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)

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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.

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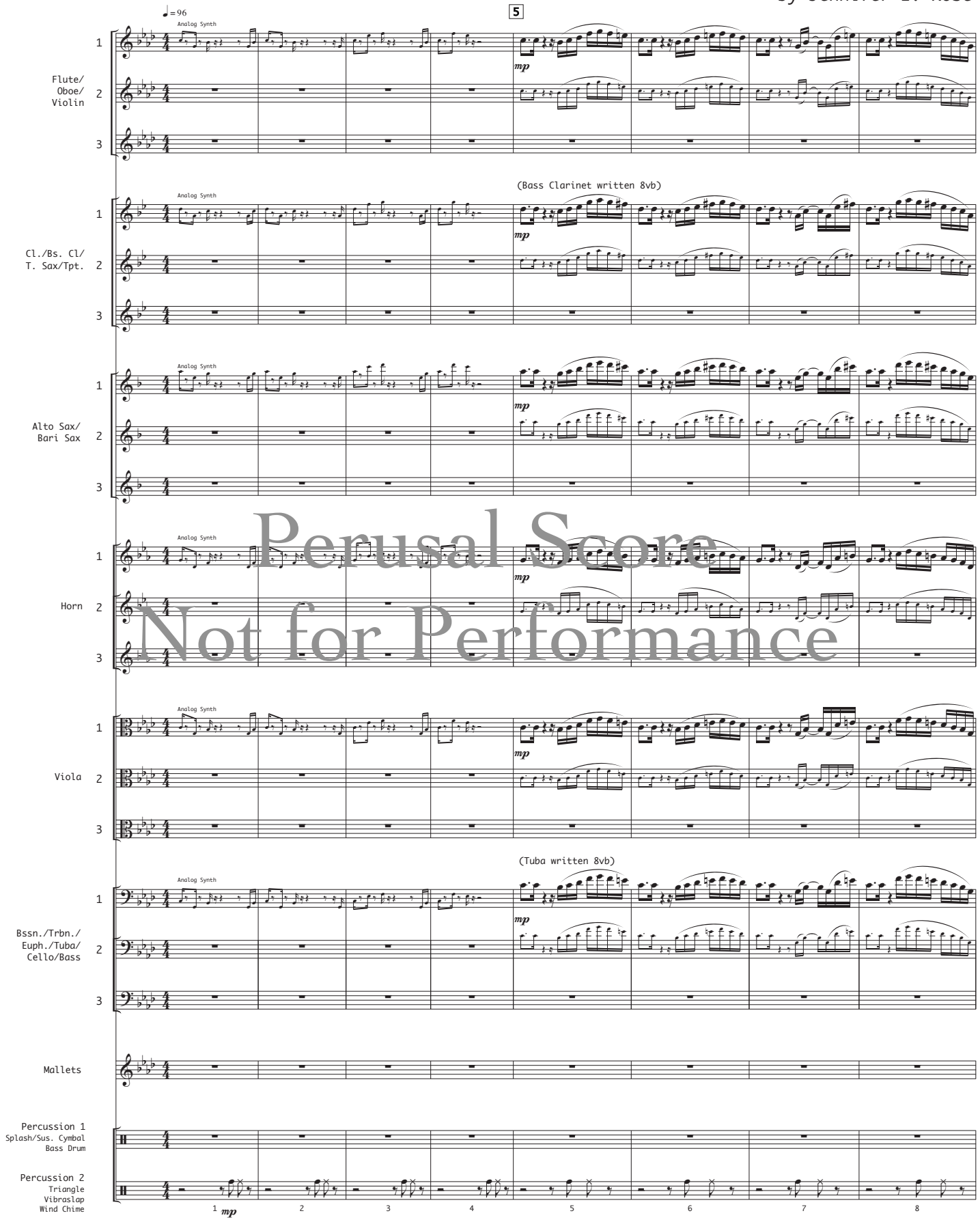

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