

modulations

for percussion trio

Full Score

[2017]

Christopher LaRosa

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PerUSA

modulations

for percussion trio

[2017]

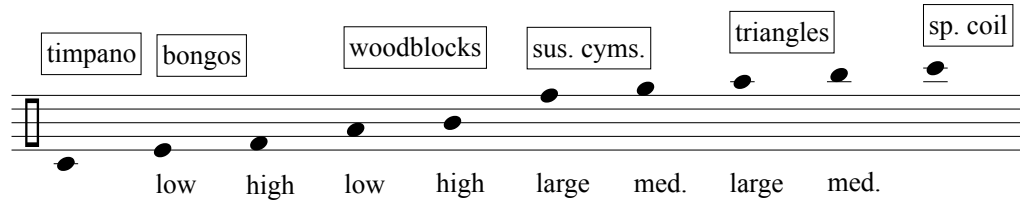
duration: ca. 6"

Christopher LaRosa

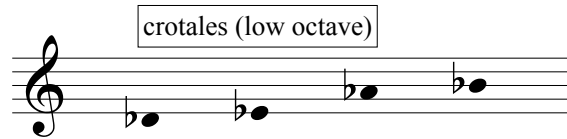
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Percussion 1

timpano (28")
 2 bongos
 2 woodblocks
 large suspended cymbal
 medium suspended cymbal
 large triangle
 medium triangle
 spring coil with sizzles
 4 crotales



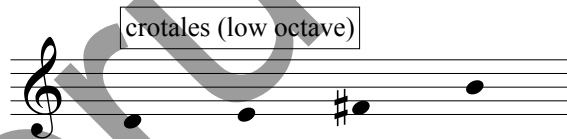
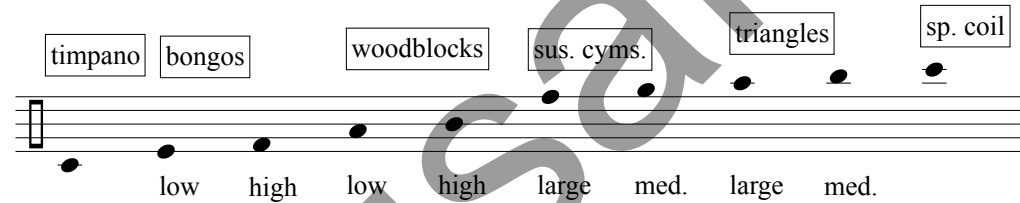
2 stick/hard felt combination mallets
 double bass bow
 large superball mallet
 small superball mallet
 triangle beater
 wire brush
 plastic mallet



Crotales should be placed on the head of the timpano drum, near the edge closest to the player. When directed to bow a crotales, move that crotales to the edge.

Percussion 2

timpano (32")
 2 bongos
 2 woodblocks
 large suspended cymbal
 medium suspended cymbal
 large triangle
 medium triangle
 spring coil with sizzles
 4 crotales

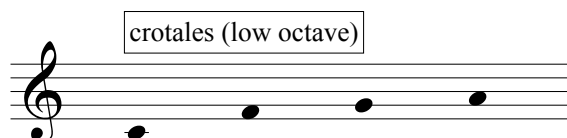
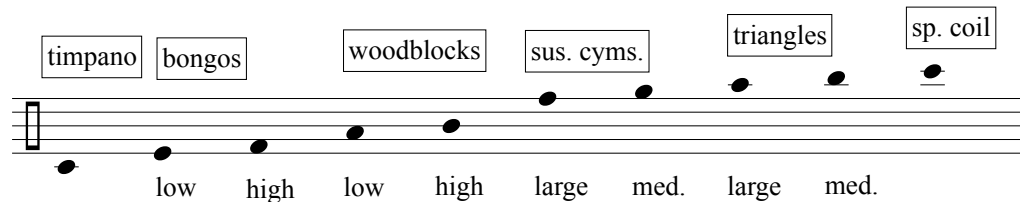


Crotales should be placed on the head of the timpano drum, near the edge closest to the player. When directed to bow a crotales, move that crotales to the edge.

