

Appeals of Distance

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1 Fanfares

Horn in F $\text{J}=52$ accel. $\text{J}=96$ $\text{J}=60$

Electronic

[0:00]

2 Bright

Hn. $\text{J}=120$

Elc.

[0:07] [0:10] (low A continues)

3 Dark

Hn. $\text{J}=60$ $\text{J}=96$

[0:15] (low A continues)

10

Hn. 5 6 6 3

$p \swarrow f$ f $mp \swarrow f$ $mp \swarrow f \rightarrow fp >$

[0:31]

$p \swarrow f$

2

4 Silence

12 $\text{♩} = 144$

Hn. f f fp $<f$ fp $<mf$ $p=$
Elc.

16

Hn. $\leq f mp$ f $sfsz sfsz sfsz$ p f f ff $mp p <$

19

Hn. mf mp p $mp>$ mf $>$ pp $mp ==$

23 tr

Hn. $=pp$ $f \equiv$ $p < fp \equiv$ fp

**5** Fanfare 2

27 $\text{♩} = 96$ (take breaths or pauses as needed)

Hn. $\#$ $\#$ $\#$ $\#$ $\#$ $\#$

Elc. [1:23] fp fp fp fp fp $p \equiv mfp \equiv mfp \equiv mf \equiv$ mp

3

Broken Fanfare

33

Hn. 

Elc. 

[1:48]

(Hits and Fragments continue)

37

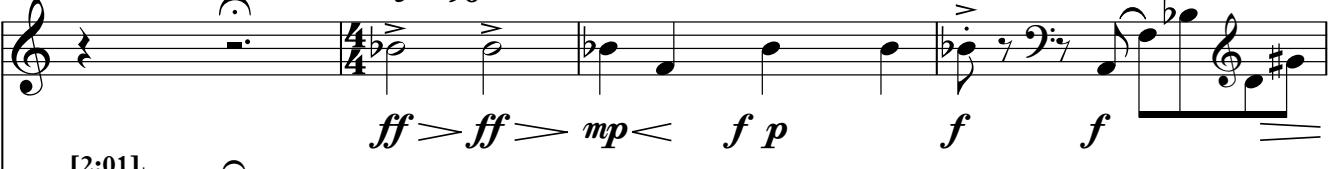
Hn. 

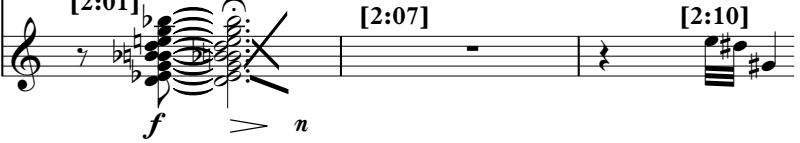
brassy
(nasty) full, rich,
noble

→

41

7 Last

Hn. 

Elc. 

[2:01] [2:07] [2:10] (several outbursts)

45

8 Fading

Hn. 

[2:18] f → [2:22]

$\text{f} = 60$

$\text{f} = 120$

4

49

Hn. $\text{♩} = 96$

$> p < f > mp < ff mf$

Elc. (air) mf [2:32] $n < f mf pp$

mp mf

54 $\text{♩} = 120$

Hn. $= f > [2:41] p f$

Elc. f p (distant) mf p

58

Hn. mf 3 3 mp

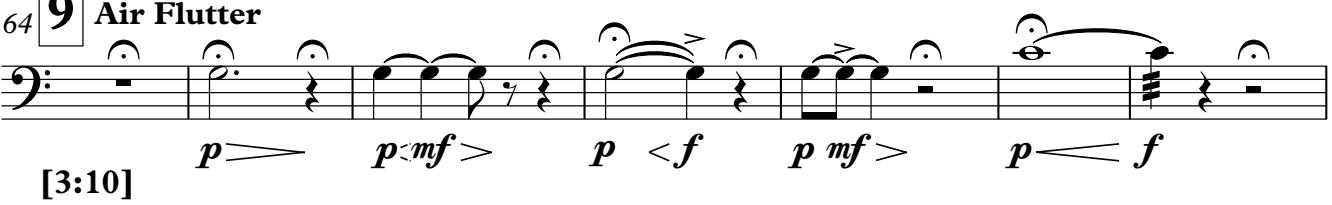
Elc. $p < mf > p$ [2:51] (muffled) p p p p [2:55] p p p p

61 $\text{♩} = 60$

Hn. ff ff ff

Elc. ss ss ss

64 **9 Air Flutter**

Hn. 

