


Twitch


For two pianists, two percussionists, and optional electronics


T.V. Adamthwaite (Fall - 2017)

Performance Key:


Piano I and II:


 - Swipe up or down on the winding of the string indicated.

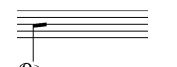
 - Stop string between damper and player using finger for individual notes or heavy rod for passages which have a wide range.

 - Indicates to play note with first partial in natural harmonic series (if it is not possible on the desired string play the third harmonic one octave lower). For passages with a wide range a rubber squeegee should be used to affect the widest possible range.

Pizz.- indicates to pluck string with fingertip, unless otherwise notated

 - Indicate to scrape up the indicated string with the back of a hard-plastic implement. I have found that make-up brushes work fairly well for this. The sound should be of a random harmonic. Dynamics in these passages indicate the pressure the player should use; *f* being the greatest possible and *p* being the least possible while still producing an audible sound.

 - scrape lowest string slowly using fingernail or plastic card, so that multiple impulses are perceivable; each new impulse should be hard as the notated rhythm.

 - Depress pedal as forcefully as possible, making sure to cause resonance in all strings simultaneously.

Percussion I:

Tam Tam Low Conga High Conga Low Bongo High Bongo Snare

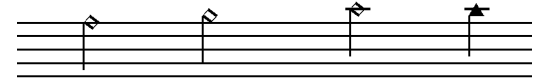



(always use snares on snare unless otherwise indicated)


Temple Blocks




16" Ride Cymbal/ 12" China Cymbal/ Small Ice Bell/ Triangle



 - Indicates that the instrument should be swiped across the sounding medium (cymbal, drum head, etc.) using the implement held by the player.

 - Tremolo as fast as possible with rebounding mallets or implements, causing multiple strikes on every impulse.

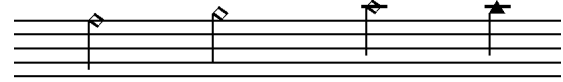
 - Tremolo as fast as possible with single strikes in each hand.

Percussion II:

Bass Drum/ Low Tom/ Mid-Low Tom/ Mid Tom/ Mid-High Tom/ High Tom



16" Ride Cymbal/ 12" China Cymbal/ Spash Cymbal/ Triangle



- Indicates that the instrument should be swiped across the sounding medium (cymbal, drum head, etc.) using the implement held by the player.



- Tremolo as fast as possible with rebounding mallets or implements, causing multiple strikes on every impulse.



- Tremolo as fast as possible with single strikes in each hand.



- Bounce single mallet as many times as possible (using its own inertia) within the indicated duration.



- Roll (as above) on 29" timpano, while altering pitch in direction notated; always spanning the entire range of the drum.



- Harmonic on Bowed Vibraphone by resting finger on central point of bar indicated.

Notes on Electronics:

This piece was designed to be played using live electronics via MAX/MSP 7. A free version of this software is available from Cycling 74 for the express purpose of using pre-designed program patches. This version will not allow settings to be saved. If changes need to be made please contact Tyler Adamthwaite to make said changes. There are 4 inputs from microphones; one for each pianist, and one for each percussionist. All sounds are processed in Stereo.

