

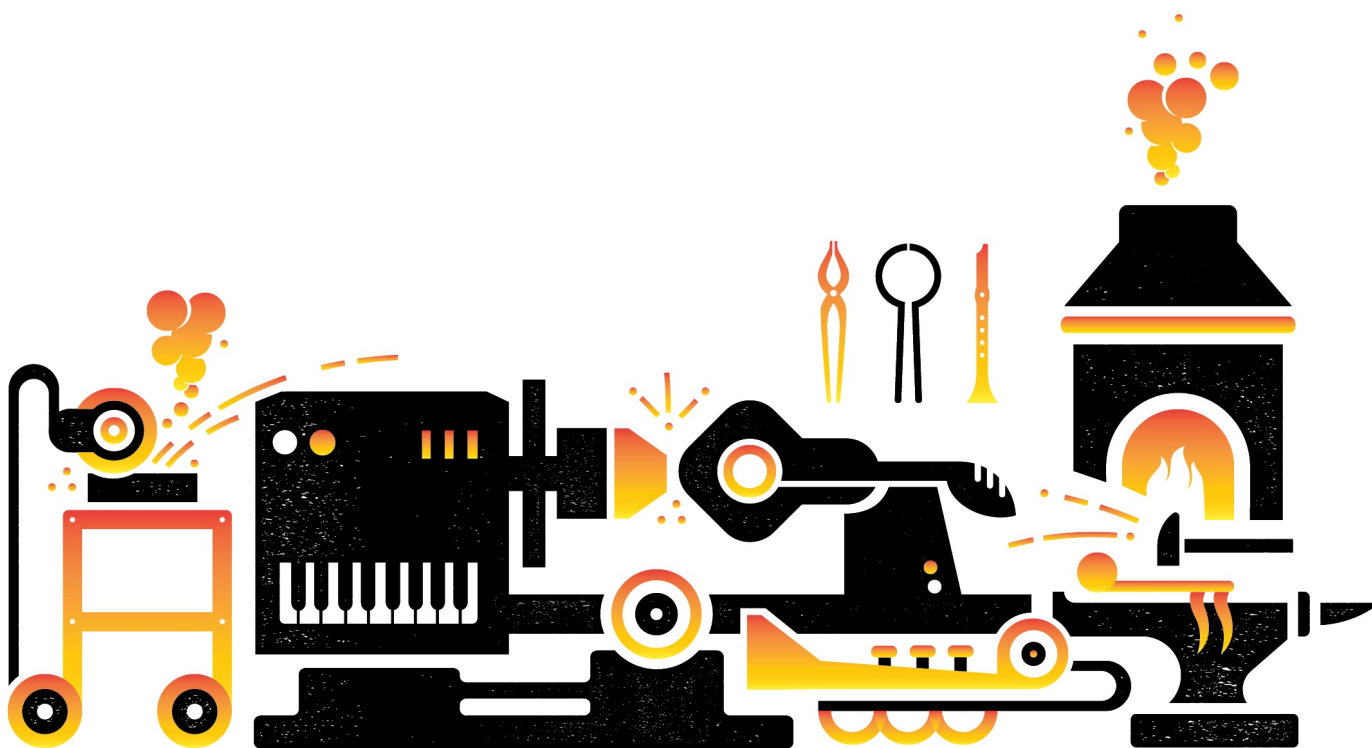


KYLE VANDERBURG

# PRESS ANY KEY TO CONTINUE

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Bassoon and Live Electronics