[3:10] *p* *p mf* > *p* <*f* *p mf* > *p* << *f*

p (fluttering continues)

71 **10 Distorted Horn Call** use jason's spots in recording

Hn. 

p <*f* *p f* > *f ff* *mp*

[3:46] (solo) *p* *mf*

75

Hn. 

<*f mp* *fp f* > *f mf* > *p* *p* *mf*

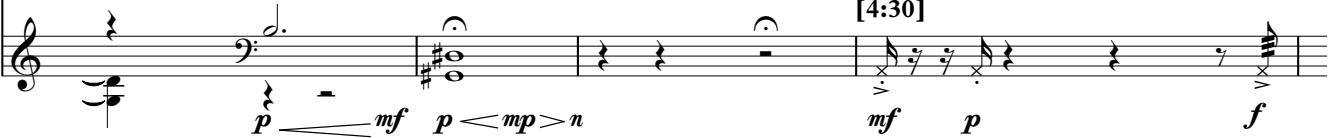
Elc. 

11 Stutter Step

Hn. 

p *mf* *p* << *mf* *p* << *mp* > *n*

harmonic gliss *=60* *p* << *f*

Elc. 

[4:11] *mf* *p* << *mp* > *n* [4:30] *mf* *p* *f*

6

82

Hn. 5

Elc. 5

12 Helicopter

85

Hn. 5

Elc. [4:54] [5:26]

91

Hn. 5

Elc. [5:26]

94 (Long Fermati)

Hn. 5

Elc. 5

13

7

98 **Long Tone** $\text{♩} = 96$

Hn. [6:08]

Elc. n ————— mp

104

Hn. mp > pp ————— mp p < mp p ————— f

Elc. —————

111

14 Low Buzz

Hn. pf pf pf pf ff f mp ————— [7:23]

Elc. —————

115 $\text{♩} = 60$

Hn. mf f pp pp < mf > f mp < f p p < f [7:42]

Elc. n ————— p —————

120

Hn.

p < *f* >

p < *f* > *p*

p ————— *f* ————— *p*

126

Hn.

p < *mp* >

p < *mp* >

p

mp —————

p

→ *ff* ————— *ff*

133

15 **Low Moan**

Hn.

[8:49] *mf* *f* > *p*

mp

p f

p < *f*

pp < *ff*

Elc.

→ *mp*

139

J=120

Hn.

p < *f* >

p < *f*

p < *mp* *f*

p < *mp* *f*

p < *f*

144

Hn.

ff ————— *p*

p < *f*

p

→ *p*

149

Hn. [9:41] (shimmering) *n* *ppp*

Elc. *mf* *ppp*

=120

156

Hn. [10:37] *p* < *f*

162

Hn. *f* *mf* *f* *mf* < *ff* *mf* *p* < *mf* *mp*

Elc. [11:03] *p*

16 Blade Runner

=96

167

Hn. *mf* *ff* *mf* *f* *mf* *f*

=120 bell up gradually bring bell down rit.

10

169 $\text{♩} = 96$

Hn.
 mp mf f

172 $\text{♩} = 120$ $\text{♩} = 96$

Hn.
 $pp < ff$ $mp >$ pp f pp $fp > pp$ $fp \text{ } mf >$

178

Hn.
 $fp < f$ $mp \frac{3}{4} < f$ $mp >$ $p \text{ --- } f >$

184 $\text{♩} = 60$

Hn.
 $p < mf$ $p < mf$ $p \text{ --- } ff$ p p *air* n
[12:41]

190 **17** Horn, returns **120**

Hn. [13:15] *p* — *f* *mf* *p* — *f*
 Elc. *n* *p*

195

Hn. *p* *f* *mp* *f* *f* *sfz* > *p* < *ff* [13:40]

