

INSTRUMENTS

"**Percussion**" - an Accompaniment Ensemble of any percussive instruments (in the widest sense of the definition)

"**Lute**" - any Lute Family instrument (in the widest sense of the definition) (written in concert pitch)

General Notes

This score was originally written as being a draft plan for an electro-acoustic composition.

However, it may also be used as a:

- Listening score for the (tape) composition;
- Performance score for a human player and electronics; or
- Performance score for human players.

Explanation of Notation



muffling while playing (stringed instruments)



tremolo - ad libitum (suggestion: a short, fast, repetition of the note on the beginning of the marked note duration - i.e. 're-plucking'/prolonged (re)excitation of the string by various means; - and then let vibrate)



unaccented (weak beat)



entry time of Tape 1 (Filename: test31g_DETAIL.wav) (*Description: bell-like sound, goes chaotic*)



entry time of Tape 2 (test30y_DETAIL.wav) (*low struck-wood-like sound*)



entry time of Tape 3 (test33a_DETAIL.wav) (*muffled bass-pizzicato-like sound*)



entry time of Tape 4 (test30t_DETAIL.wav) (*high struck-wood-like sound*)



entry time of Tape 5 (test30f_EDITED.wav) (*another bell-like sound that goes chaotic*)



entry time of Tape 6 (lyre_test2f.wav) (*lower Lute sound*)



entry time of Tape 7 (lyre_test2e_DETAIL.wav) (*lower Lute sound*)



entry time of Tape 8 (lyre_test2g.wav) (*lower Lute sound*)



entry time of Tape 9 (lyre_test2d.wav) (*lower Lute sound*)



entry time of Tape 10 (lyre_test2b.wav) (*lower Lute sound, with fluctuating noise*)



entry time of Tape 11 (lyre_test2a.wav) (*lower Lute sound, with some fluctuating noise*)



entry time of Tape 12 (lyre_test1v.wav) (*lower Lute sound*)

-31 +50

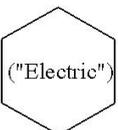
tuning deviation [cents] from the written pitch

rvb: 'bells'

rvb: 'gong'

rvb: 'lyre'

Reverberation devices (i.e. the sound(s) produced by the Lute soloist are used as an excitation signal for 'bells', 'gongs' and 'lyres' - in other words: the sound of the Lute is "playing" the percussion (or string reverb) instruments)



special lute sounds of low fundamental frequency with (artificially) amplified and sustained higher partials (thus generating very thick and rich spectra)

Lyre

(a Draft Design for an Electro-acoustic Composition)

Kari Väkevä (2003-2004)

1 Slow (♩=74) 2
00:00.000 00:03.245

"Percussion" **2/4** "Backward" echo from section 2 (lute). **5/4** **1/4**
p **Tape1**

-- (tune down a little, very slowly) --

1 2 **U U U U** (6:5)
3 4:3 5:4 **5:4 3**

"Lute" **2/4** **mf p mf p mf** **f mf** **f**

3 00:11.363
Perc. **1/4** **rvb: 'bells'** **5/4** **Tape2**

L. **3** **3 5:4 3** **diminuendo** **p**

The score is divided into three sections. The first section, labeled 'Percussion', starts at 00:00.000 and ends at 00:03.245. It features a 'Backward' echo from section 2 (lute) in a **2/4** time signature, with a dynamic marking of *p*. A 'Tape1' marker is present. The second section, labeled 'Lute', starts at 00:03.245 and ends at 00:11.363. It features a melodic line in a **2/4** time signature, with dynamic markings of *mf p mf p mf*, *f mf*, and *f*. The score includes various time signatures (**2/4**, **5/4**, **1/4**) and complex rhythmic patterns (triplets, 5:4 ratios). A 'Tape2' marker is present. The third section, labeled 'Perc.', starts at 00:11.363 and ends at 00:11.363. It features a 'rvb: 'bells'' effect in a **1/4** time signature, with a dynamic marking of *p*. The score includes various time signatures (**1/4**, **5/4**) and complex rhythmic patterns (triplets, 5:4 ratios). A 'Tape2' marker is present.

2

Lyre

3 00:21.103

4 00:12.986

(poco accel.) a tempo

Perc.

|| 5/4 ----- || 3/4 || 5/4

Tape3

Tape4

Tape5

----- ⊕ -----

L.

4 $\overbrace{3}$ $\overbrace{5:4}$ $\overbrace{3}$ $\overbrace{7:6}$ UUU U 3 UU

mf *p* *f* *p* *f* *mf* *f* *mf*

4

6 00:25.974

00:34.086

Perc.

|| 5/4 rvb::'bells' ----- | 3/4

rvb::'gong'

Tape6

---> -31

[00:33.275]

-- (tune up a little, very slowly) -----

L.

4 U U U U

6 *p* *f* *p* *mf* *p* *mf* *p* *f* *p* *f* *p*

8 00:42.198 00:47.065

Perc. **3/4** ----- | **5/4** Tape8

Tape7

[00:52.743]

L. **U** **U** **U**

f *p* *f* *p* *f* *p* *mf*

10 00:55.176 01:03.288 01:08.155

Perc. **3/4** ----- | **2/4** ----- | **7/4**

5 ("Electric")

rvb::'lyre' Tape9

[01:04.910]

L. **U** **U** **U**

f *mf* *f* *mf* *f* *p* *f* *mf*

13 01:11.400

01:22.756

01:26.001

Perc.

|| 7/4 | 2/4 | 3/4 || 5/4

Tape10

[01:18.700]

13

L.

U U - U U - U

6

7

16 01:30.868

01:38.980

01:45.469

01:53.580

(02:00.06

Perc.

|| 5/4 rvb::'bells' | 4/4 | 5/4 | 4/4 ||

rvb::'lyre'

Tape11

Tape12

[01:34.113]

[01:51.147]

> +50

6

7

16

L.

U U U U