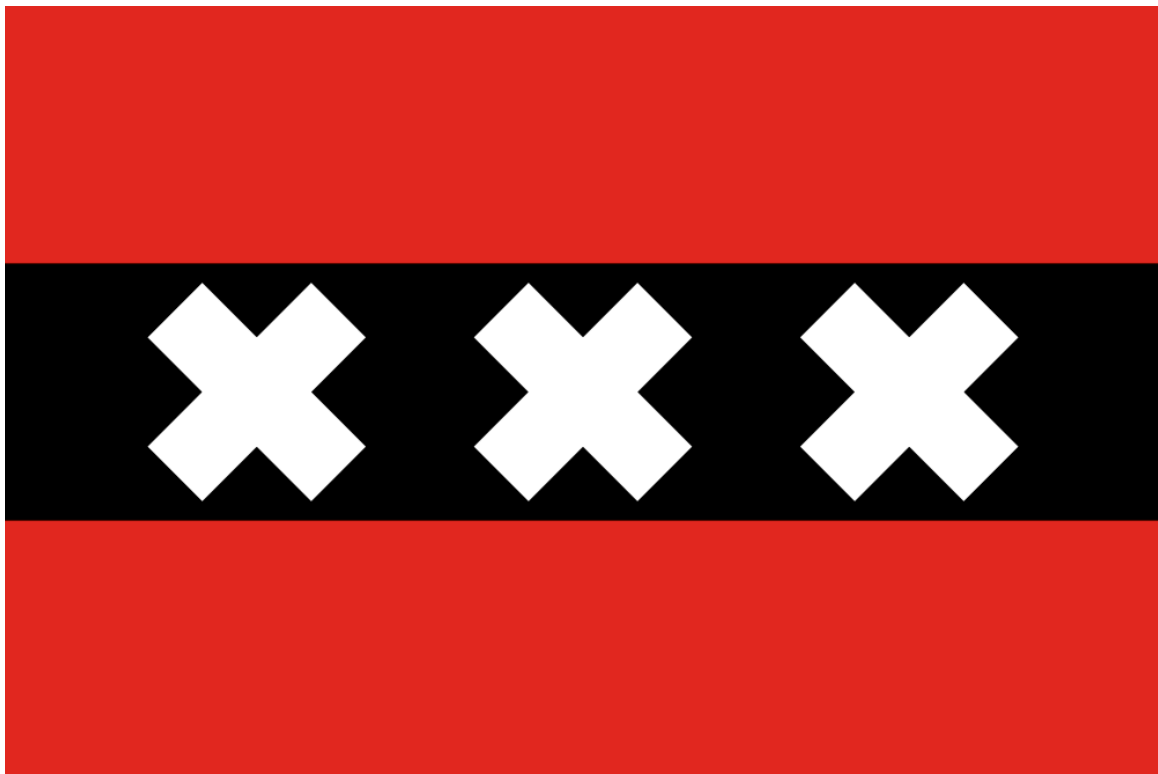


Jesper Pedersen

AMSTERDAM

harp and percussion

animated graphic notation
duration: 3:30



The piece was written for Duo Harpverk.
Premiered in Reykjavik, February 2011.

Jesper Pedersen © 2011 - www.slatur.is/jesper

TECHNICAL REQUIREMENTS

- The animated score: <http://vimeo.com/50448778> (may be downloaded)
- Laptop computer or similar capable of playing video files.
- The animated score can also be rendered in realtime using Pd-extended with Gem installed for better resolution. Go to my web page for details.

The piece was originally an experiment in using computer controlled tactile information to convey the musical score to the percussionist. This version is using animated graphic notation only.

INSTRUMENTATION

Harp:

The piece is intended to be played on an Camac DHC Blue Light electric harp or similar connected to a clean sounding amplifier/speaker combo.

The left hand is playing with a clear plastic tube (36 cm long, 8 mm Ø) with a dog training clicker taped to it. The tube is working as a bow on the strings.



Percussion:

A long two part resonant steel pipe mounted on a stand at a slight angle. Telescoped curtain poles work fine. On the raised end it has a 90° bend with a funnel on and the other end is placed over a large bucket that contains a secret content hidden for the audience that make a trashy sound when hit by the glass balls. The instrument is played by dropping glass balls into the funnel. A bucket full of marbles or glass balls (more than 70). They should be able to run through the funnel and pipe without getting stuck.

