

NOTE: this score was made for reading on iPad so no page turn planning. If you need a page turn version - [katharine@novamara.com](mailto:katharine@novamara.com)

# A walk I do

for Carla

Alto flute (Kingma System\*) and live audio/visual animation  
Commissioned by Carla Rees with funds from the Britten-Pears Foundation

See Performance Information

Katharine Norman

## SECTION 1

00:00 00:05

Cue/Info *RED shape driven by your sound* 5

(start stopwatch at 00:00)

5 secs *poco marcato*

AltoFlute *mf* flutter ord. *p f*

5 00:25

Cue/Info *background starts to move to BLUE .....* 5

(see performance info re commas)

A. Fl *marc.* \* 1 articulated air, into flute *f niente mf f marc.*

schweeee.....ii.....\_oooooo

1. slow but forceful - changing vowel sound, ad lib. (the wind, or maybe an aural realisation of a bird overhead)

\* written for Kingma System quartertone flute. Performable on other flutes if arranged/adapted - please contact composer)

9 *BLUE background* *other colours joining.....* *RED texts*  
Cue/Info *delayed sounds building.....* 00:45 1 8 2 4 1 8

A. Fl *mp* *mf* *mf* *f* *mf* *ord.* *marc.* *non dim.*

12 *continuous processed flute (pitch/delay)* 01:05

A. Fl *mf* *f* *mp* *mf* *non dim.*

16 01:20 *ad lib. air into fl and fingered key clicks*

A. Fl *f* *mp*

The image shows a musical score for a flute, divided into three systems. Each system has a 'Cue/Info' line and a musical staff labeled 'A. Fl'.  
System 1 (measures 9-11): The 'Cue/Info' line includes a bar line, the text 'BLUE background', 'other colours joining.....', 'RED texts', and a timecode '00:45'. The musical staff starts with a treble clef, a key signature of one sharp (F#), and a 2/4 time signature. It features dynamics of *mp*, *mf*, and *f*, with a 'marcato' (*marc.*) section. There are two circled cues. A fingering chart for the right hand shows notes G4, A4, B4, C5, D5, E5, F5, G5 with fingerings 2, 3, 4, 1, 2, 3, 4, 1. A 'M' marking is present above the staff.  
System 2 (measures 12-15): The 'Cue/Info' line includes a bar line, the text 'continuous processed flute (pitch/delay)', and a timecode '01:05'. The musical staff has a treble clef, a key signature of one sharp, and a 3/8 time signature. Dynamics include *mf*, *f*, *mp*, and *mf*. It includes an 'ord.' (order) marking and a 'non dim.' instruction.  
System 3 (measures 16-18): The 'Cue/Info' line includes a bar line, a timecode '01:20', and the text 'ad lib. air into fl and fingered key clicks'. The musical staff has a treble clef, a key signature of one sharp, and a 3/8 time signature. It starts with a dynamic of *f* and a triplet of eighth notes, then transitions to *mp* with a series of eighth notes marked with 'x' for key clicks. There are two circled cues.

19

Cue/Info **H** 7  
8

A. Fl *mf* *f*

**SECTION 2**

'it starts' .....(large WHITE text)  
'at my front door' (BLUE text)

21

Cue/Info **H** 5  
8 01:35

In this section exploit full range of dynamics and observe  
Avoid playing always loud to 'keep up' with audio processing. You are often 'slower' than what surrounds you - until near the end.  
Long trem., fast key clicks.

A. Fl *mp* *f* *p* *f*

trem.

breath + key clicks  
fast

5 5 5

DENSE audio and visual texture builds throughout - processed flute  
LARGE dark red text in centre of screen starts - (driven by you)

23

Cue/Info

02:00

A. Fl

*p* *f* *sf*

trem.

fast, air plus key clicks

5

24

Cue/Info

A. Fl

*p* *f* *f*

trem.

key clicks, percussive,  
R/L striker keys ad lib

25

Cue/Info

A. Fl

trem.

key clicks R/L sim, ad lib.

fast trill

rit....

*mp* *f* *f* *p*

27

Cue/Info

A. Fl

trem.

*f*

28

Cue/Info

02:35

A. Fl

trem.

*mp*

*f*

ad lib.

29

Cue/Info

02:45

A. Fl

ord.

*f*

*ff*

fingered keyclicks with breath/pitch - fast

Cue/Info **32** *ffff* *FALLING words.....fast* *PURPLE background LARGE WHITE TEXTS*

A. Fl *f* *mp* *f* *ord.*

Cue/Info **37** *PINK/RED* *ffff*

A. Fl *mf* *ff* *ffff*





throughout this section: slow moving lines/breathy bell sounds, your stops and starts trigger them - multiphonics should take time.  
 Place them where audio 'subsides', build up again with much faster, louder materials as indicated.  
 Ad lib - score shows rough timing only - timings are free.

**SECTION 3**

49

Cue/Info

03:41

03:52

04:00

'it-started' (BLUE)

'when I was recovering' (BLUE)

03:47 (approx - when sound subsides, blue lines)

TACET: Stand still

meno mosso

# $\bar{1}$

\* 1

D#

A. Fl

*mp*

52

Cue/Info

3/4

2/4

BACKGROUND.....-> ORANGE.