2 stick/hard felt combination mallets
 double bass bow
 large superball mallet
 small superball mallet
 triangle beater
 wire brush
 plastic mallet

Percussion 3

timpano (26")
 2 bongos
 2 woodblocks
 large suspended cymbal
 medium suspended cymbal
 large triangle
 medium triangle
 spring coil with sizzles
 4 crotales

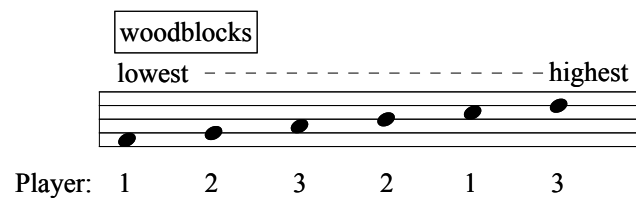


Crotales should be placed on the head of the timpano drum, near the edge closest to the player. When directed to bow a crotales, move that crotales to the edge.

2 stick/hard felt combination mallets
 double bass bow
 large superball mallet
 small superball mallet
 triangle beater
 wire brush
 plastic mallet

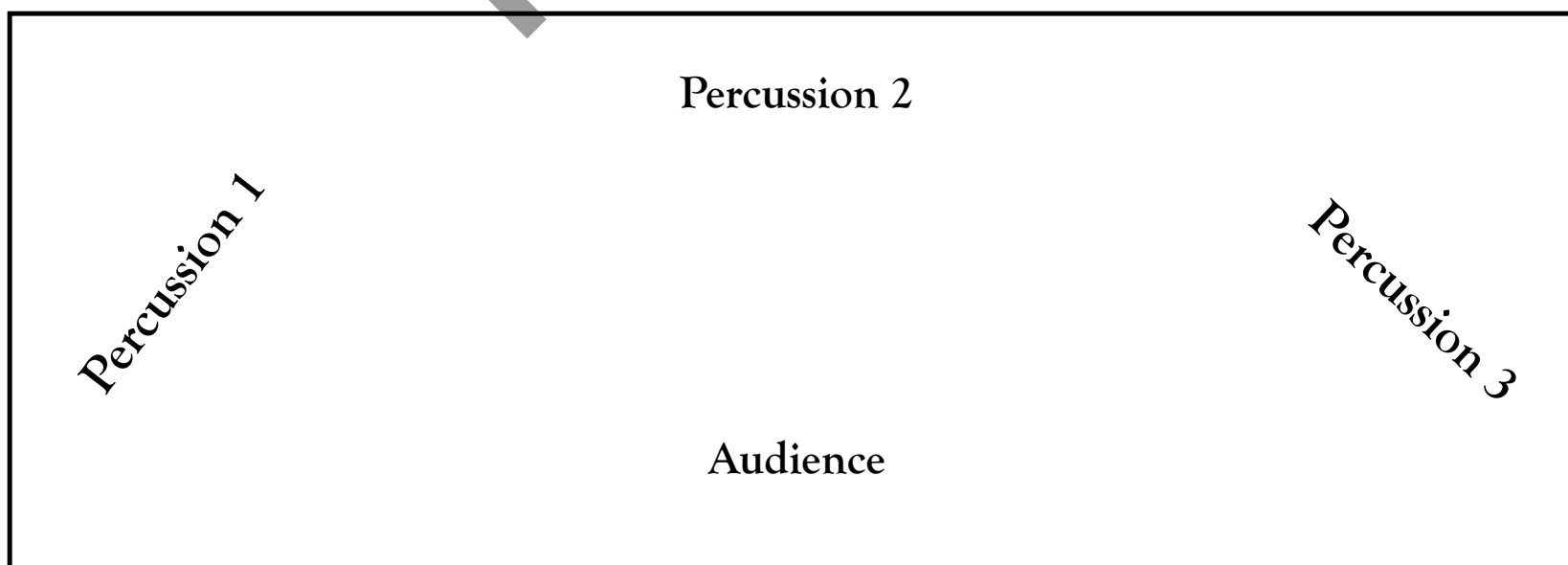
Instrument Assignments

Between the three players, the relative pitch of the woodblocks should be graduated. Exact pitch does not matter. The woodblocks should be assigned to the players as following:



Set-up

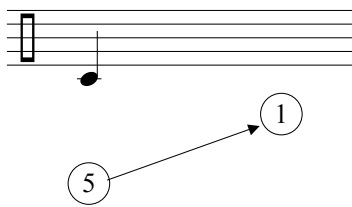
Set up according to the diagram below. Players 1 and 3 should set up at the extremes of the stage, with percussion 2 slightly back and center. This set-up will facilitate the spatialization effects used throughout the piece.



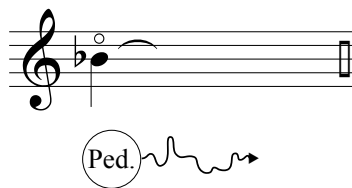
General Notes

All grace notes occur BEFORE the beat. All bongo rolls should be buzz rolls.

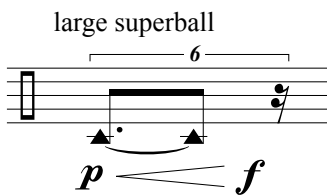
Timpani pedalings are shown below the staff with the numbers 1-5. 1 indicates the highest position and 5 the lowest position. 2-4 are equally spaced intermediary positions between these two extremes. Exact tunings for these pedal indications are not important.



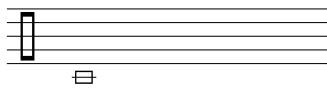
Indicates a gliss between two states over the entire given duration. Used for pedal states and vowel states.



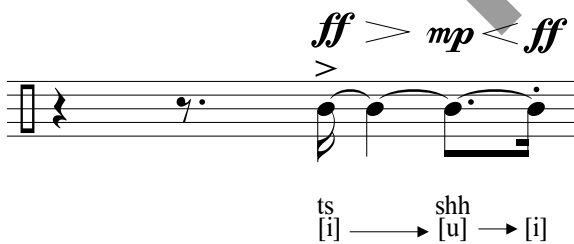
Indicates a random fluctuation between pedal states ad lib.



Triangle noteheads indicate a fast friction rub in an arc shape around the head of the timpano. The sound should be rich and unstable. Increase the pressure and speed of the superball mallet to crescendo.



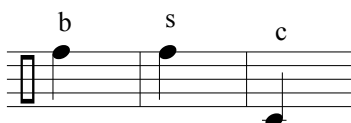
Square noteheads indicate a slow, continuous friction rub in circles around the head of the timpano. The sound should be a stable, mid-range tone.



Vocalizations are notated in two layers. The top layer indicates a fricative, and the bottom layer indicates the vowel shape of the mouth.

[i] = close-high front unrounded vowel, as in “deep.” This vowel should be exaggerated by pulling the corners of the mouth as wide as possible.

[u] = close-high back rounded vowel, as in “moon.”



b = strike bell of cymbal.

s = rapidly scrape cymbal as rapidly as possible with triangle beater from bell to edge.

c = strike dead center of timpano head.

modulations

Hammer and Nail 2017
Indiana University Jacobs School of Music

Christopher LaRosa

♩ = 72

1 WB sticks, edge of blocks

2 Bongos sticks
buzz, sempre

3 WB sticks, edge of blocks Bongos (sticks)

5

The musical score is divided into two systems. The first system contains measures 1 through 4. The second system starts at measure 5 and continues through measure 9. Each system has three staves. Staff 1 uses 'WB sticks, edge of blocks' and features dynamics like *f*, *sfz*, *mf*, and *f sfz*. Staff 2 uses 'Bongos sticks' with a 'buzz, sempre' instruction and dynamics like *pp*, *mp*, *pp*, and *f*. Staff 3 uses 'WB sticks, edge of blocks' and 'Bongos (sticks)' with dynamics like *f*, *mp*, *mf*, *pp*, and *mp*. The second system's Staff 1 includes triplets and dynamics like *p*, *mp*, *mf*, *fp*, *mf*, *sfz*, and *sfz*. Staff 2 in the second system has dynamics like *mf*, *f*, *f*, and *pp*. Staff 3 in the second system has dynamics like *pp*, *f sfz*, and *f*. The piece is in 4/4 time and modulates to 3/4 and 2/4 time signatures.

