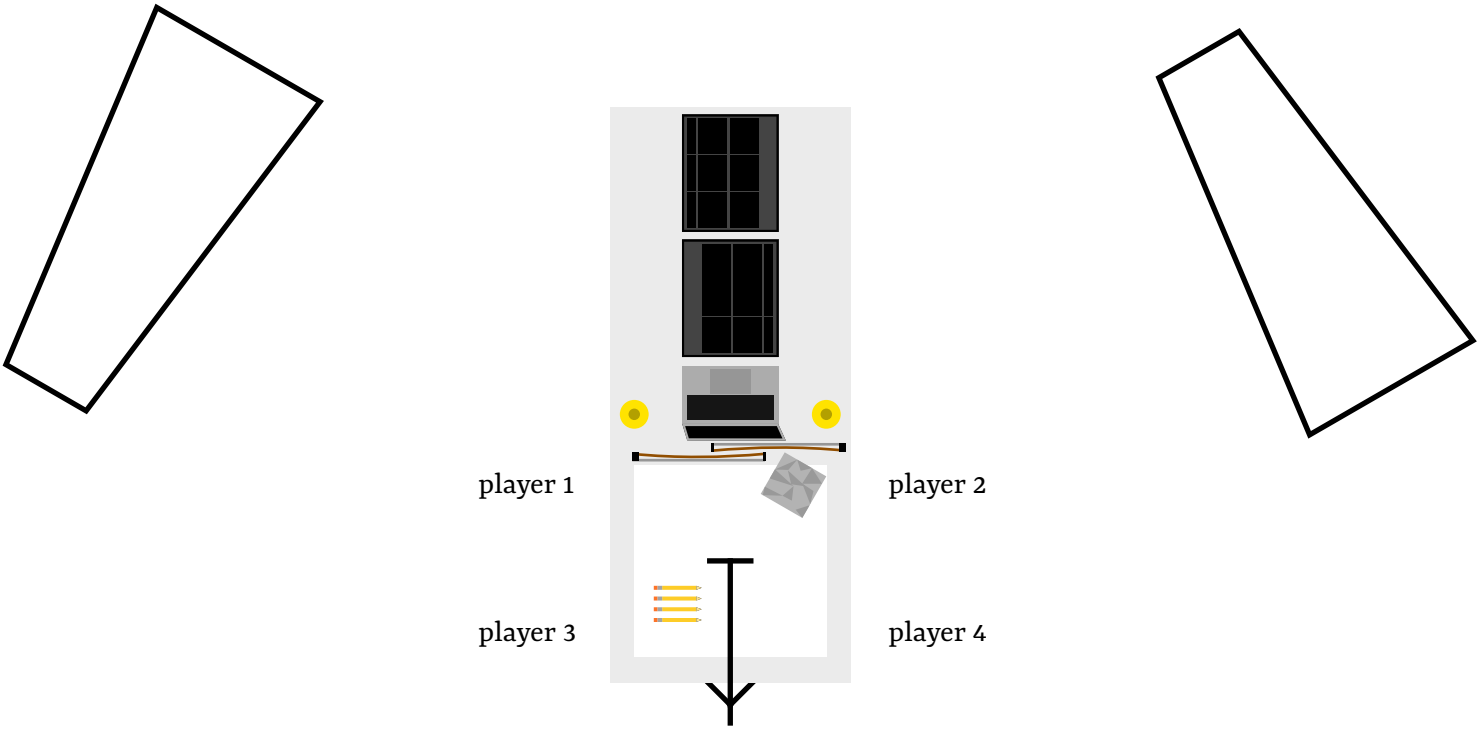
minum / wood / rubber / yarn / horsehair / brass / bronze / copper / plastic / paper / ink / bon / silicon / aluminum / wood / rubber / yarn / horsehair / brass / bronze / copper / plastic / paper / ink / ō percussion / **carbon / silicon** / aluminum / wood / rubber / yarn / horsehair / brass / bronze / copper / plastic / paper / ink / liam elliot / sō percussion / carbon / silicon / aluminum / wood / rubber / yarn / horsehair / brass / bronze / copper / plastic / paper / ink / liam elliot / sō percussion / carbon / silicon / aluminum / wood / rubber / yarn / horsehair / brass / bronze / copper / plastic / paper / ink / **liam elliot / sō percussion** / carbon / silicon / aluminum / wood / rubber / yarn / horsehair / brass / bronze / copper / plastic / paper / ink / liam elliot / sō percussion



MATERIALS

2 crotale disks pitched at E and F. Preferably higher octave
2 bows (for crotale disks and vibraphone)

2 vibraphones
2 mallets (1 per vibraphone)

4 pencils
large sheet of heavy paper
piece of slightly crinkled tin foil about 10x10 inches

laptop running Max patch supplied by composer
audio interface with 2 or more channels
2 mics in ORTF setup
2 XLR cables
mic stand

