

IN UNISON:

p u n c t u a t i o n s i n s p a c e

overview:

section A - all players - unison rhythmic figure on concert C#. focus on controlling edges of sounds, and rhythmic precision.

section B - solo then duo perc. building into full ensemble.

section C - all players - unison timbral/textural sustained notes

THE ENTIRE PIECE SHOULD HAVE THE FEELING OF OCCURRING WITHIN A SINGLE MOTION

duration < 3minutes

to perform:

percussionists should be centrally placed so that their actions are clearly viewable. the rest of the ensemble should be split into two groups of approximately equal size.

group 1 - matched with percussionist 1

group 2 - matched with percussionist 2

ENSURE YOU HAVE CLEAR VIEW OVER YOUR DESIGNATED PERCUSSIONISTS MOVEMENTS/ ACTIONS

notes on notation:

.....
+ note length should be slightly too long

.....
- note length should be slightly too short

CHANGE
8VE switch octave up or down, stay on new octave

NOTE FOR PERCUSSIONISTS: starting note should be any drum. when instructed to change 8ve, change drum.

A

STARTING NOTE: CONCERT C#
TEMPO : 90BPM
WITH SHARP/FOCUSED EDGES TO NOTES

ALL PLAYERS

MF

CHANGE 8VE

ALL PLAYERS

CHANGE 8VE

+

-

+

+

B

PERC 1 ONLY.. LOSING ANY SENSE OF PULSE

PERC 1

CONT. ON SAME SOUND. PLACING SOUNDS, LIKE DIFFERENT WEIGHTED/SIZED OBJECTS IN AN EMPTY ROOM. AS MORE PLAYERS JOIN YOU, MOVE GRADUALLY FROM THE ORIGINAL SOUND TOWARD MORE TIMBRAL/TEXTURAL SOUNDS.

WHEN MAJORITY OF PLAYERS ARE BACK IN; BEGIN TO COPY PERC. 2 (PLAYING IN UNISON WITH THEM)

PERC 2

TACET

CONT. ON SAME SOUND. PLACING SOUNDS, LIKE DIFFERENT WEIGHTED/SIZED OBJECTS IN AN EMPTY ROOM. AS MORE PLAYERS JOIN YOU, MOVE GRADUALLY FROM THE ORIGINAL SOUND AND *HITS*, TOWARD MORE TIMBRAL/TEXTURAL AND SUSTAINED SOUNDS.

WHEN MAJORITY OF PLAYERS ARE BACK IN; PERC 1 WILL START TO COPY YOU. CONT. BUILDING INTO TIMBRAL SUSTAINED SOUNDS.

GROUP 1

TACET

PLAYER BY PLAYER, JOIN IN UNISON WITH DESIGNATED PERCUSSIONIST, BY FOLLOWING THEIR PHYSICAL ACTIONS. ATTEMPT TO FOLLOW TIMBRAL/TEXTURAL CHANGES AS CLEARLY AS POSSIBLE. ONCE YOU JOIN CONTINUE TO FOLLOW THEM, DO NOT COME OUT.

GROUP 2

TACET

PLAYER BY PLAYER, JOIN IN UNISON WITH DESIGNATED PERCUSSIONIST, BY FOLLOWING THEIR PHYSICAL ACTIONS. ATTEMPT TO FOLLOW TIMBRAL/TEXTURAL CHANGES AS CLEARLY AS POSSIBLE. ONCE YOU JOIN CONTINUE TO FOLLOW THEM, DO NOT COME OUT.

PERCUSSIONISTS: BE PHYSICAL IN YOUR ACTION TO AID THOSE FOLLOWING YOU.

GROUP 1 & 2: ENTRIES SHOULD OCCUR WITH SNOWBALLING FREQUENCY.

AS SOON AS ALL PLAYERS ARE IN = WATCH FOR CUE TO ROLL SEAMLESSLY INTO C.

C

MOVING AS ONE DENSE MASS OF SOUND; MORPH SEAMLESSLY AS A GROUP (NO LONGER LED BY THE PERCUSSIONISTS) INTO THE NEXT CLEARLY DEFINED TIMBRE. NO EDGES. NO RHYTHMIC BACKBONE

ALL PLAYERS

UNIFIED STRONG ROUGH, SUSTAINED SOUND

UNIFIED BRITTLE & INSECURE, SUSTAINED SOUND

UNIFIED AIRY, SUSTAINED SOUND