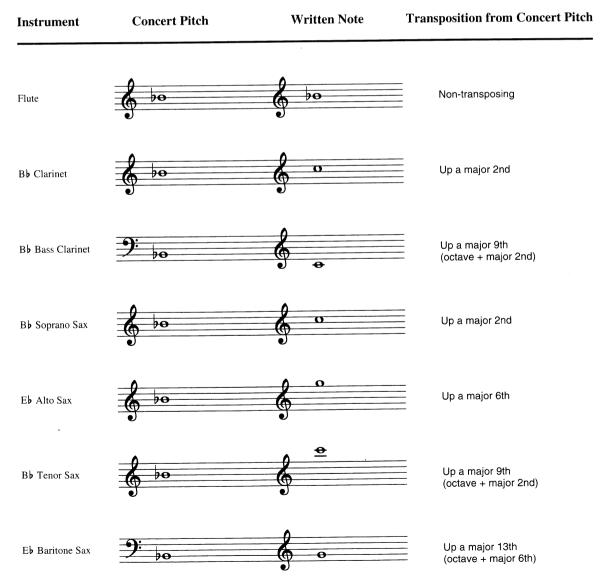
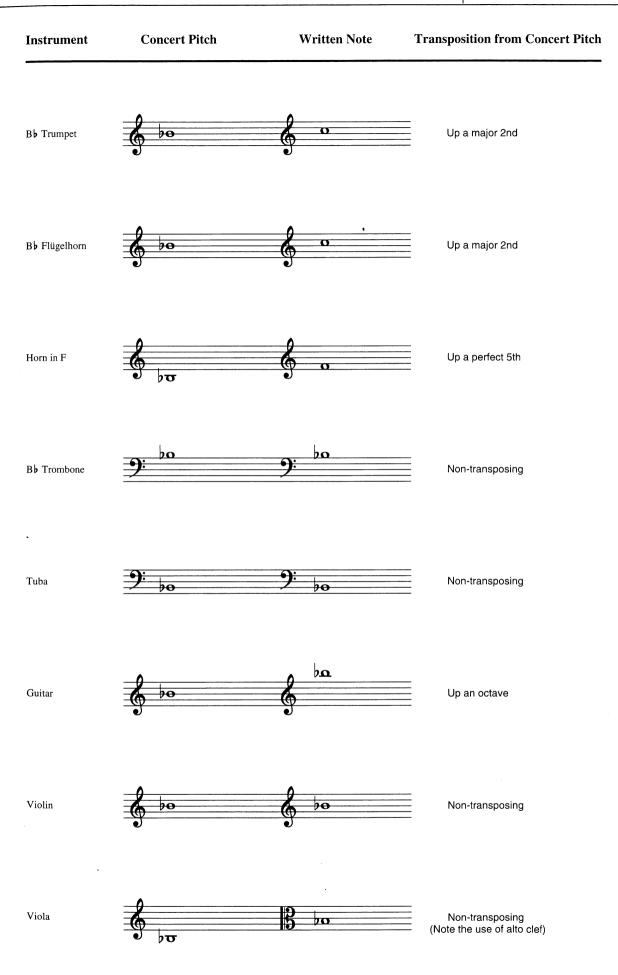
# **Instrumental** Information

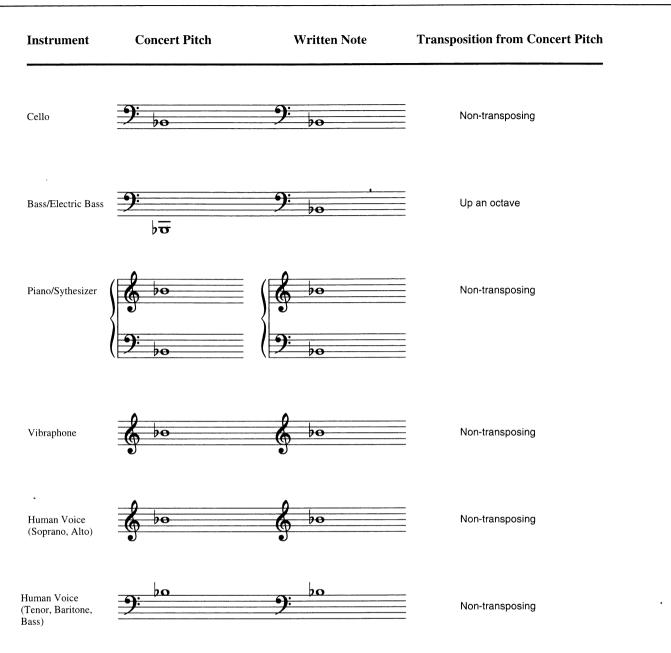
# **1-1 Transposition**

Use the table below to transpose the concert pitch of an instrument (the pitch that actually sounds and the note that appears on a concert score) to the corresponding note that is written on that instrument's part. For example, in order to have a B<sup> $\flat$ </sup> clarinet play a concert *b*-*flat* pitch, you must write the note *c* on the clarinet part a major second higher than the actual concert pitch. For instruments not shown here, consult any reputable text on orchestration or instrumentation.