22

1 *pp* *sfz* *fp* *fp* *sfz*

2 *f* *mp* *f* *p* *f*

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

26

1 *fp* *f* *fp* *f* *fp* *f* *fp* *sfz* *f*

2 *f* *p* *f*

3 *fp* *f* *f* *sfz*

Timp. large superball

29

1 *f* *sfz* *pp* *mp*

2 *f* *p* *f* *mp*

3 *f* *sfz* *pp*

Crot. brass

Sus. Cyms. wire brush, mandolin roll

small superball, slow friction rub in circles; stable mid-range pitch

Timp. large superball

small superball, slow friction rub in circles; stable mid-range pitch

33

1 *p* Tri. l.v. sempre *mf*

2 *p* Tri. l.v. sempre *mp* *mf*

3 *mp* Tri. l.v. sempre *mf*

⑤ small superball, slow friction rub in circles; stable mid-range pitch

38

1 *p* *mf* *sfz*

2 *p* *mp* *mf* *sfz*

3 *mp* *mf* *sfz*

42

1 *p* (tri. beater) *pp* *sfz* *f* WB plastic (tri. beater) *sfz*

2 Sp. Coil tri. beater (tri. beater) *pp* *p < f* *mp* Sus. Cym. wire brush, mandolin roll

3 *p* (tri. beater) *pp* *sfz* *f* *mp*

46

1 *mp* *Tri.* *mp* *mf*

2 *Tri.* *p* *mp* *mf*

3 *Tri.* *p* *mf*

50 *p* *mp* *mf* *sfz*

1 *p* *mp* *mf* *sfz*

2 wire brush mandolin roll *pp*

3 *p* *mp* *mf* *sfz* *sfz*

pp *mf* *pp*

sss [i] [u] [i]

54

1 *pp* *mf* *pp* *ff*

sss [i] [u] [i] shh [i]

wire brush mandolin roll l.v.

2 *pp* *mf* *pp* *ff*

shh [u] [i] [u] shh [i]

Bongos sticks n

3 *pp* *p* *ff*

wire brush mandolin roll shh [i] l.v.

58 WB sticks

1 *f* *fpp* *f* *fpp* *p*

2 *sfz* lg. superball plastic *p* *f* *p* *f* *p* *f* *p*

3 dampen timp./crot. at exact moment of next attack Bongos sticks *sfz* *pp* *f* *pp*

Crot. brass 3

Timp. hard felt

5 1 3 1 4 1 4 1

61

Crot. brass dampen timp./crot. at exact moment of next attack

1 *pp* < *mf*

Timp. hard felt *f*

2 large superball *mf* *p* *f* *p* *f* *p* *f* *p* *f* *f*

3 *mp* *sfz* *p* *fp* *f* *f* *f* *sfz*

65

1 *f* *f*

2 *p* *f* *p* *f* *mp* *f* *p* *f*

3 *fp* *f* *fp* *f*

69

1 *fp* < *mp* > *fp* < *mp* > *sfz* *c*

2 sticks *fp* *sfz*

3 *fp* < *mp* > *fp* < *mf* > *sfz* *c* *c*

72

1 *ffz* *ff* *f* *mp*

2 *ff* *f* *sfz* *sfz*

3 *ffz* *ffz* *ff* *f* *p* *f*

Crot. plastic, l.v. sempre tri. beater, l.v. sempre sm. superball

ff > *mp* < *ff*
ts [i] → shh [u] → [i]

ff > *mp* < *ff*
ts [i] → shh [u] → [i]

ff > *mp* < *ff*
ts [i] → shh [u] → [i]

1 5 1 5 1 5

76

1 *p* *mp* *mf*

2 *f* *f*

3 *p* *mp* *mf*

sm. superball

4 5 4 5 1 4 5 4 5

80

1
 (tri. beater) s b b WB plastic
 sfz f sfz p mf pp
 [i] [u] [i] [u]
 f Ped.