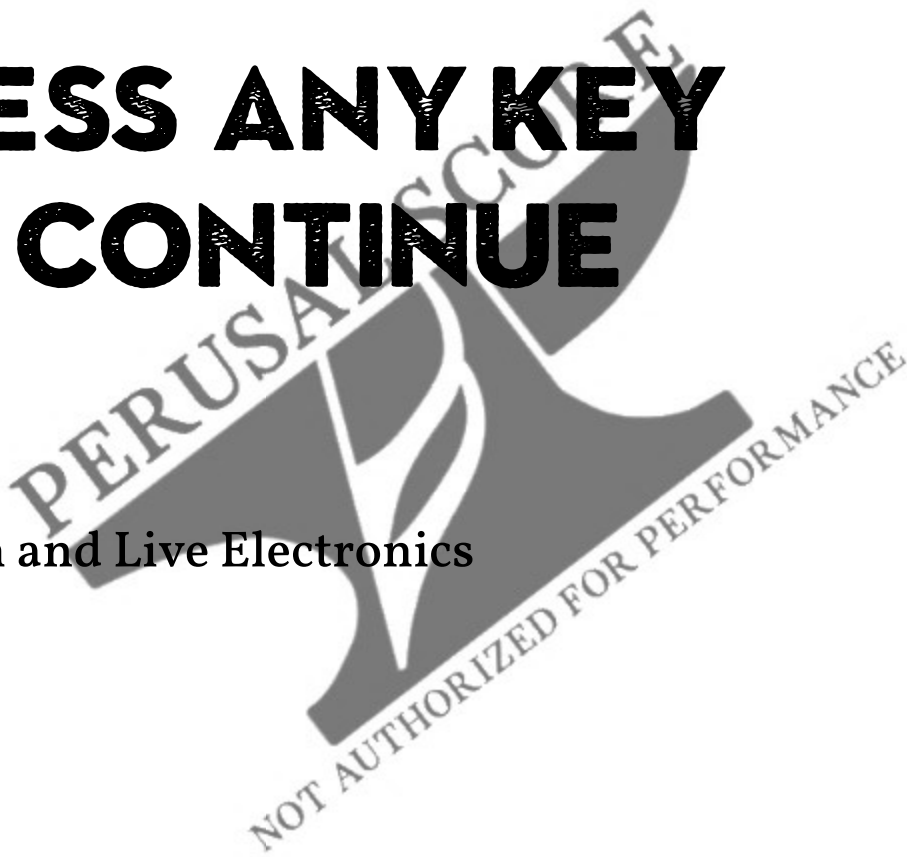


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KYLE VANDERBURG

# PRESS ANY KEY TO CONTINUE

Bassoon and Live Electronics

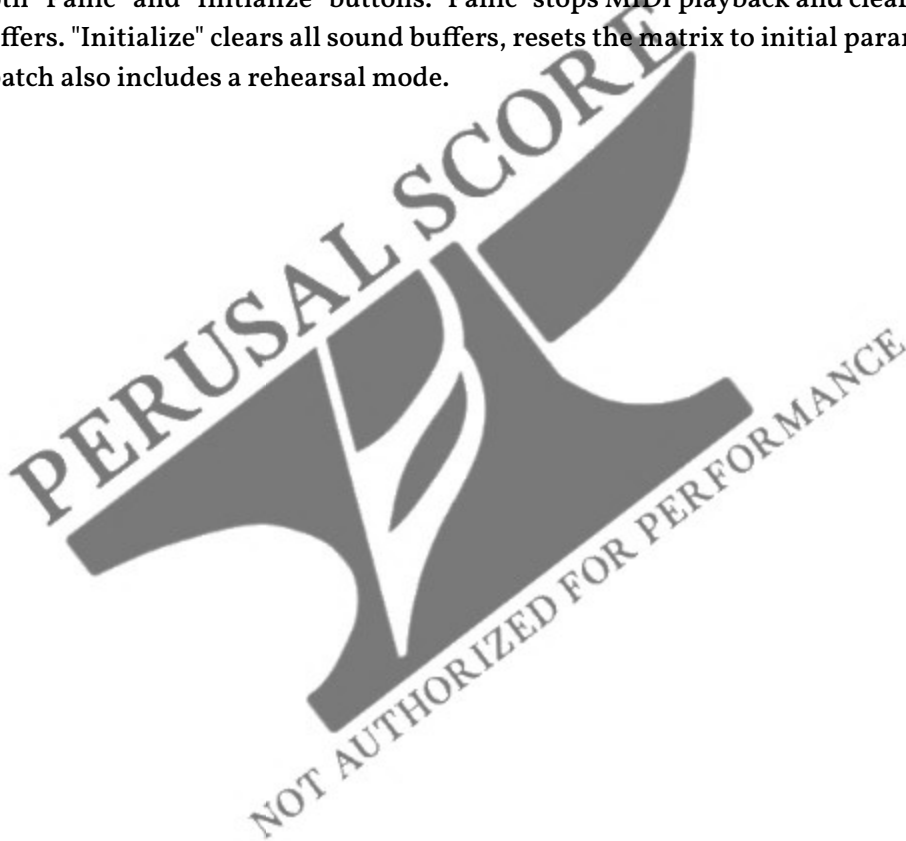


## Patch Instructions

*Press Any Key* requires the use of performance software (or patch) which uses Cycling 74's Max (<http://cycling74.com>). The performance software is available at <https://kylevanderburg.com/music/press-any-key-to-continue/>. The performance software requires one microphone (on the performer) connected to the computer running the patch, and stereo outputs (patch outputs 1-2) connected to the house left and right loudspeakers.