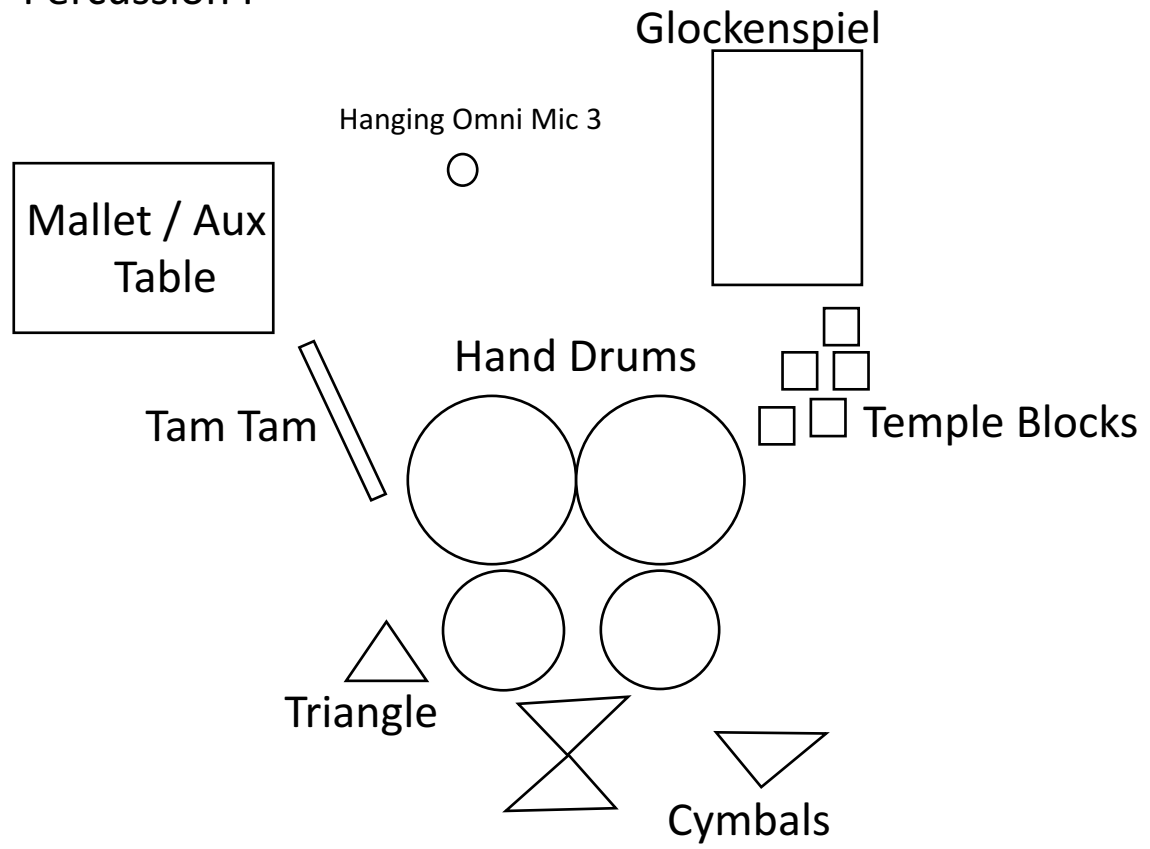
The optional electronics for this piece are designed to be controlled using a foot pedal which emulates that spacebar on the average keyboard. If a foot pedal is unavailable the spacebar on a computer keyboard may be used instead. The pianist playing the Piano II part will be the one designated to control the foot pedal changes, or "scenes". All changes in scene are notated in all parts and in the score as rehearsal markings below the staff. These indications show where the Piano II player is to depress the foot pedal to activate the changes in the electronic part.

The computer should be observed to make sure that the correct scene number is being played by the Piano II player. There is a display on the program which counts the scenes as they are reached. Due to some long transitions between scenes the number displayed will not necessarily display the scene number until after the scene is completely loaded. There is also a scene select for rehearsal purposes.

