

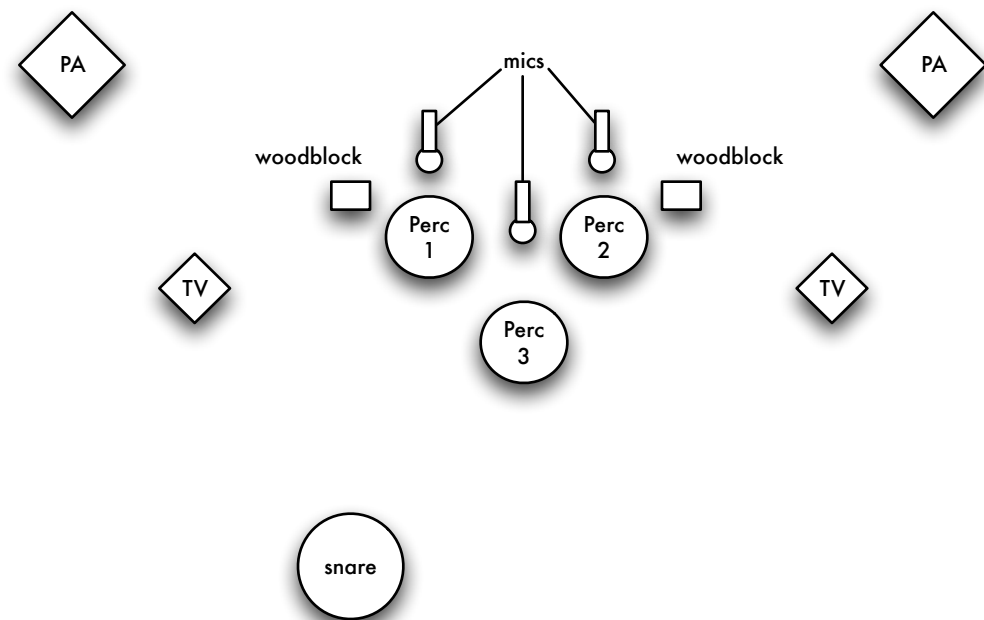
Matrices

for TimeTable Percussion

Sam Pluta

Matrices - Instructions

Physical Setup



Instrument List:

- bowed flexitone
- 2 japanese woodblocks
- 2 electronic hand held fans with twisty-ties attached to the blades
- blown up balloon (probably one for backup is a good idea)
- piece of stiff paper
- snare with bass amp underneath
- 3 high quality condenser microphones
- 1 dynamic microphone
- computer with custom software (contact the composer)
- hardware interface with 4 microphone inputs and 5 outputs
- 2 televisions
- midi keyboard

flexitone is always played with overpressure
the notation has "exact" rhythms with approximate pitches

Percussion 1

Percussion 2

Percussion 3

fans - play by turning them on and causing them to slap together
fan notation is always proportional - play in the relative time of the box

balloon
(play by rubbing a full balloon with a wet finger)

paper
(play by crumpling a stiff piece of paper into the mic)

Electronics are controlled by a midi keyboard attached to a computer running custom software written in SuperCollider

snare on/
electronics off

change filter

snare off/
electronics on

clear filter

freeze on

freeze off

freeze locked

freeze unlocked

amplitude modulation on

amplitude modulation off

full on

full mute

woodblock

woodblock

Perc 1 and 2 play woodblocks - these should be high pitched japanese woodblocks with slightly different pitches

the video part is always improvised

video 1 loop	video 1 straight	video 2 loop	video 2 straight
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♩ = 60
bowed flexitone

Percussion 1 **f**

Percussion 2 **fans**

Percussion 3 freeze is off

15

Perc 1

Perc 2

Perc 3

28

Perc 1

Perc 2

Perc 3 **ad lib**

woodblock **ff**

woodblock **ff**

80

Perc. 1

Perc 2

flexitone
ad lib

fans
ad lib

pap and ball
ad lib

freeze/mute/ampMod
ad lib

ad lib

To

11 sec

23 sec

flexitone
ad lib

fans
ad lib

pap and ball
ad lib

freeze/mute/ampMod
ad lib