

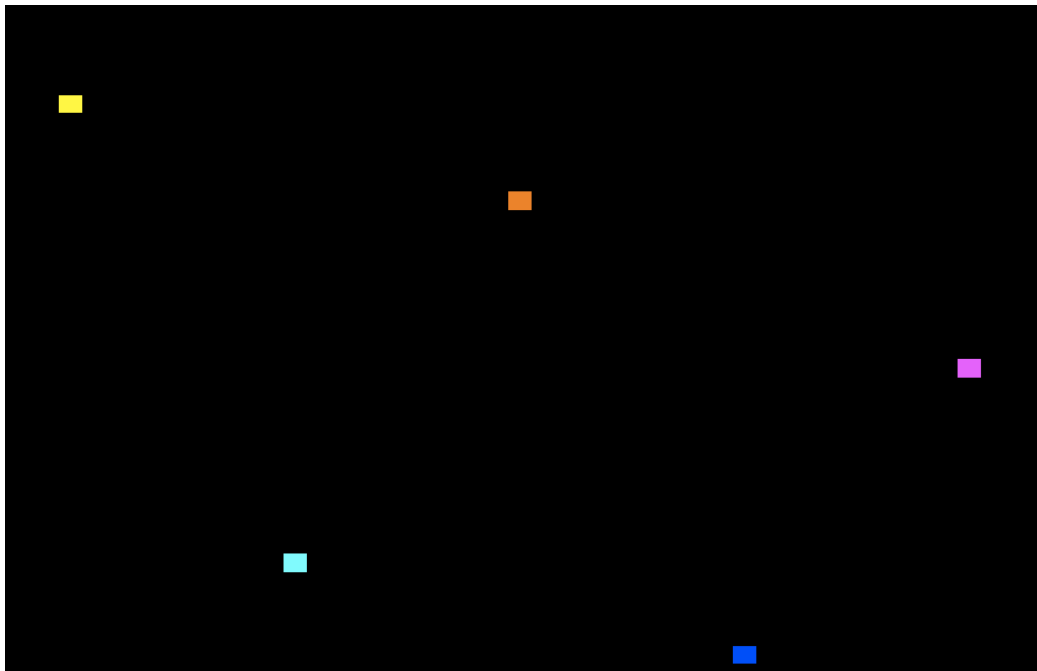
Jesper Pedersen

# Q-B

for 5 cellos

animated notation  
duration: 3:00

## INSTRUCTIONS



Jesper Pedersen, Reykjavik 2013

## TECHNICAL REQUIREMENTS

- The animated score is a video file that is to be read by the performers in real time. An online version of the score can be found here: <http://vimeo.com/66031724>
- Computer with video connector (minimum VGA).
- Low noise video projector, projection screen.
- Video cable (minimum VGA) and mains connectors.

## SETUP

During the performance the score is projected onto the screen placed on or above the stage. Preferable the performers are placed spatially around and behind the audience and reading the score from the projection.

During rehearsals the performers can easily read the score from a computer screen if a video projector is not available.

## PLAYING TECHNIQUES

**Knock**: knock on the body of the instrument with dampened strings.


**Upward glissando**: glissandos are notated as a line going upwards from the note head.

Besides the cello each performer plays a large sheet of crumpled up baking paper (parchment paper) placed on the floor. It is to be used in the end of the piece. The paper should be noisy.

## THE SCORE

The animated graphic score is read and played by the performers in real time. The score uses action notation that tells the performers what to do and when to do it. The reaction time of the performers is of utmost importance. and everybody should follow the score is precisely as possible.

