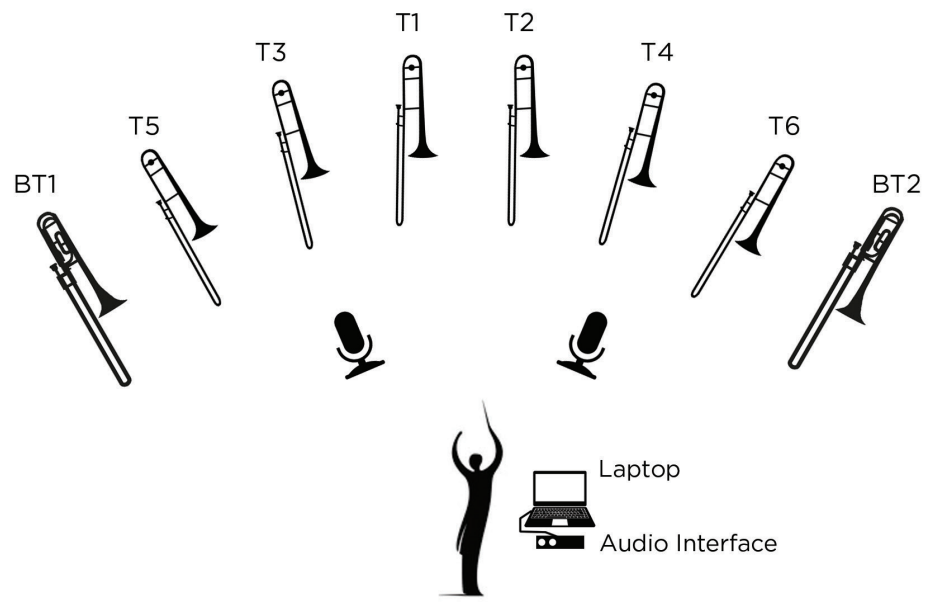
Trombone Choir + Electronics

Full Score

SIDEREAL MESSENGER MUSIC

GEMINIDS

for Trombone Choir + Electronics



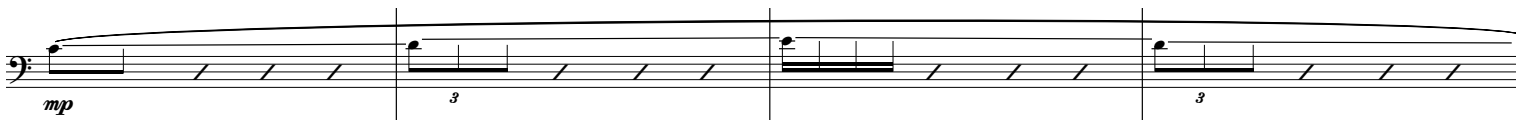
PROGRAM NOTES

The Geminids is one of the most prominent meteor showers each year. At its peak in mid-December, up to 160 meteors can be seen per hour. I have many memories with this particular shower, staying up late into the night to watch it with friends several times over the years. In this work, we see a single unified figure become broken up and disfigured, just like the 3200 Phaethon asteroid breaking into meteors and burning up in our atmosphere.

Geminids was commissioned by Franklin High School for the 2019 Music For All Chamber Music National Festival

PERFORMANCE NOTES

- The work is approximately 3'30"
- The ensemble should be spread widely across the stage
- Glissandi should take the entire duration of the starting pitch and stabilize at the final pitch
- Performers should stagger breath as needed
- Performers should shift slide positions as needed in order to perform extended slides (ie. section H)
- Section H is divided into numbered sub-sections for the conductor to cue to help performers keep their place
- In figures as below, continue to slide while tonguing the rhythm given on beat 1:



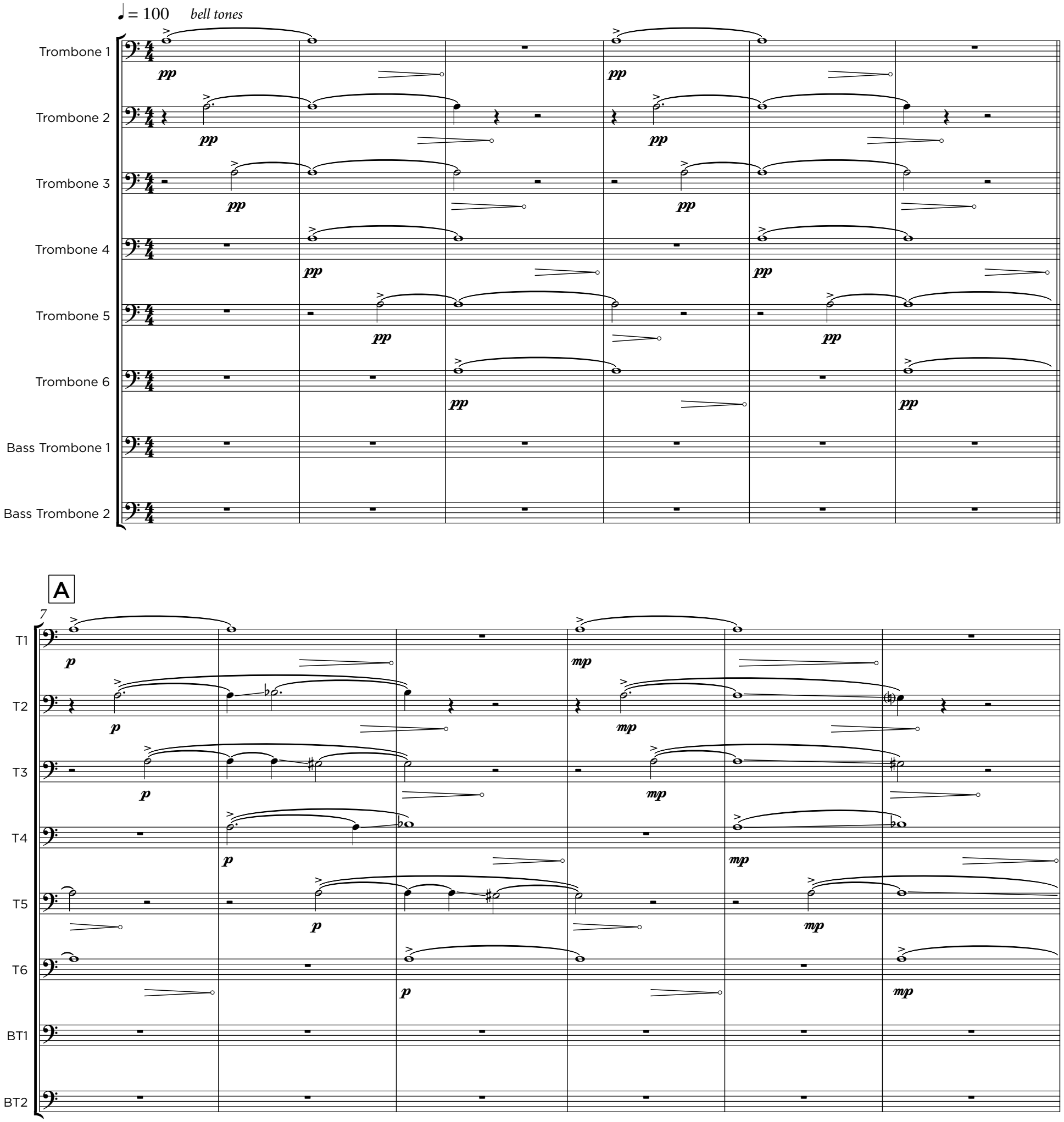
ELECTRONICS

- The ensemble should use a microphone setup that equally balances all players
- Mics run into an audio interface (connected to laptop), which outputs to on-stage speakers or venue sound system
- The electronics volume should be evenly balanced with the live ensemble
- Electronic cues are numbered in boxes in the score
- Conductor activates electronic cues in Max Patch on laptop