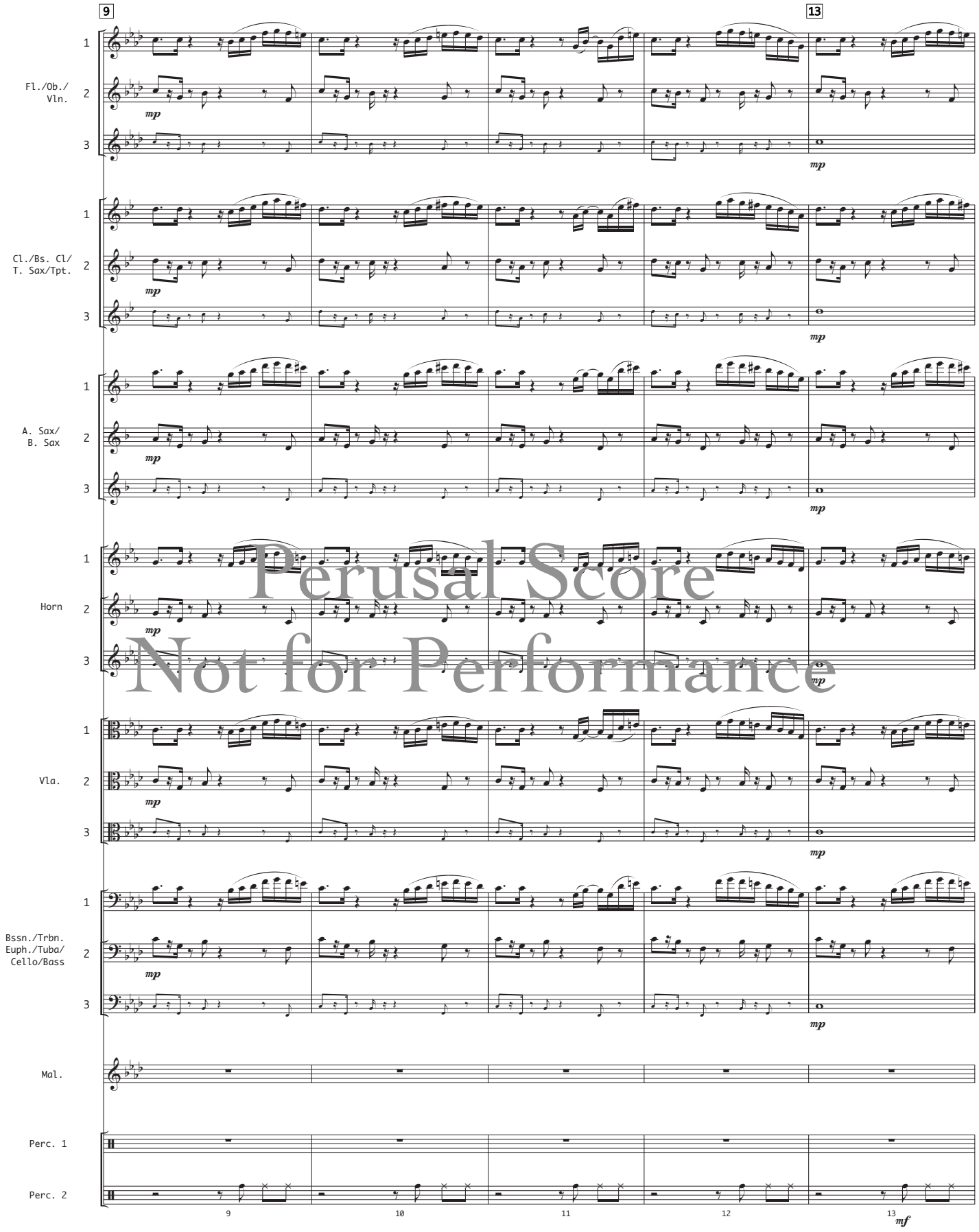

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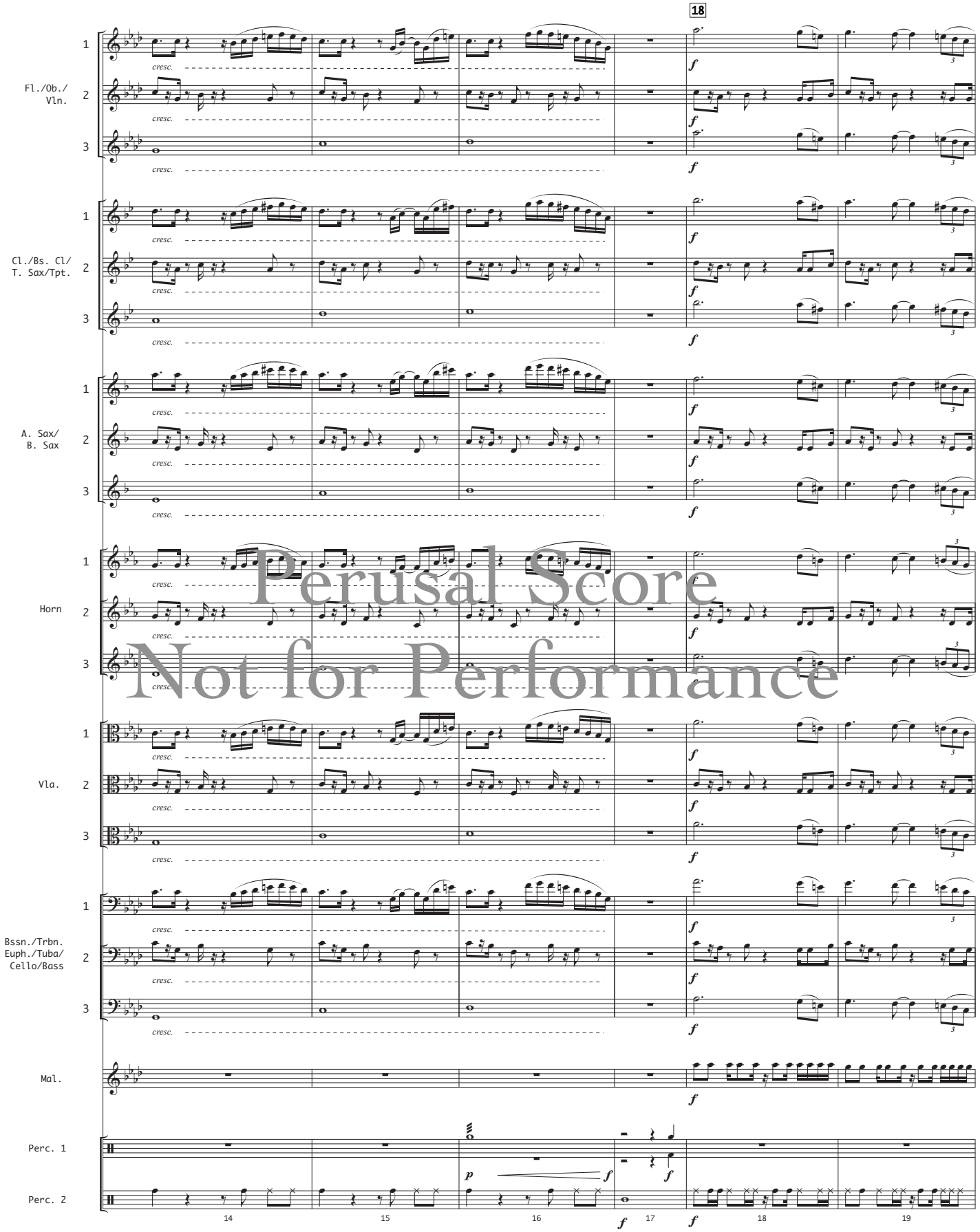

