•• •—— •• ••• •••• 🤞 —•—— ———— ••— —•—• ————

••— •—•• —•• —•• • —•—• ———— —•• • — •••• • ••• • •••

•••• ———— •—• — ••• •— —• —•• •—•• ———— —• ——• •••

(I wish 🤞 you could decode my shorts and longs)

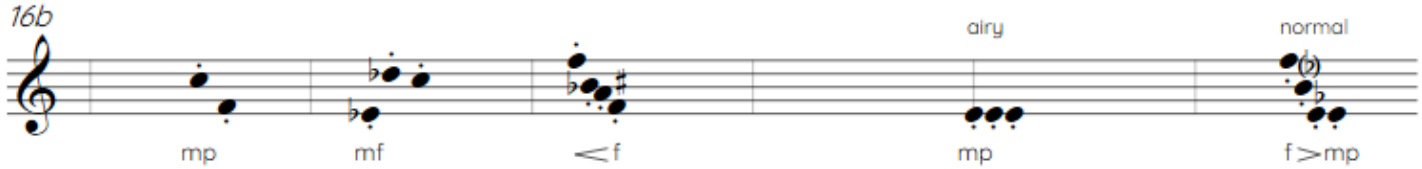
for Clarinet, Electronics, and Projection

Forrest Balman

A little bit about •• •—— •• ••• •••• ☝ —•—— ——— ••— —•—• ——— ••— •—•• —•• —•• • —•—• ——— —•• • — •••• • ••• • ••• •••• ——— •—• — ••• •— —• —•• •—•• ——— —• ——• ••• (I wish ☝ you could decode my shorts and longs)

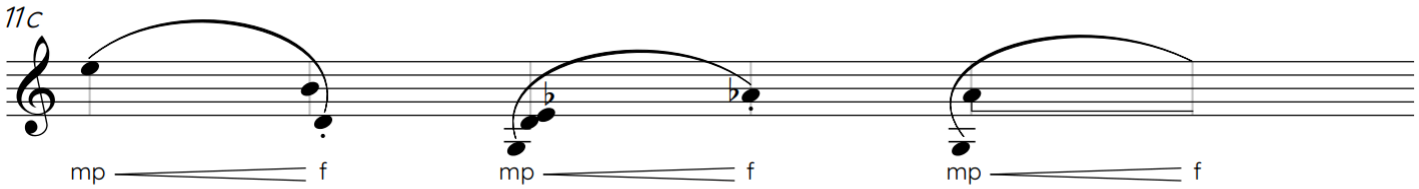
Thank you so much for taking the time to check out my piece! This piece uses morse code as its rhythmic language, and consists of an assortment of different pieces of text that have been translated twice: once into morse code, and once into notation.

Accidentals



Accidentals carry through the entire phrase, but in the event that there's too much distance between multiple instances of an accidental, I include a courtesy. Sometimes accidentals have to be placed on top of the note head, either directly above or attached with a dashed line. if there isn't enough space otherwise; however, accidentals will be in their usual location whenever possible.

Form and Pacing

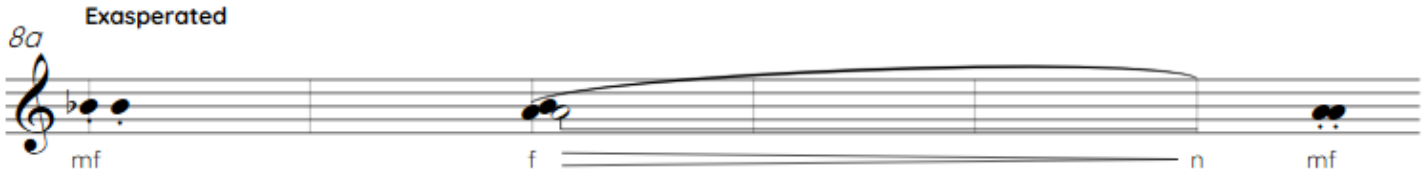


The goal of the notation is to illustrate somewhat of a sense of rhythmic freedom. Each system is its own phrase. The faint gray lines indicate individual pulses.

The speed of the pulse is variable within the range specified by the tempo marking. Pulses can change tempo from pulse to pulse, and can even change tempo within the same pulse. The goal is for rhythmic interpretation to be almost entirely flexible, with the only restraint being tempo range.

If a phrase ends with a double bar, allow for a pause before the next system, between 3 and 6 seconds. Phrases without a double bar continue directly into the next system. They also share the same measure number with an additional letter to show continuation into the next system.

Rhythm

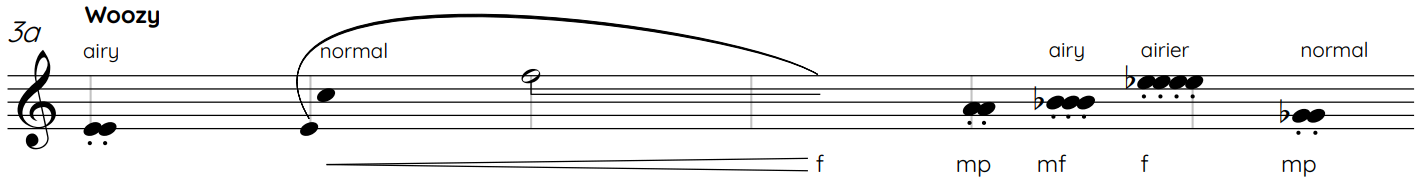


There are two types of note heads in the piece: open and closed.

An open note head is sustained until another note interrupts it, or if it's marked with a bracket to indicate an ending point.

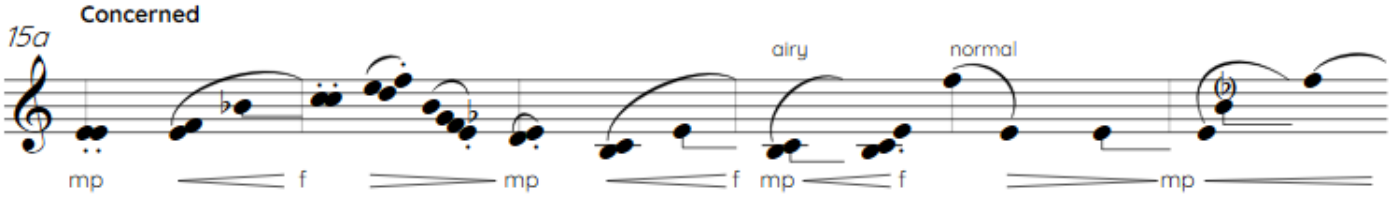
A closed note head will only sustain for a maximum of one beat if: not interrupted by another note, marked with an articulation (like a staccato), or marked with a bracket to indicate an ending point.

Expressive text



Bold text at the beginning of the system is meant to guide emotional interpretation. Expressive text carries over into subsequent phrases until another instruction replaces it.

