

Alexander Schubert

CODEC ERROR



2017

For 2 percussionists, double bass, choreography, light

Written for Samuel Favre, Victor Hanna, Nicolas Crosse [Ensemble Intercontemporain]

Commissioned by
SWR / Donaueschinger Musiktage
IRCAM
Musica Strasbourg

File version (explanations and
setup):
September 6, 2017 9:50 PM
For version of score see first page of
score/part.

Program Notes

This work is a composition including music, light and choreography. It examines the body of the performer and its representation in the digital age.

The use of strobe lights and highly synchronized light patterns visualizes the performer on stage in a video-clip-like way. This means that only short passages of movement are visible for the audience which results in an almost static and therefore mechanical appearance. This puppet-like display is the attempt to look at a human being on stage as if looking at a digital representation. The continuity and presence of the players is subject to alterations and error-like manipulations that we know from a crashed computer program - digital mistakes. While these faulty glitches are commonly experienced on a computer screen the attempt of this work is to bring this perception on stage to the actual persons and through that turn the musicians into their malfunctioning avatar in real life.

The theme of the composition picks up a trend of our times, in which body images, appearances become increasingly artificial and constructed. Everything is manipulated, virtual and edited all the time. And everything is clip-based, handed out in snippets, sections, cuts. We encounter an ambiguity here which opens fields of interesting aesthetics and media compositions on the one hand and a playground for depersonalized discontinuity, fake appearances and deception on the other. This work is not trying to make a statement in either direction but tries to put the finger in the wound and by bringing the topic on the stage, to the performer, to the actual person and through this making it perceivable and obvious. The body is subject to digital manipulation, the entity is infringed.

General Concept

Codec Error works with the bodies of the performers on stage. The integration of light is used to reflect the virtual and artificial body images of persons. As the piece progresses the lighting becomes increasingly stroboscopic and extreme - simulating a broken machine.

Notation

For each player the notation consists of 3 systems.

The upper system indicates choreography gestures to be performed without playing an instrument. These movements are purely theatrical. They are in almost every case connected to a sound in the electronics.

The middle system shows the notation for playing the instrument in a normal fashion. See special symbols and explanations for specific instruments below.

The lower system indicates the position of the player on stage.

Light

Around the stage 10 lights are positioned. See stage plan for details. As the lights sometimes shine directly in the face of the performer it can lead to disorientation.

Sync / Click / Sheet Music / Read Score

Careful: Pay Attention here!

The piece is realized with a click. The players need a wireless receiver. Lights and electronics are synced with this click.

The piece is mainly performed in the dark - which gives no possibility to read sheet music on note stands. This means that the majority of the piece needs to be played by heart.

There can be a few things to make this easier:

- The bass player can have an ipad with the score next to his double bass. Like that he can read the sheet music for the passages where he is not moving around. This would be relevant for the position in the back - but mainly for the one where he is playing in the middle - as this is the difficult passage.
- The percussionist can also have an ipad - but the problem is that they are moving around so this can only work partially - if at all. Alternatively placing something on the snare drum at the front could work - but due to the moving around it can not be a real option. **Basically the fast musical sequences need to be played by heart.**
- For the slower sections and the parts where the players move around on stage indication can be given over the click. Each player has an individual click - so indication what to do at what point can be given as a spoken cue over the headphones. This can work for every passage except the dense musical passage in the middle - which is too fast for this. So this one needs to be played by heart.

Gesture/Movement Legend

None of the gestures is supposed to create a sound (aside from the whip movements).

Start and finish each movement with an accent.

All executed movements in the piece should be machine-like.

Consider yourself a robot, a puppet or similar. This counts 100% for the artificial movements. But also the regular playing should follow this idea as much as possible. It is also good to exaggerate the playing gestures.

The notation of the gestures is not very exact, so there's a bit of room for personal interpretation. That is anticipated, but the goal should be, that the movements are reproducible and don't change every time.

Each time one of these icons occurs it's supposed to be a different gesture. Not every time the same!



Slow movement in the air (continuous.) - Always with a robotic, mechanical style. Use mainly upper body, feet stay in position



Short, strong, accented movement, staccato



small, soft, but accented movement



Twitching, tremolo movement (fast, repetitive)



Freeze - do not move. Take an artificial pose.

If you played before this more or less means freezing where you are at that point.

If not, you can choose a pose, it should look like a taken pose, not just standing or similar, but not too theatrical too, like a strange frozen playing pose per haps.



Stop movement, with an accent.



Movement in the air without instrument (staccato)

The movement should follow the sort of machine-like style of the piece, but aside from that can be chosen freely, and can be different each time, they should also mimic the sound in some way, basically be inspired by the electronics at that part.

P

Playing gesture above the instrument.



Stand still without moving in a "normal" way, lights on

Picking up instruments always happens in the dark

Position Plan for Musicians

The lower system for each player indicates where the player is standing. The indication is always connected to a note with a given length. The duration of this note indicates over which duration the player goes to the new position. For example if the player is standing in the middle position and the next notation is a full note in 120bpm in a 4/4 bar with the indication to go to the center position, then the player should go from middle to center in 2 seconds. So the circle under the note indicates the finishing point of the movement.