2 Roland SPD-SX with samples supplied by composer

table for crotale disks, paper/pencils, laptop, tinfoil, and SPDs

SETUP

set the table as diagramed above

the mics should be about 1 inch above the centre of the paper

the mics are connected to the audio interface

the stereo outs of the audio interface and both SPDs are sent to the house and hard-panned as wide as possible

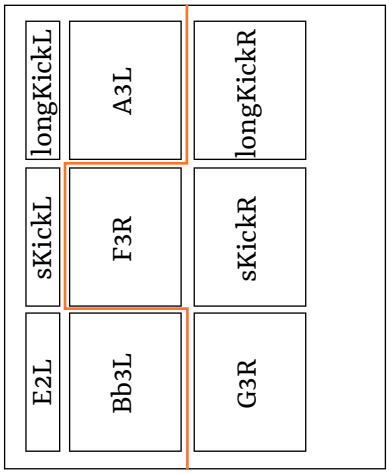
the mics/computer should be as loud as possible without discomfort or feedback

the vibraphones are evenly spaced to the side of the stage as wide as possible

the sheet music for section 1 is printed on the large paper
the sheet music for section 2 is at the vibraphones
the sheet music for section 3 is at the SPDs

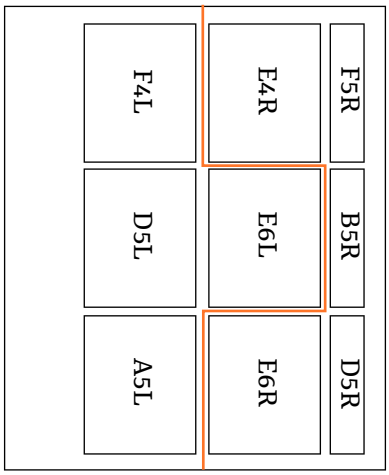
player 1

player 2



player 3

player 4



Load the samples on the SPDs as indicated above. The sample settings are all:

Template: SINGLE

Loop: OFF

Trig Type: SHOT

Dynamics: ON

Poly/Mono: POLY

The orange lines indicate the division of pads between players standing on either side of the SPDs.

carbon / silicon

all 4 players gather around the sheet of paper with a pencil

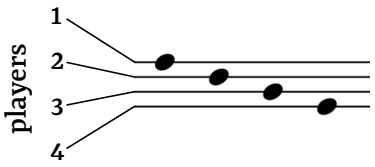
play by drawing with pencil

draw close to mics unless otherwise indicated

feeling of gradual processes and fast rhythms becoming textures

---

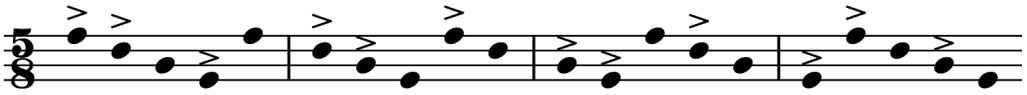
20+ seconds



100+ repeats per minute
fast, even, mechanical rhythms far from mics
move to mics together over 20+ seconds

30+ seconds

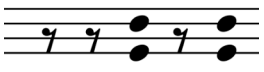
begin with short strokes then improvise with shortening
and lengthening strokes while maintaining 1+2+2 rhythm



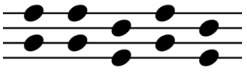
30+ seconds

improvise dissolution of 1+2+2
A. continue to improvise with short/long strokes
B. add/remove accents in your part
C. add/remove notes in your part
chaotic feel

7x



5x



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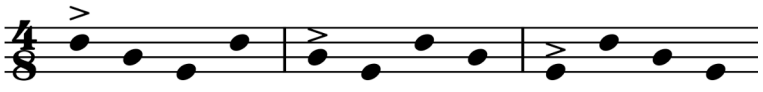
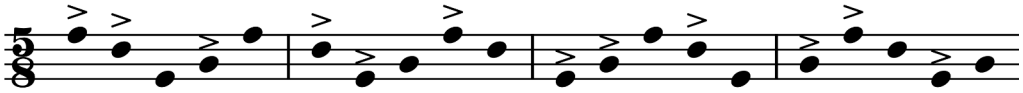
wait for player 1

player 1 go to laptop and press 1, then return
all others play until player 1 returns



30" + 4x after note change

play while filter fades in over 30 seconds
when notes change play 4 more bars



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player 1 & player 2

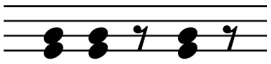
player 1 & 2 pick up crotales and bow

bow crotales every 5 seconds while slowly walking to vibraphones

2 steps per bow

don't sync with other

player 3 & player 4



legato circles

when you hear bowed vibraphone

player 3	**player 4**
go to laptop and **press 3**	pencil long circles to cover both mics
pick up tinfoil	fade out pencil as tinfoil slides in
slide under mics	