## **Transposition** Table





Sometimes tenors use a special G-Clef ( $\begin{pmatrix} c \\ c \end{pmatrix}$ ). When this is used, tenors sound an octave lower than written.

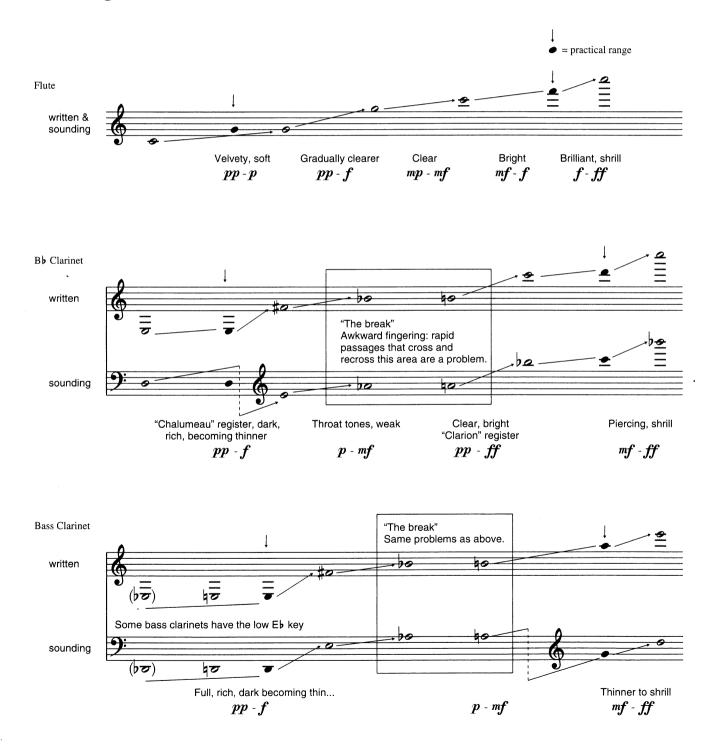


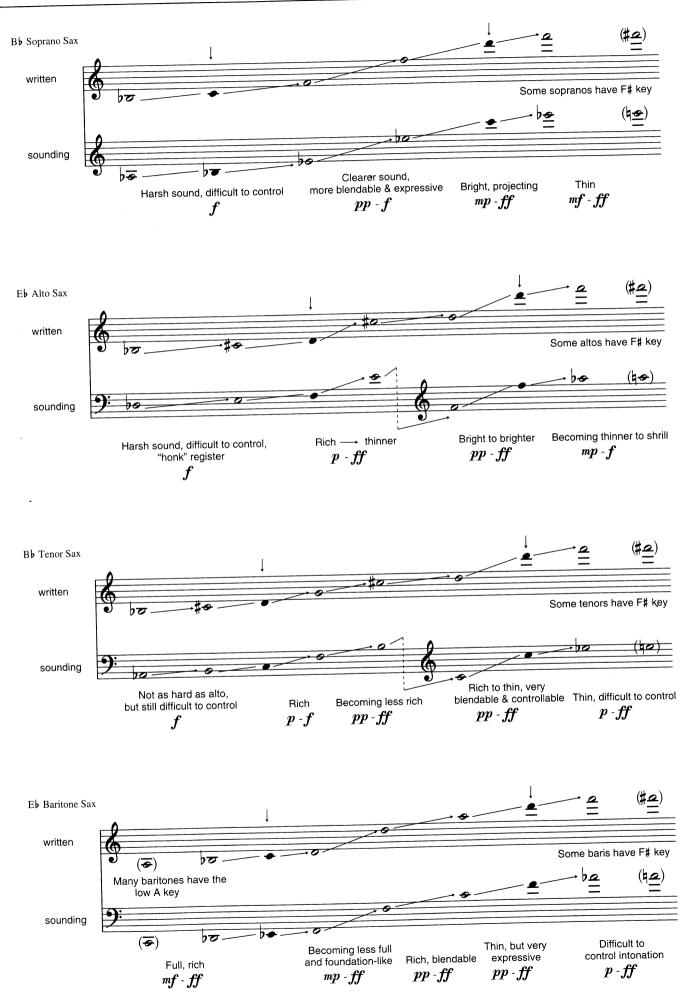
4

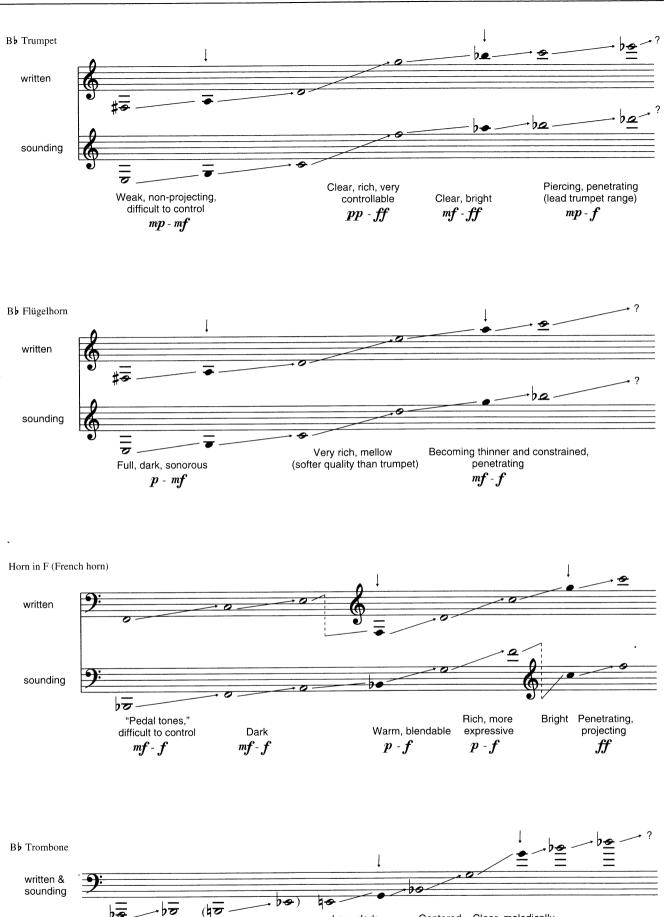
# **1-2 Ranges and Sound Characteristics**

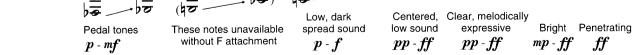
An arranger needs to know the ranges within which instrumentalists can play comfortably as well as the qualities of the sound from one extreme to the other. The chart below shows the overall technical range for each instrument; the limits of the practical range are marked by vertical arrows pointing to darkened note heads. Throughout the range, the chart also describes sound quality and the useable scope of dynamic levels.