The triangle cue numbers in the printed music correspond to cues within the performance software. Cues may be advanced by the sound technician or by the performer. The patch is configured to advance on keystroke 32, or the spacebar on most systems. If the performer advances cues, the use of a MIDI or USB pedal is required, which must then be configured to work with the patch's counter.

The patch includes both "Panic" and "Initialize" buttons. "Panic" stops MIDI playback and clears the matrix without clearing the sound buffers. "Initialize" clears all sound buffers, resets the matrix to initial parameters, and sets the counter to zero. The patch also includes a rehearsal mode.



Print Score ISMN: 979-0-60006-080-1  
Digital Score ISMN: 979-0-60006-081-8

Duration: 6'

This work was engraved by NoteForge in Fargo. The music is set in Norfolk, provided by NYC Music Services. The text is set in Vollkorn, designed by Friedrich Althausen. The title font is Sonder Sans by Andrew Herndon.

The cover was designed by Jamie Trosen Design + Creative. Where possible, we print on Whip Cream Hemptone made by French Paper.

[noteforge.com](http://noteforge.com)

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# PRESS ANY KEY TO CONTINUE

Kyle Vanderburg  
(2024)

♩=60 1 2

Bsn.

L. El.

Sound File (SF)

Harmonizer

Delay

Harm.

Harm.

3 4 5 6 7

*mp* *f* *mf*

*mf* *mp* *mp* *mf*

*mf* *mp cresc.*

*mf* *Sea*

*f*

*molto accel.*

The score is written for Bassoon (Bsn.) and Left Electric Lute (L. El.) in 4/4 time with a tempo of 60. The key signature has two flats. The piece is divided into seven measures, each marked with a triangle and a number (1-7). Measure 1 features a bassoon line with dynamics *mp* and *f*, and a lute line with a 'Sound File (SF)' box. Measure 2 continues the bassoon line with a *mf* dynamic and a lute line with a 'Harmonizer' box. Measure 3 shows the bassoon line with a *mf* dynamic and a lute line with a 'Delay' box. Measure 4 has the bassoon line with *mf* and *mp* dynamics and a lute line with a 'Harm.' box. Measure 5 continues the bassoon line with *mp* and *mf* dynamics and a lute line with a 'Harm.' box. Measure 6 features the bassoon line with a *f* dynamic and a lute line with a 'Delay' box. Measure 7 concludes with the bassoon line marked 'molto accel.' and a lute line with 'mp cresc.' and an 'SF' box.

1st Rev., 09/24

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30  $\text{♩} = 100$  **8**

*ff* **SF**

35

40

45

*ff*

49

*f* *f* *f*

53

*mf* 6 *f* *mp* *f* *mp* *f* *mp*

57 **9**

*ff* *mf* **9**

61 **10**

*f* *ff* **10**

65 **11**

Harm. *mf* 8vb

71 **12**

*ff* 8

76

*mp*

80 **13**

*p* *mp* SF

86  $\text{♩} = 80$  *mf* *cresc.* *accel.*

90 14

ff f mf

SF

Detailed description: This system contains measures 90 through 95. The music is in a bass clef with a key signature of two flats. It features a complex rhythmic pattern with many sixteenth and thirty-second notes. Dynamic markings include *ff*, *f*, and *mf*. A square box labeled 'SF' is located at the end of the system.

96

Detailed description: This system contains measures 96 through 99. The music continues with the same complex rhythmic patterns and articulation marks.

100

f

Detailed description: This system contains measures 100 through 104. The music features a prominent *f* dynamic marking.

105

Detailed description: This system contains measures 105 through 108. The music continues with complex rhythmic patterns and articulation marks.

109 15

mf mp

SF

Detailed description: This system contains measures 109 through 112. Dynamic markings include *mf* and *mp*. A square box labeled 'SF' is located at the end of the system.

113

mf f *trm* p mf

Detailed description: This system contains measures 113 through 116. Dynamic markings include *mf*, *f*, *p*, and *mf*. A *trm* (trill) marking is present over a note in measure 115.

117 16

No Processing

ff

Detailed description: This system contains measures 117 through 120. A box labeled 'No Processing' is placed over a note in measure 118. A dynamic marking of *ff* is present at the end of the system.

121 17 18

fff

Delay

Detailed description: This system contains measures 121 through 124. A dynamic marking of *fff* is present. A box labeled 'Delay' is located at the beginning of the system.