30+
seconds

extremely subtle tinfoil crinkles with hands

create raindrops of shifting filters

fade out after 30 seconds

when vibraphone bows end walk slowly to vibraphones

Vibraphone 1

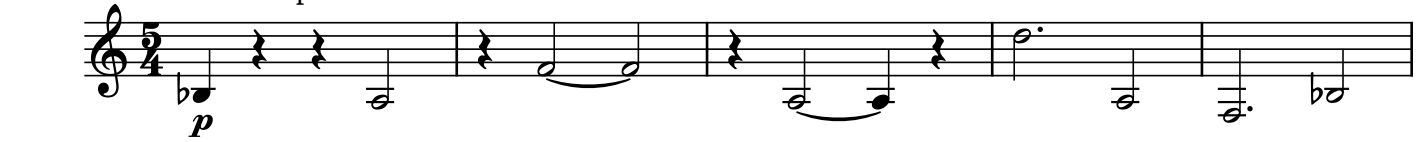
place at vibraphone 1 (stage right)

♩ = 60 very loose tempo, not perfectly synced

arco

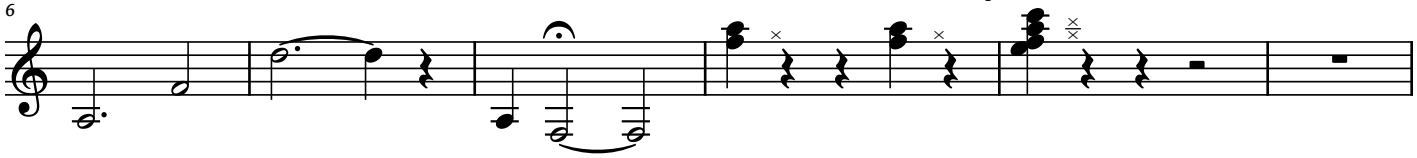
very light bow

activate partial as much as fundamental



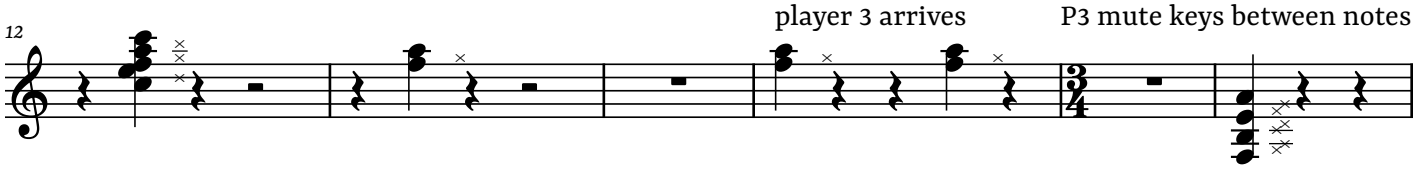
strum with soft mallet

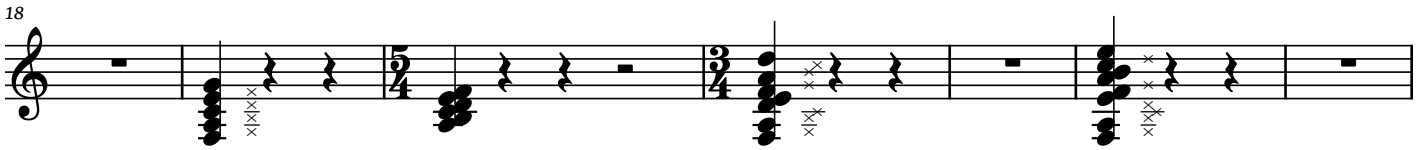
x indicates muted keys



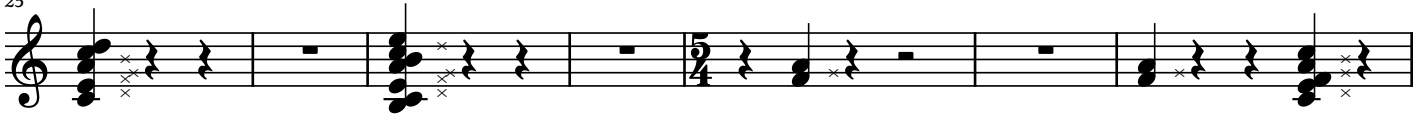
player 3 arrives

P3 mute keys between notes





P3 to SPD

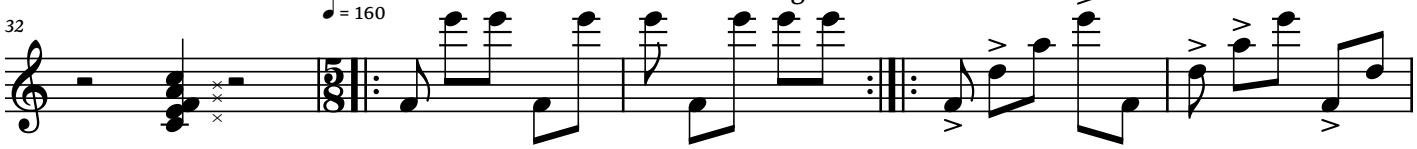


struck

unison with P3 on SPD

improv c. 10" by adding

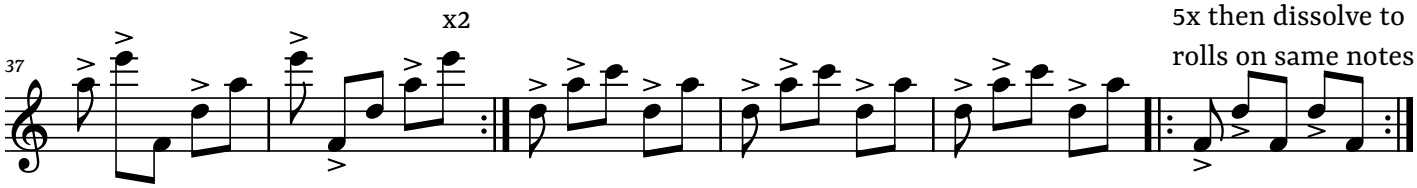
and subtracting notes



x2

5x then dissolve to

rolls on same notes



go to SPD

P3 & P4 will loop until you're ready

Vibraphone 2

place at vibraphone 2 (stage right)

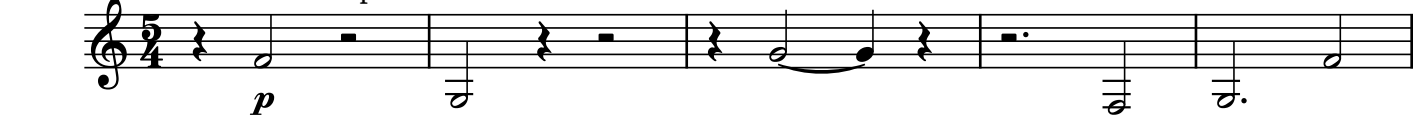
♩ = 60 very loose tempo, not perfectly synced