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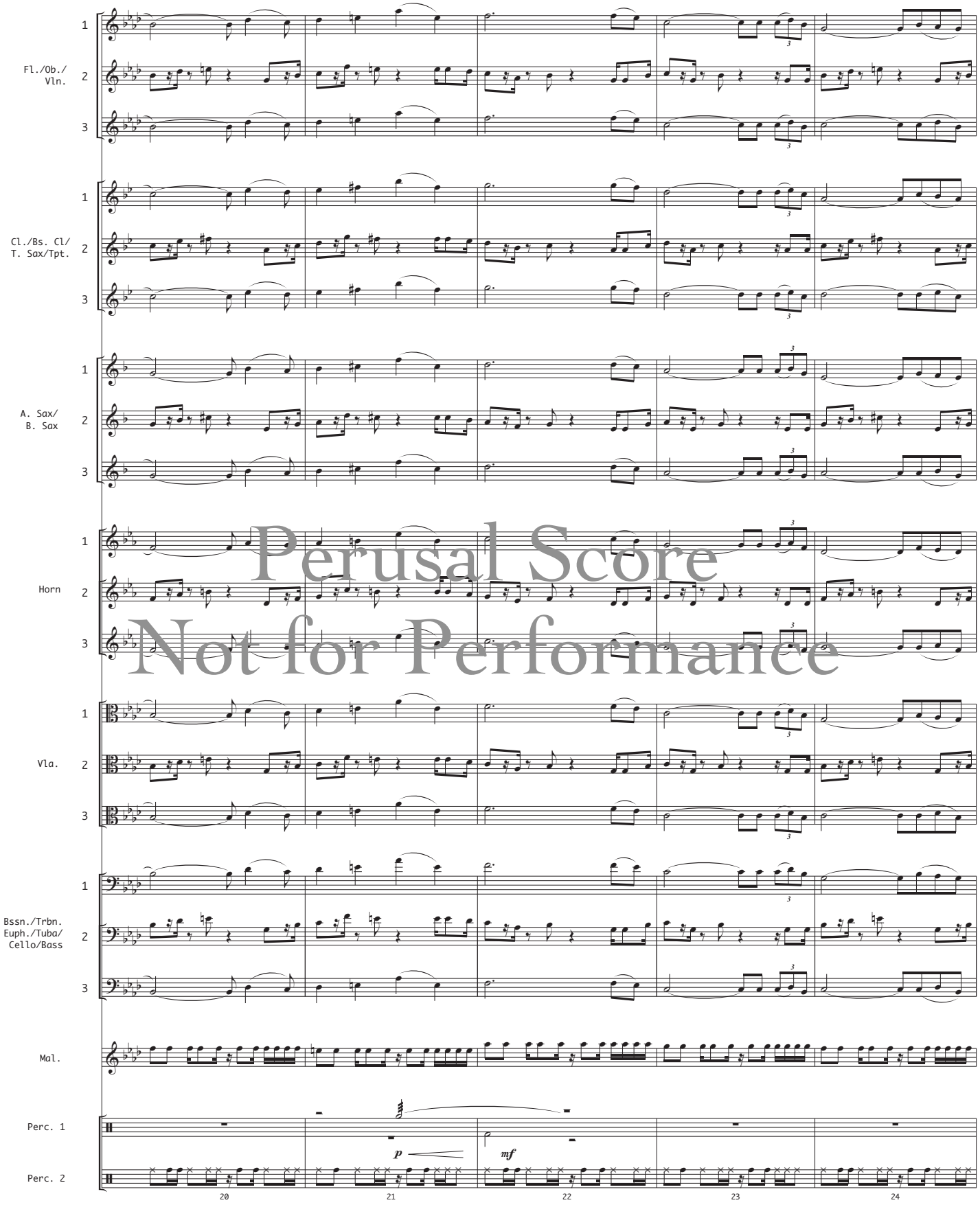

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