The basic position names for all players are the same. At the back of the stage is the position “Back” followed in ascending order - getting close to the stage front: “Back-M”, “Middle”, “Center”, “Front”. If you step to the left at each position, then the position name is followed by an “L” and if you step to the right it is followed by a “R”. Left and right always refers to the view point of the audience.

Aside from the pure playing positions it can also be required to go to an instrument. That implies standing behind or next to the instrument (from the audience’s view). The instruments in the front row can be played from two positions.

The icon is followed by an arrow to visualize the duration. There are different ways of moving to a new position. The position is accompanied by an icon which indicates how to get there:

- 1) tip-toeing (in flashing light) [dashed line]
- 2) as fast as possible (completely in the dark) [solid line]
- 3) slow motion with light constantly on [dotted line]

Indications how to get to the next position:



Tip toe in flashing light, as little movement as possible, like a stop motion animation where the puppet

doesn't move.



Go to next position as fast as you can (so you are there for the next action - no need to be faster - movement in the dark)



very fast change - always in the dark



Go to next position in extreme slow motion, always with complete light on

This system also indicates turning (while standing in the same position).



turn around self clock-wise



turn around self counter-clock-wise



turn so you are facing back of stage



turn so you are facing audience



turn so you are facing right side of stage [cour]



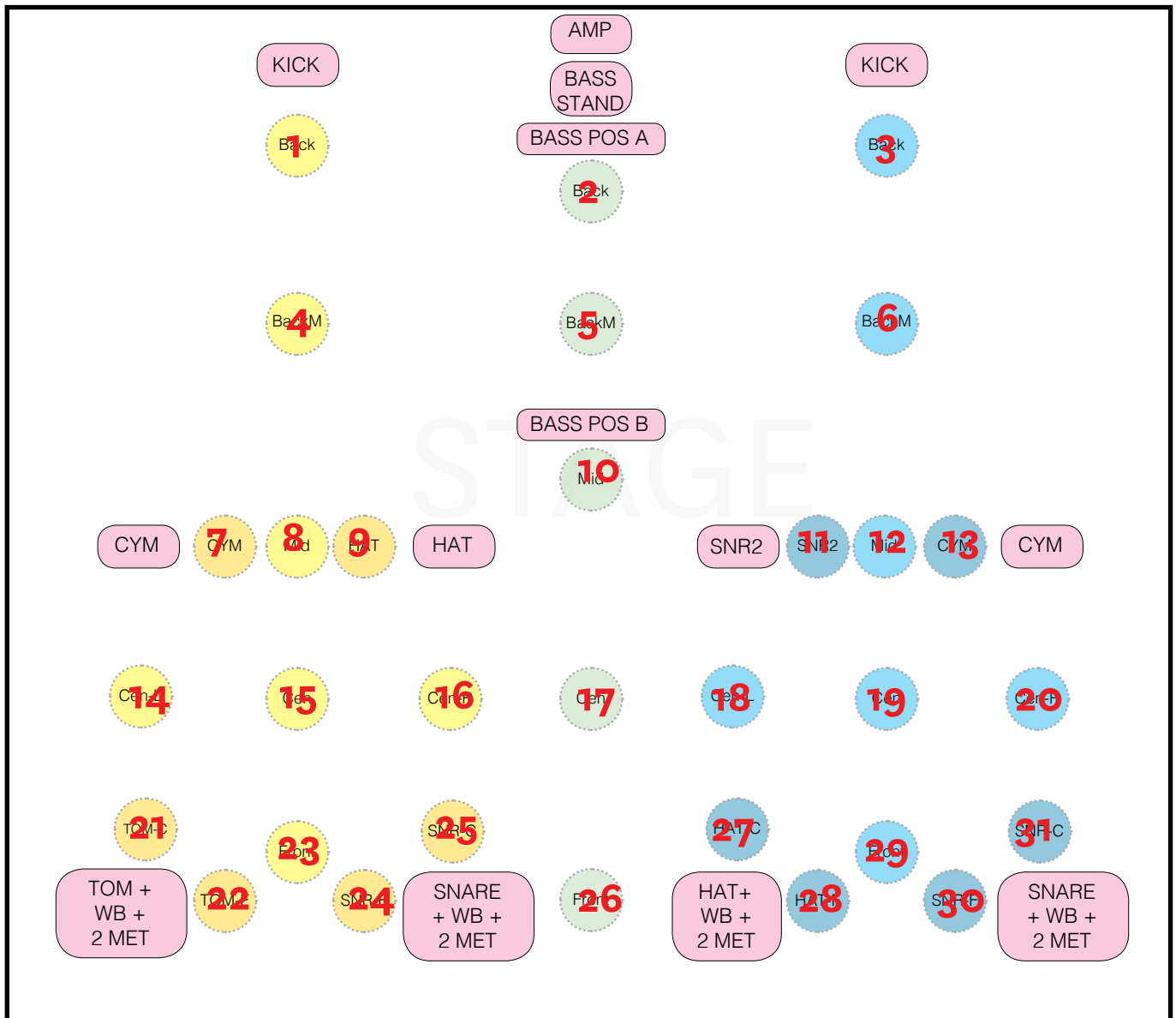
turn so you are facing left side of stage [jardin]

When turning to a new direction use the faster way unless

stated differently (e.g. If you go from  to  you would turn 90° Right and not 270° To the left - unless it is written in the score).