Each performer is represented by a specific color placed in the bottom half of the screen from left to right:

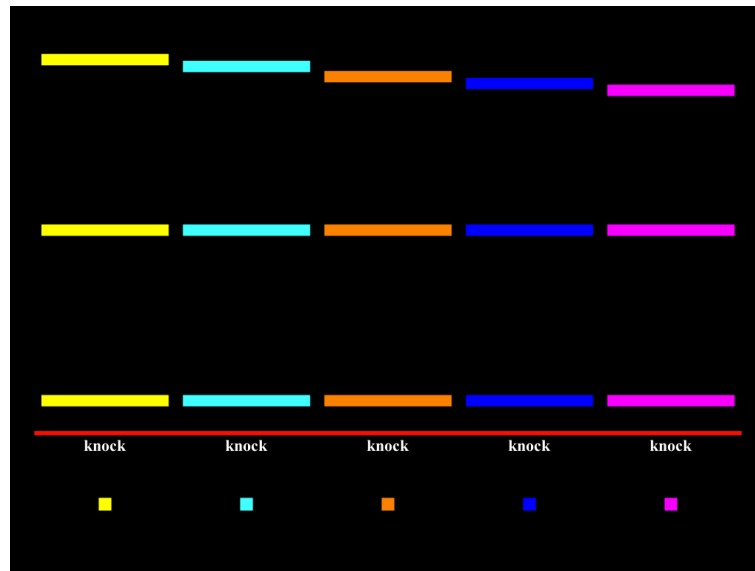
-  Cello 1
-  Cello 2
-  Cello 3
-  Cello 4
-  Cello 5

The notes are represented boxes that moves vertically from top to bottom of the screen. The boxes are color coded to each instrument (see above).

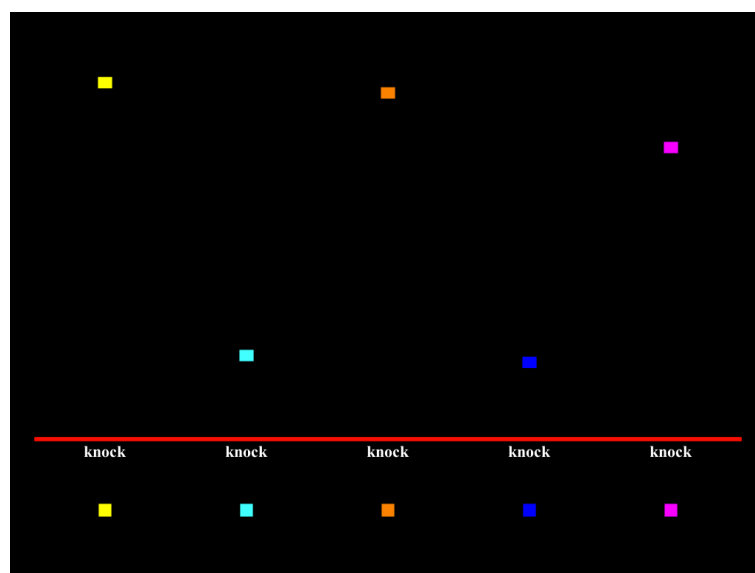
In the lower half of the screen there is a red horizontal line. This line represents a playhead. When a box hits the red line the performer plays the sound or pitch specified. The duration of the event is specified by the length of the box. It is important to respect the individual durations and stop the sound. The black background between the boxes are rests.

Dynamics are specified by the width of the boxes. There are three dynamics: soft (narrow), medium (medium wide), loud (wide).

The opening notes of the piece are all loud (wide boxes):

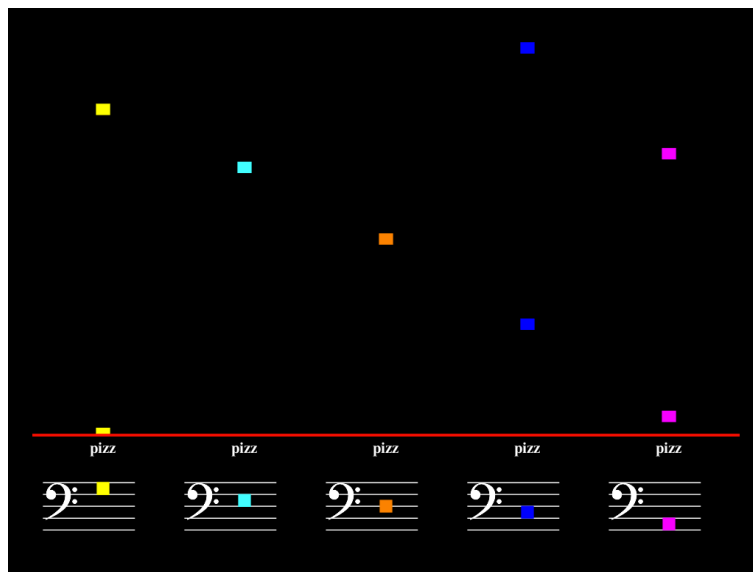


Then everybody plays softly (narrow boxes):

