

# Sediment


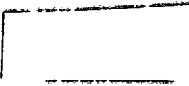
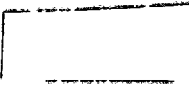
for 3 bassdrums and electronics


Aaron Hynds  
2015

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# Performance Key

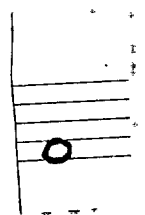
## Notation

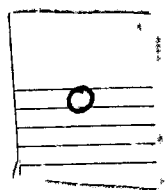
 — Move the indicated object in a circular motion against the bass drum head. Arrows indicate the intensity of the motion (one  arrow = least motion, three arrows = most motion, etc...). 

 — Tremolo. May be combined with circular motion.

 — Strike drum head (location indeterminate)

 — Indicates the intensity of a tremolo.  
One slash equals least, three slashes equals most intense, etc...

 — Edge of drum head

 — Center of drum head

Trigger	x
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 — Trigger the corresponding number in Max patch.

## Structure

In Sediment, all three percussionists perform from the score. Approximate durations and repetition counts are given where applicable, with the duration of each remaining gesture being open to the performer's discretion. Starting at the top of page three, each performer must sync up with one another at the sections marked "SYNC"; the gestures between these points are again open to interpretation. Unless noted otherwise, care must be taken to avoid the natural inclination to line up perfectly with your fellow musicians; discontinuity is to be celebrated, not discouraged.

## Electronics

Throughout the second half of Sediment, a number of "triggers" are built into the music. These refer to triggered scenes in the accompanying Max/MSP patch, provided by the composer. One player must be responsible for the triggers; this can be achieved by pressing the spacebar or using a programmable foot switch. Signal is sent from the Max patch into three separate transducers, which are placed on the bass drum heads. The performers must find the most resonant spot of the particular drum that they are using.

## Background

Sediment is an exploration of the structural and temporal anomalies inherent in the act of unison musical performance. The work relies on the performance of a temporally-vague score to create discontinuity, both in the physical and auditory space. This composition was written in the summer of 2015, and is dedicated to Dr. Andy Bliss and the percussionists of the 2015 Nief-Norf Festival.

Score

# Sediment

for 3 bassdrums and electronics

Aaron Hynds

Wire Brush  $\text{ca. } 20''$

pp

15''  $3-5x$   $20''$

(sub) pp  $\langle$  mp  $\rangle$  pp  $\langle$  p

//

Wire Brush  $\text{ca. } 10''$

p  $\text{pp sub.mf}$

$\text{ca. } 25''$

p  $\text{pp sub.mf}$

15''

//

Wire Brush **A**  $4-7x$

p  $\text{pp sub.mf}$

Bass Drum Mallet **B**

$5-9x$

pp  $\text{pp sub.mf}$

2''