The double bass stands at the back of the stage in the center. For the middle section the player brings the bass to the “Middle” position. The percussion instruments (aside from the hand held ones) stay in position (see plan below).

Stage Plan



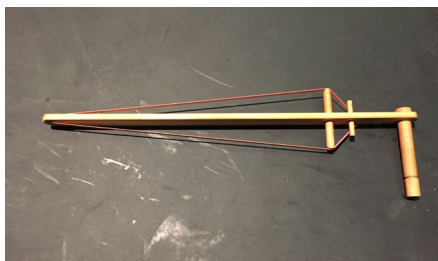
Explanation

TOM	Stand Tom
WB	Woodblock
MET	Metal Object
HAT	Hi Hat
CYM	Crash Cymbal
KICK	Kick Drum (Drum Kit)

Yellow Circles: Positions for left percussionist.

Blue Circles: Positions for right percussionist.

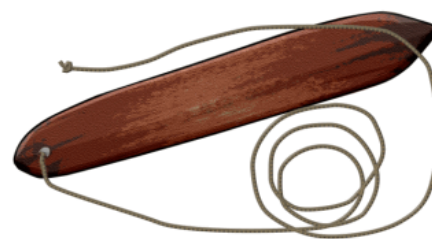
Green Circles: Positions for bassist.



Rhombe



Rhombe



Bull Roarer

PERCUSSION INSTRUMENTS:

Instruments on stands:

- 3 snares
- 2 kick drums
- 2 hi hats
- 2 cymbals
- 4 wood blocks on mount [two on low mount (1m) and two on high mount (1,8m)]
- 1 stand tom
- 8 metal objects [small metal objects, with a loud sound, no long decay sound, mountable next to the percussion instrument, it should not require a big stand. When it is mounted next to a snare it should not be much bigger and disturb the view. Each object should have the size of a wood block]

Hand-held instruments:

- a few shakers
- 3 roto cymbals
- 3 Rhombes (rotating instrument with rubber band (see image above) → **Bring back up instrument in case there are complications (as experienced in the rehearsal, also back up rubber bands)**)
- 2 big bull roarers
- Metal sticks [like metal chop sticks or similar. Should produce a very dry, clean, metallic sound, no decay sound]
- Wood sticks [small pieces of wood to be held in hand and hit against each other]

- Plate bells of the following pitches:



Finger Cymbals

Not yet used but as backup:

- emergency blanket (tin foil)
- 2 ratchets
- 2 pairs of small hand cymbals
- 2 pairs of finger cymbals
- 2 wooden whips
- 4 claves
- Blocks of Styrofoam

PERCUSSION NOTATION:

The notation is explained in the legend below.

There are no precise indication for playing the instruments (like playing position on the drum head and so on): Chose different articulations (position where to hit, change in sound characteristic) for each new block of notes. In the middle part in different short sections of roughly 1-2 bars one sound is repeated over and over again. Pick a "style" for each of these blocks - but within the block stay as repetitive as possible.

In general: Play like a machine, like a (broken) sampler.

The right percussion player has two snare drums. The one in the middle of the stage is called "Snare2". Both are notated with the same pitch - the position indicates which one to play.

Instrument	Symbol
Kick	●
Snare	●
Hi-Hat	✕
Cymbal	✕
WB	●
Tom	●
Shaker	●
Clap	●
Rhombe	●
Stick / Rim	●
Sandpaper	●

DOUBLE BASS NOTATION:

The notation is explained in the legend below.

Almost all playing on the instrument is rather percussive and hence notated either as col legno battuto for the faster sequences and as bartok pizzicato for the slower passages. The playing technique can be changed if necessary for a given section if it's better playable. Also alterations of playing technique are welcome to changes the sound.

In the middle part in different short sections of roughly 1-2 bars one sound is repeated over and over again. Try to make each sound here as repetitive as possible. Between the blocks there can be changes in sound.

The idea is that the sounds are very percussive, direct, powerful and aggressive - and artificial - not sounding too much like a classical instrument.

The double bass is amplified with an amp and should have a general setting for a powerful, slightly distorted (but not too much) sound.

At a few points the bassist needs to play simple percussion instruments too - plate bell, bull roarer, roto cymbal.

In general: Play like a machine, like a (broken) sampler.

