

**drum solo no.6**  
*surround sound*

## **instrumentation:**

bass drum  
glass jars (for smashing)  
grains - e.g. rice / dried bean / lentils. (to pour out on the floor)  
different sized rocks - small / small medium (to throw/scatter across the space)

bass drum mallets  
masking tape (to mark out squares on the floor)  
glass jars (to fill with grains)  
small table - to put filled grains jars on

## **notes for the sound engineers:**

the piece is structured around shifting focus between different parts of the room. at first starting around the edges and moving in toward the middle. it would be great if the recording can capture this *real life* spatialisation most clearly.

there will be drastic contrasts in dynamic, which form the basis of the piece and would be great to capture. e.g. at opening between the smashing of jars (loud), followed by the dropping of grains on the floor (quiet).

**the piece can be divided into three main sections:**

**section one (shown in yellow)**

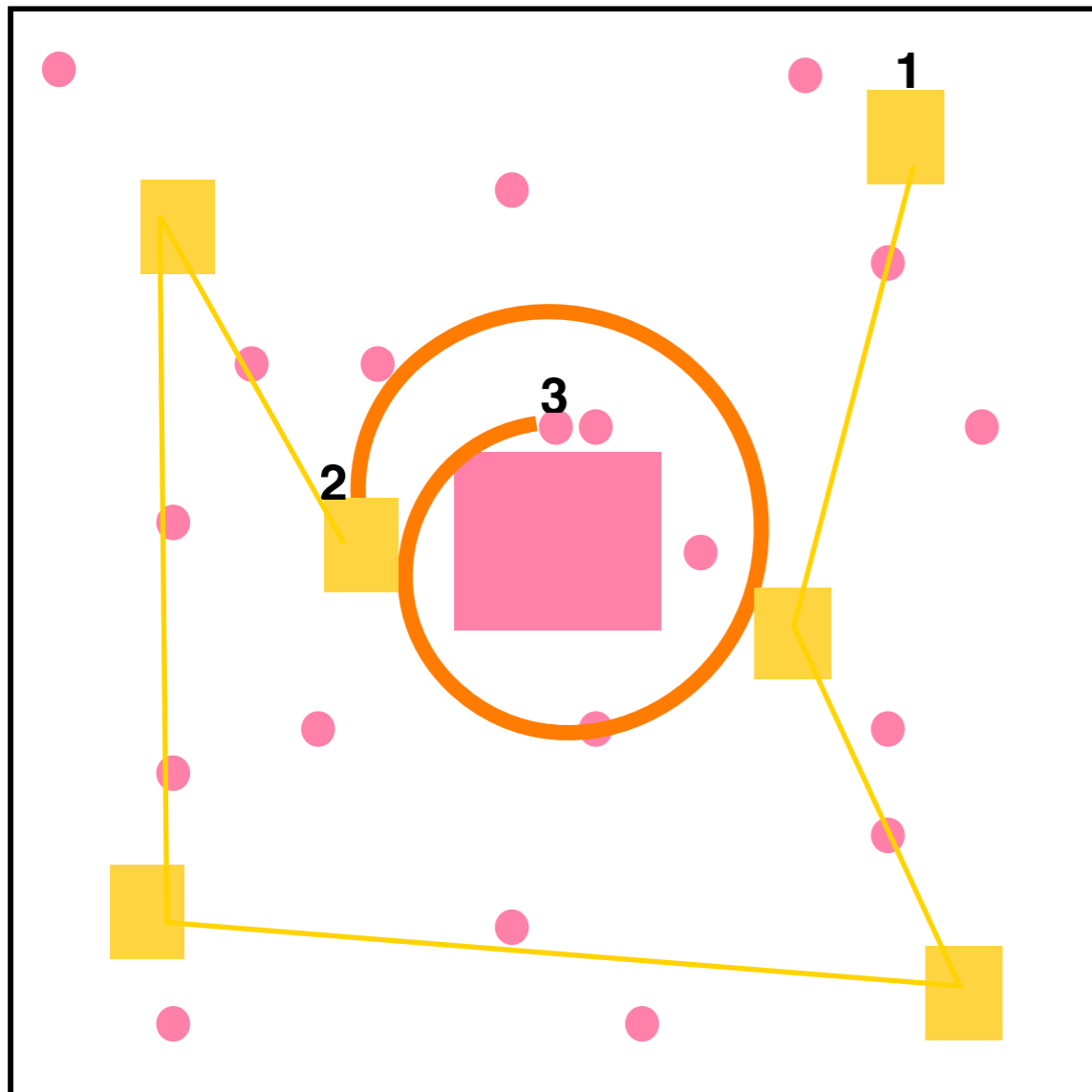
player enters into room at point 1 shown and begins to walk through the space, following the *yellow* pathway and stopping to smash a glass jar in each of the boxes (marked out with masking tape on the floor.) and then moving on until they reach point 2.

**section two (shown in orange)**

at point 2, player should pick up jars filled with grains (rice, beans etc) and proceed to walk, circling inward toward bass drum and pouring a trail of grains as they do so.