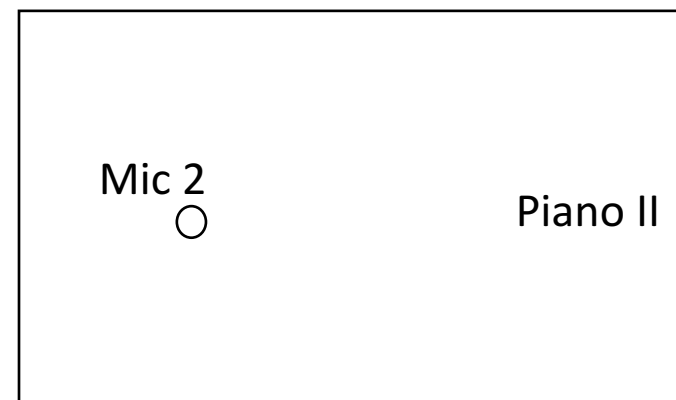
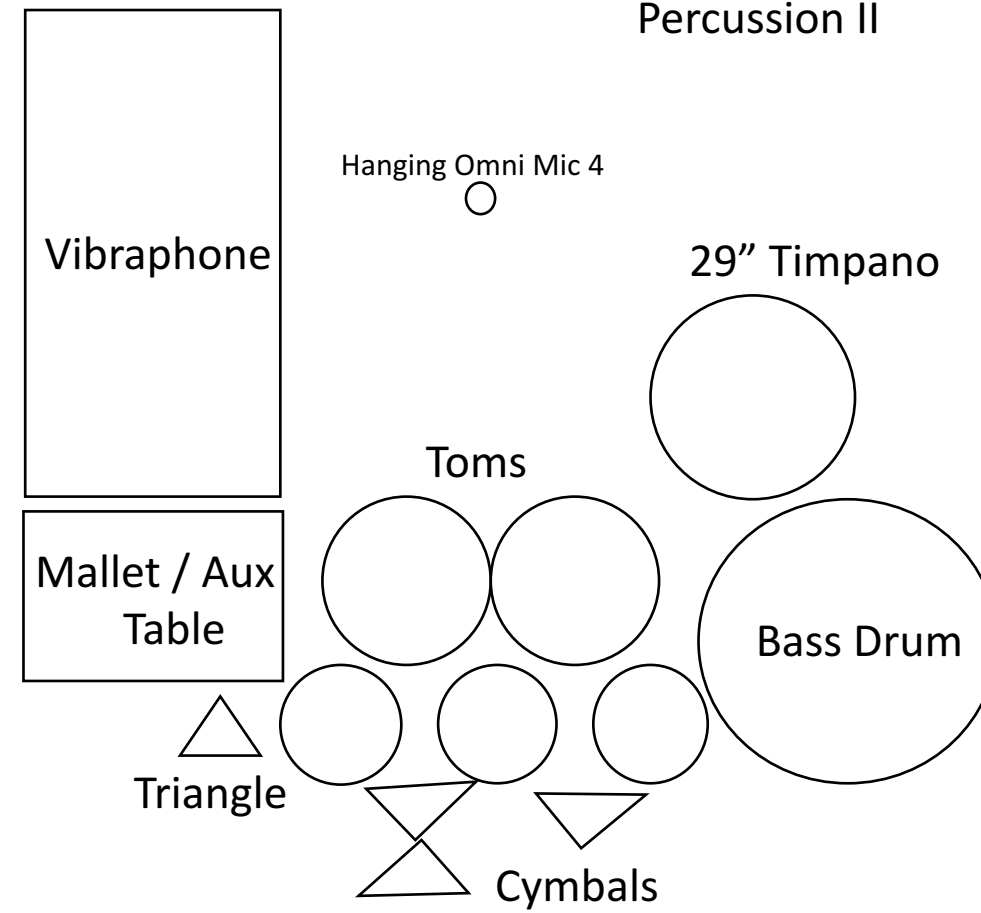
A small note: Please do not save the file after completion of any given performance or rehearsal as it will save the settings which are loaded at that time. If it is saved, when the ensemble wishes to re-open the program it will load whatever settings were last saved. This can cause feedback issues and speakers popping, which can cause damage to the system.

Instrument Setup:

Percussion I



Percussion II



Twitch

T.V. Adamthwaite (Fall-2017)

♩=120

Piano I

Piano II

Percussion I

Percussion II

wire brushes

soft timpani mallets

timp

1

6

Pno. I

Pno. II

Perc. I

Perc. II

5

2

11

Pno. I

Pno. II

Perc. I

Perc. II

p 5:4 3:2

mp timp

p 5:4 3:2 6:4

mp 5:4 3:2

p

17

Pno. I

Pno. II

Perc. I

Perc. II

mf

mf 3:2 3:2

mp 5:4 3:2 3:2 3:2 3:2

mp 5:4 3:2 3:2

mp

23

Pno. I

Pno. II

Perc. I

Perc. II

glock. cluster (as large as possible) with wire brushes

mf *mp*

3:2 3:2 3:2 5:4 7:4 5:4 5:4 7:4 5:4 7:4

3:2 3:2 3:2 p 5:4 3:2

mf mp

5:4 3:2

29

Pno. I

Pno. II

Perc. I

Perc. II

With handle of brushes with brush

f *mf* *ppp*

3:2 3:2 5:4 5:4 7:4 5:4 5:4 7:4

mf *f* *mf* *ppp*

3:2

f *mf* *ppp*

35

Pno. I

Pno. II

Perc. I

Perc. II

with handle

f *mf* *mp* *p*

④

41

Pno. I

Pno. II

Perc. I

Perc. II

mp *p* *pp*

Piano I (Pno. I) and Piano II (Pno. II) staves show complex rhythmic patterns with dynamic markings *mf*. Percussion I (Perc. I) and Percussion II (Perc. II) staves feature a pattern of notes with the instruction *Rub with superball* and dynamic marking *f_{poss}*. A circled number 5 is positioned below the Perc. II staff.

Piano I (Pno. I) and Piano II (Pno. II) staves show complex rhythmic patterns with dynamic markings *f* and *ff*. Percussion I (Perc. I) and Percussion II (Perc. II) staves feature a pattern of notes with the instruction *Rub with superball* and dynamic marking *f_{poss}*. Rhythmic notations include *5:4* and *3:2*. A circled number 6 is positioned below the Perc. II staff.