GEMINIDS

for the Franklin High School Trombone Ensemble

ALEX RING GRAY



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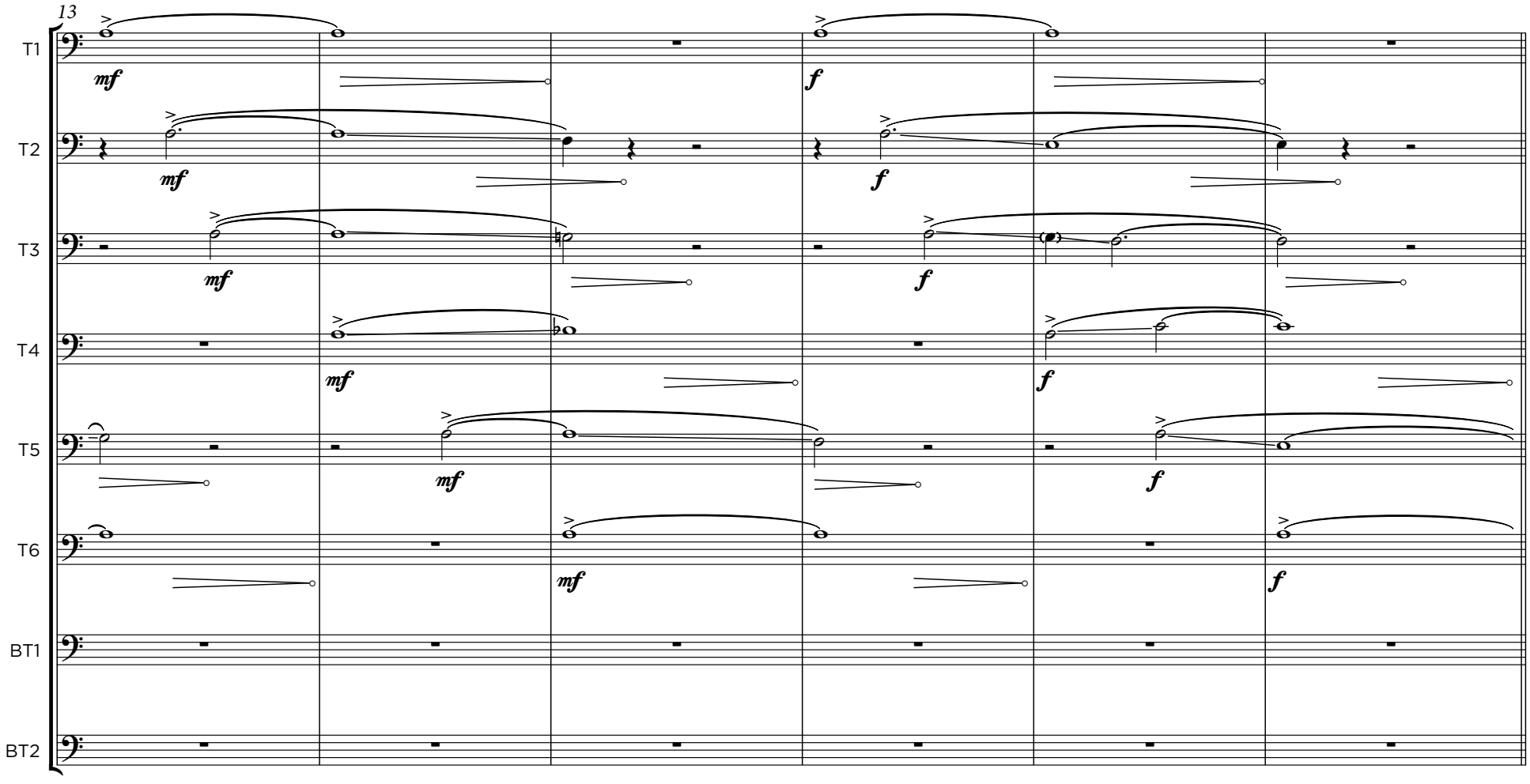
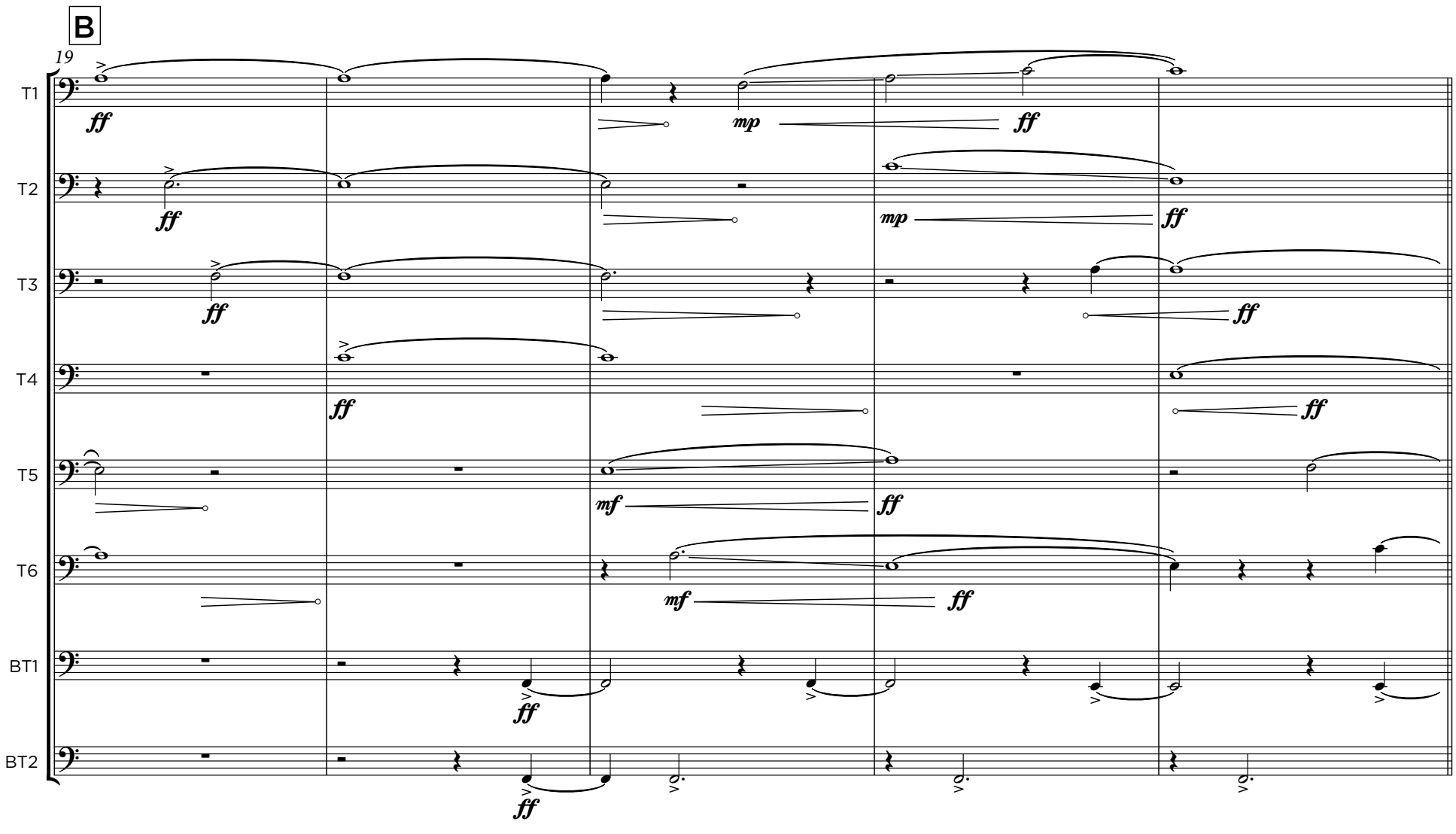