Articulations



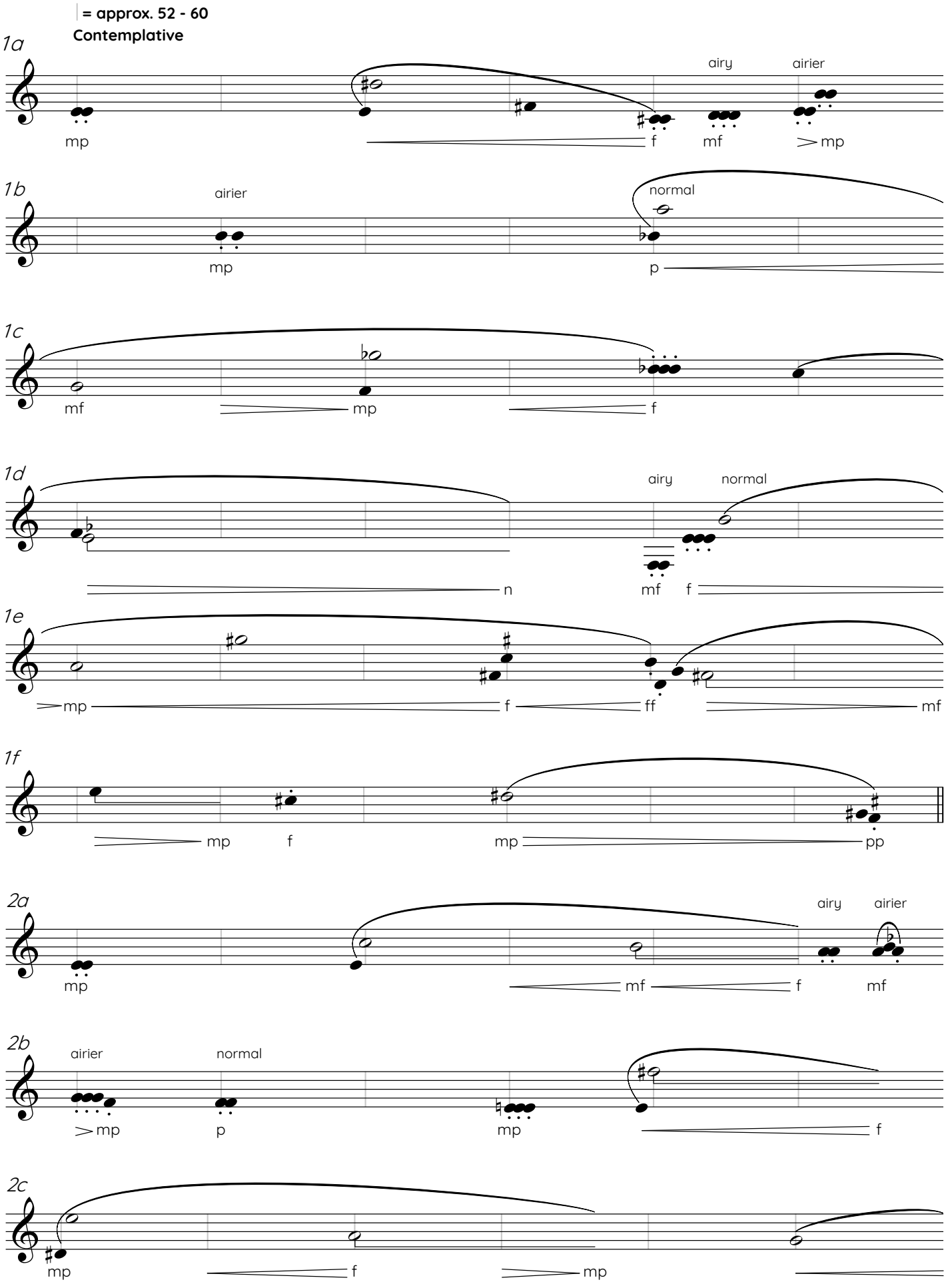
The only non-legato articulation used in the conventional clarinet writing is staccato. Staccato articulations should be short, punchy, and pointalistic. They should be an articulated contrast to the long tone, as to create contrast between short and long.

