

Sediment
for 3 bass drums and electronics

Aaron Hynds

Breathing Machine, 2016

Performance Notes

2

Structure

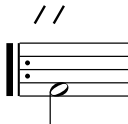



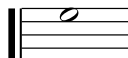

In *Sediment*, all three percussionists perform from the score. Approximate durations and repetitions are given where applicable, with the duration of each remaining gesture being left to the performer's discretion. Starting with the 9th Max/MSP trigger, each performer must sync up with one another when the "SYNC" direction is given; the gestures between these points are also approximate in musical direction. Unless noted otherwise, care must be taken to avoid the natural inclination to sync up perfectly when not directed to do so; discontinuity is to be celebrated, and encouraged.

Electronics

Throughout the second half of the work, a number of Max/MSP prompts are notated. These must be performed by one of the percussionists. The Max/MSP patch sends signals to small speakers that are placed face down on top of the bass drums. The smaller the speaker, the better--they merely must generate a reasonable amount of sound. The Max/MSP prompts are activated by pressing the spacebar, or with a programmable foot switch (the latter being the more desirable of the two solutions). The Max/MSP is freely provided by the composer.

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 deliberately vague score to create structural and musical discontinuity, especially in the physical space. This composition was originally composed in the summer of 2015, and revised in the late summer of 2016. It is dedicated to Dr. Andy Bliss and the percussionists of the 2015 Nief-Norf Summer Festival.

-  = Move the indicated object in a circular motion against the bass drum ahead. Both clockwise and counter-clockwise motion is notated; the choice of which mark means which direction is left to the performer.
-  = Tremolo; number of checks indicates increasing amount of activity
-  = Strike drum head
-  = Edge of drum head
-  = Center of drum head
-  = Max/MSP prompt

Sediment

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Wire Brush

Wire Brush

Bass Drum Mallet

Wire Brush OR Paper

Wire Brush

Triangle Beater

1
25"

2
15"
[No Movement]

3
11-22x 7:4 13"
Bass
Drum
Mallet
pp-mf, ad lib.

A 11-22x
Wire
Brush

5

6
15"

7
Paper
ppp

B 11-22x
Triangle
Beater
ff

SYNC

SYNC

8
30"
5"

Paper
OR
Triangle
Beater

9
20"
60"
*mp-f
ad. lib*

10
10"
Wire
Brush
sempre pp

11
17"

SYNC

SYNC

12
20"
5"
pp

13
6"
pp

14
25"
30"
pp

15
end