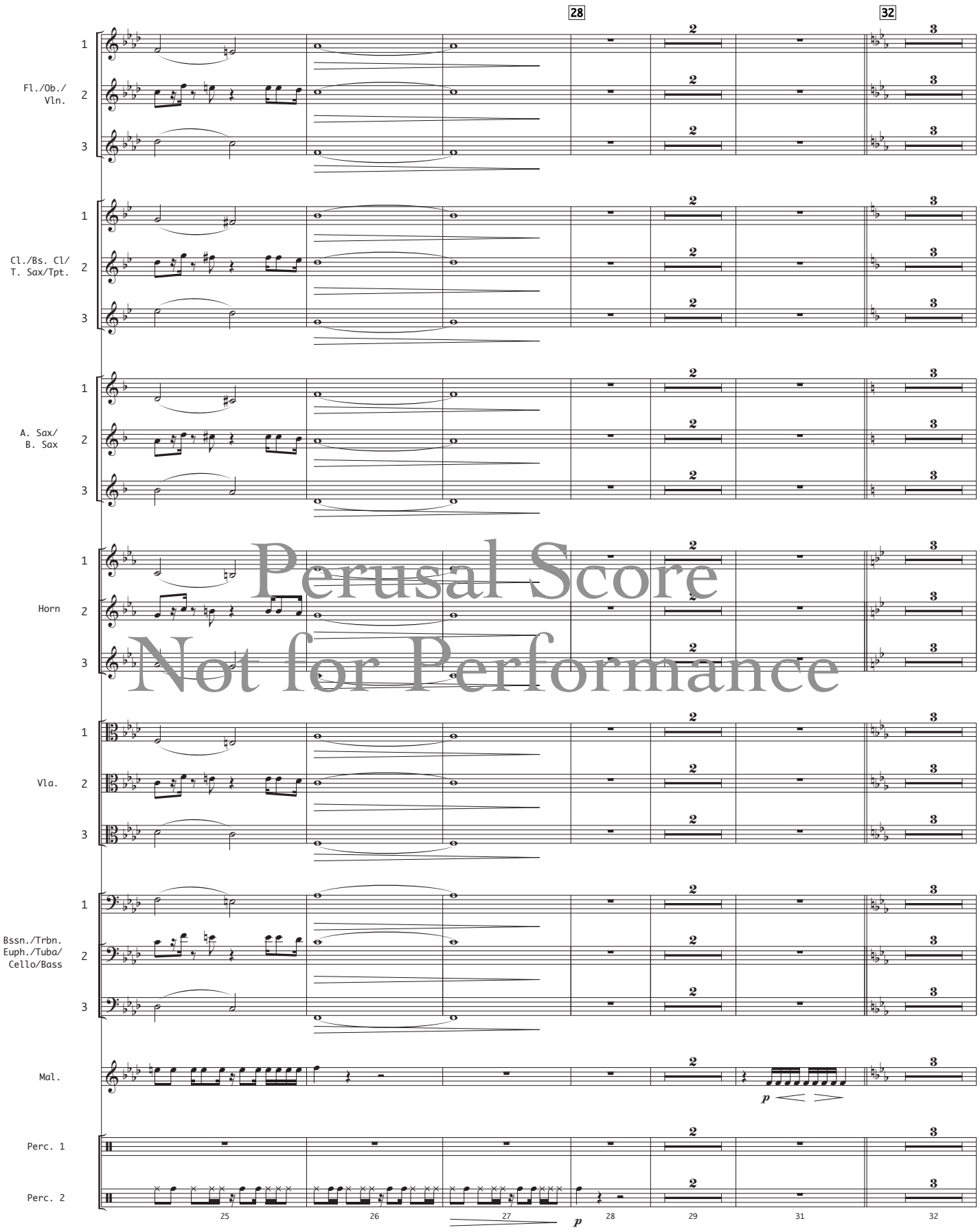

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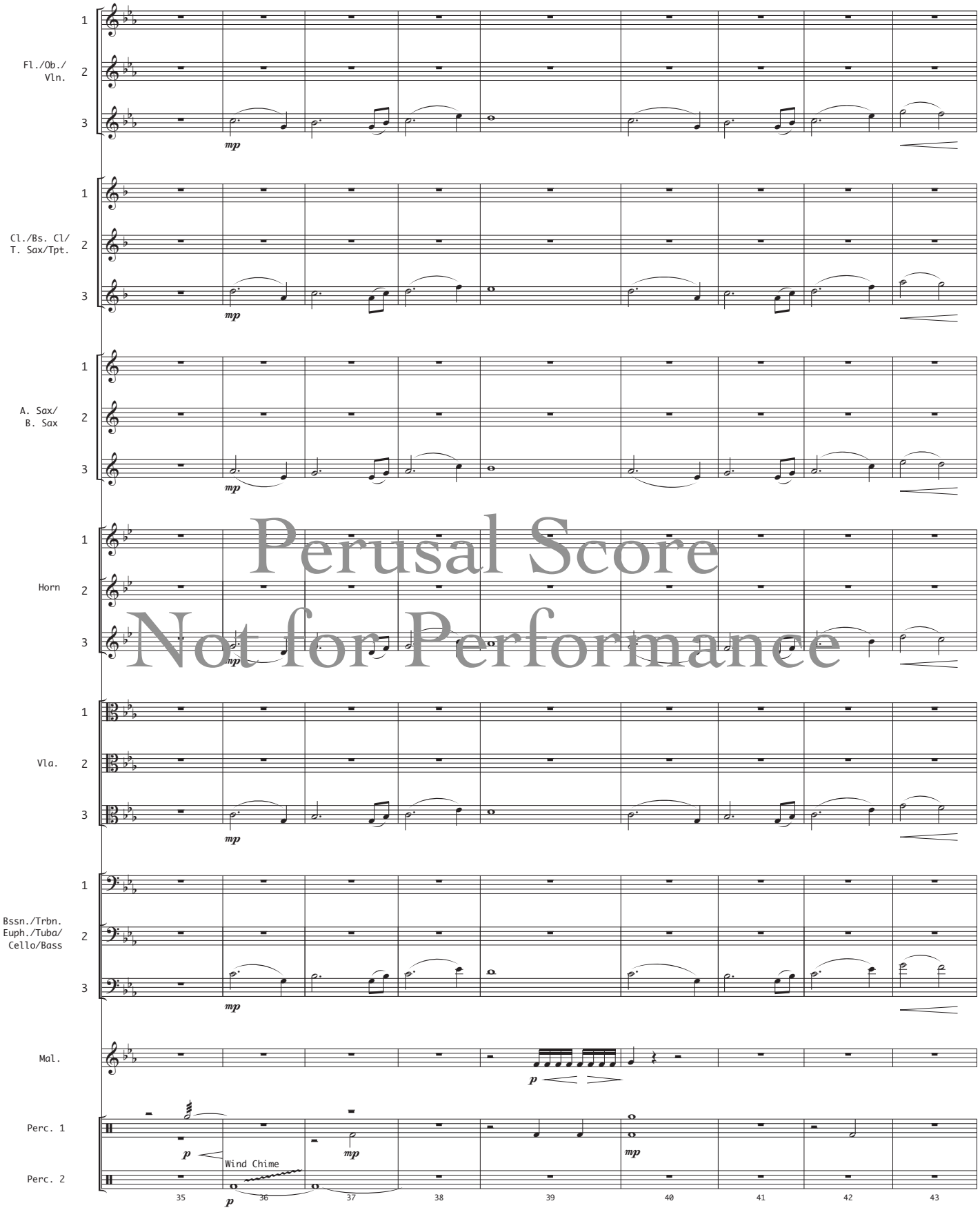