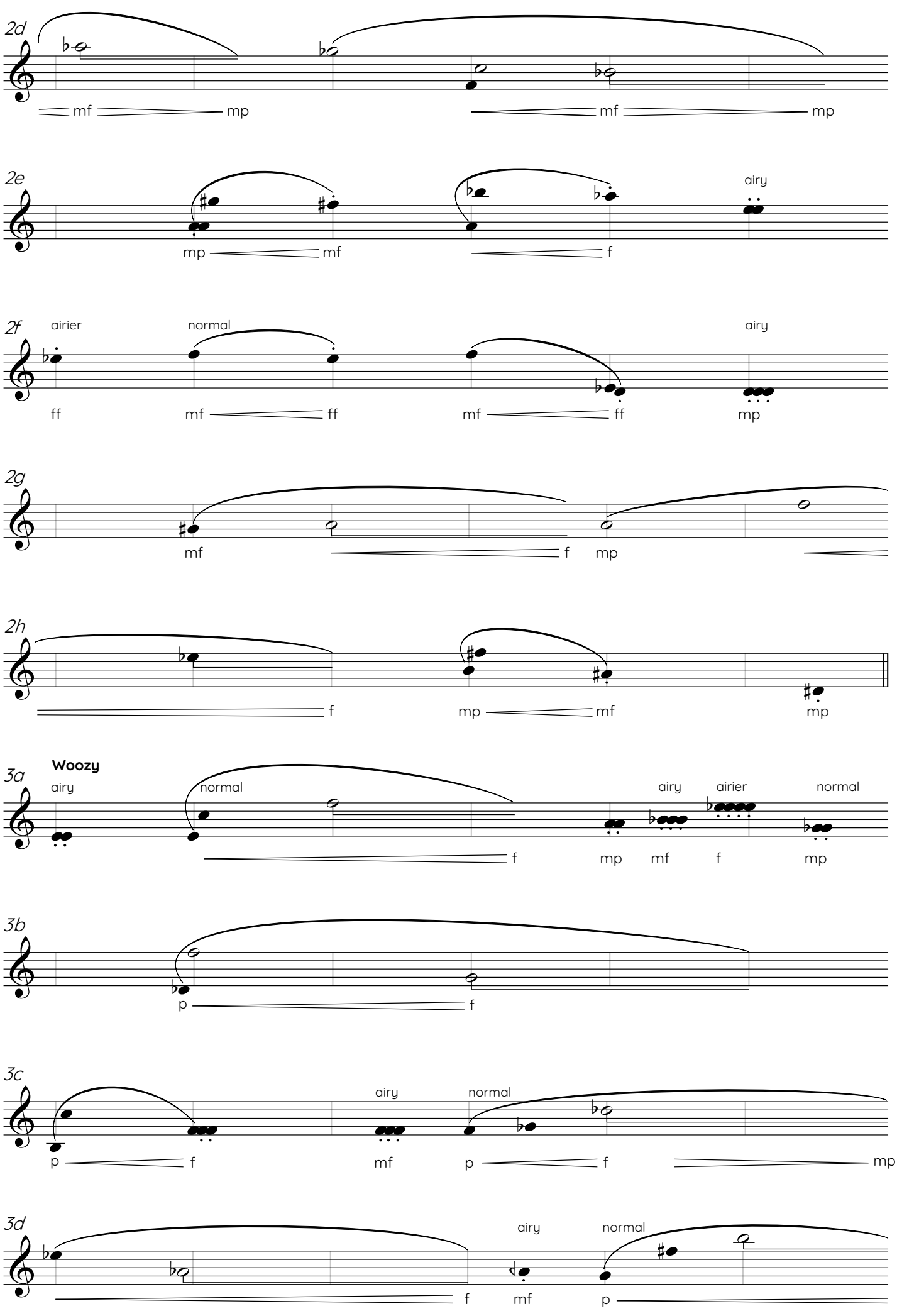
Electronics & Projection

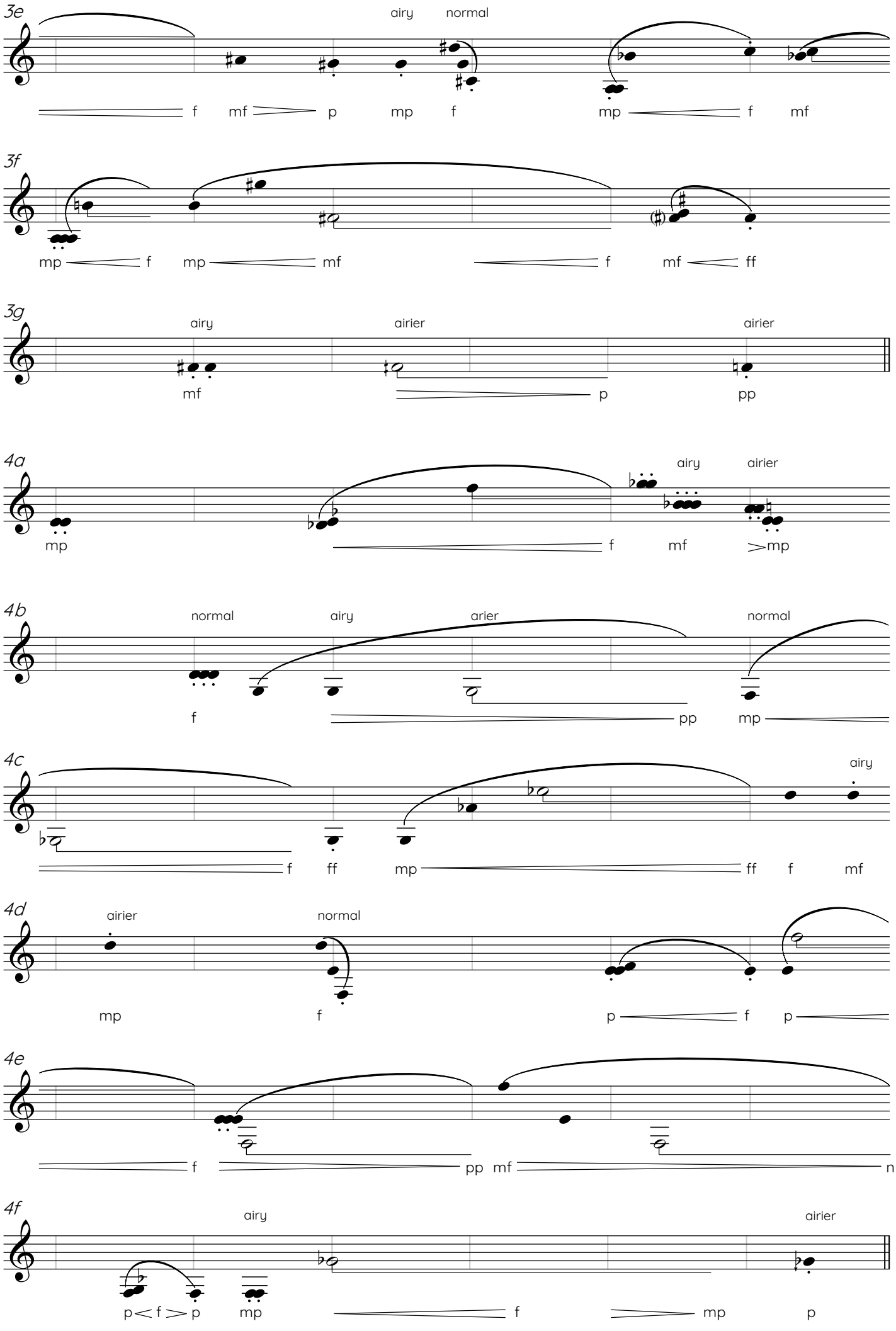
The electronics and projection can be found at
https://forrestbalman.github.io/I-wish-you-could-decode-my-shorts-and-longs/

To start the electronics and visuals, press the start button on the page. For projection purposes, please run your browser in fullscreen (usually the F11 key). The electronics should be faded out manually using a mixer or volume controls on the computer being used.

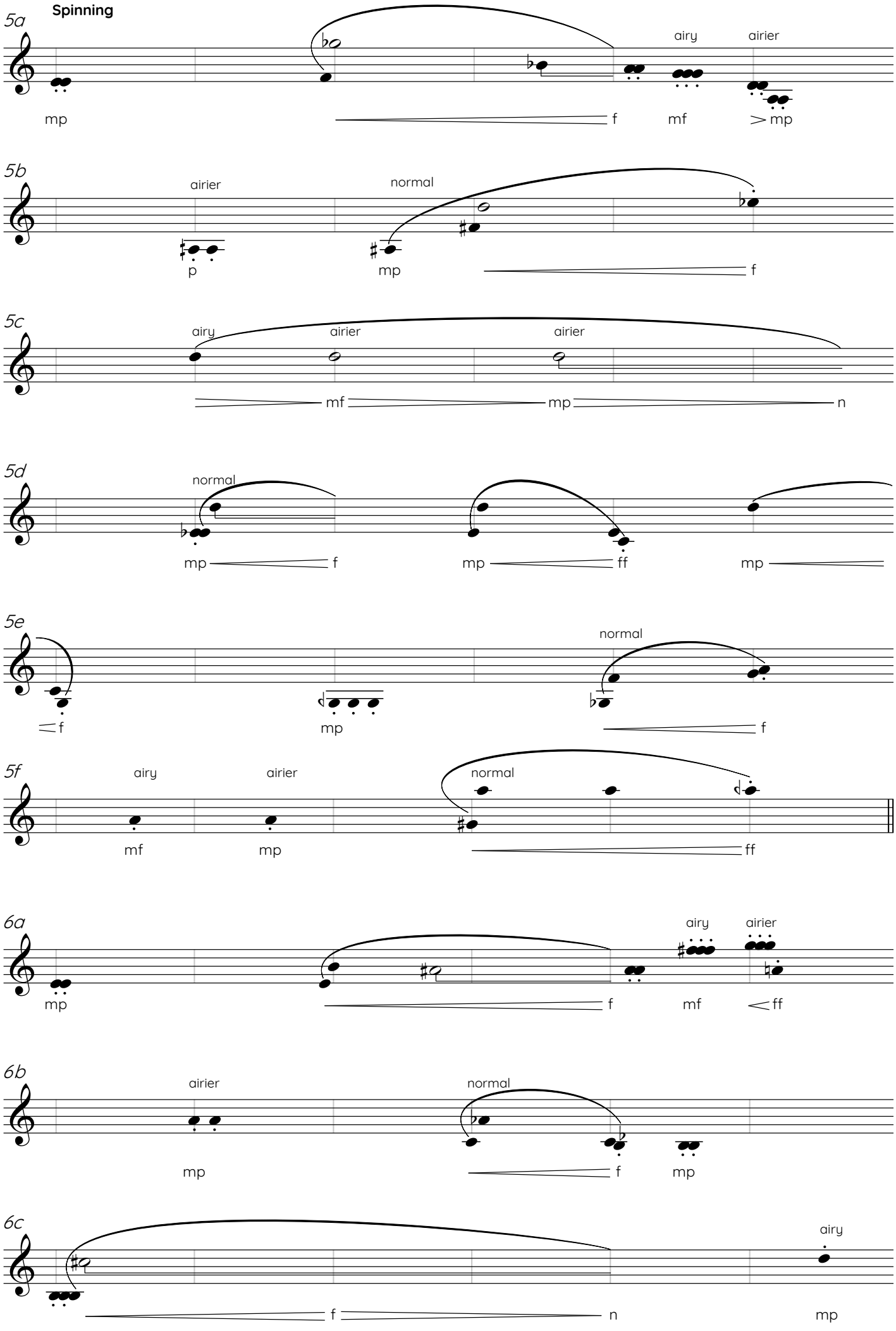
Allow for electronics to play for approx. 30 seconds before playing