THE SCORE

The score for Amsterdam uses animated notation rendered to a video file.

The score should not be projected for the audience to see.

It is practical to run the piece from a laptop so the performers can read the score directly off the screen.

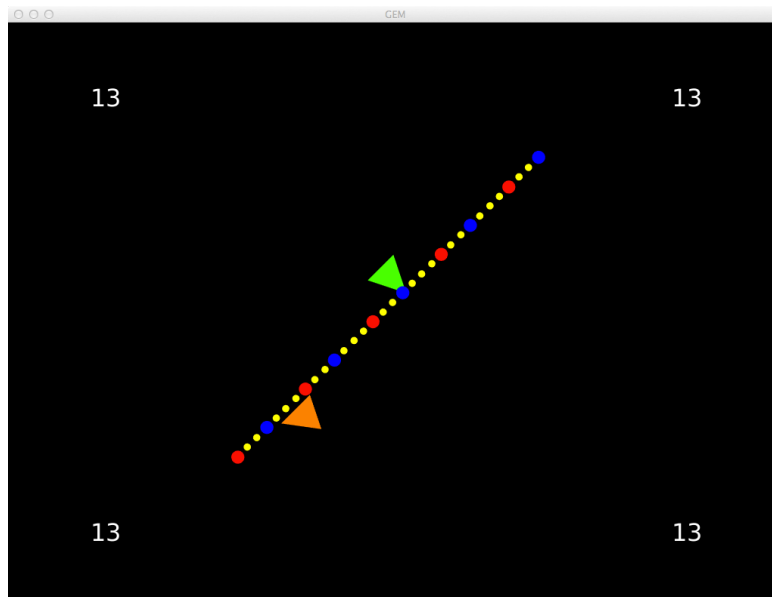
A documentation of Duo Harpverk performing and older version of the piece can be found here: <http://youtu.be/IoR-9PSgUqM>

INSTRUCTIONS

Harp follows what's going on in the middle of the screen. The line of red, yellow and blue circles represent the strings of the harp and is there for orientation.

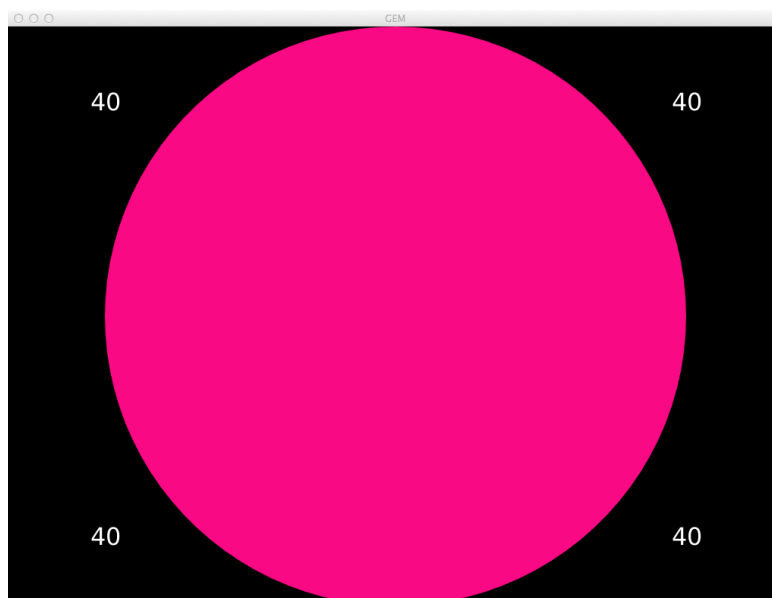
The orange and green triangles represent the left (orange) and right (green) hands.

The left hand (orange) is holding the plastic tube with dog clicker. It works like a friction bow:



If the triangle is on point towards the strings play loud if the triangle has a long side towards the strings play soft.

The harpist is to listen and react to the percussionist. Every time a ball lands in the bucket the dog clicker is pressed as fast as possible making single loud click-noise for each glass ball.



Percussion follows a large flashing pink circle that counts how many glass balls is to be put into the funnel and sent down the tube at a time. Reaction speed is important and care should be taken to put the right amount of glass ball in the funnel one after another and not at the same time.

The numbers in the edges of the screen counts the grand total of balls.