arco

very light bow

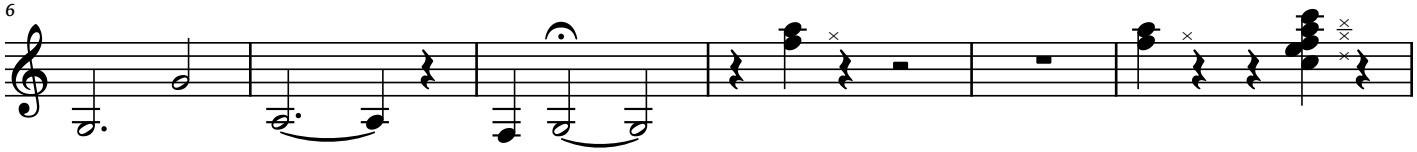
activate partial as much as fundamental

p



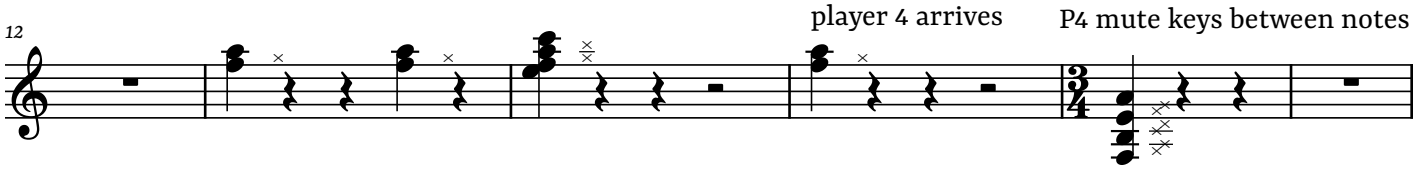
strum with soft mallet

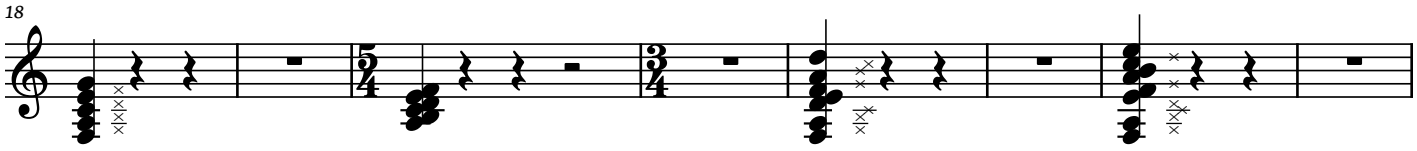
x indicates muted keys



