

Jesper Pedersen

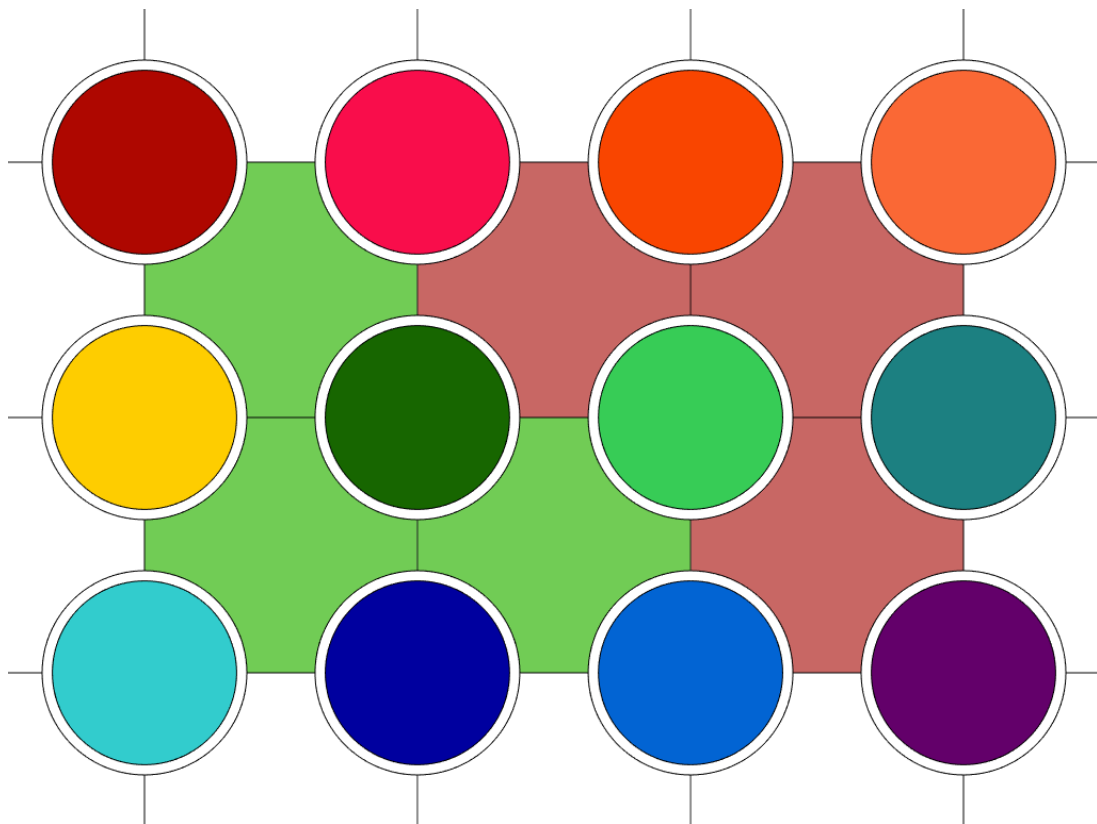
FLAARPEL

12 flutes, harp, percussion and sound sculpture

Animated notation

Duration: 10:50

INSTRUCTIONS



Flaarpel was commissioned by the Icelandic Flute Ensemble and Duo Harpverk and premiered in the Iceland National Gallery at Reykjavik Arts Festival, May 2014.

INSTRUMENTS

12 Flutes

4 sopran, 3 alto, 4 bass, 1 contra bass (can vary)

Harp

Prepared concert grand harp with wooden honey dipper places in between the wire strings at a harmonic to create a gong like sonority. A little experimentation in position is needed to get a good strong sound. The honey dipper is to be struck on the grooved end close to the strings with a medium vibraphone mallet.

<http://sites.siba.fi/web/harpnotation/wooden-object-in-strings>

Chromatic desk bells: d, d#, f#, g, a#, b

Large double row bar chimes mounted on a cymbal stand.

Wooden ruler (or similar) for scratching lowest wire string creating a sound like a person snoring.

Percussion

Chromatic desk bells: c, c#, e, f, g#, a

Long bendy ruler fastened in one end to a table

Large suspended china cymbal (20 inch or bigger)

Caxixi (shaker)

Sound Sculpture

The electronic sound coming from the computer is sent through a Russian Big Muff distortion pedal and into an sound transducer placed inside a sculpture made from plastic and aluminum foil. This sound sculpture emits a soft evolving noisy and buzzy sound creating a ghostly atmosphere. The sound is included in the score video.