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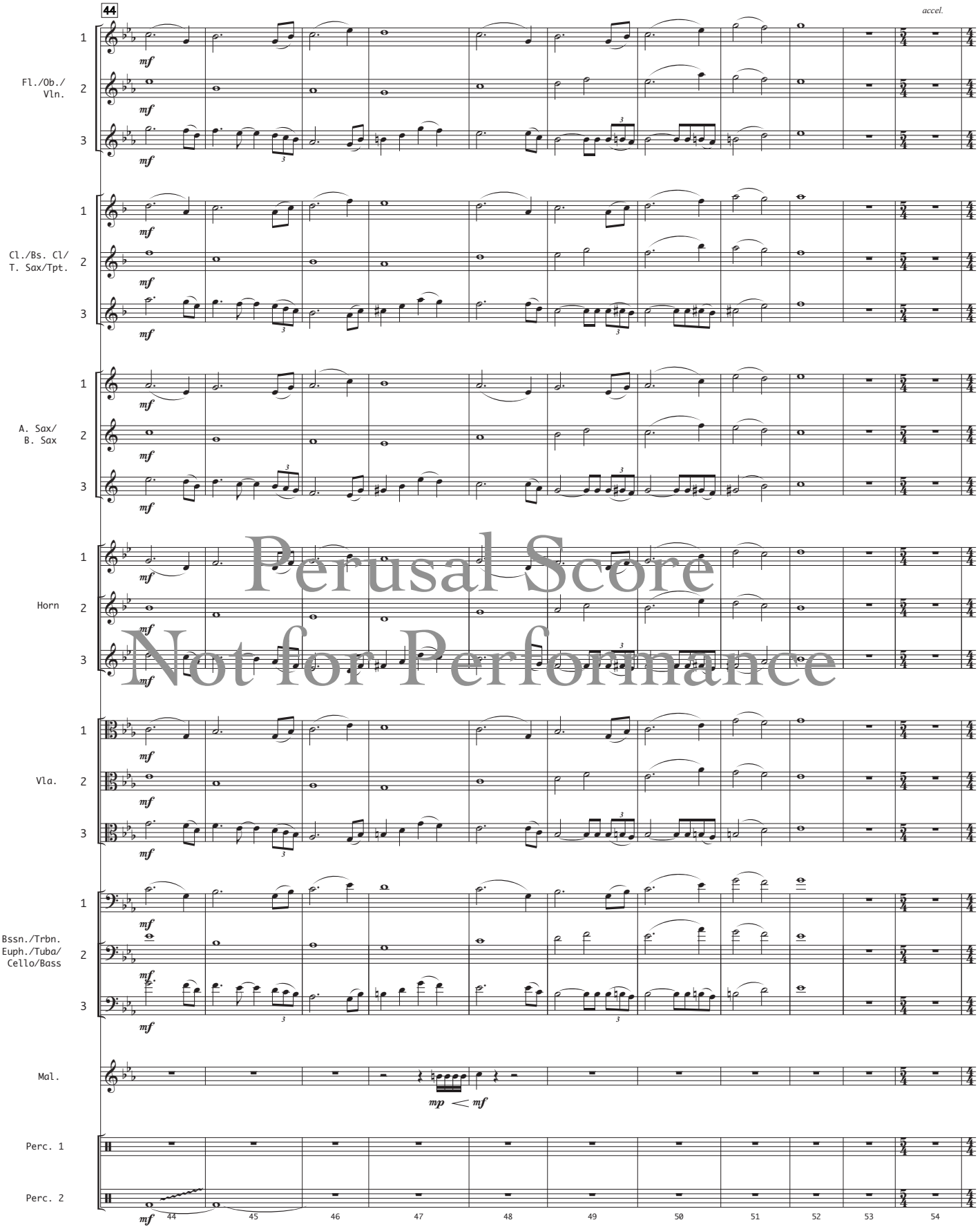

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