

Bitscapes

For 3-Part Adaptable Ensemble,
Percussion, & Fixed Media

Perusal Score
Not for Performance

Jennifer E. Rose

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Parts

Flute/Oboe/Violin
Bb Clarinet/Trumpet/Tenor Sax/Baritone T.C.
Bass Clarinet
Alto/Bari Saxophone
Horn in F
Viola
Bassoon/Trombone/Euphonium/Cello/Bass
Tuba
Mallets
Percussion 1: Splash & Suspended Cymbal/Bass Drum
Percussion 2: Triangle, Vibraslap, Wind Chimes

Audio Files

Bitscapes - Full Ensemble & Fixed Media

Bitscapes - Percussion & Fixed Media
(performance track w/percussion if needed)

Bitscapes - Fixed Media Only
(performance track)

Not for Performance

Performance notes:

“Bitscapes” is a piece for any combination of instruments, including winds, strings, and mallet percussion and fixed media. This piece can be performed with as few as three players and parts are entirely adaptable. I encourage you to adapt this piece and each part for your ensemble, which will allow for a truly unique performance.

Program notes

“Bitscapes” builds off of sounds indicative of popular 8-bit gaming systems of the 1970s and 80s. Beginning with a simple sine wave along with the sounds of the instrumental ensemble, this piece paints a sonic landscape of a retro style known as Chiptunes or BitPop that originated in the mid 1970s.

Bitscapes

For Three Part Adaptable Ensemble,
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by Jennifer E. Rose

$\text{♩} = 96$ 5

1 Analog Synth *mp*

Flute/
Oboe/
Violin

2

3

1 Analog Synth (Bass Clarinet written 8vb) *mp*

Cl./Bs. Cl/
T. Sax/Tpt.

2

3

1 Analog Synth *mp*

Alto Sax/
Bari Sax

2

3

1 Analog Synth *mp*

Horn

2

3

1 Analog Synth *mp*

Viola

2

3

1 Analog Synth (Tuba written 8vb) *mp*

Bssn./Trbn./
Euph./Tuba/
Cello/Bass

2

3

Mallets

Percussion 1
Splash/Sus. Cymbal
Bass Drum

Percussion 2
Triangle
Vibreslap
Wind Chime

1 *mp* 2 3 4 5 6 7 8

Bitscapes

9 13

1 FL./Ob./ Vln.

2 *mp*

3 *mp*

1 CL./Bs. Cl/ T. Sax/Tpt.

2 *mp*

3 *mp*

1 A. Sax/ B. Sax

2 *mp*

3 *mp*

1 Horn

2 *mp*

3 *mp*

1 Vla.

2 *mp*

3 *mp*

1 Bssn./Trbn. Euph./Tuba/ Cello/Bass

2 *mp*

3 *mp*

Mal.

Perc. 1

Perc. 2

9 10 11 12 13 *mf*

Bitscapes

The musical score for "Bitscapes" is arranged for a large ensemble. It features the following parts:

- Flute/Oboe/Viola (Fl./Ob./Vln.):** Three staves (1, 2, 3) in the top section.
- Clarinet/Bassoon/Clarinet in B-flat/Tenor Saxophone/Trumpet (Cl./Bs. Cl./T. Sax/Tpt.):** Three staves (1, 2, 3) in the second section.
- Alto Saxophone/Bass Saxophone (A. Sax/B. Sax):** Three staves (1, 2, 3) in the third section.
- Horn:** Three staves (1, 2, 3) in the fourth section.
- Viola (Vla.):** Three staves (1, 2, 3) in the fifth section.
- Bassoon/Trumpet/Euphonium/Tuba/Cello/Bass (Bssn./Trbn. Euph./Tuba/Cello/Bass):** Three staves (1, 2, 3) in the sixth section.
- Maracas (Ma1.):** One staff in the seventh section.
- Percussion 1 (Perc. 1):** One staff in the eighth section.
- Percussion 2 (Perc. 2):** One staff in the ninth section.