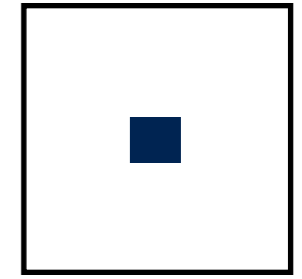
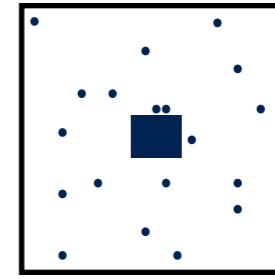
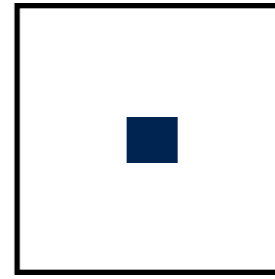
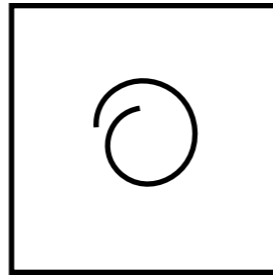
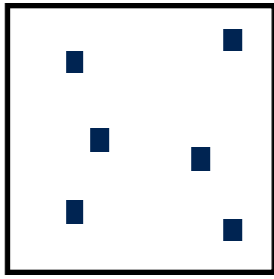
**section three (shown in pink)**

when they reach point 3. pick up bass drum mallet in one hand and rocks in the other. rock thrown and drum hit simultaneously. gradually throwing the rock further and further away and then back closer and closer so that the effect is a increasing /decreasing delay between the stationary bass drum and the moving rock hitting the floor. at the beginning of this section the bass drum should be louder than rock but by the end, the volume of the rock is louder than that of the bass drum.



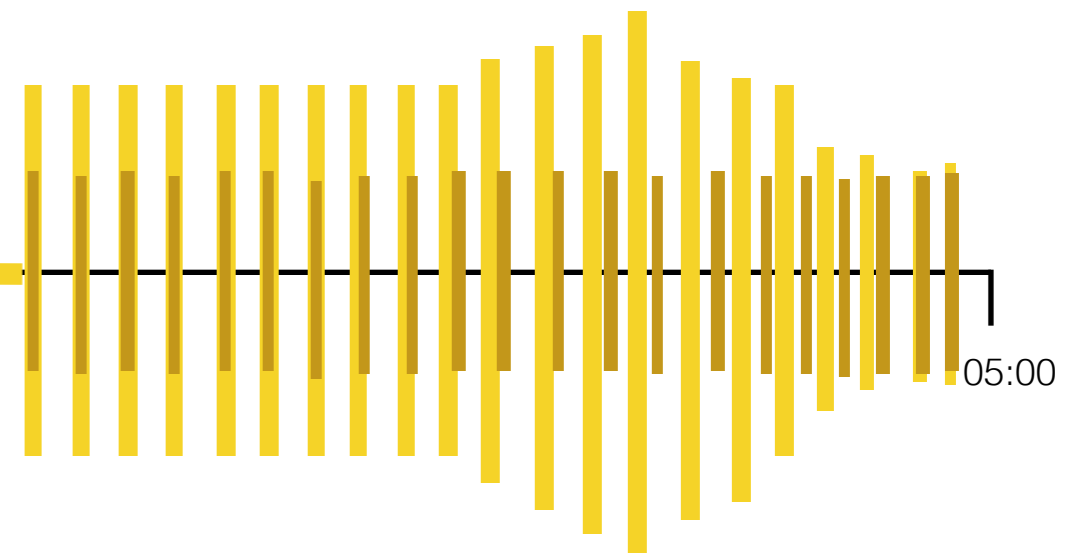
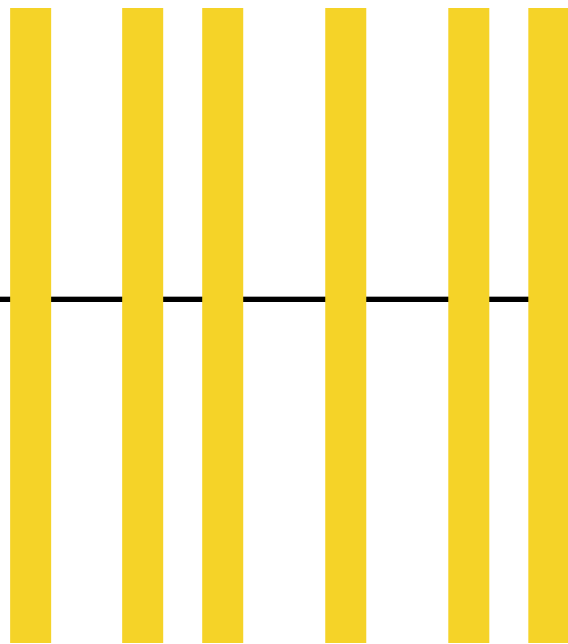
**floor map - performers movements in the room**

where in the room the sound happens:



overview of dynamics:

00:00



05:00

**section one:** glass jars smashed on the floor

**section two:** grains poured on the floor ; whilst moving toward central point

**section three:** rock thrown and drum hit simultaneously. gradually throwing the rock further and further away and then closer and closer so that the effect is a increasing /decreasing delay between the stationary bass drum and the moving rock hitting the floor. at the end , the volume of the rock is louder than that of the bass drum.