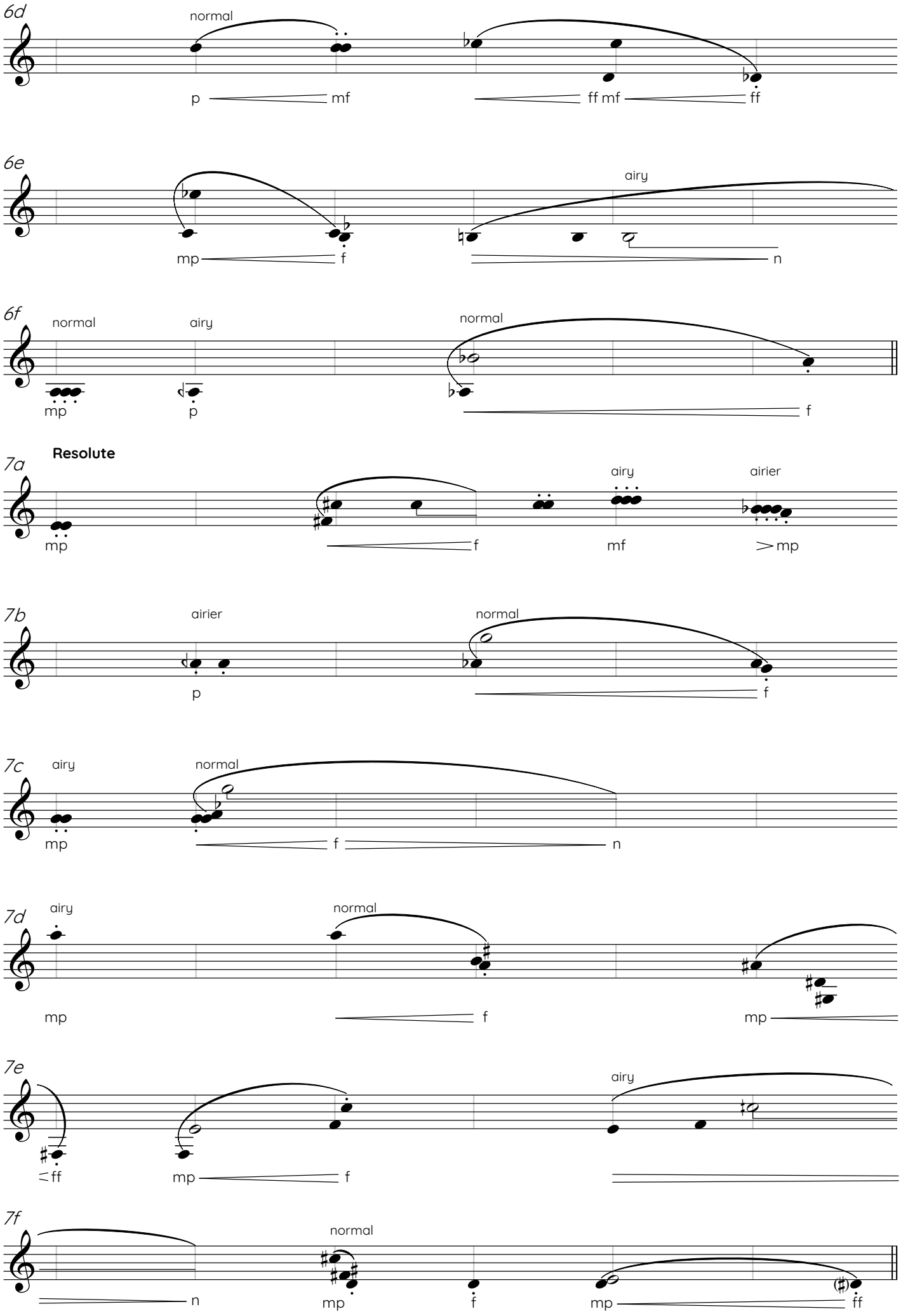



2d
mf
mp
mf
mp
2e
mp
mf
f
airy
2f
airier
normal
airy
ff
mf
ff
mf
ff
mp
2g
mf
f
mp
2h
f
mp
mf
mp
3a
Woozy
airy
normal
airy
airier
normal
f
mp
mf
f
mp
3b
p
f
3c
airy
normal
p
f
mf
p
f
mp
3d
airy
normal
f
mf
p

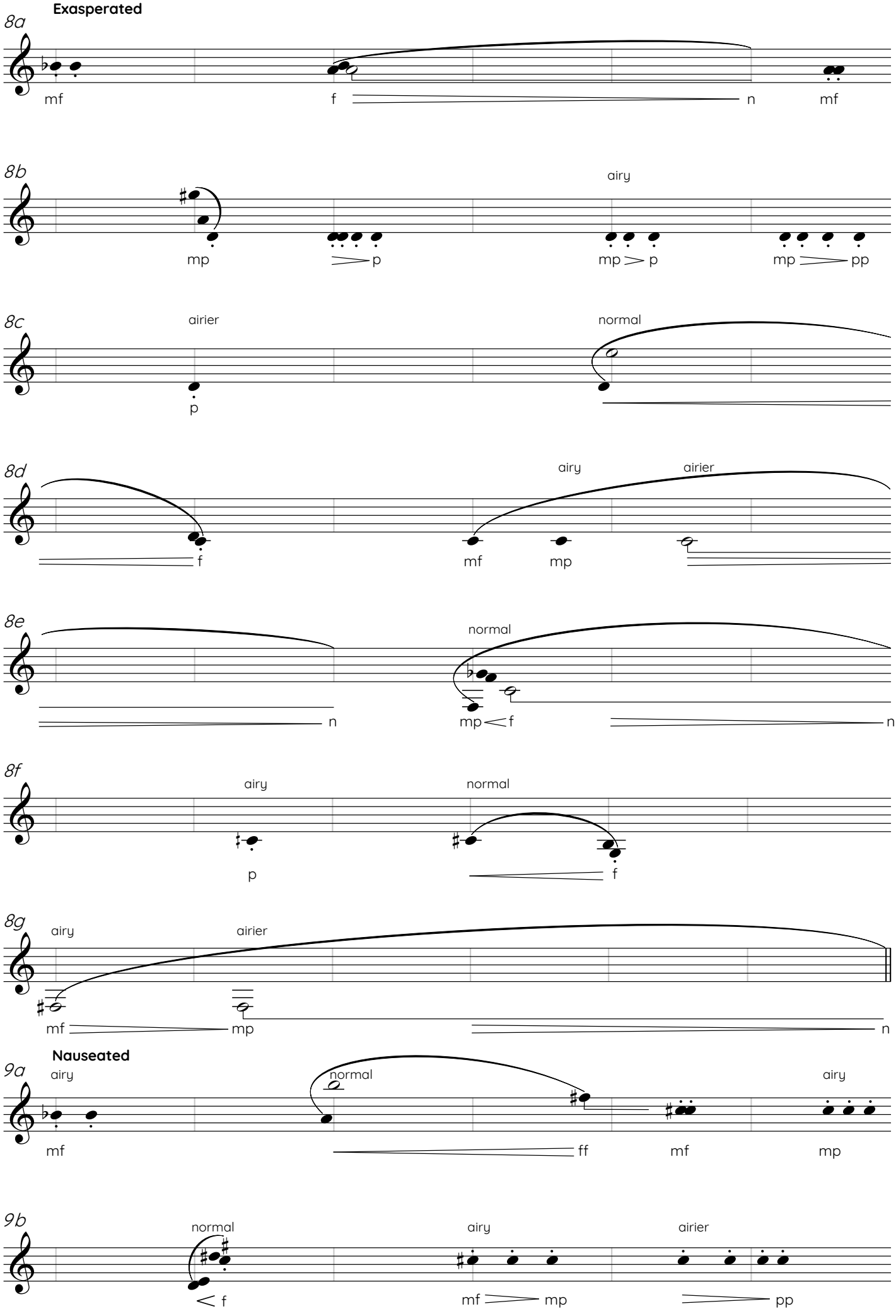

3e
airy
normal
f
mf
p
mp
f
mp
f
mf
3f
mp
f
mp
mf
f
mf
ff
3g
airy
airier
airier
mf
p
pp
4a
airy
airier
mp
f
mf
mp
4b
normal
airy
arier
normal
f
pp
mp
4c
airy
f
ff
mp
ff
f
mf
4d
airier
normal
mp
f
p
f
p
4e
f
pp
mf
n
4f
airy
airier
p
f
p
mp
f
mp
p