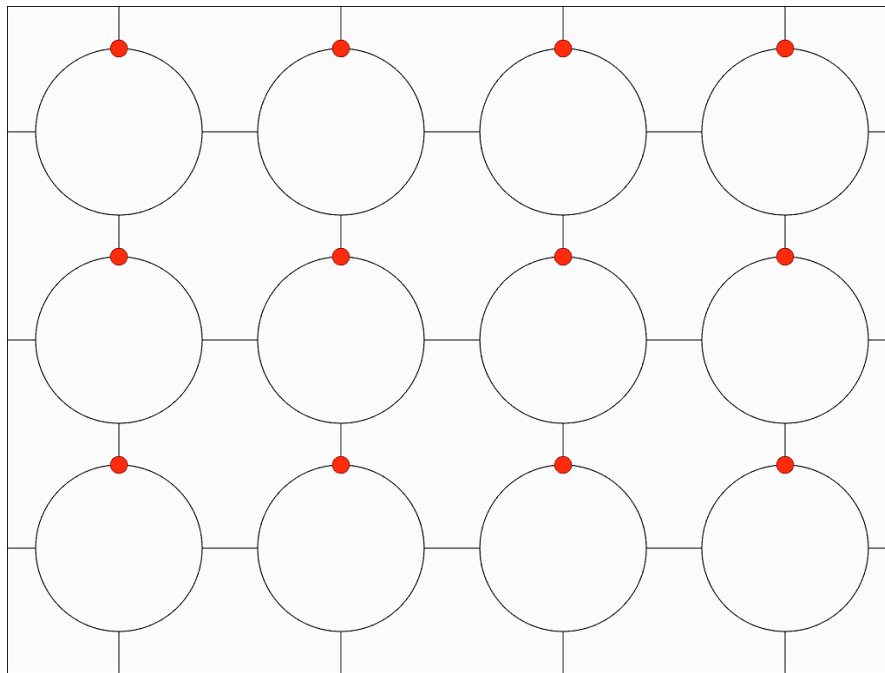
THE SCORE

The animated video score containing the audio track for the sound sculpture can be found here: <http://vimeo.com/96574969>

All performers read from the same screen and follow specific graphic objects, colors and positions on the screen.

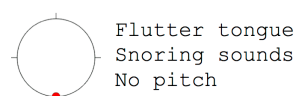
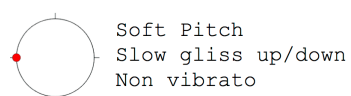
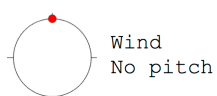
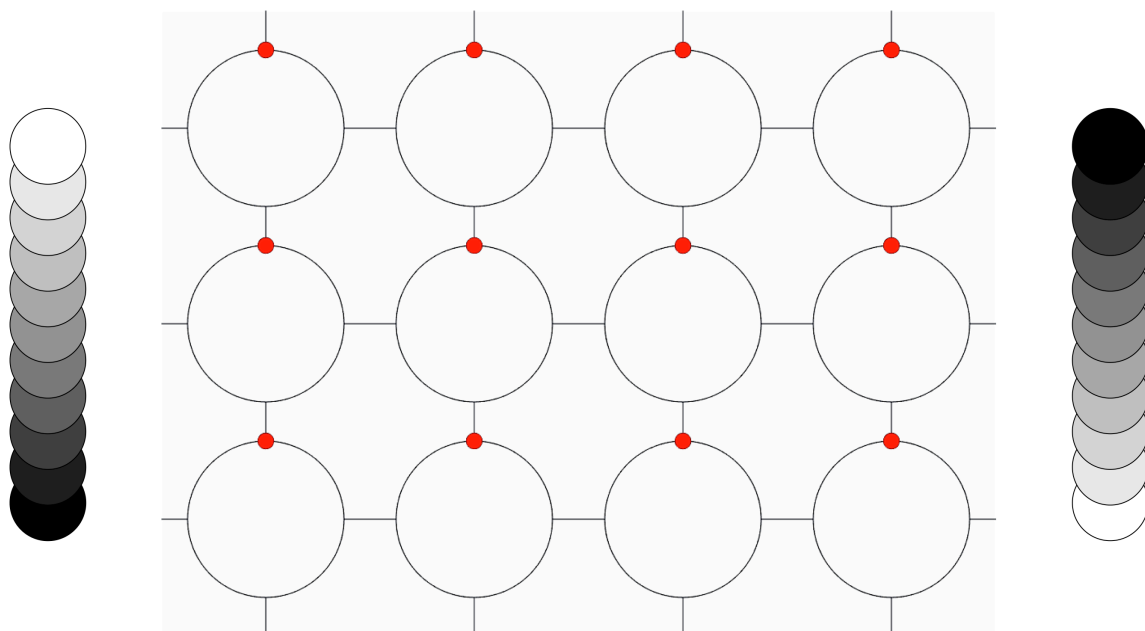
Flutes

The 12 black circle outlines represent each of the 12 flutes starting from the top left corner. One circle pr player.