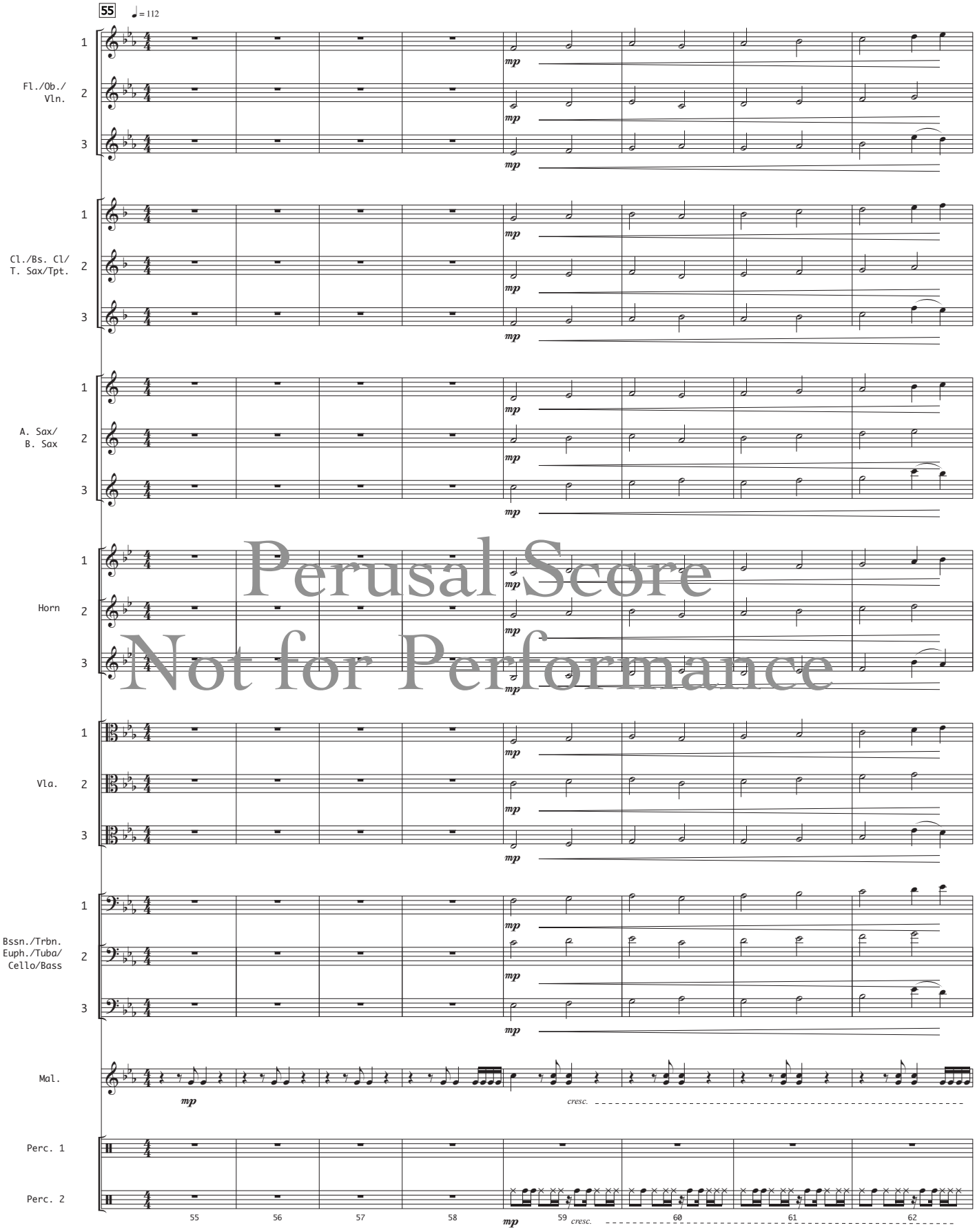

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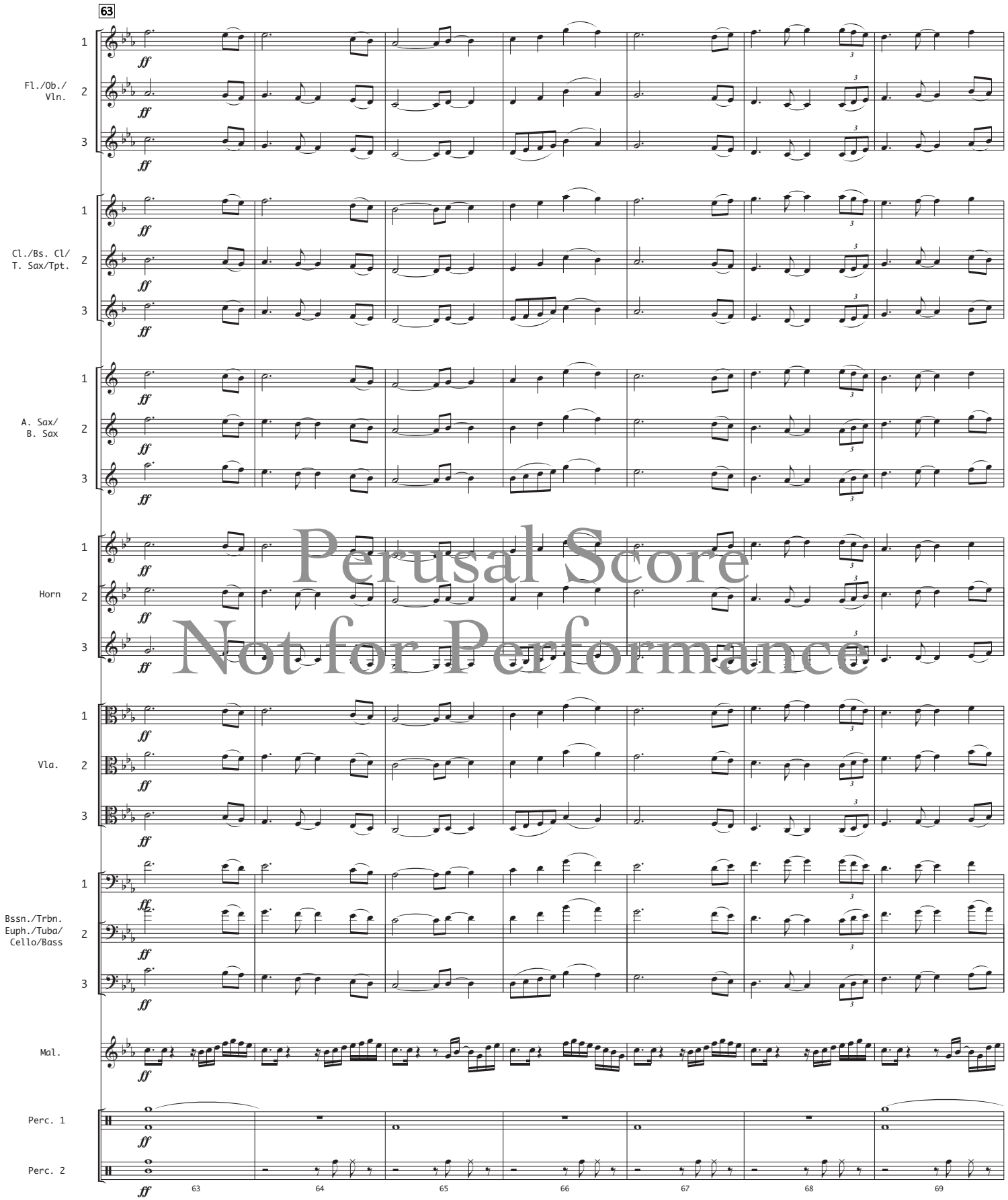