\* 2

A. Fl

*mf*

*mp*

*mp*

*mp*

*f*

1. for all multiphonic bars: slow/no tempo - instability is good.  
 In this section, listen and start multiphonics when audio processing subsides.

2. for all similar bars, appoggiature group almost flutter, bring out semitone,  
 observe rests, faster tempo than surrounding material

54 **'having lost' (BLUE)** 04:08

Cue/Info  $\text{H} \frac{2}{4}$   $\frac{4}{4}$   $\frac{2}{4}$

A. Fl *mf* *fast* *mp* *mp* *mp* *mp*

Detailed description: This block contains the musical score for the first section, 'having lost' (BLUE). It starts at measure 54. The top staff is a 'Cue/Info' line with a double bar line and a 2/4 time signature. Below it, a box contains the timecode '04:08'. To the right, there are two 4/4 time signatures and a final 2/4 time signature. A dashed line with a curved end spans across the top of the score. The bottom staff is for the Flute (A. Fl) in treble clef. It begins with a 2/4 time signature and a mezzo-forte (*mf*) dynamic. The first two measures contain rests. The third measure has a quarter note G4. The fourth measure has a quarter rest. The fifth measure changes to a 4/4 time signature and a mezzo-piano (*mp*) dynamic, with a 'fast' tempo marking. It contains a sixteenth-note triplet starting on G4. The sixth measure has a quarter rest. The seventh measure has a sixteenth-note triplet starting on A4. The eighth measure has a quarter rest. The ninth measure has a sixteenth-note triplet starting on B4. The tenth measure has a quarter rest. The eleventh measure has a sixteenth-note triplet starting on C5. The twelfth measure has a quarter rest. The thirteenth measure has a quarter note G4 with a fermata. The fourteenth measure has a quarter rest. The final measure has a quarter note G4 with a fermata, circled in black. A circled comma is placed above the final note.

56 **'everything' (WHITE TEXT)** 04:18


Cue/Info  $\text{H} \frac{2}{4}$   $\frac{4}{4}$   $\frac{2}{4}$

A. Fl *mf* *fast* *f* *mf* *mf* *mp*

*BLUE texts..... ORANGE BACKGROUND.....moving lines.....*

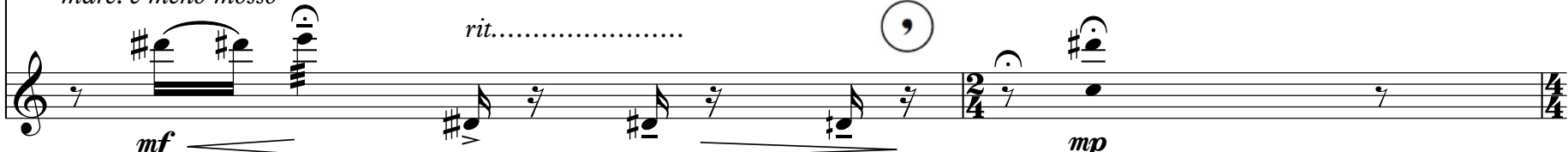
Detailed description: This block contains the musical score for the second section, 'everything' (WHITE TEXT). It starts at measure 56. The top staff is a 'Cue/Info' line with a double bar line and a 2/4 time signature. Below it, a box contains the timecode '04:18'. To the right, there are two 4/4 time signatures and a final 2/4 time signature. A dashed line with a curved end spans across the top of the score. The bottom staff is for the Flute (A. Fl) in treble clef. It begins with a 2/4 time signature and a mezzo-forte (*mf*) dynamic. The first two measures contain rests. The third measure has a quarter note B3. The fourth measure has a quarter rest. The fifth measure changes to a 4/4 time signature and a forte (*f*) dynamic, with a 'fast' tempo marking. It contains a sixteenth-note triplet starting on B3. The sixth measure has a quarter rest. The seventh measure has a sixteenth-note triplet starting on C4. The eighth measure has a quarter rest. The ninth measure has a sixteenth-note triplet starting on D4. The tenth measure has a quarter rest. The eleventh measure has a sixteenth-note triplet starting on E4. The twelfth measure has a quarter rest. The thirteenth measure has a sixteenth-note triplet starting on F4. The fourteenth measure has a quarter rest. The fifteenth measure has a quarter note B3 with a fermata. The sixteenth measure has a quarter rest. The final measure has a quarter note B3 with a fermata, circled in black. A circled comma is placed above the final note. Above the score, the text '*BLUE texts..... ORANGE BACKGROUND.....moving lines.....*' is written in italics.