			
			
Whip Movement with bow in the air	Plate Bell	Hit Instrument Body	Noisy Sound No Pitch
			
			
Noisy Sound No Pitch More extreme	Bull Roarer	Hardcore Improvisation as fast and wild as possible (over the duration of the indicated notes but not in rhythm but totally free)	Wild atonal slide up
			
			
Roto Cymbal			

Materials

Along with the score the following materials are handed out:

- Demo MP3 of the piece
- Click Track MP3
- MP3 with click track on left channel and electronics on right channel
- Video showing the positions of the players on stage (red spots symbolize players, the thin line indicates orientation, when the circle turns white the player is playing an instrument, when it turns yellow he is performing a gesture)
- Video showing the positions of the players on stage and the lighting [not ready yet]

All materials can be downloaded here:

<https://drive.google.com/drive/folders/oByx6gJQ75W4mZTNUaERYajhTVU?usp=sharing>

Stage Plan

See below

Tech Rider

See separate file

Microphones

The double bass uses a pick up and amp.

Percussion instruments are amplified.

Each player has a microphone on the arm for handheld instruments.

Two additional instruments (“Rhombes”) have a separate microphone.

Stage Setup



Reverb Settings

Perc-Left

58-73	50%	6s	Rhombe-Mic
77-79	0%→100%	8s	Shaker (Hand Mic)
152-172	100%	4s	Rhombe-Mic
172-190	100%→0%	4s	Rhombe-Mic
456-458	100%	40s	Bell (Hand Mic)
464-479	50%	40s	Rhombe-Mic
510-533	50%	16s	Rhombe-Mic

Perc-Right

58-73	50%	6s	Rhombe-Mic
77-79	0%→100%	8s	Shaker (Hand Mic)
152-172	100%	4s	Rhombe-Mic
172-190	100%→0%	4s	Rhombe-Mic
457-460	100%	40s	Bell (Hand Mic)
464-479	50%	40s	Rhombe-Mic
510-533	50%	16s	Rhombe-Mic

Bass

32-36	50%	8s	Bass
58-73	50%	6s	Whip (Hand-Mic)
79-83	100%	40s	Bell (Hand Mic)
88- 91	75%	8s	Bass
107-119	100%	8s	Bass
121-126	70%	8s	Bass
126-130	100%	8s	Bass
147	100%	8s	Bass
158-164	100%	6s	Bass
170-176	100%	6s	Bass
180-200	60%	4s	Bass
405	100%	8s	Finger Snip (Hand Mic)
417	100%	8s	Finger Snip (Hand Mic)
460-465	100%	40s	Bell (Hand Mic)
524-527	100%	40s	Bell (Hand Mic)
528-531	100%	40s	Bell (Hand Mic)

Score

INIT ♩ = 90 **Stop Motion 0:05**

5 10

Perc-Left: Gesture

Perc-Left

Perc-Left: Move

BACK

Bass-Gesture

Bass

Bass-Move

BACK

CEN

Perc-Right: Gesture

Perc-Right

Perc-Right: Move

BACK

14 15 20

PL-G

PL

PL-M

CB-G

Cb

CB-M

PR-G

PR

PR-M

mf

mp

turn around 360°

CODEC ERROR

2
24

25

30

35

PL-G

PL

PL-M

CB-G

Cb

CB-M

PR-G

PR

PR-M

fp

mp

BACK

CEN

turn around 360°

turn around 360°

40

45

50

Loops 2:01

PL-G

PL

PL-M

CB-G

Cb

CB-M

PR-G

PR

PR-M

Back-M

CEN

Back-M

repeat same movement

repeat same movement

repeat same movement

54 55 60

PL-G

PL

PL-M

CB-G

Cb

CB-M

PR-G

PR

PR-M

repeat same movement

62 65 70

PL-G

PL

PL-M

CB-G

Cb

CB-M

PR-G

PR

PR-M

Repos 3:02

CEN →

Back-M →

CEN →

CODEC ERROR

This musical score is for the song "The Sound of Silence" by Simon & Garfunkel. It is a piano arrangement featuring the following instruments and parts:

- PL-G (Piano Left Hand):** Plays the bass line, including the iconic descending chromatic scale in the first measure.
- PL (Piano Right Hand):** Plays the melody, including the famous "Hello, Hello" line.
- PL-M (Piano Middle):** Provides harmonic support and texture.
- CB-G (Cello/Guitar):** Plays a melodic line, often doubling the piano's melody.
- Cb (Cello/Bass):** Provides a low-frequency harmonic foundation.
- CB-M (Cello/Middle):** Provides harmonic support and texture.
- PR-G (Piano Right Hand):** Plays the melody, including the famous "Hello, Hello" line.
- PR (Piano Right Hand):** Plays the melody, including the famous "Hello, Hello" line.
- PR-M (Piano Middle):** Provides harmonic support and texture.

The score includes various musical notations such as notes, rests, and dynamic markings (p, f, mf). It also features a tempo marking of 120 and a key signature of one sharp (F#). The score is divided into measures, with some measures containing multiple staves for different instruments.