Wire Brush

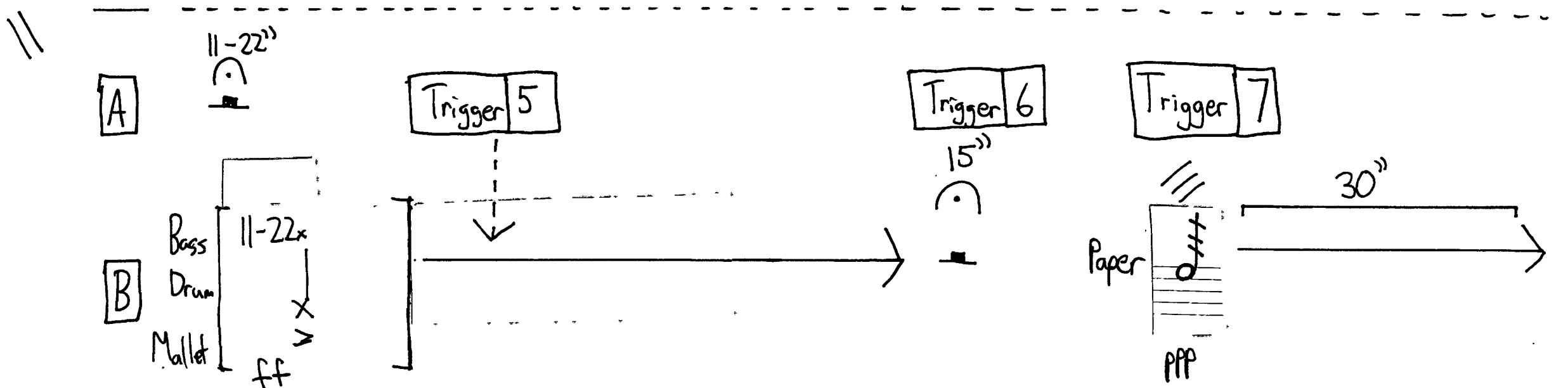
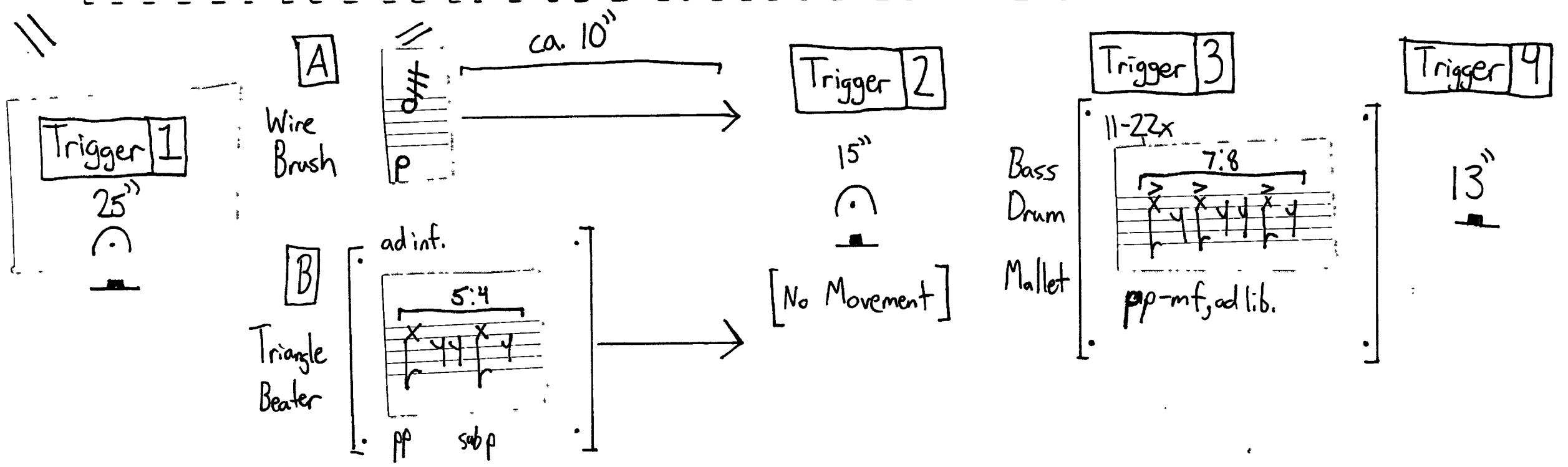
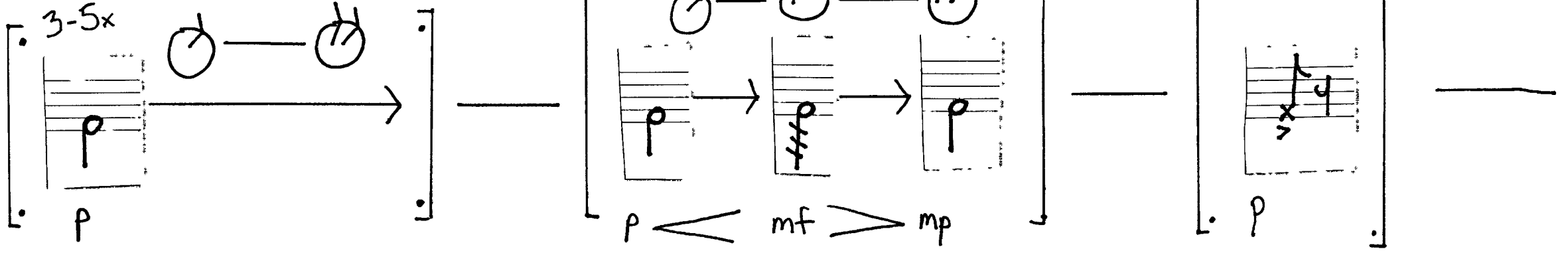
**A** pp cresc. --- mp

**B** PPP cresc. --- mf dim. --- p

[No Movement]

17''

Wire Brush OR Paper



Trigger 8

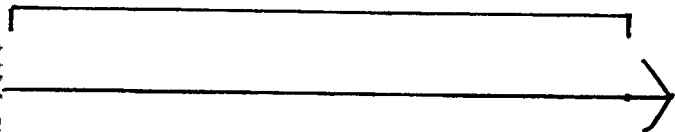


Paper OR Triangle Beater



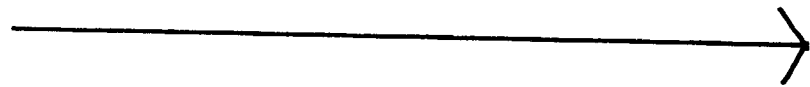
mp-f  
ad. lib

ca. 20''



SYNC

Trigger 9

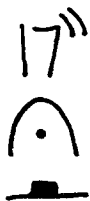


Trigger 10



SYNC

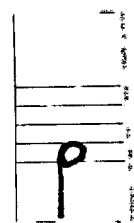
Trigger 11



Trigger 12



20''



pp

5''

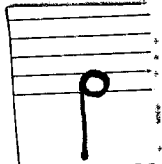


6''

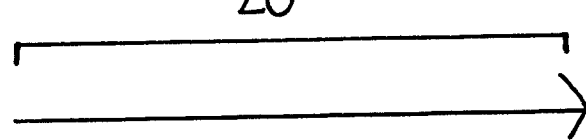
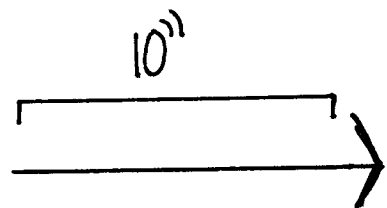


pp

Wire Brush

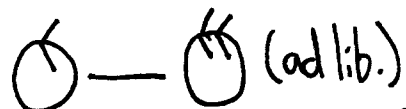
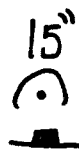


sempre pp



SYNC

Trigger 13



25''



ppp

SYNC

Trigger 14



Trigger 15

end

Waterville, ME  
July 21, 2015