#### **Range and Sound Characteristics Chart**

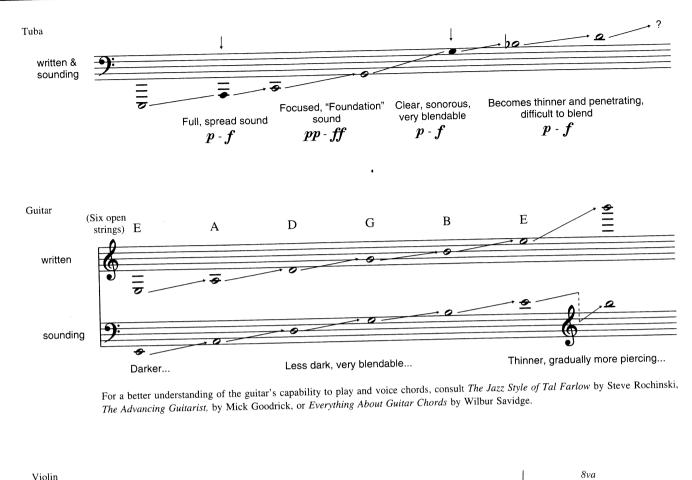


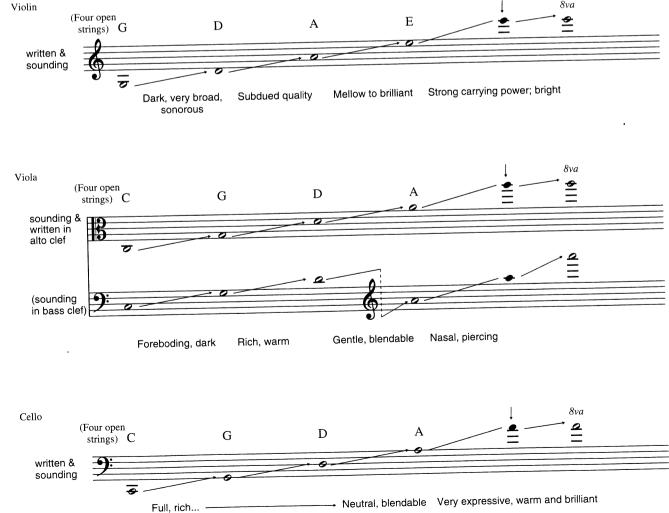


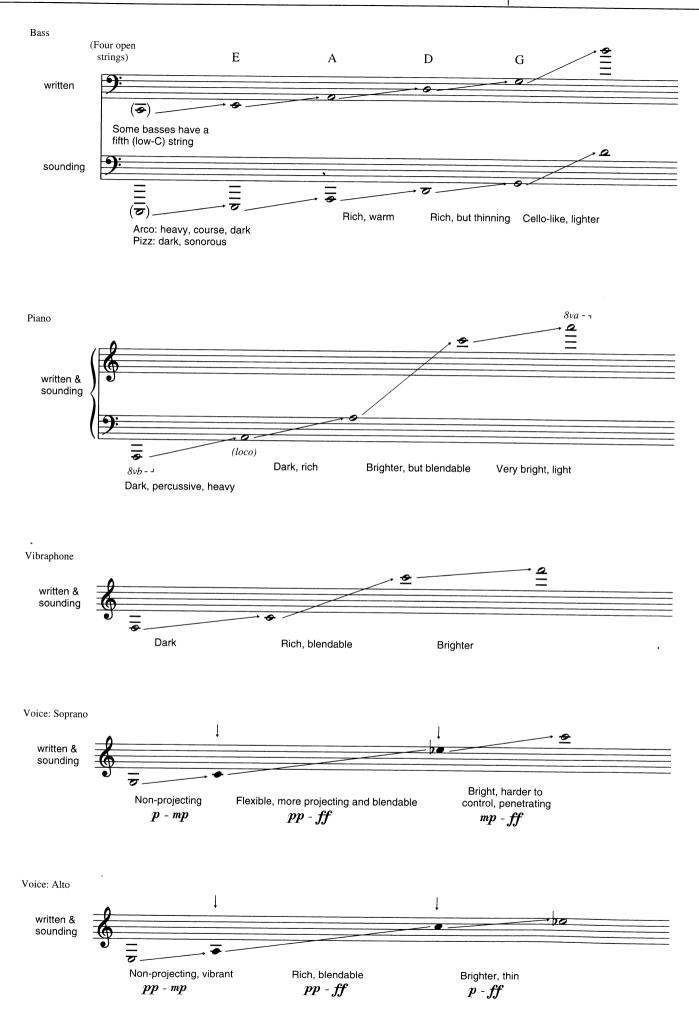




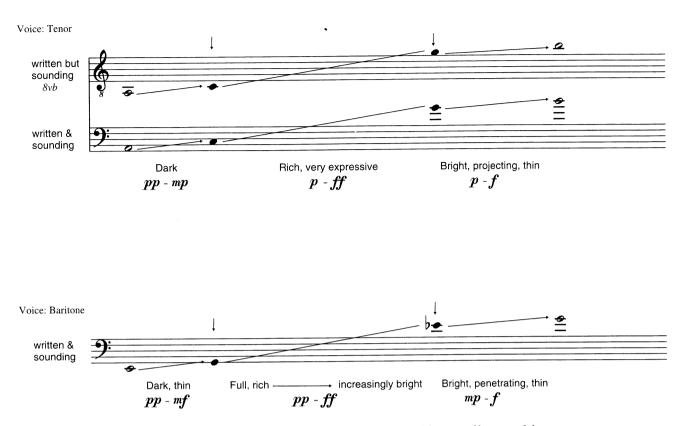
7



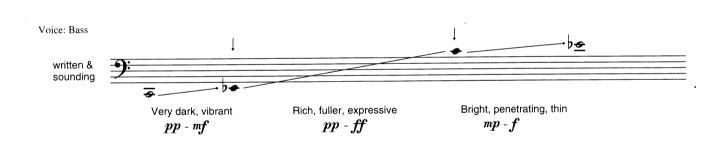




9



Most men are baritones. They can sing a low E, but the sound is usually too thin.



#### Synthesizer

There are two reasons for including synthesizers or samplers in an orchestration. First, through emulation of other instruments, synthesizers can fatten an otherwise small orchestra. In this case, you should write "idiomatically," in a style appropriate to the instrument you are emulating. Second, synthesizers may offer timbres you could not otherwise find. Many synthesis techniques are available, including additive, subtractive, physical modeling, and FM. If you are not a programmer and are unfamiliar with synthesis, work closely with your synthesizer player to get the sound you want. *Keyboard Magazine* and similar publications are good sources of information.