58 04:30


Cue/Info 

*marc. e meno mosso*


*rit.....*

A. Fl 

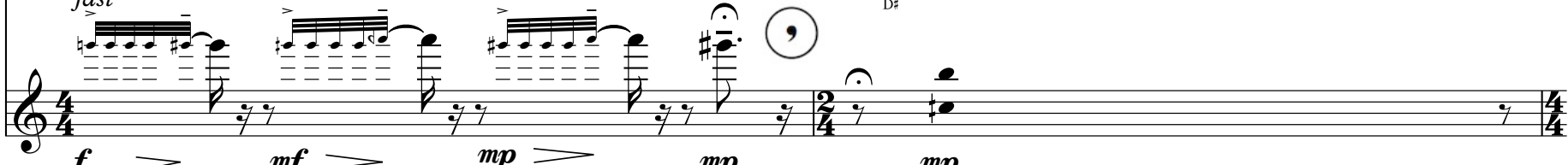
*mf* *mp*




60

Cue/Info 

*fast*

A. Fl 

*f* *mf* *mp* *mp* *mp*



62 .....dark ORANGE background.....slow blue words ..... moving lines occasionally

Cue/Info **4/4** **2/4**

A. Fl *fast - but slower than previously* *meno mosso*

*mp* *mp* *mp* *mp* *f*

5

,

64 'a way to gather strength' (WHITE)

Cue/Info **4/4** **4:48** **2/4**

A. Fl *fast - but slower than previously*

*mp* *f* *mf* *mp* *mp*

E $\flat$ /B  
D $\sharp$

66

Cue/Info  $\text{H} \frac{2}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

A. Fl1

*mp* *f* *pp* *niente* *rit...*

*tr* *fast* *più mosso ma sotto voce*

72

Cue/Info  $\text{H} \frac{3}{4}$   $\frac{4}{4}$   $\frac{3}{4}$

05:20

A. Fl1

*mf* *p* *mf*

*meno mosso ord.* *soft stacc., sotto voce* *a tempo, cantab.* *rit. molto.....*

omit or shorten if behind

76 *slowing texture....Bells, blue lines.....SLOWING*

Cue/Info

A. Fl

81 *.....dark GREEN BACKGROUND.....*

**'with nature' (BLUE text)** **'having time' (WHITE)**

Cue/Info

A. Fl

85 *screen fades to BLACK - words going* *(moving RED shape (you...))*

Cue/Info **||**  $\frac{5}{4}$  05:52

breathy/open tone  
*più mosso ma sotto voce*  
omit or shorten if behind

A. Fl

*mf* *rit...* *5* *ord.* *tr*

in this section observe contrasts of dynamics and tempo carefully - the tempo should be quite 'fast' but observe pauses where indicated - i.e. stop playing, allow more 'space' - don't feel the need to play continuously.

**SECTION 4**

**'you get to the river' (WHITE)**

*.....background becoming orange.....*

87 *.....BLUE RIVER APPEARS.....* **'to the river' (WHITE)**

Cue/Info **||** 06:01  $\frac{2}{4}$  06:15

A. Fl

*tr* *mp* *p* *f* *p* *mp* *5* *cantab., expansive*

92

Cue/Info **.....DELAYED sounds start building.....** 06:30

A. Fl

*p* *rit...* *mp* *più mosso* *mf* *accel.....*

breathy/open tone, slight flutter, accel then rit

96

Cue/Info *FLOATING texts ..... building.....layers* **(dense audio texture.....building)**

A. Fl

*mp* *rit....* *cantab., expansive ord.* *f* *sf*



98

Cue/Info

A. Fl

air/clicks

*più mosso*

*f*

*pp*

'echo', faster, thin tone

*f*

*fp*

*cantab.*, expansive ord.

101

Cue/Info

A. Fl

*con moto (più mosso)*

breathy/open tone

accel...molto.....

rit....

104

Cue/Info

A. Fl

*poco meno mosso*  
ord.

*fp* *fp* *fp* *f* *fp* *mp*

*cantab., but moving on*

107 words start to take off MOVE OFF SCREEN...flurries.....

Cue/Info

07:21

07:29

A. Fl

*faster, sotto voce*

*cantab. but moving on*

*tr*

*GREEN, GREY, BLUES, whites, MOVING*

*mp* *mf* *mf*

SECTION 5

07:40

111

Cue/Info

A. Fl

(cut short, or repeat ad lib - or part of it - 8ve lower 2nd time)  
Observe pause after - but cut short slightly if you are behind

sotto voce, legato

sub. più mosso, move on

*f* *fp* *p*

116

Cue/Info

A. Fl

*mp* *pp* *rit....*





134

Cue/Info **12/8** **09:40** **3/4** **'nests get washed away'**

*cantab., more expansive*

A. Fl *mp* *mf* *mp* *mp* *dim....*

*port.*

*fast trem*

138

Cue/Info **4/4** **09:45** **2/4** **09:59** **6/4** **'but eventually succeed'** **'a combination'**

*breath/key (finger lower note only and hold G fingering)*

*very slow ord.*

A. Fl *f* *mp*

**B**

**C#CB**

141 **'of persistence and determination'**

Cue/Info **6/4** **10:03**

(as for opening of piece)

A. Fl1 *mf*

142 **'a walk I do' (RED)** *text flies off screen.....*

Cue/Info **10:12** **10:20 ----->**

A. Fl1 *mp* *port.* *mp*

(it doesn't matter if you end before or after the visuals,  
just keep going then pause - stand silent/still until no visual/audio activity  
- then end)