[illegible]

The musical score for the 'C' section of 'The Little Mermaid' features seven staves: PL-G, PL, PL-M, CB-G, Cb, CB-M, PR-G, PR, and PR-M. The score is divided into measures with time signatures of 4/4, 7/8, 4/4, 2/4, 4/4, and 3/4. The PL and PR staves include vocal lines with lyrics and musical notation. The PL-M and PR-M staves include piano accompaniment. The CB-G, Cb, and CB-M staves include guitar and bass parts. The PR-G staff includes a guitar part. The PR staff includes a piano part. The PL-G staff includes a guitar part. The PL-M staff includes a piano part. The PR-M staff includes a piano part. The score includes dynamic markings such as *f* and *SNR-C*, and a tempo marking of 100. The score is written for a full band and vocal ensemble.

The musical score is for 'The Great Wall of China' by John Williams. It is a 3/4 time piece. The score is divided into two main sections: a piano solo (measures 103-105) and a cello solo (measures 106-108). The piano solo features a melodic line in the right hand and a supporting line in the left hand. The cello solo features a melodic line in the right hand and a supporting line in the left hand. The score is written for a piano (PL) and a cello (Cb). The piano part is in 3/4 time, and the cello part is in 3/4 time. The piano part is marked with a piano (p) dynamic, and the cello part is marked with a mezzo-piano (mp) dynamic. The score includes various musical notations such as notes, rests, and slurs. The piano part includes a melodic line in the right hand and a supporting line in the left hand. The cello part includes a melodic line in the right hand and a supporting line in the left hand. The score is written for a piano (PL) and a cello (Cb). The piano part is in 3/4 time, and the cello part is in 3/4 time. The piano part is marked with a piano (p) dynamic, and the cello part is marked with a mezzo-piano (mp) dynamic. The score includes various musical notations such as notes, rests, and slurs. The piano part includes a melodic line in the right hand and a supporting line in the left hand. The cello part includes a melodic line in the right hand and a supporting line in the left hand.

TOM-C

Bass II 5:00

gliss 1/4 tone

♩ = 120

7

The musical score is arranged in a system with seven staves, each representing a different instrument or vocal part. The staves are labeled on the left: PL-G (Piano Lead), PL (Piano), PL-M (Piano Middle), CB-G (Cello/Guitar), Cb (Cello/Guitar), CB-M (Cello/Guitar Middle), PR-G (Piano Right), PR (Piano), and PR-M (Piano Middle). The score is divided into measures, with time signatures of 128, 130, and 132 indicated at the top. The key signature is one flat (B-flat). The score includes various musical notations such as notes, rests, and dynamic markings (e.g., *f* for fortissimo). There are also performance instructions like 'gliss 1/2 tone' and 'Pick Up Plate Bell'. The score is presented in a clean, professional layout with a white background and black notation.

The musical score is for a piece titled "The Cat in the Hat". It is divided into two systems, each with a key signature change from 3/4 to 4/4. The drum kit parts are labeled PL-G, PL, PL-M, CB-G, Cb, CB-M, PR-G, PR, and PR-M. The vocal line is on the Cb staff. The score includes various musical notations such as notes, rests, and dynamic markings like "mf" and "f". There are also handwritten annotations like "use hand microphone to create a volume curve" and "Cen-L", "Cen-R", "TOM", "SNR".

CODEC ERROR

Interlude 6:13

8 ♩ = 90

144 145 150 155

PL-G

PL

PL-M

CB-G

Cb

CB-M

PR-G

PR

PR-M

trem = 16

144

145

130

135

mp

f

ff

mp

noisy sound,
no pitch

mf

f

CEN

CEN

158 160 165

PL-G

PL

PL-M

CB-G

Cb

CB-M

PR-G

PR

PR-M

gliss 1/4 tone

gliss 1/2 tone

158

160

165

CODEC ERROR

9

170 $\text{♩} = 90$ accel. until bar 178 175 180 $\text{♩} = 130$ accel. until bar 195