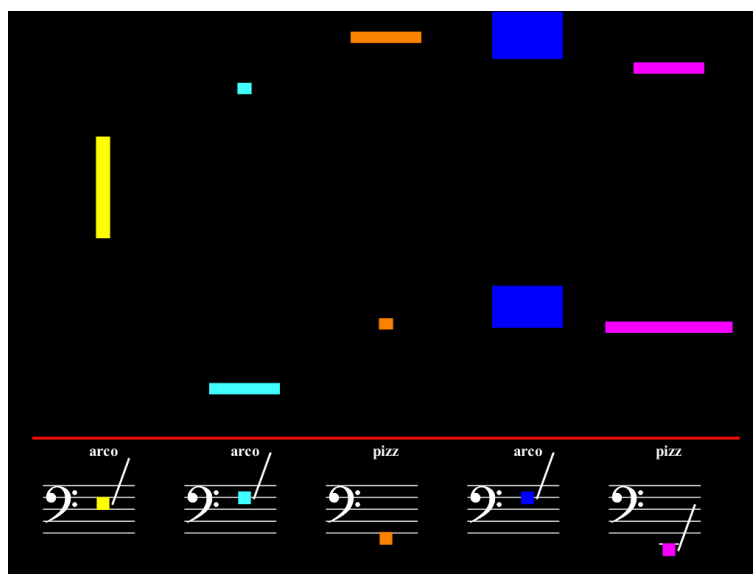


Pitches and playing techniques change during the piece and are specified underneath the red line by each instrument.

Pizzicatos:



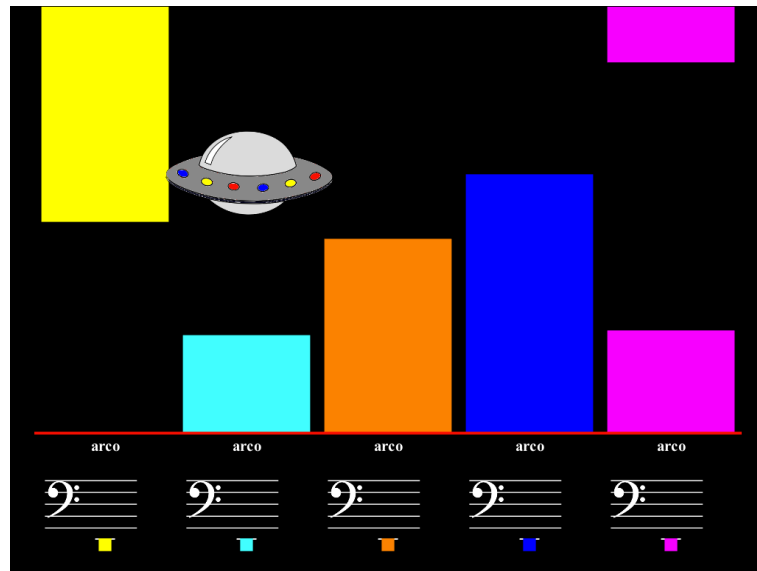
More playing techniques (arco, pizz and glissandos):



Please notice that the pitches and playing techniques sometimes change while playing a note. In this instance, hold on to the note that is being played and play the new note when the next box arrives.

## CODA

At the end of the piece a U.F.O. appears on the screen. This is the cue for all performers to start making noise with the rolled up sheet of baking paper using their feet. The sound should be noisy and crackling.



The baking paper is to be played as long as the U.F.O. is on the screen.  
The noise is to fade out when the U.F.O. disappear ending the piece.