199 **=60**

Hn. *f* *mp* < *ff* > *f* *p* — *mf* *p* — *n*
 Elc. *p* —

203 **18** Warm-up

Hn. *pp* *pp* *3* *<mf>* *p* *<3>* *f*
 Elc. (Horn Warm-up exercises in the background)

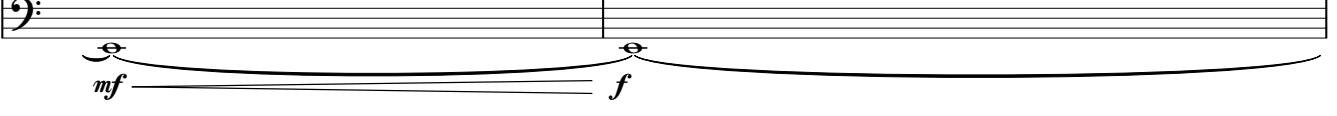
205 **=60**

Hn. [14:01] *p* — *f* *mf* *f*
 Elc. *mp* *p* — *mf* *p* — *mf* *mp* — *mf*

12

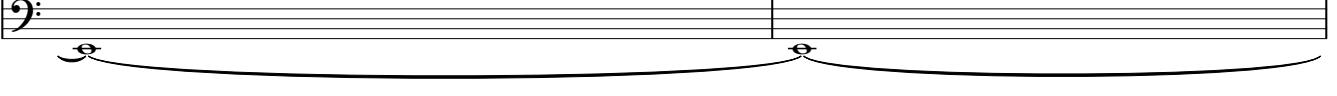
208

Hn. 

Elc. 

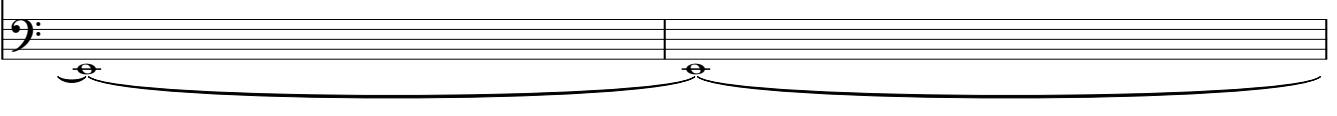
210

Hn. 

Elc. 

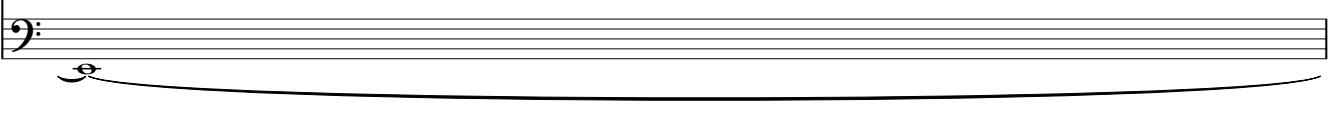
212

Hn. 

Elc. 

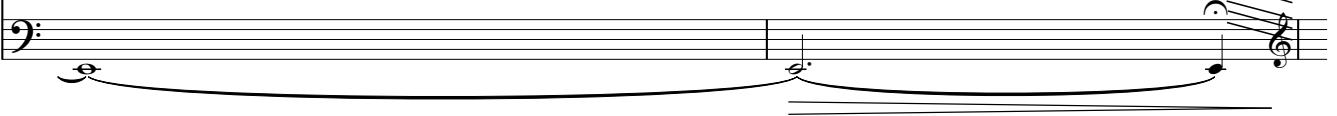
214

Hn. 

Elc. 

215

Hn. 

Elc. 

$\text{♩} = 120$

19

Record Player

217

 $\text{♩} = 96$

Hn.

[14:34]

222

225

230

14

235 Hn. *p p* *p ff f > p mf - mp*

j=60

240 Hn. **20** *n*

[14:34] *p (distant) mf f n < f*

21 Coda

243 Hn. *f fp p mf p*

(sporadic hits)

246 Hn. *f ff p p mf > p*

→