Spinning

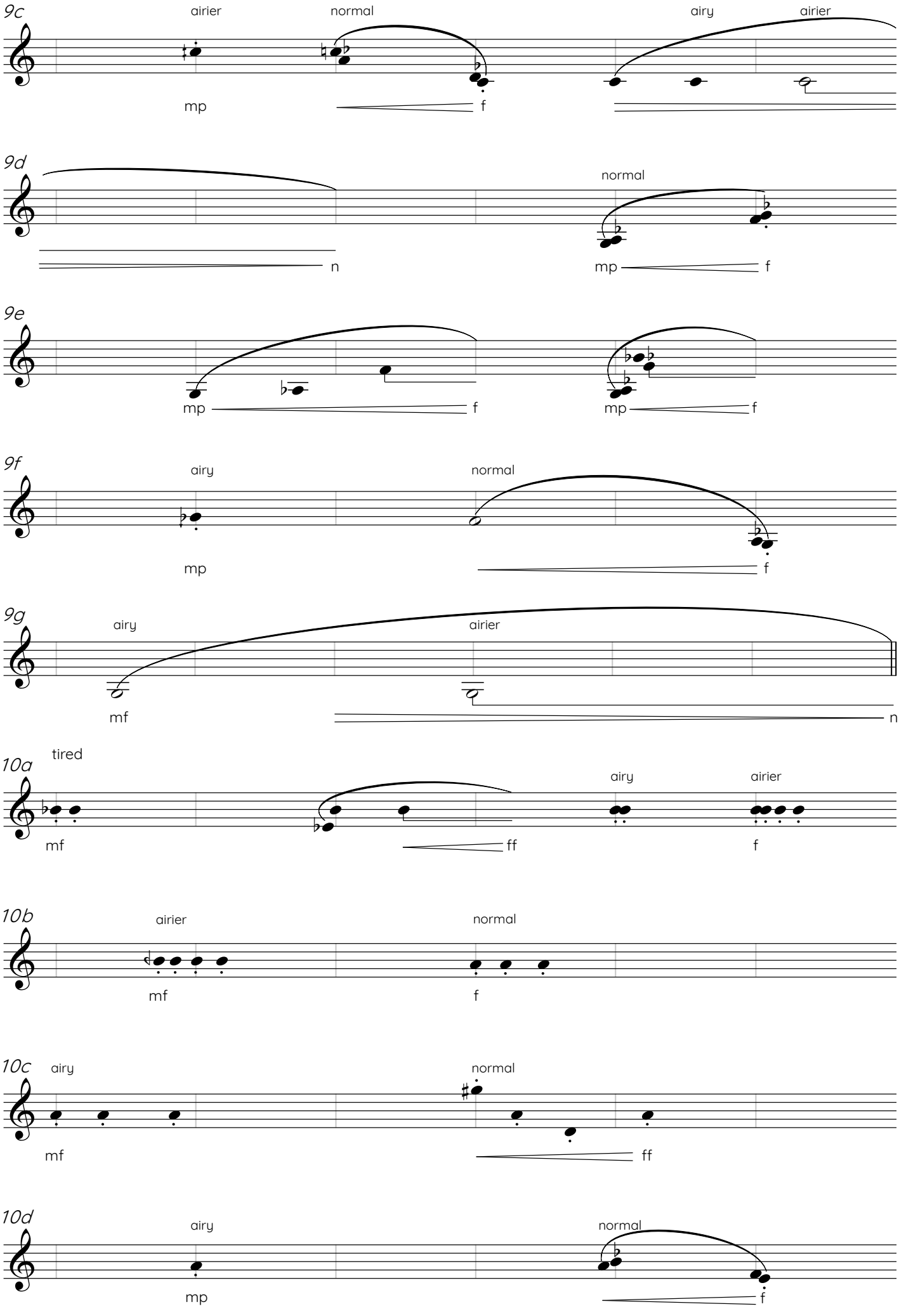

5a
mp
f
airy
mf
airier
mp
5b
airier
p
normal
mp
f
5c
airy
airier
airier
mf
mp
n
5d
normal
mp
f
mp
ff
mp
5e
f
mp
normal
f
5f
airy
mf
airier
mp
normal
ff
6a
mp
f
airy
mf
airier
ff
6b
airier
mp
normal
f
mp
6c
f
n
airy
mp

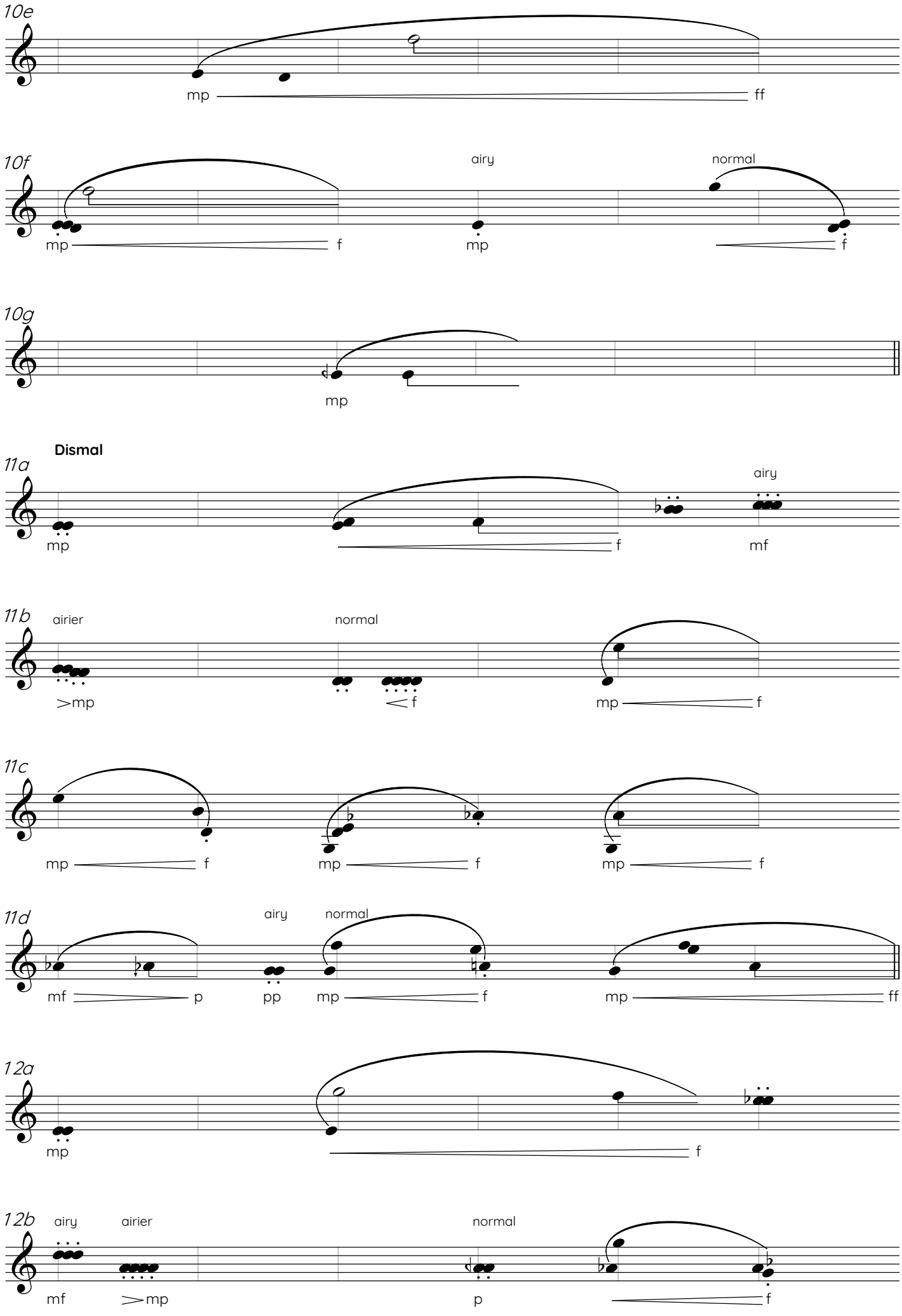

6d
normal
p
mf
ff mf
ff
6e
airy
mp
f
n
6f
normal
airy
normal
mp
p
f
Resolute
7a
airy
airier
mp
f
mf
mp
7b
airier
normal
p
f
7c
airy
normal
mp
f
n
7d
airy
normal
mp
f
mp
7e
airy
ff
mp
f
7f
normal
n
mp
f
mp
ff