The score is written in a key signature of three flats (B-flat, E-flat, A-flat) and a common time signature (C). It includes various musical notations such as slurs, ties, and triplets. A large, semi-transparent watermark reading "Perusal Score Not for Performance" is overlaid across the center of the page. The page number "4" is located at the top left, and the title "Bitscapes" is centered at the top. The bottom of the page shows measure numbers 20, 21, 22, 23, and 24.

Bitscapes

28

32

1 Fl./Ob./ Vln.

2 Cl./Bs. Cl/ T. Sax/Tpt.

3 A. Sax/ B. Sax

1 Horn

2 Vln.

3 Bsn./Trbn. Euph./Tuba/ Cello/Bass

1 Mal.

2 Perc. 1

3 Perc. 2

25 26 27 28 29 31 32

p

Bitscapes

1
2
3
FL./Ob./
Vln.

1
2
3
Cl./Bs. Cl/
T. Sax/Tpt.

1
2
3
A. Sax/
B. Sax

1
2
3
Horn

1
2
3
Vla.

1
2
3
Bssn./Trbn.
Euph./Tuba/
Cello/Bass

Mal.

Perc. 1

Perc. 2

mp

mp

mp

mp

mp

mp

p

p

mp

mp

p

Wind Chime

35 36 37 38 39 40 41 42 43

Perusal Score
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Bitscapes

44

accel.

Fl./Ob./
Vln.

1 *mf*

2 *mf*

3 *mf*

Cl./Bs. Cl/
T. Sax/Tpt.

1 *mf*

2 *mf*

3 *mf*

A. Sax/
B. Sax

1 *mf*

2 *mf*

3 *mf*

Horn

1 *mf*

2 *mf*

3 *mf*

Vla.

1 *mf*

2 *mf*

3 *mf*

Bssn./Trbn.
Euph./Tuba/
Cello/Bass

1 *mf*

2 *mf*

3 *mf*

Mal.

mp < mf

Perc. 1

Perc. 2

mf

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Bitscapes

55 ♩ = 112

Fl. / Ob. / Vln.

1 *mp*

2 *mp*

3 *mp*

Cl. / Bs. Cl. / T. Sax / Tpt.

1 *mp*

2 *mp*

3 *mp*

A. Sax / B. Sax

1 *mp*

2 *mp*

3 *mp*

Horn

1 *mp*

2 *mp*

3 *mp*

Vla.

1 *mp*

2 *mp*

3 *mp*

Bssn. / Trbn. / Euph. / Tuba / Cello / Bass

1 *mp*

2 *mp*

3 *mp*

Mal.

mp *cresc.*

Perc. 1

Perc. 2

55 56 57 58 *mp* 59 *cresc.* 60 61 62

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Bitscapes

63

1 *ff*

2 *ff*

3 *ff*

Fl./Ob./
Vln.

1 *ff*

2 *ff*

3 *ff*

Cl./Bs. Cl/
T. Sax/Tpt.

1 *ff*

2 *ff*

3 *ff*

A. Sax/
B. Sax

1 *ff*

2 *ff*

3 *ff*

Horn

1 *ff*

2 *ff*

3 *ff*

Vla.

1 *ff*

2 *ff*

3 *ff*

Bssn./Trbn.
Euph./Tuba/
Cello/Bass

1 *ff*

2 *ff*

3 *ff*

Mal.

1 *ff*

2 *ff*

3 *ff*

Perc. 1

Perc. 2

63 64 65 66 67 68 69

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Bitscapes

71

Fl./Ob./
Vln.

Cl./Bs./Cl/
T. Sax/Tpt.

A. Sax/
B. Sax

Horn

Vla.

Bssn./Trbn.
Euph./Tuba/
Cello/Bass

Mal.

Perc. 1

Perc. 2

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