PL-G

PL

PL-M

CB-G

Cb

CB-M

PR-G

PR

PR-M

gliss 1/4 tone

gliss 1/2 tone

Pick up Bull Roarer

Back-M

mf Bull Roarer

185 190 195 $\text{♩} = 480$

PL-G

PL

PL-M

CB-G

Cb

CB-M

PR-G

PR

PR-M

Crash 7:36

10 = 90
200

CODEC ERROR

♩ = 95

PL-G

200

PL

PL-M

FRONT

CEN

Cen-R

FRONT

Cen-L

SNR-C

CB-G

CB

Bring Bass to Middle Position

CB-M

PR-G

200

PR

PR-M

FRONT

CEN

Cen-L

Cen-R

HAT-C

Super Glitch 8:15

PL-G

210

PL

PL-M

CB-G

CB

CB-M

PR-G

210

PR

PR-M

slow motion movement preparing to play the next passage

trem = 32

ff

col legno battuto

trem = 16

trem = 32

ff

This musical score is for the song "The Sound of Silence" by Simon & Garfunkel. It is arranged for a guitar ensemble (PL-G, PL-M, CB-G, CB-M, PR-G, PR-M) and piano (PL). The score is divided into two systems, each with four measures. The first system starts at measure 217 and ends at measure 220. The second system starts at measure 220 and ends at measure 223. The guitar parts (PL-G, PL-M, CB-G, CB-M, PR-G, PR-M) are in 7/8 time, while the piano part (PL) is in 6/8 time. The score includes various musical notations such as notes, rests, and tremolos. The guitar parts are labeled with their respective parts: PL-G (Piano Lead Guitar), PL (Piano), PL-M (Piano Lead Mandolin), CB-G (Conga Bass), Cb (Conga Bass), CB-M (Conga Bass Mandolin), PR-G (Percussion Lead Guitar), PR (Percussion), and PR-M (Percussion Lead Mandolin). The score also includes a key signature change from G major to E major at measure 220. The tempo is marked as "trem = 16" and "trem = 32". The score is written for a guitar ensemble and piano, with the guitar parts in 7/8 time and the piano part in 6/8 time. The score is divided into two systems, each with four measures. The first system starts at measure 217 and ends at measure 220. The second system starts at measure 220 and ends at measure 223. The guitar parts are labeled with their respective parts: PL-G (Piano Lead Guitar), PL (Piano), PL-M (Piano Lead Mandolin), CB-G (Conga Bass), Cb (Conga Bass), CB-M (Conga Bass Mandolin), PR-G (Percussion Lead Guitar), PR (Percussion), and PR-M (Percussion Lead Mandolin). The score includes various musical notations such as notes, rests, and tremolos. The guitar parts are labeled with their respective parts: PL-G (Piano Lead Guitar), PL (Piano), PL-M (Piano Lead Mandolin), CB-G (Conga Bass), Cb (Conga Bass), CB-M (Conga Bass Mandolin), PR-G (Percussion Lead Guitar), PR (Percussion), and PR-M (Percussion Lead Mandolin). The score includes various musical notations such as notes, rests, and tremolos. The guitar parts are labeled with their respective parts: PL-G (Piano Lead Guitar), PL (Piano), PL-M (Piano Lead Mandolin), CB-G (Conga Bass), Cb (Conga Bass), CB-M (Conga Bass Mandolin), PR-G (Percussion Lead Guitar), PR (Percussion), and PR-M (Percussion Lead Mandolin).

221

PL-G

PL

PL-M

CB-G

Cb

CB-M

PR-G

PR

PR-M

225

col legno battuto

SNR-C

CODEC ERROR

12
226

230

PL-G

PL

226

230

PL-M

TOM-C

CB-G

Cb

CB-M

PR-G

226

230

PR

PR-M

repeat same movement

234

235

PL-G

PL

234

235

PL-M

CB-G

Cb

col legno battuto

CB-M

PR-G

234

235

PR

PR-M

CODEC ERROR

13

237 $\text{♩} = 100$ *slight accel (up to 105) over bar 239 and 240 240 then jump to new tempo in 241* $\text{♩} = 120$ rit. until bar 243 $\text{♩} = 110$

PL-G 237 240

PL 237 240

PL-M 237 240

CB-G 237 240

Cb 237 240

CB-M 237 240

PR-G 237 240

PR 237 240

PR-M 237 240

CEN MID

col legno battuto

ff Hardcore Impro Wild atonal slide upwards

245 $\text{♩} = 120$ $\text{♩} = 100$ Splitter 9:21

PL-G 245 250

PL 245 250

PL-M 245 250

CB-G 245 250

Cb 245 250

CB-M 245 250

PR-G 245 250

PR 245 250

PR-M 245 250

HAT CYM

trem = 32

mf *f*

always mute cymbal right

SNR2

14
255

260

PL-G

PL

PL-M

CB-G

Cb

CB-M

PR-G

PR

PR-M

HAT

CYM

always mute cymbal right after hit

col legno battuto

CYM

SNR2

Recall 9:48

261

265

270

PL-G

PL

PL-M

CB-G

Cb

CB-M

PR-G

PR

PR-M

SNR-C

col legno battuto

HAT-C

$\bullet = 133$ $\bullet = 100$

274 275

♩ = 133

♩ = 100

col legno battuto

HAT

col legno battuto

 SNR_2

CODEC ERROR

16
295

PL-G

PL

PL-M

CB-G

Cb

CB-M

PR-G

PR

PR-M

acc. until end of bar 304
then jump to new tempo in bar 305

♩ = 120

300

305

300

305

mf

ff

ord, arco

TOM-F

SNR-F

The musical score for 'The Sound of Silence' is presented in a multi-staff format. The staves are labeled as follows: PL-G (Piano/Guitar), PL (Piano), PL-M (Piano/Drums), CB-G (Cello/Guitar), Cb (Cello), CB-M (Cello/Drums), PR-G (Piano/Guitar), PR (Piano), and PR-M (Piano/Drums). The score is in 12/8 time and includes various musical notations such as triplets, sixteenth notes, and dynamic markings like 'SNR-F' and 'HAT-F'. The score is divided into measures, with some measures containing multiple staves. The score is written in a standard musical notation style, with notes, rests, and other musical symbols. The score is a transcription of the original recording, capturing the intricate details of the instrumentation and the overall sound of the song.