72

Pno. I

Pno. II

Perc. I

Perc. II

wire brushes
Swiped
mf

wire brushes
Swiped
mf

7

78

Pno. I

Pno. II

Perc. I

Perc. II

84 **b** 7

Pno. I

Pno. II

Perc. I

Perc. II

take med-yarn mallets

take med-yarn mallets

med-yarn mallets

tri

take med-yarn mallets

med-yarn mallets

8

90

Pno. I

Pno. II

Perc. I

Perc. II

ff

f

fp \leftarrow *mf*

timp.

9

95

Pno. I

Pno. II

Perc. I

Perc. II

3:2

5:4

102

Pno. I

Pno. II

Perc. I

Perc. II

timp

timp

to Mole skin covered sticks

sticks

mp

to Mole skin covered sticks

sticks

mp

5:4

109

Pno. I

Pno. II

Percussion two will increase and decrease speed as notated in their part, percussion one is to maintain a steady tempo throughout.

Perc. I

Perc. II

mp *f*

mp *f*

f

accel 1.5" ($\text{♩} = 140$)

116

Pno. I

Pno. II

Perc. I

Perc. II

fp *mp* *mf* *f* *fp* *mp* *mf* *f* *p* *mp* *mf* *f* *p* *mp*

rit. 4" ($\text{♩} = 100$) *accel* 1.5"

10

124

Pno. I

ff

Pno. II

ff

Perc. I

f p f p mp f

(♩=120)

Perc. II

mf <f p f p mp f

11

136

Pno. I

p

Pno. II

p

Perc. I

p

5:4

Perc. II

pp

5:4

pp

12

144

Pno. I

Pno. II

Perc. I

Perc. II

mp

p

5:4

3:2

5:4

150

Pno. I

Pno. II

Perc. I

Perc. II

p

p

p

5:4

3:2

5:4

3:2

156

Pno. I

Pno. II

Perc. I

Perc. II

mf

mp

mp

mp

mf

162

Pno. I

Pno. II

Perc. I

Perc. II

mp

mf

mp

mf

169

Pno. I

Pno. II

Perc. I

Perc. II

f

f

p

p

176

Pno. I

Pno. II

Perc. I

Perc. II

to soft yarn mallets

mp

mf

f

f

pp

f

Pno. I *scrape string with fingernail*
f poss
Ped. →

Pno. II

Perc. I *soft yarn mallets*
f p f f p f
5:4 5:4 6
f p f
swirl with bamboo whisk
f
sandblocks

Perc. II
Vibraphone bowed
f *f* *f* *f* *p f*

slam pedal as forcefully as possible, causing resonance of strings

scrape with hard plastic implement *p*

14 15

Pno. I
stopped
8^{vb}

Pno. II
f p f p f p f
p f p f p f

Perc. I
swirl with bamboo whisk
p f f
mp
with cheap, plastic pen on side of conga

Perc. II
p f p f
pp f pp
with mallets (med)
f

16 17

Play notes as fast as possible in a random order

218

Pno. I

6" 10"

pp *mp* *f* *p* *f* *p* *f* *p* *f* *p* *f* *f*

Pno. II

Perc. I

bowed

f *poss* with soft timp mallet

8^{va}

8^{vb}

p *mp* *mf* *ff*

with triangle beaters

Perc. II

f *f*

18

230

Pno. I

10:8^b 10:8^b 10:8^b 10:8^b 9:8^b

ff *ff*

una corda

8^{va}

cluster as high as possible

Swipe large cluster with fingernails

f *mf* *mp* *f* *fff* *ff*

Pno. II

8^{va}

f *mf* *mp* *f* *fff* *ff*

Perc. I

p *mp* *f*

swipe with bamboo whisk

sand paper block rubbed with bamboo whisk

mf

Perc. II

mf *mp* *p* *f*

19

Play notes as fast as possible in a random order
release una corda

As fast as possible while observing the polyrhythm

16

239 (8)

Pno. I

ff *mf* *ff*

8" 12" 8"

8va

pp *mf* *pp* *mf* *sfz* *mf*

Pno. II

f *mf* *mf* *f*

with fingernail with thin plastic guitar pick

Perc. I

mp *p* *pp* *pp* *p* rim

Perc. II

With soft brushes, Paperclip "sizzle chain" With knuckle sim... l.v. l.v.

pp *pp* *pp*

20

254

Pno. I

8" 8" 4" 6"

8va

sfz *mf* *sfz* *mf* *sfz* *f* *sfz* *f* *fffz* *ff*

Pno. II

f *f* *mf* *ff* *fff*

With knuckle

Perc. I

p *p* *p* *mp* *mf* bell

Perc. II

p *mp* *mf* *p* *mf*

21

22

269

♩ = 130 - 140

Pno. I

8"

f *mf* *f* *mf* *f* *mf*

ff *f* *mf* *f* *mf* *f* *f*

loco

loco

Ped.