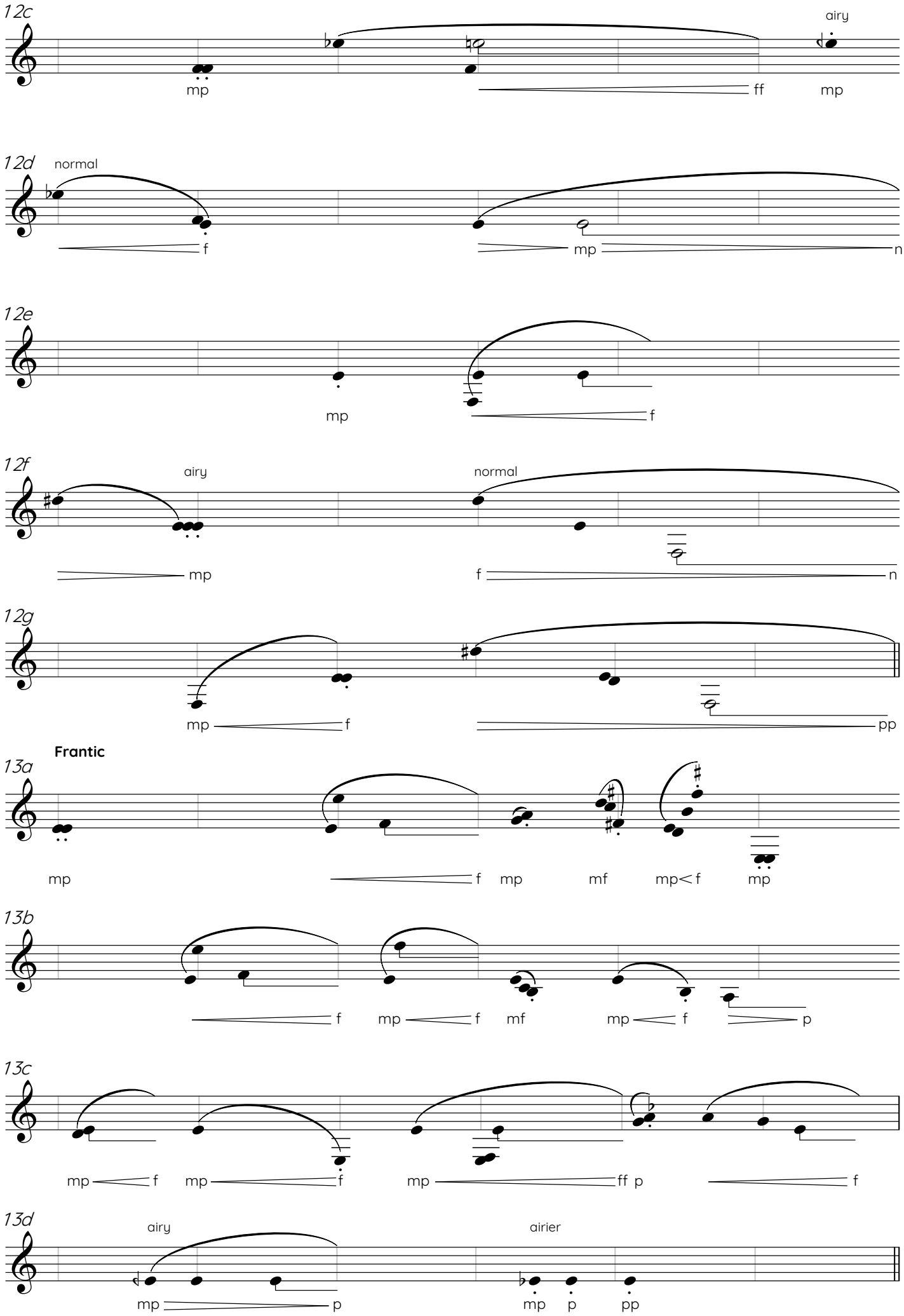
Exasperated

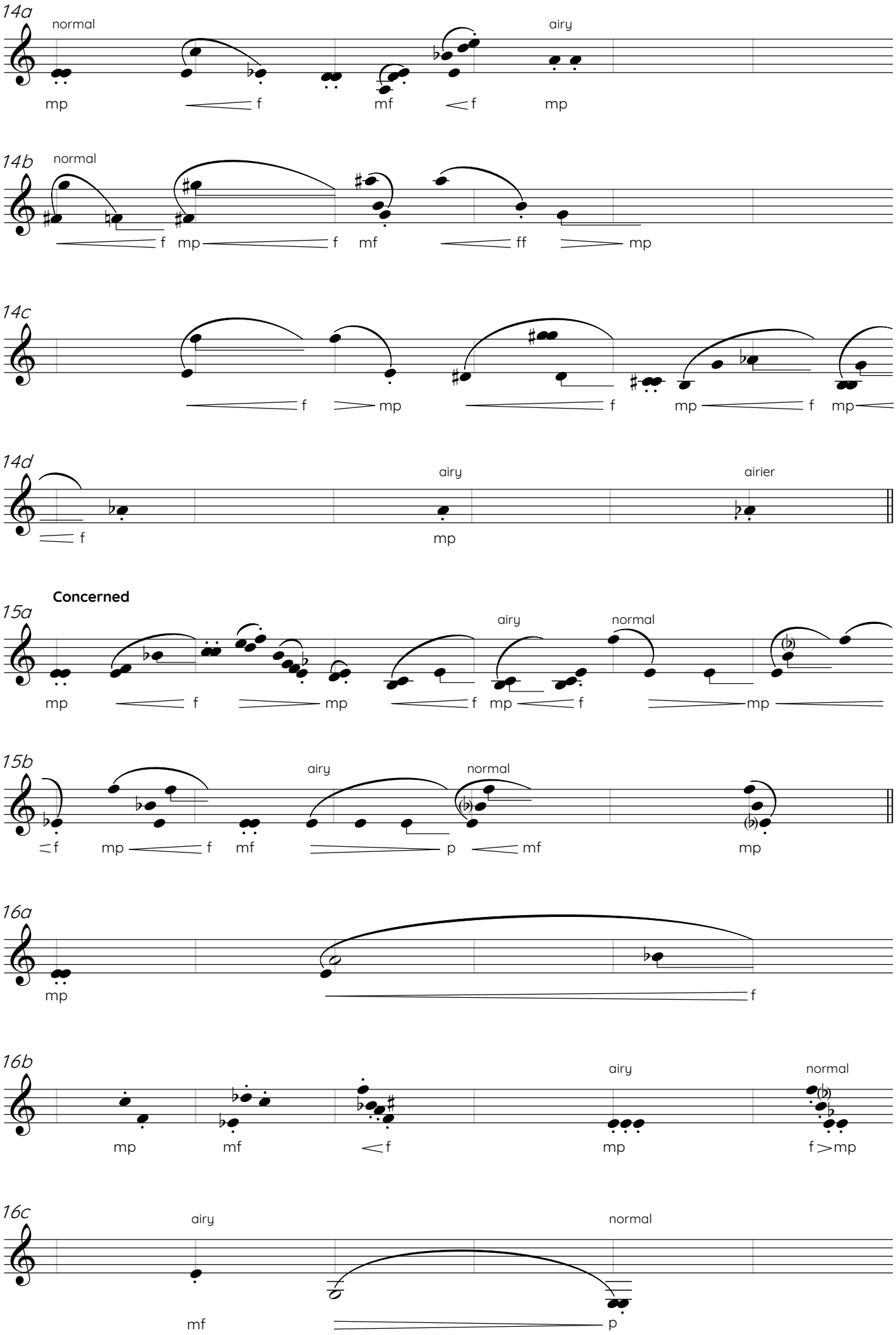


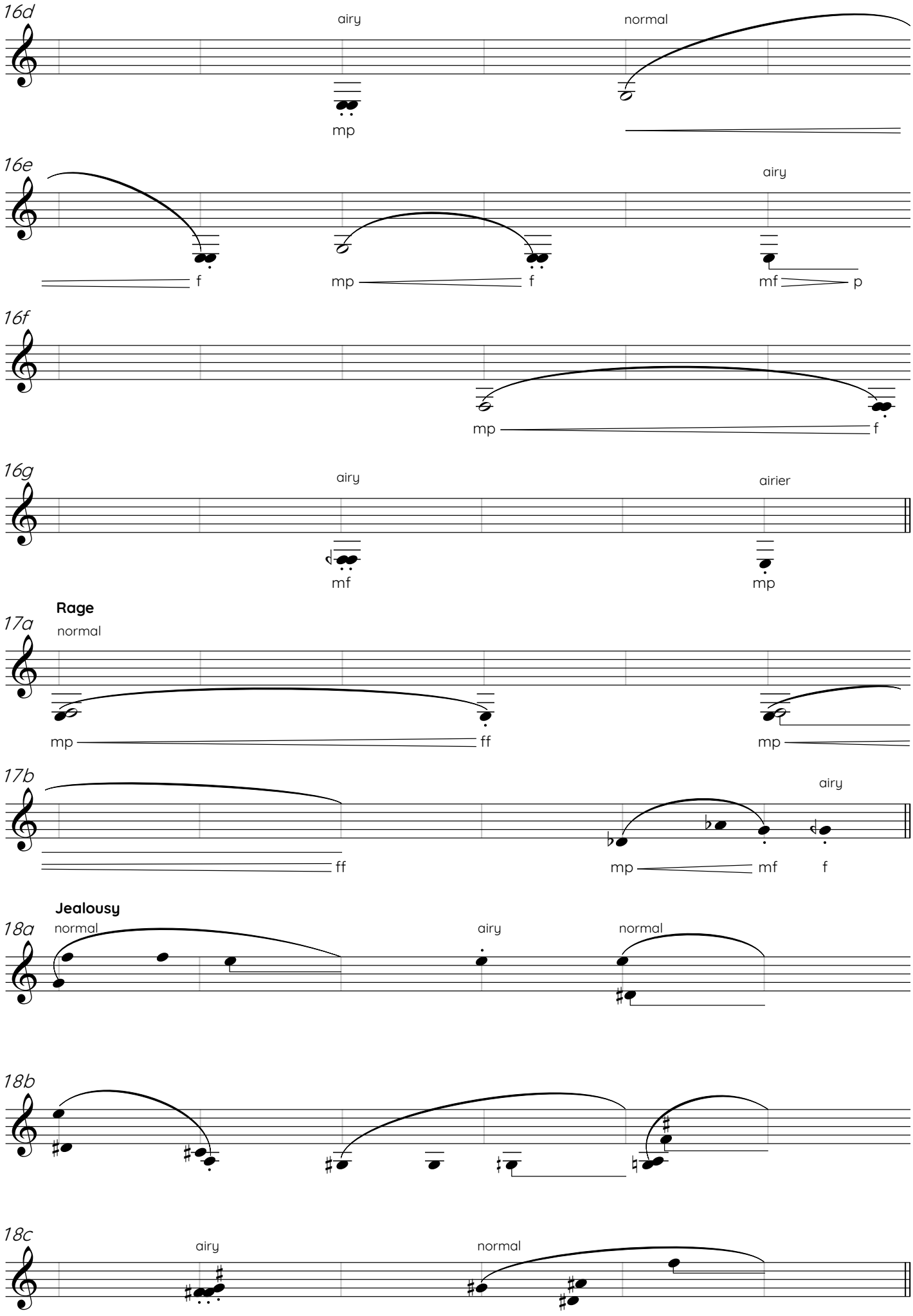
Nauseated


9c
airier
normal
airy
airier
mp
f
9d
normal
n
mp
f
9e
mp
f
mp
f
9f
airy
normal
mp
f
9g
airy
airier
mf
n
10a
tired
airy
airier
mf
ff
f
10b
airier
normal
mf
f
10c
airy
normal
mf
ff
10d
airy
normal
mp
f


10e
mp
ff
10f
mp
f
airy
mp
normal
f
10g
mp
Dismal
11a
mp
f
airy
mf
11b
airier
>mp
normal
<f
mp
f
11c
mp
f
mp
f
mp
f
11d
mf
p
airy
pp
normal
mp
f
mp
ff
12a
mp
f
12b
airy
mf
airier
>mp
normal
p
f

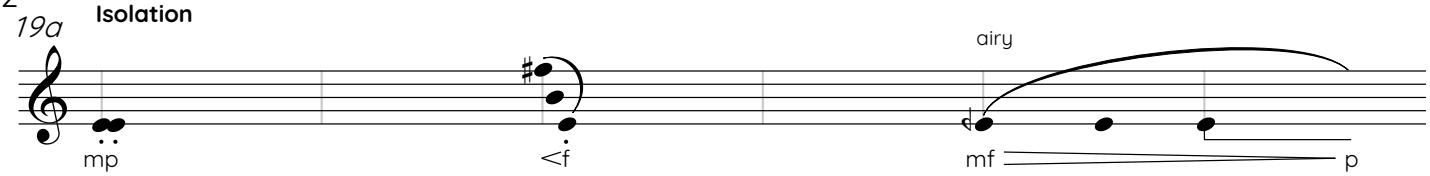

12c
airy
mp
ff
mp
12d