CODEC ERROR

 $\text{♩} = 113$

accel. until bar 320

17

313 315

PL-G $\frac{3}{4}$

PL $\frac{3}{4}$ 313 315

PL-M $\frac{3}{4}$ CEN

CB-G $\frac{3}{4}$

Cb $\frac{3}{4}$ col legno battuto arco, strong pressure

CB-M $\frac{3}{4}$

PR-G $\frac{3}{4}$

PR $\frac{3}{4}$ 313 315 CEN

PR-M $\frac{3}{4}$ CEN

319 320 $\text{♩} = 120$ 325

PL-G $\frac{9}{8}$ $\frac{4}{4}$ $\frac{2}{4}$ $\frac{4}{4}$ $\frac{3}{8}$ $\frac{7}{8}$ $\frac{5}{4}$

PL $\frac{9}{8}$ 319 320 $\frac{2}{4}$ $\frac{4}{4}$ $\frac{3}{8}$ $\frac{7}{8}$ $\frac{5}{4}$

PL-M $\frac{9}{8}$ $\frac{4}{4}$ SNR-C $\frac{2}{4}$ $\frac{4}{4}$ $\frac{3}{8}$ $\frac{7}{8}$ $\frac{5}{4}$

CB-G $\frac{9}{8}$ $\frac{4}{4}$ $\frac{2}{4}$ $\frac{4}{4}$ $\frac{3}{8}$ $\frac{7}{8}$ $\frac{5}{4}$

Cb $\frac{9}{8}$ $\frac{4}{4}$ $\frac{2}{4}$ $\frac{4}{4}$ col legno battuto arco, strong pressure

CB-M $\frac{9}{8}$ $\frac{4}{4}$ $\frac{2}{4}$ $\frac{4}{4}$ $\frac{3}{8}$ $\frac{7}{8}$ $\frac{5}{4}$

PR-G $\frac{9}{8}$ $\frac{4}{4}$ $\frac{2}{4}$ $\frac{4}{4}$ $\frac{3}{8}$ $\frac{7}{8}$ $\frac{5}{4}$

PR $\frac{9}{8}$ 319 320 $\frac{2}{4}$ $\frac{4}{4}$ $\frac{3}{8}$ $\frac{7}{8}$ $\frac{5}{4}$

PR-M $\frac{9}{8}$ $\frac{4}{4}$ HAT-C $\frac{2}{4}$ $\frac{4}{4}$ $\frac{3}{8}$ $\frac{7}{8}$ $\frac{5}{4}$

CODEC ERROR

18
326

PL-G

PL

PL-M

CB-G

Cb

CB-M

PR-G

PR

PR-M

334

335

340

PL-G

PL

PL-M

CB-G

Cb

CB-M

PR-G

PR

PR-M

CEN

TOM-C

arco, strong pressure

col legno battuto

CEN

SNR-C

343 345 350 *rit.* ♩ = 110 repeat same movement

PL-G 4/8 5/8 4/8 3/16 4/4 4/4 4/4 4/4 4/4 4/4 5/16

PL 343 345 350 repeat same movement

PL-M 4/8 5/8 4/8 3/16 4/4 4/4 4/4 4/4 4/4 4/4 5/16

CEN MID Back-M

CB-G 4/8 5/8 4/8 3/16 4/4 4/4 4/4 4/4 4/4 4/4 5/16

Cb 4/8 5/8 4/8 3/16 4/4 4/4 4/4 4/4 4/4 4/4 5/16

CB-M 4/8 5/8 4/8 3/16 4/4 4/4 4/4 4/4 4/4 4/4 5/16

PR-G 4/8 5/8 4/8 3/16 4/4 4/4 4/4 4/4 4/4 4/4 5/16

PR 343 345 350 repeat same movement

PR-M 4/8 5/8 4/8 3/16 4/4 4/4 4/4 4/4 4/4 4/4 5/16

CEN MID Back-M

354 355 360 ♩ = 121 trem = 16 *ff*

PL-G 354 355 360 trem = 16 *ff*

PL 354 355 360 trem = 16 *ff*

PL-M 354 355 360 trem = 16 *ff*

BACK HAT

CB-G arco, strong pressure col legno battuto

Cb arco, strong pressure col legno battuto

CB-M arco, strong pressure col legno battuto

PR-G 354 355 360 trem = 16 *ff*

PR 354 355 360 trem = 16 *ff*

PR-M 354 355 360 trem = 16 *ff*

BACK SNR2

CODEC ERROR

20
364

accel. until bar 376

364 365

PL-G

PL

PL-M

CB-G

CB

CB-M

PR-G

PR

PR-M

SNR-C

HAT-C

This musical score is for the song "The Sound of Silence" by Simon & Garfunkel. It is a 4/4 piece in G major, with a tempo of 100 BPM. The score is arranged for guitar (PL-G, CB-G), piano (PL, PR), and conga (CB-M). The guitar parts are in G major, while the piano and conga parts are in C major. The score is divided into four measures, with a key signature change from G major to C major in the second measure. The piano part features a tremolo effect in the second measure, indicated by a tremolo symbol and the text "trem = 16". The conga part features a melodic line in the second measure, indicated by a treble clef and a key signature change to C major. The score is written for a 4/4 time signature, with a key signature of one sharp (F#) for the guitar and piano parts, and a key signature of no sharps or flats (C major) for the conga part.