Pno. II

f *mf* *f* *mf* *f* *mf* *f*

f *mf* *f* *mf* *f* *mf* *f*

3:2 3:2 3:2 3:2 3:2 3:2 3:2 3:2 3:2 3:2

♩ = 130 - 140

Perc. I

wire brushes

mf

rim

l.v.

pp *fp* *mf* *fp* *mf* *fp* *mf* *fp*

278

Pno. I

Pno. II

Perc. I

Perc. II

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

mf *mf* *f* *mp* *f* *mp* *f* *pp*

mp *f* *p* *f*

mf *fp* *f*

284

Pno. I

Trills and dynamic markings: *pp*, *f*, *p*, *f*, *ff*, *p*, *f*, *ff*, *f*, *8va*, *f*

Detailed description: This system contains the first two staves of Piano I. The upper staff begins with a trill marked *pp*, followed by a series of notes with dynamics *f*, *p*, *f*, *ff*, *p*, *f*, *ff*, *f*, and an *8va* section. The lower staff features a trill marked *f*, followed by notes with dynamics *f*, *p*, *f*, *p*, *f*, *ff*, *f*, and an *8va* section.

Pno. II

Trills and dynamic markings: *f*, *p*, *f*, *p*, *f*, *f*, *pp*, *f*, *p*, *f*, *p*, *f*, *f*, *8va*, *f*

Detailed description: This system contains the next two staves of Piano II. The upper staff starts with a trill marked *f*, followed by notes with dynamics *p*, *f*, *p*, *f*, *f*, and an *8va* section. The lower staff begins with a trill marked *f*, followed by notes with dynamics *pp*, *f*, *p*, *f*, *p*, *f*, *f*, and an *8va* section.

Perc. I

Perc. II

with hands

with hands

Dynamic markings: *pppp*, *f*, *pp*, *mf*, *pp*

Detailed description: This system contains the percussion parts. Percussion I (Perc. I) has a *pppp* marking and a *f* marking, with the instruction "with hands" above the staff. Percussion II (Perc. II) has *pp*, *mf*, and *pp* markings, also with the instruction "with hands" above the staff.

20

298

Pno. I

f

loco

f

Ped.

Pno. II

loco

f

Ped.

Perc. I

Perc. II

mf *mp* *pp* *p* *mp* *mp* *pp* *p* *mp* *mf*

306

Pno. I

ff

Ped.

ff

ff

ff

Pno. II

pp *f*

ff

Ped.

Perc. I

Perc. II

p *mf* *pp* *mp* *pp* *p* *p* *f* *ff*

with moleskin covered sticks

with BD mallet

318

Pno. I

Pno. II

Perc. I

Perc. II

mf *mf* *mp* *p* *f* *ff* *mp* *f*

mf *f* *ppp* *f* *loco*

with superball *superball*

ff possible *Vibraphone bowed* *(touch middle node of bar)* *ppp* *f* *ff possible* *Vibraphone bowed*

mp *f* *ppp* *f* *p* *mf* *p*

Ped. *Ped.*

quickly mute piano with blanket

26

334

Pno. I

Pno. II

Perc. I

Perc. II

ppp *mf*

p possible *mp* *mf*

f *ppp*

muted, una corda sempre

27

22 (release una corda, remove blanket)

342

Pno. I

f *mf* *mp* *p f* *ff*

loco

Pno. II

f *p* *f* *ff*

loco

Ped.

Perc. I

Perc. II

Snare with sticks muted with mousepad

p

355

Pno. I

mp

8vb

p

Pno. II

p *f* *ppp*

f possible

3:2

Perc. I

Perc. II

(stike rim)

mf *mp* *p* *f* *mf* *f* *fp* *pp* *mf*

BD With fingertips

p With superball

mp *mf*

366 (15)

Pno. I

p *pp* *ppp* *f possible* *pizz.*

Pno. II

Perc. I

Perc. II

with fingers *with superball* *with fingers* *mp* *with superball* *with fingers* *mf*

mp *mf* *mp* *mf* *mp* *with fingernail*

373

Pno. I

8va

Pno. II

3:2

Perc. I

Perc. II

f *fp* *ppp*

p *pp* *mf* *with superball*