13
T1
T2
T3
T4
T5
T6
BT1
BT2
mf
f


B
19
T1
T2
T3
T4
T5
T6
BT1
BT2
ff
mp
mf

C

24

T1

T2

T3

T4

T5

T6

BT1

BT2

f

D

29

p

E

35

T1
T2
T3
T4
T5
T6
BT1
BT2

39

T1
T2
T3
T4
T5
T6
BT1
BT2

F

43

T1

T2

T3

T4

T5

T6

BT1

BT2

f

f

f

f

ff

ff

3

3

3

3

48

T1

T2

T3

T4

T5

T6

BT1

BT2

splatty

ff

splatty

ff

ff

splatty

ff

f

mf

splatty

ff

splatty

mf

splatty

ff

ff

G

1. *Pitch shift up, reverb grows*

53

T1

T2

T3

T4

T5

T6

BT1

BT2

58

T1

T2

T3

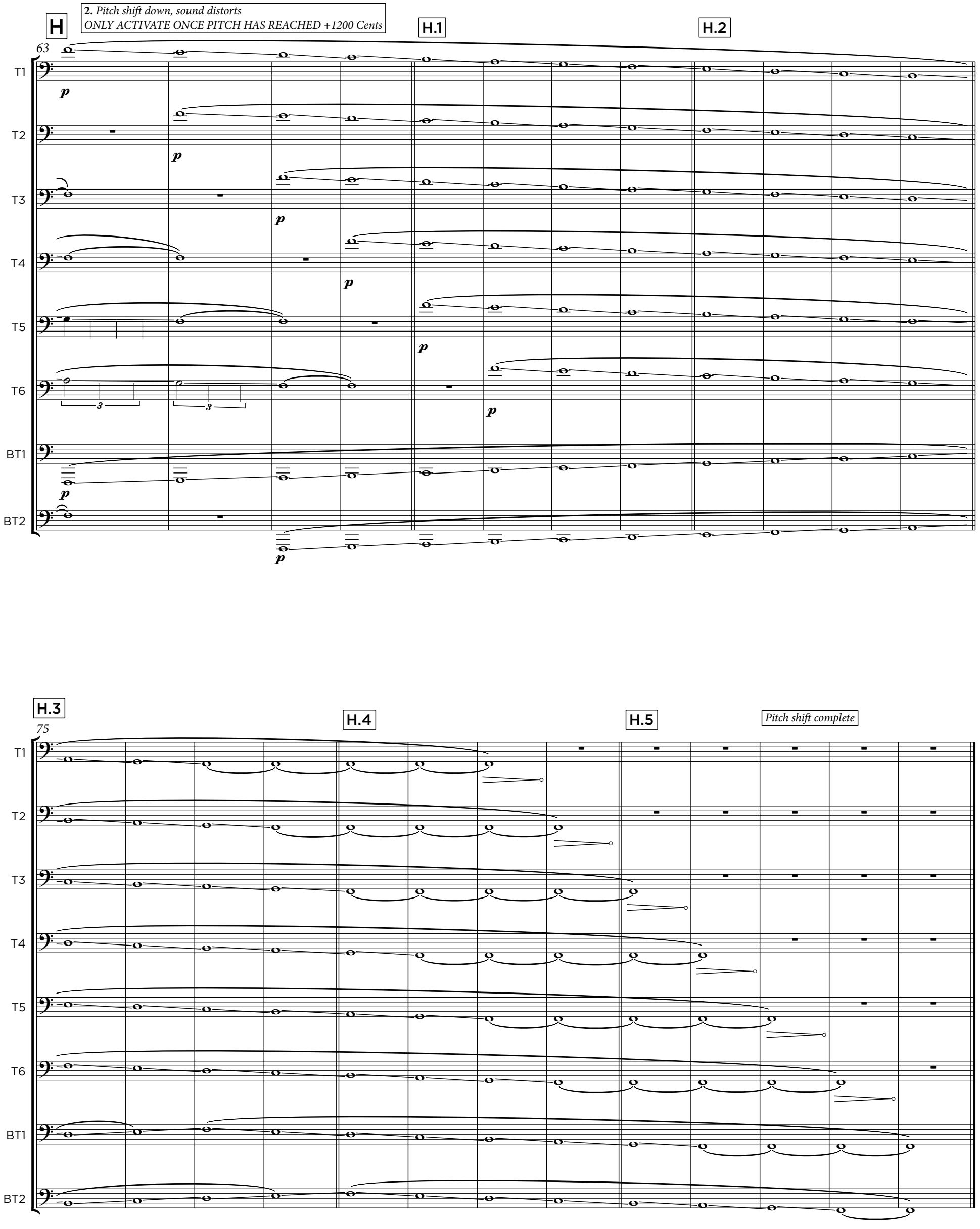
T4

T5

T6

BT1

BT2


H
2. Pitch shift down, sound distorts
ONLY ACTIVATE ONCE PITCH HAS REACHED +1200 Cents
H.1
H.2
63
T1
T2
T3
T4
T5
T6
BT1
BT2
p
3
H.3
H.4
H.5
75
Pitch shift complete