normal
f
mp
n
12e
mp
f
12f
airy
normal
mp
f
n
12g
mp
f
pp
Frantic
13a
mp
f
mp
mf
mp< f
mp
13b
f
mp
f
mf
mp
f
p
13c
mp
f
mp
f
mp
ff p
f
13d
airy
airier
mp
p
mp
p
pp


14a
normal
airy
mp
f
mf
f
mp
14b
normal
f
mp
f
mf
ff
mp
14c
f
mp
f
mp
f
mp
14d
airy
airier
f
mp
Concerned
15a
airy
normal
mp
f
mp
f
mp
f
mp
15b
airy
normal
f
mp
f
mf
p
mf
mp
16a
mp
f
16b
airy
normal
mp
mf
f
mp
f>mp
16c
airy
normal
mf
p

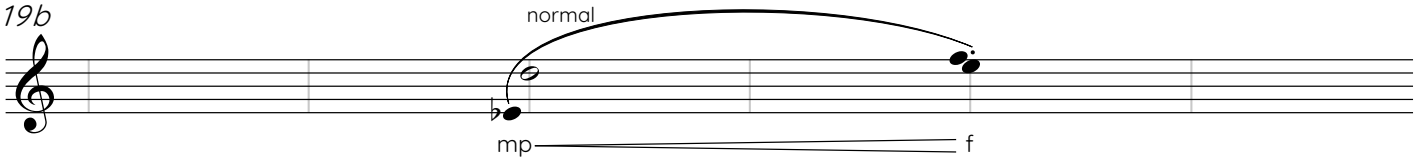

16d
airy
normal
mp
16e
airy
f
mp
f
mf
p
16f
mp
f
16g
airy
airier
mf
mp
Rage
17a
normal
mp
ff
mp
17b
airy
ff
mp
mf
f
Jealousy
18a
normal
airy
normal
18b
18c
airy
normal