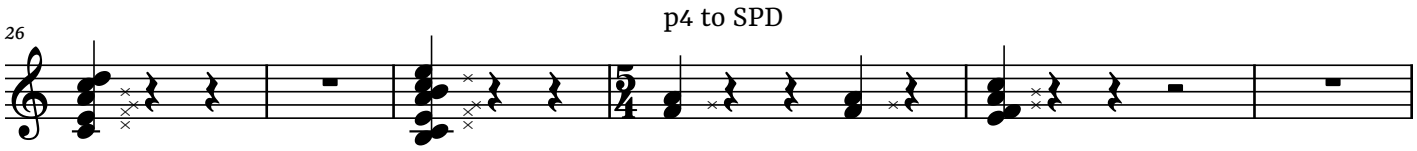
player 4 arrives

P4 mute keys between notes





p4 to SPD

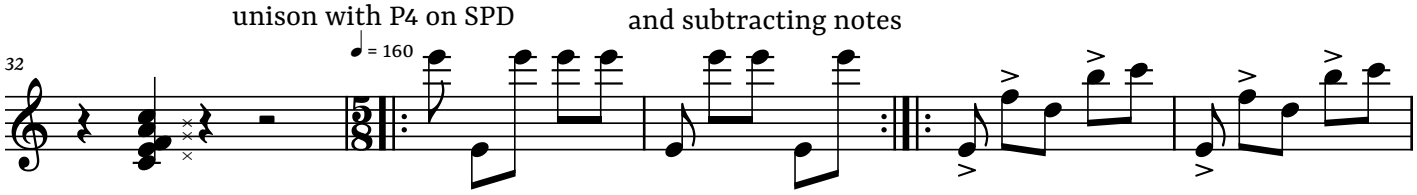


struck

unison with P4 on SPD

improv c. 10" by adding

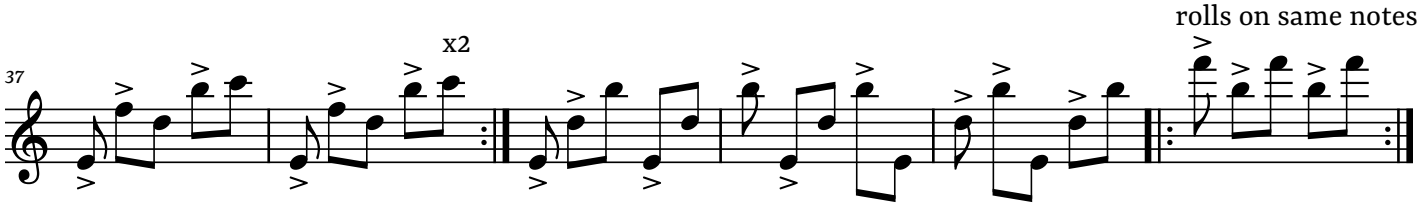