CODEC ERROR

♩ = 142

21

374 375

PL-G 40 4 12 4

PL 374 375 40 4 12 4

PL-M 40 4 12 4

CB-G 40 4 12 4

Cb 40 4 12 4

CB-M 40 4 12 4

PR-G 40 4 12 4

PR 374 375 40 4 12 4

PR-M 40 4 12 4

HARDCORE IMPRO

as fast, wild and extreme as possible,
arrhythmical, bursts, changing tempo randomly

♩ = 110

Stand Still 12:18

♩ = 60

377 380 385

PL-G 12 4 3 5 2

PL 12 4 3 5 2

PL-M 12 4 3 5 2

CB-G 12 4 3 5 2

Cb 12 4 3 5 2

CB-M 12 4 3 5 2

PR-G 12 4 3 5 2

PR 12 4 3 5 2

PR-M 12 4 3 5 2

BACK

Bring Bass to Back Position

BACK

CODEC ERROR

Slow Motion 12:43

388 390 395 400

PL-G

PL

PL-M

CB-G

Cb

CB-M

PR-G

PR

PR-M

CEN

403 405 410 415

PL-G

PL

PL-M

CB-G

Cb

CB-M

PR-G

PR

PR-M

Snap

MID

Snap

prepare snap in slow motion

Snap Shots 14:45

417 420 425 430

PL-G

PL

PL-M

CB-G

Cb

CB-M

PR-G

PR

PR-M

CEN

mp

prepare snap (slow motion)

431 435 440

PL-G

PL

PL-M

CB-G

Cb

CB-M

PR-G

PR

PR-M

Cen-L

Cen-R

MID

FRONT

Cen-R

Cen-L

repeat same movement

CODEC ERROR

24
444

PL-G

444 445 450 455

PL

444 445 450 455

PL-M

Back-M

Cen-L

CEN

Pick Up Plate Bell

PLATE BELL f#¹¹

CB-G

444 445 450 455

Cb

444 445 450 455

CB-M

Back-M

BACK

MID

PR-G

444 445 450 455

PR

444 445 450 455

PR-M

Back-M

Cen-R

CEN

Pick Up Plate Bell

Scenery 16:42

456 460 465

PL-G

456 460 465

PL

use hand microphone to create a volume curve

Pick Up Rhombe

CEN

CB-G

456 460 465

Cb

456 460 465

CB-M

PLATE BELL f#¹

Plate Bell

mp

Put Plate Bell down and pick up Bull Roarer

PR-G

456 460 465

PR

456 460 465

PR-M

PLATE BELL a#¹

use hand microphone to create a volume curve

Pick Up Rhombe

CEN

467 470 $\text{♩} = 90$ 475

PL-G

PL

PL-M

CB-G

Cb

CB-M

PR-G

PR

PR-M

Bull Roarer

mp

MID

MID

478 480 accel. until bar 490

PL-G

PL

PL-M

CB-G

Cb

CB-M

PR-G

PR

PR-M

p

CODEC ERROR

26
483

PL-G

483

485

16

IMPRO

PL

483

485

16

mf
impro. arrhythmic glitch
like a broken CD player

PL-M

4

16

4

CB-G

4

16

4

Cb

4

16

4

CB-M

4

16

4

PR-G

4

16

IMPRO

PR

483

485

16

mf
impro. arrhythmic glitch
like a broken CD player

PR-M

4

16

4

♩ = 118 Click Break 18:26

490

495

500

505

PL-G

490

495

500

505

16

5/4

4

PL

490

495

500

505

16

5/4

4

PL-M

490

495

500

505

16

5/4

4

MID

CEN

CB-G

490

495

500

505

16

5/4

4

Cb

490

495

500

505

16

5/4

4

CB-M

490

495

500

505

16

5/4

4

MID

CEN

PR-G

490

495

500

505

16

5/4

4

PR

490

495

500

505

16

5/4

4

PR-M

490

495

500

505

16

5/4

4

MID

CEN

Scenerey II 19:33

♩ = 120

508 510 515

PL-G

PL

PL-M

CB-G

Cb

CB-M

PR-G

PR

PR-M

Pick Up Roto Cymbal

520 525

PL-G

PL

PL-M

CB-G

Cb

CB-M

PR-G

PR

PR-M

mf Roto Cymbal

Final 20:40

$\text{♩} = 90$

[illegible]

29

Musical score for the piece "Lie on the floor atz position CEN". The score is written for a 4-part vocal ensemble (PL-G, PL, PL-M, CB-G, Cb, CB-M, PR-G, PR, PR-M) and piano accompaniment (PL-G, PL, PR). The tempo is marked as $\text{♩} = 90$. The score is divided into measures 566, 570, and 574. The key signature is C major. The time signature is 4/4. The piano part includes a section marked "Lie on the floor atz position CEN" with a downward arrow indicating the starting position. The vocal parts are marked with "CEN" in a box. The score is written in a system with 8 staves.