

**nathaniel bartlett**

# **networks**

**solo flute**

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# Guide to the Notation

## Time

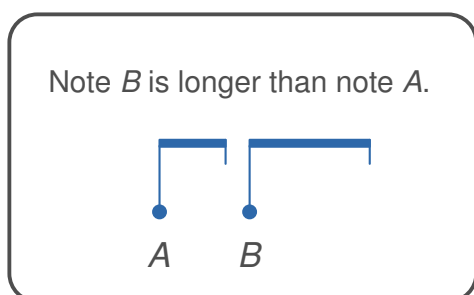
In this score, time is strictly graphically represented in the horizontal domain. Horizontal distances in the score are exactly proportional to duration. For example, a horizontal distance of 2cm represents a span of time twice as long as a horizontal distance of 1cm. The vertical gray dashed lines serve as a guide for the performer in orienting musical events in time. These dashed lines are different from conventional measure lines in that they represent specific points in time. However, the time span between two adjacent dashed lines will be referred to as a “measure.”

The time scale of the piece (“tempo”) is given at the beginning of the score.

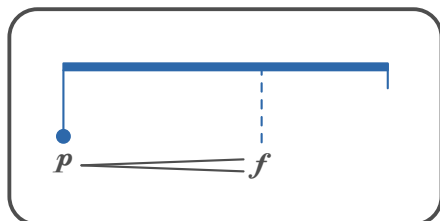
## Notes

A “note” begins at the point in time designated by the horizontal position of a stem, which is attached to a circular note head. Three different colors are used to distinguish between notes with different metrical properties: ametric notes (blue), quasi-metric notes (green), and metric notes (dark gray). “Metrical properties” are the interpretive inflections (phrasing, accentuation, grouping, etc.) implied by conventional meter and notation.

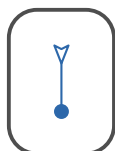
Ametric notes have no metrical properties. An ametric note's duration is graphically represented by the length of its beam. The termination of an ametric note is shown by the horizontal position of a final stem attached to the beam.



A headless dashed stem located between the first and final stems may be used to show a precise point in time, such as the exact temporal location of a dynamic marking.



Ametric notes which are to be played as short as possible are depicted with a hollow, triangular flag at the top of the note stem.







“Quasi-metric notes” (green) retain all the implications of meter and conventional notation, but move freely in time. In other words, *accelerando*, *rallentando*, etc., can be represented graphically. The end of a quasi-metric phrase is shown by a green comma.

Dark gray notes are strictly metric. These notes retain all conventional metrical properties. Like blue and green notes stems, gray note stems also indicate the temporal location of the note, thus allowing ametric, quasi-metric, and metric notes to be used in the same passage.

Grace notes are notated with smaller note heads, narrower beams (w/ 45 degree hash mark), and thinner note stems. They are to be played very quickly, but also freely and smoothly according to the performer's taste. Grace notes are “anchored” to the principal note, which has a precise temporal location. Thus, the horizontal location of a grace note's stem does not necessarily correspond to its temporal location.

# Flute Techniques

slap tongue	>
fluttersong	
whistle tone	◆ (note head)
key click	× (note head)
key click + tone	+
airy; aeolian sound	○
normal; full tone	●
bend; unspecified termination pitch	
bend; unspecified start pitch	
bend; specified pitches	

with extreme dynamic range in a reverberant acoustic space

articulation techniques ad libitum except where specified

T=40  
2/4

solo flute

(tongue)

(slap tongue)

aggressive

tranquil

abrupt dynamic changes

dim.

mf mp < f

mf mp < f

pp mf p n

pp mf f > n p cresc.

Musical staff 1: Treble clef, starting with a whole note chord. Dynamics include *(cresc.)*, *f*, *mf*, *p*, *mf*, and *p*. The staff contains various notes and rests, with some notes marked with accents.

Musical staff 2: Treble clef, starting with a whole note chord. Dynamics include *p*, *f*, *ff*, and *dim.*. Annotations include "(fluttertongue)" and "(bend)". A triplet of notes is marked with a green bracket and the number "3".

Musical staff 3: Treble clef, starting with a whole note chord. Dynamics include *p*, *mf*, *p*, *mf*, *p*, *f*, *mp*, *f*, *mf*, and *dim.*. The staff contains various notes and rests, with some notes marked with accents.

Musical staff 4: Treble clef, starting with a whole note chord. Dynamics include *(dim.)*, *p*, *mf*, and *pp*. The staff contains various notes and rests, with some notes marked with accents.

Musical staff 5: Treble clef, starting with a whole note chord. Dynamics include *n*, *f*, *p*, and *n*. The staff contains various notes and rests, with some notes marked with accents.

Musical staff 6: Treble clef, starting with a whole note chord. Dynamics include *f*, *mp*, *f*, *mp*, and *mp*. Annotations include "(2/4)" and "aggressive...". A triplet of notes is marked with a bracket and the number "3". The staff ends with the annotation "tranquil...".

mf dim. pp (pp) p cresc.

(no fluttertongue) (2/4)

(cresc.) f ff 6

tranquil (whistle tone) (key click)

(ff) mp pp p max.\*

\* max. = maximum dynamic level allowed by the technique

(click & tone)

p mf max. mf max. p f

tranquil

(f) p mf f p max.

(max.) n f max. ff n max. p cresc.

(airy; "aeolian sound")

Musical staff 1: Treble clef, starting with a crescendo leading to *ff*, then *p*, followed by a *f* section with a decrescendo, and ending with *ff* and *mf*. Includes dynamic markings and phrasing slurs.

Musical staff 2: Treble clef, starting with *n*, then *f*, *p*, followed by *n* and *max.*, and ending with *f*. Includes dynamic markings and phrasing slurs.

Musical staff 3: Treble clef, starting with *f*, then *ff*, followed by *f*, *p*, *ff*, and ending with *dim.*. Includes a "jet whistle" annotation and dynamic markings.

Musical staff 4: Treble clef, starting with *(dim.)* and *n*, then *p*, followed by *f*, and ending with *dim.* and *mf*. Includes dynamic markings and phrasing slurs.

Musical staff 5: Treble clef, starting with *(dim.)*, *p*, and *n*, then *p*, followed by *cresc.*, *mf*, *(cresc.)*, *f*, and *(cresc.)*. Includes dynamic markings and phrasing slurs.

Musical staff 6: Treble clef, starting with *(2/4)*, *(cresc.)*, and *ff*, followed by *mf*, *max.*, and *(2/4)*. Includes dynamic markings, phrasing slurs, and a 6-measure bracket.

mf ff p ff

p (p) n

mf max. f p n

aggressive tranquil f fp f p f p

mf p n ff p

ff PPP cresc. p molto ff