and subtracting notes



5x then dissolve to

rolls on same notes

x2



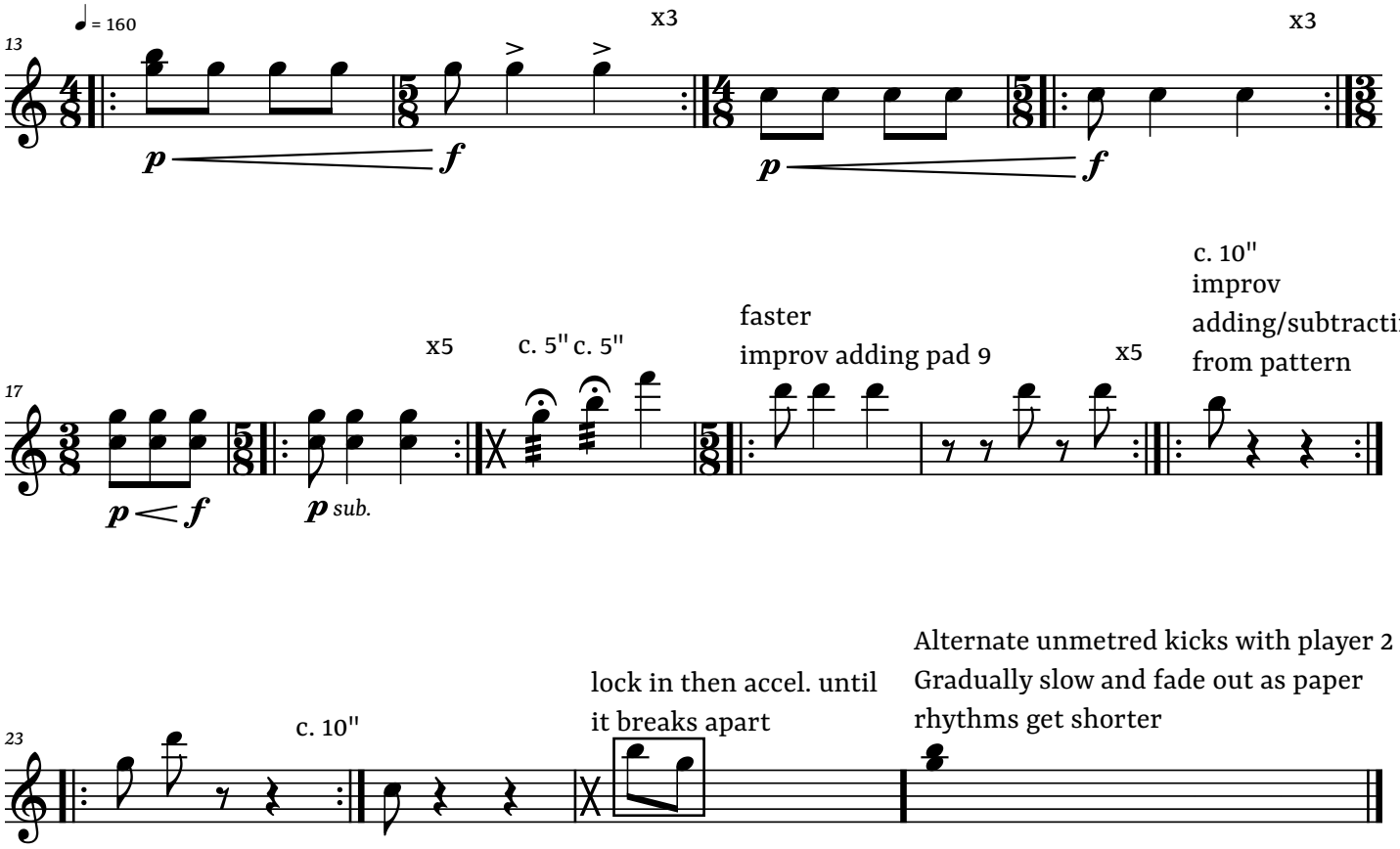
go to SPD

P3 & P4 will loop until you're ready

Player 1

SPD

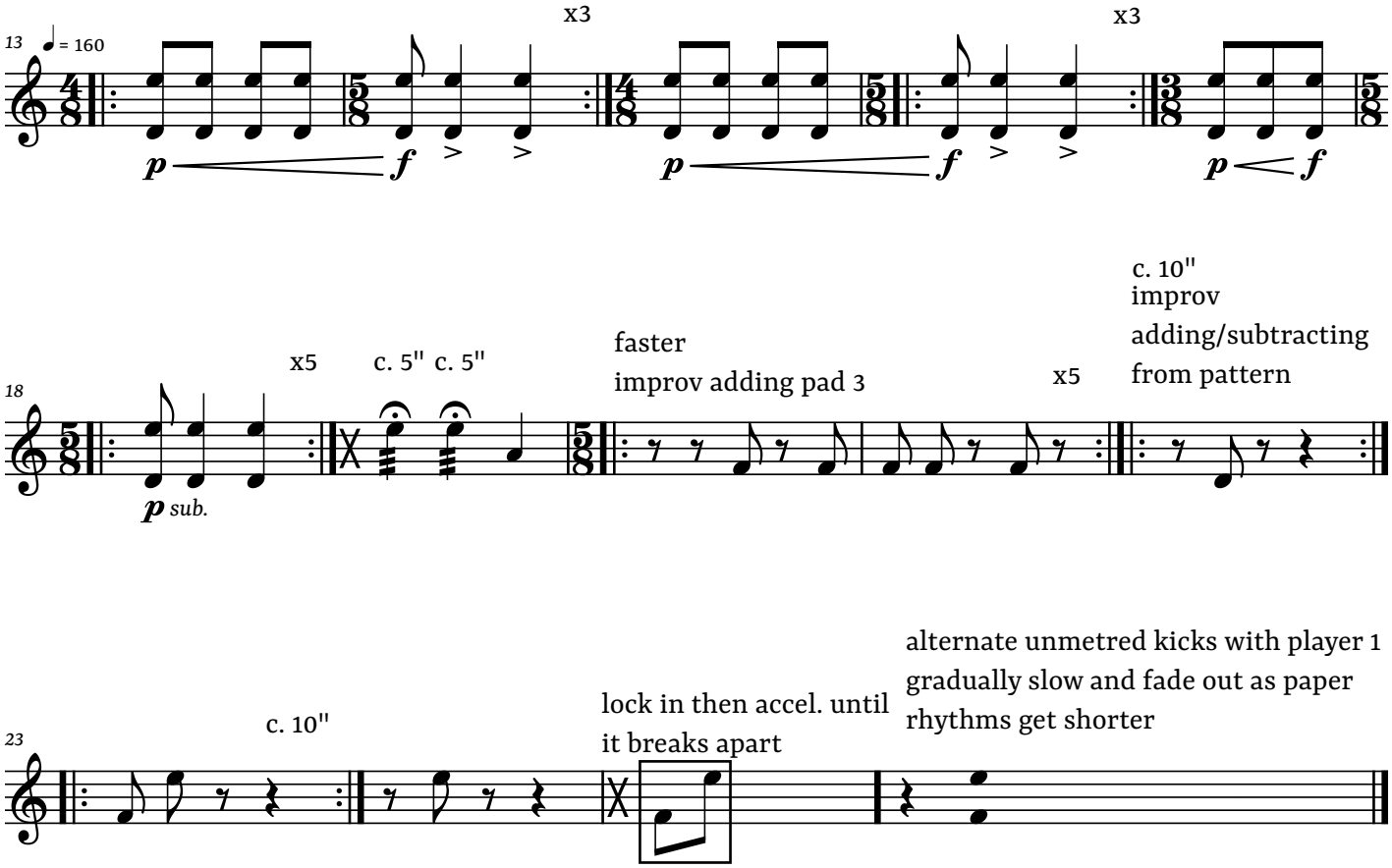
place at SPD 1 (up stage)