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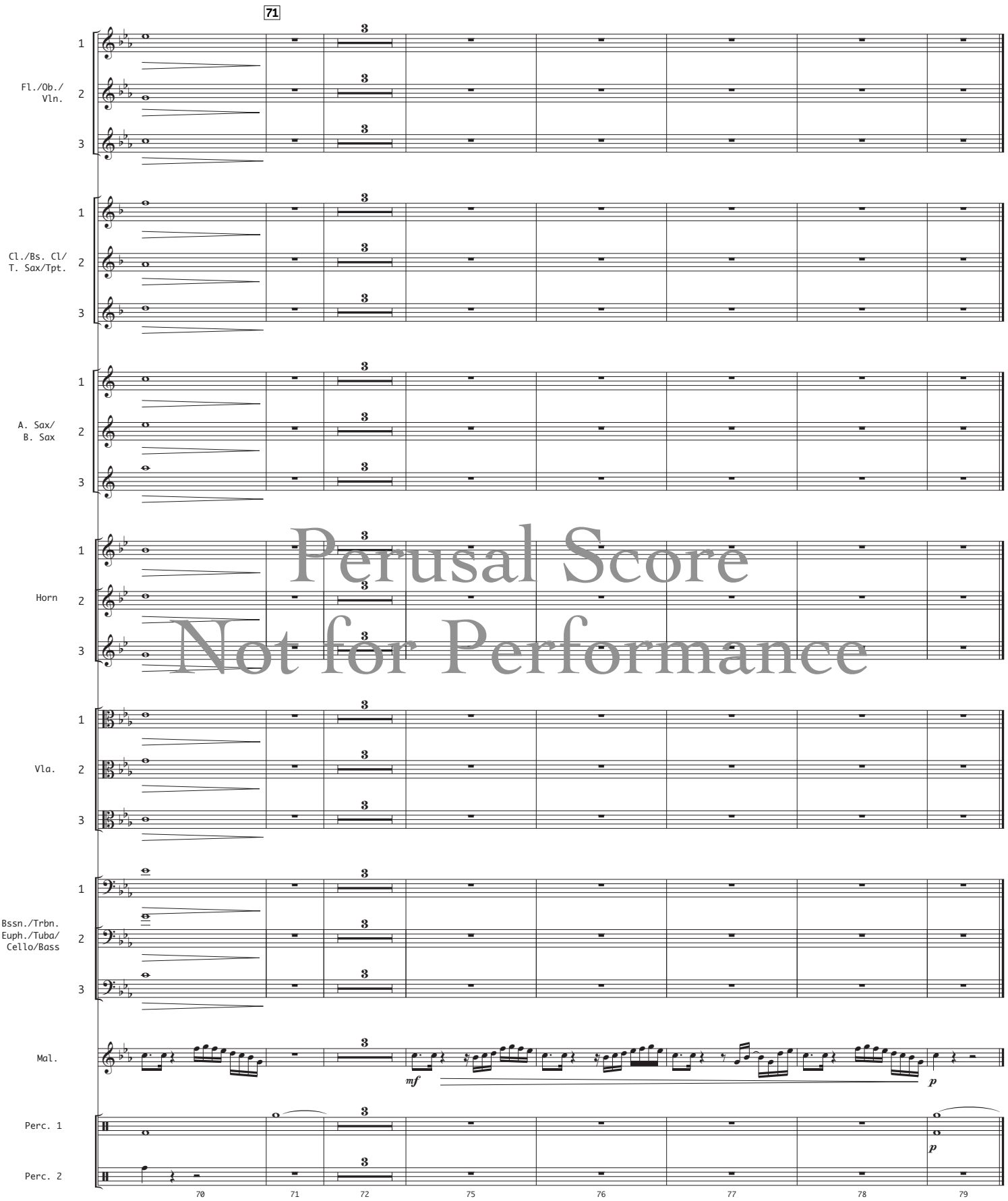

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