The red circle moves on the rim of the circle indicating what sounds are to be played. There are 4 different sounds:

1. Wind. No pitch.
2. Soft Pitch. Slow gliss up/down. Small range. Non vibrato.
3. Medium loud. Flutter tongue. Snoring sounds. No pitch.
4. Microtonal color trills in different registers. Broken sound.

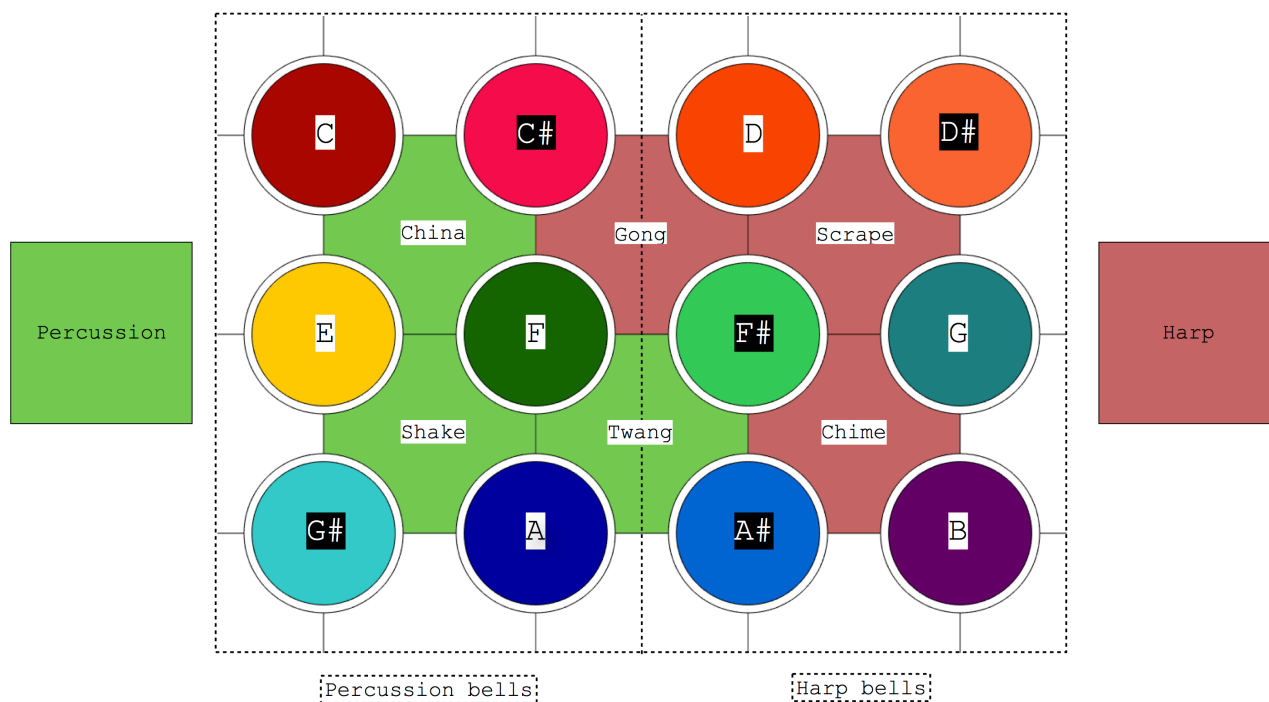


When the sounds are to be played and for what duration is represented by the inside of the circle fading to black (play) and back to neutral (pause). The flutes should create dynamics according to this fade in/fade out pattern.

It is very important that the flute players listen to each other.

Harp and Percussion

Harp and percussion reads from the same screen. The smaller colored circles flashing inside the flute circles represent the chromatic desk bells. The percussionist reads the two columns on the left and the harpist the two columns to the right.



The squares in between the circles represent other sounds. Percussion reads the three green squares on the left half of the screen and harp reads the three red squares on the right half of the screen (see above).

Percussion

China: At the cue, tap the large china cymbal towards the edge with a finger. Medium dynamic.

Shake: Shaking the Caxixi in a circular motion for the duration of the green square for the duration of the cue.

Twang: At the cue, slap the long table mounted ruler to produce a sustained low frequency twang effect.

Harp

Gong: At the cue, Strike the honey dipper on the end close to the strings with the mallet. Medium to loud dynamic.

Scrape: Slowly scrape the ruler down the lowest wire string creating a snoring sound for the duration of the cue. Medium dynamic.

Chime: Upward glissando (low to high) for the duration of the cue.