Player 2

SPD

place at SPD 1 (up stage)

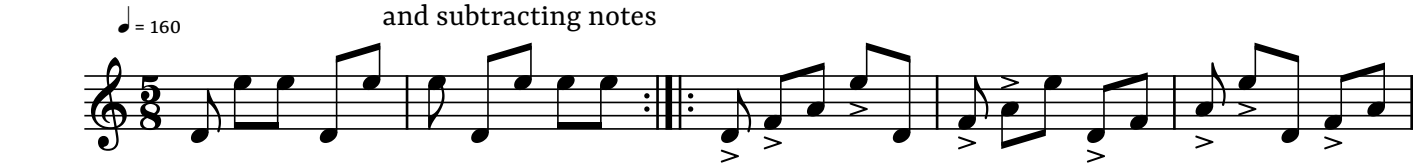


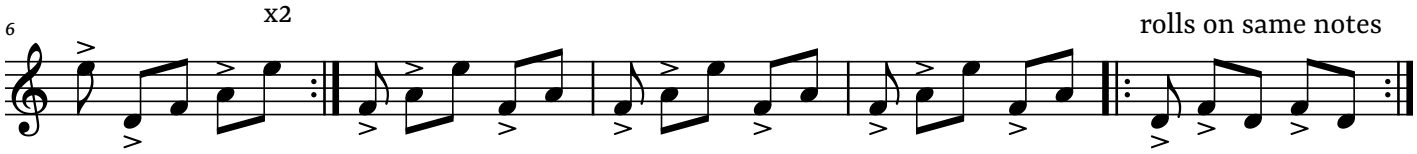
Player 3

place at SPD 2 (down stage)

SPD

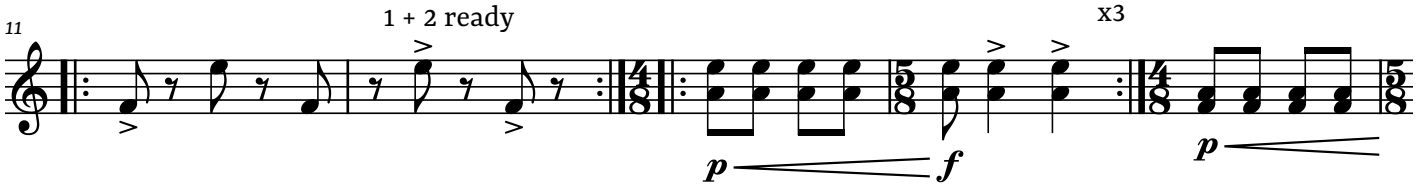
improv c. 10" by adding
and subtracting notes

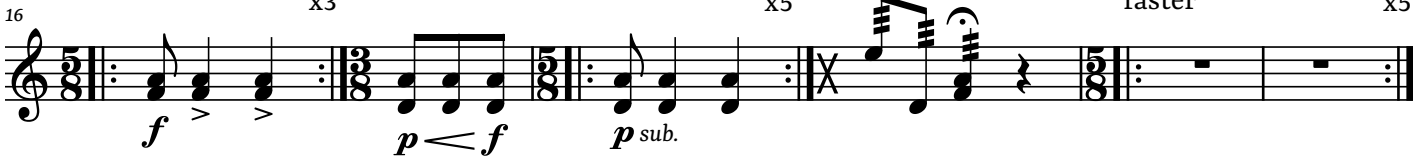




5x then dissolve to
rolls on same notes

loop and accel. to
roll then hold until
1 + 2 ready

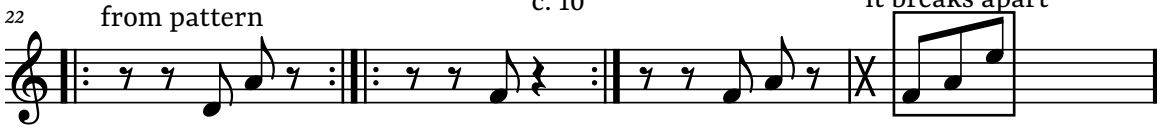




c. 10"
improv adding/subtracting
from pattern

c. 10"