Isolation

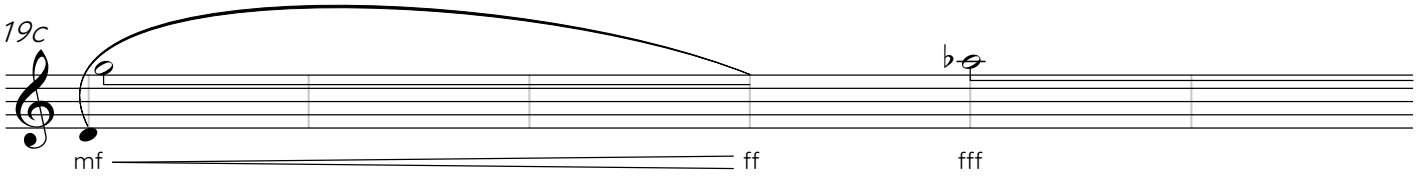
19a



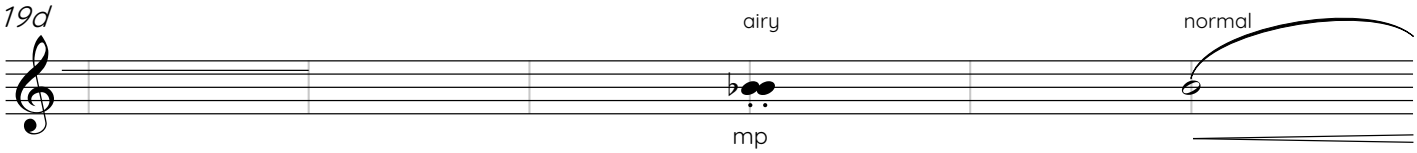
19b



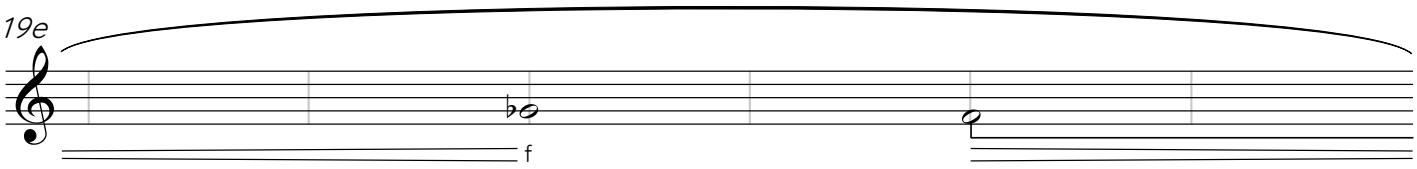
19c



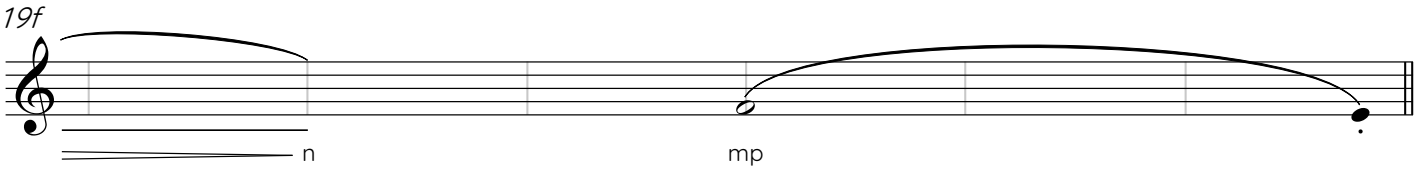
19d



19e

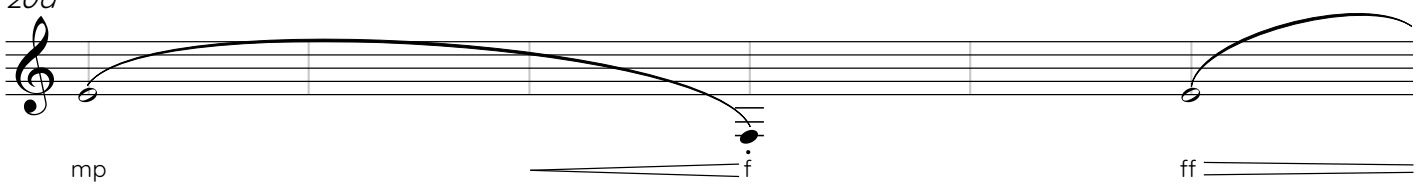


19f

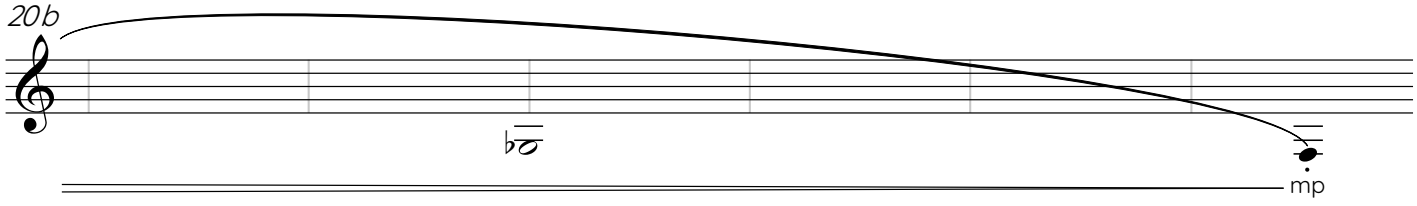


Neglect

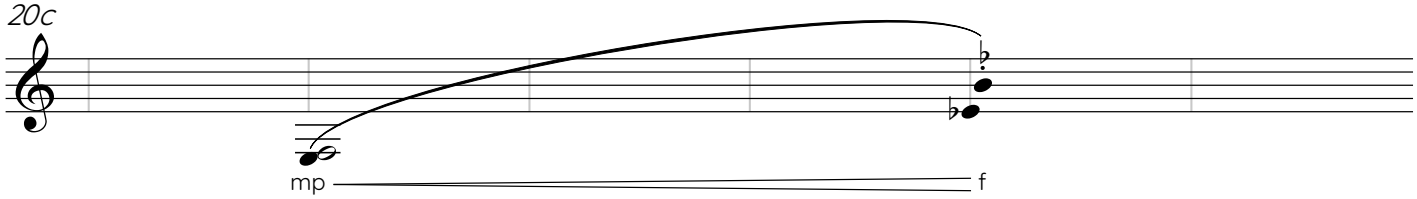
20a

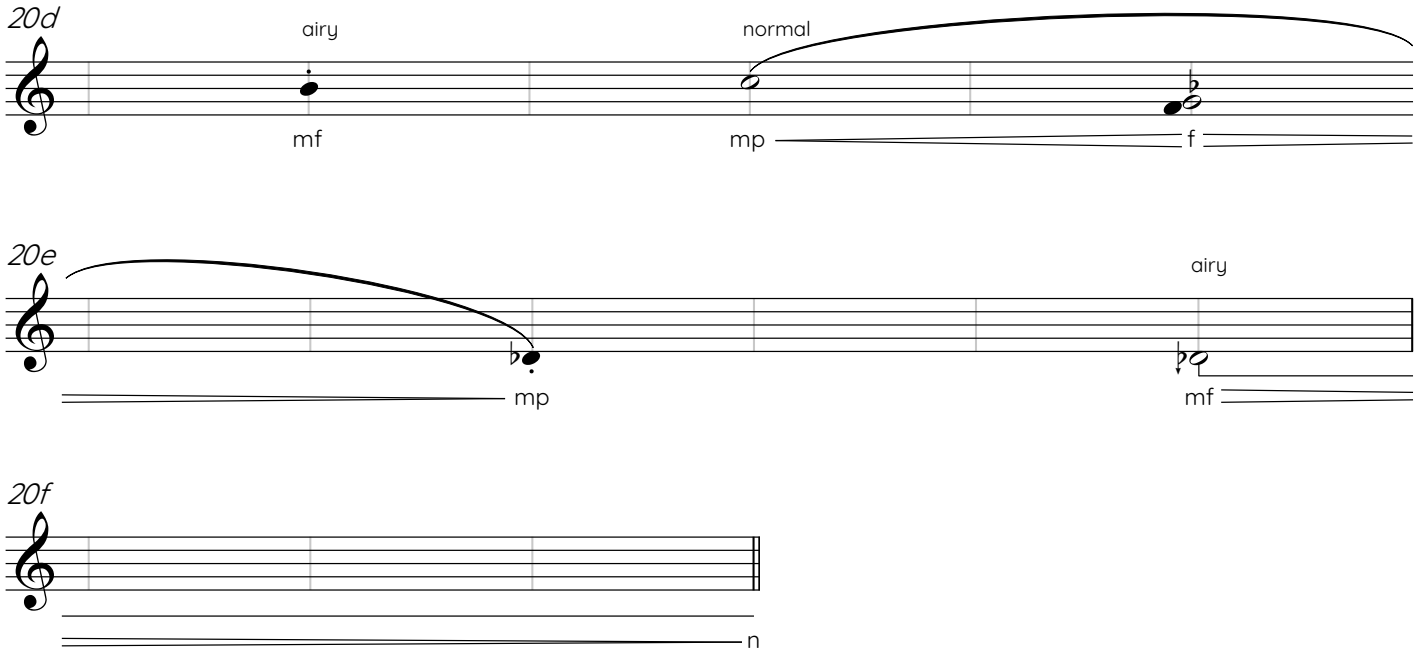


20b



20c





Allow for electronics to play for approx. 30 seconds before ending