2
 tri. beater lg. superball sm. superball
 sfz p f mp
 1 5 3 4 1

3
 (tri. beater) s b b
 sfz f mp f
 [i] [u] [u] [i] [u]
 f Ped.

84

1
 (tri. beater) s b b large superball
 sfz p mf pp
 [i] [u] [i] [u]
 p f Ped.

2
 (tri. beater) s b b
 sfz f mp
 5 2

3
 tri. beater WB plastic
 sfz f sfz f sfz p mf pp
 [i] [u] [u] [i]
 f Ped.

88

1 *sfz* *f* plastic *sfz* *f* *sfz* *sfz*

2 *sfz* *f* plastic *sfz* *f* *sfz* *sfz*

3 *sfz* *f* plastic *sfz* *f* *sfz* *sfz*

91

1 *sfz* *sfz* *sfz* *p* *ff* *ff* *fp* *f*

2 *sfz* *sfz* *sfz* *p* *ff* *ff* *mp* *ff* *p*

3 *sfz* *sfz* *mp* *ff* *ff* *ff*

large superball

sticks

increase pressure →
stable tone ----- unstable

1 → 5

2 → 5

5 →

106

1 *Crot.* *Ped.* *sfz* *sfz* *sfz* *Ped.* *sfz* *Ped.*

2 *Crot.* *f* *Ped.* *Crot.* *Ped.*

3 *Crot.* *sfz* *f* (plastic) *mp* *f* *sfz* *pp* *f* *Ped.* *Ped.*

(5) (1) (5)

111

1 *sfz* *f* *sfz* *sfz* *mp < f* *Ped.*

2 *f* *f* *Ped.*

3 *sfz* *sfz* *f* *sfz* *sfz* *Ped.*

(5) (5)

115

1 (plastic) *pp < f* *mp* *mf* *pp* *f* *f* *Ped.* *Timp.* *sfz* *Ped.*

2 *Crot.* *f* *f* *Ped.*

3 *sfz* *sfz* *pp* *f* *f* *Timp.* *f* *f* *Ped.*

(1) (5) (5) (5)

119

1 *mp* < *f* *sfz* *mp* < *f* *mp* < *f*

2 *mf* *ff* *f*

3 *mp* < *f* *pp* < *f* *sfz* *mp* < *f* *p*

122

1 *pp* < *f* *sfz* *pp* < *f* *f*

2 *f* *f*

3 *f* *pp* < *f* *f*

(Crot.) (Crot.) (Crot.)

(Timp.)

(Ped.) (Ped.) (Ped.)

125

1 *sfz* *sfz* *sfz* *sfz* *sfz*

2 *sfz*

3 *sfz* *sfz* *sfz*

(Crot.) (Crot.)

(Bongos)

(Timp.)

(Ped.) (Ped.) (Ped.)

128

1 *ff* *sfz* *sfz* *sfz* *sfz* *fp* *fp*

2 *ff* *sfz* *fp* *f* *fp* *f* *fp* *f* *fp* *fp* *fp*

3 *ff* *sfz* *sfz* *sfz* *sfz* *sfz* *fp* *fp*

pick up sticks

1 5 1 5 1 5 1

6 3

131

1 *sfz fp* *sfz fp* *sfz sfz fp* *sfz* *mp* *ff* *sfz* *sfz* *fff*

2 *fp* *fp* *sfz* *mp* *sfz* *fff*

3 *fp* *sfz fp* *sfz fp* *ff* *mp* *ff* *sfz* *fff*

hard felt (stick) (felt) c

1 5 1 5 1

3 3 3