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Citation: Leith, O. (2024). Musicalising the Everyday or Making the Everyday Operatic. (Unpublished Doctoral thesis, Guildhall School of Music & Drama)

This is the supplemental version of the paper.

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KEYBOARD SAMPLER

1. Bird
2. Wolf (perhaps fixed velocity)
3. Bottleblowlong
4. Bottleblowshort
5. Grand Piano
6. Ocarina
7. Orchestra
8. Guitar Static
9. Magic
10. Whistle

Prologue

Bar 1

1 + 2 Bird AND Wolf should be armed at the beginning - making sure that bird takes midi from keyboard and wolf takes midi from alternative (rol)

Ambience

Act I

Scene 1 bar 1

3. Bottleblowlong

Scene 2 bar 25

4. Bottleblowshort

Scene 3

10. Whistle

Scene 4

4. Bottleblowshort (keyboard part up an octave)

Scene 7

5. Grand Piano

Figure 55 (bar 375)

6. Ocarina

Scene 8

3. Bottleblowlong (lower parts up octave - The non-filligry stuff)

Act II

3. *Bottleblowlong*

Figure 74 bar 55

5. *Grand Piano*

Figure 78 bar 88

7. *Orchestra (ROLI)*

Scene 5 bar 250 n.b there is a C written here beneath the attacca - that note will no longer be played by keyboard.

8. *Guitar static*

AMP TO FOH SPEAKERS

ACT III

Scene 2 b 29

3. *Bottleblowlong*

Scene 4

9. *Magic (Roli)*

FOH

Scene 5 fig 11

10. *Whistle*

Fig 142

10+3 both armed

Samples

Phone
Kitchen
Amp
Ambience
FOH
Localised speaker (keyboard - pit)

0.1_b1_Birdsongcloud	ambience
0.1_b28_rain(a)	ambience
0.1_b45_rain(b)	ambience
0.1_b45_rain(c)	ambience
0.1_b47_rain(c)	ambience
0.3_b89_cicadas	ambience
0.3_b152_telephone1	ambience to Phone (0.10 - 0.28)
1.1__b1_voiceoftrip1	phone to phone and FOH
1.2_b25_cloudofbells	phone (end of sample to pit - more movement)
1.2_b27_doorbell2	
1.2_b29_doorbell3	
1.2_b30_doorbell4	phone to pit
1.3_b62_carolinesaria	Amp to amp and FOH (b75 - 78) come un
alba	
1.4_b197_doorbell7	phone
1.6_b240_Mormons	kitchen to FOH
1.7_b310_aeroplane	ambience
1.7_b382_cereal	Kitchen and small amount of FOH
1.8_b405_Bullets	ambience - more like rain
1.8_b486_telephone2	phone
2.1_b2_voiceoftrip2	phone to FOH
2.1_b30_doorbell(dingdong2)	FOH to phone (very fast.)
2.3_b119_helicopter	ambience (Above)
2.4_b248_guitarstatic	amp
2.5_b301_distantisiren	ambience
3.1_b22_telephone3	phone
3.2_b29_voiceoftrip3	phone -> phone and FOH (0:0-0:3)
3.3_b66_fireworksandkettle	Split file - Kettle sound - Kitchen Fireworks - kitchen to Ambience
n.b this is currently one file - which is a combination of fireworks and kettle - there is a split file now that should be fired at the same time	
3.7_b354_mormons(2)	ambience
3.8_b496_highfireworks	ambience - FOH

Note on helicopter - that sort of very low hum that is sort of aggressive - you feel it viscerally.

Ambience - (PREVIOUSLY MARKED AS ENVIRONMENTAL)