lock in then accel. until
it breaks apart



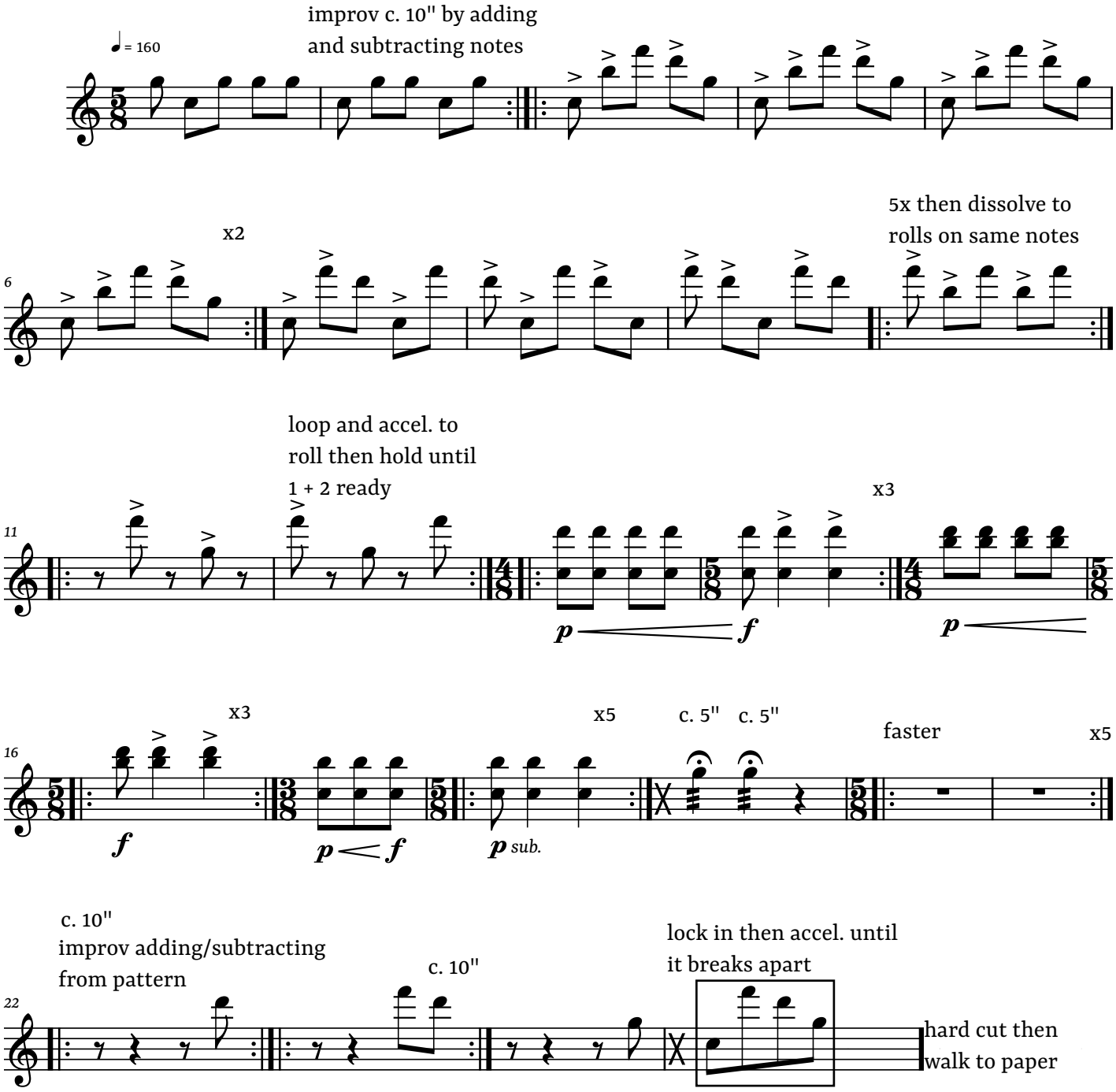
hard cut
press 4 on laptop then
walk to paper

at paper, draw slow circles under mic
until all amplification has stopped

Player 4

SPD

place at SPD 2 (down stage)



at paper, draw slow circles under mic
until all amplification has stopped