

While it was raining in the woods

for saxophone and computer

by Jacob Thiede

Winter 2015

Listen to a recording at:
jacobthiede.com/music/raining

Published by © 2015 Jacob Theedee Music (ASCAP)
Copying of this score (physical or digital) is prohibited
ASCAP Work ID:
889330177

P r o g r a m N o t e s

While it was raining in the woods was created as a result of many trials and experimentations with live electronics. Ultimately, I would be influenced by certain choice-based games such as "Until Dawn" and "Life is Strange." I wanted my music to be like an ongoing event, where every choice influences multiple aspects of the work ("consequential music," if you will). The player chooses between diatonic pitches and "non" diatonic pitches to result in different alterations to the music.

While it was raining in the woods

by Jacob Thiede

 $\text{♩} = 60$

1 air and tongue only
resulting in an incredibly quiet subtone

Alto Saxophone

p

2 slow granulation,
turns into harmonic (raining) landscape

ASx

ASx

pp

ASx

mp

ASx

ASx

While it was raining in the woods - Score - p. 2/5

ASx 17

mf *p*

ASx 22

mf

ASx 26

3 5

ASx 29

3 5 *f*

ASx 31

3 7

While it was raining in the woods - Score - p. 3/5

33 ASx

3 "Raining" sounds quiet
"Woods" sounds start

ff *f* *p*

37 ASx

o = 7" Pick any notes within cluster

mf pp *n* *f pp* *n* *mf pp* *n*

40 ASx

o = 5"

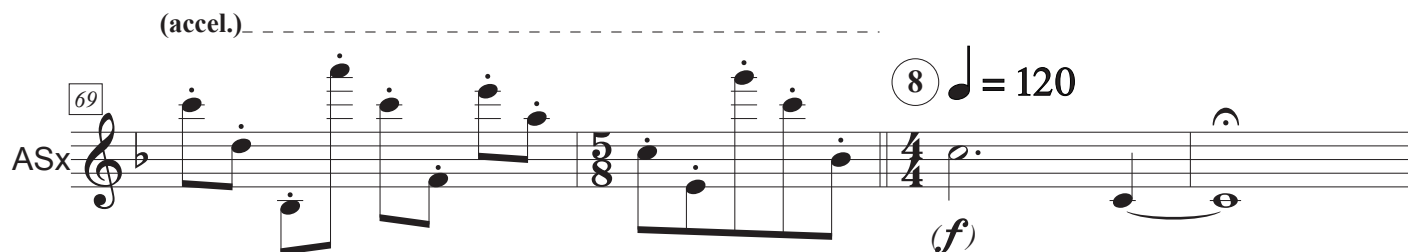
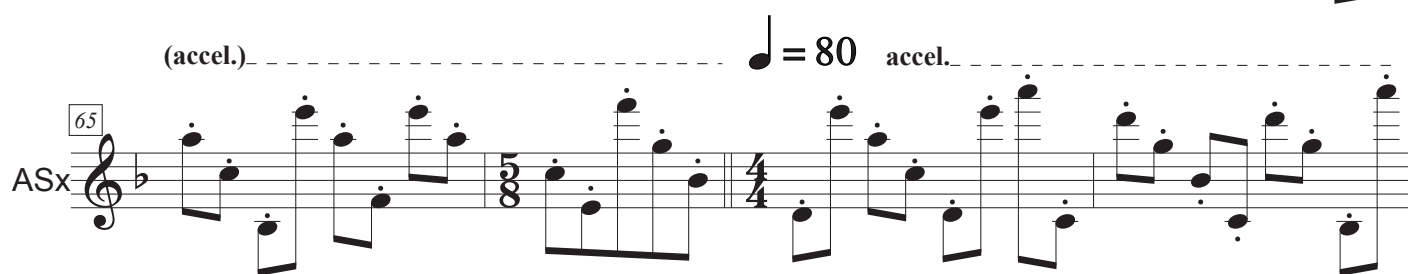
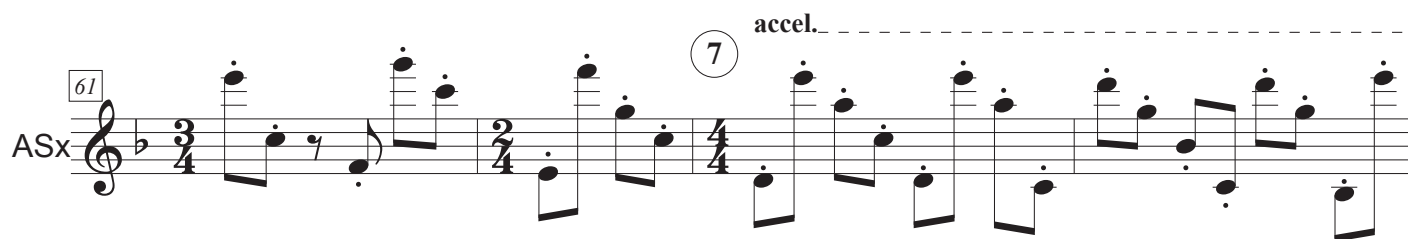
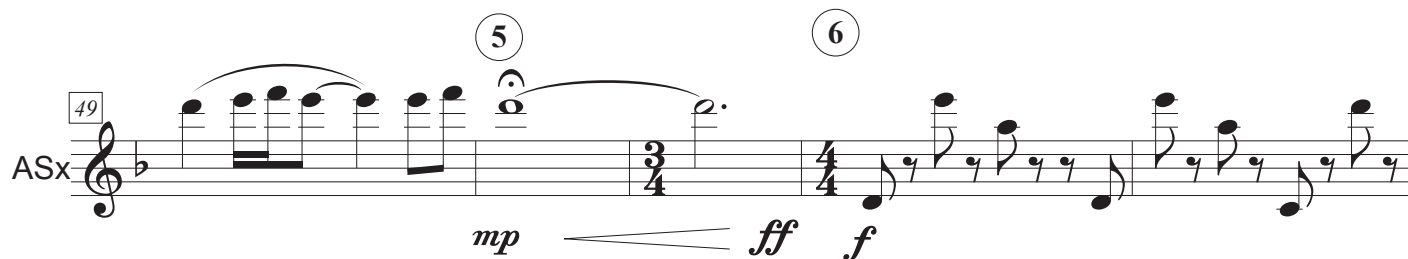
f pp *n* *mf pp* *n* *f pp* *n*

43 ASx

mf pp *n* *f pp* *n* *mf pp* *n*

While it was raining in the woods - Score - p. 4/5

④ ♩ = 60, play indicated note



While it was raining in the woods - Score - p. 5/5

9

Intense, loud
overdrive and pitch shift

