

Jesper Pedersen

SEASCAPE

Percussion quartet
with
audience participation

Animated notation
Duration: 4:45



The piece was written for Torsten Folke Pedersen and his percussion students and premiered at the OpenDays Festival September 2013.

TECHNICAL REQUIREMENTS

- The animated score: <http://vimeo.com/75204467> (contact me for HiRes video download).
- Laptop or tablet capable of playing back the video file.
- Video projector (beamer) with a minimum resolution of 1024 x 768 and projection screen that is visual to the audience.
- VGA (or better) connection between computer and projector.

INSTRUMENTATION

A

Bubble jars: Glass jars with clean water in the bottom and a large diameter drinking straw. The instrument is played by blowing into the drinking straw placed in the water in the jar producing a bubbling sound. There should be 10 or more depending on the size of the venue and the number of volunteers from the audience.

B

Organ Pipes: "Gedacht" (stopped) type wooden pipes. Notes: D3 and F#3. They should be tuned so the interval between them is a pure 3rd imitating old ship whistles. If organ pipes are not available then substitute with blown wine bottles tuned to the specific pitches (using water). The sonority should be hollow with few and weak overtones.

One pipe for each of the two performers.

Ankle seed pod shakers worn by one performer.

Coconut shell halves attached to stings dragged over the floor by the other performer.

C

Glass jar.

Medium sized woodblock.

Instruments are placed on padded surface for maximum resonance (egg crate foam works very well).

Played with medium to hard xylophone mallets depending on the acoustics of the performance space.

D

Castanet (one) tensioned for easy control.

Mini djembe, darbuka or similar small single headed drum played with a light short handled wooden mallet.

THE SCORE

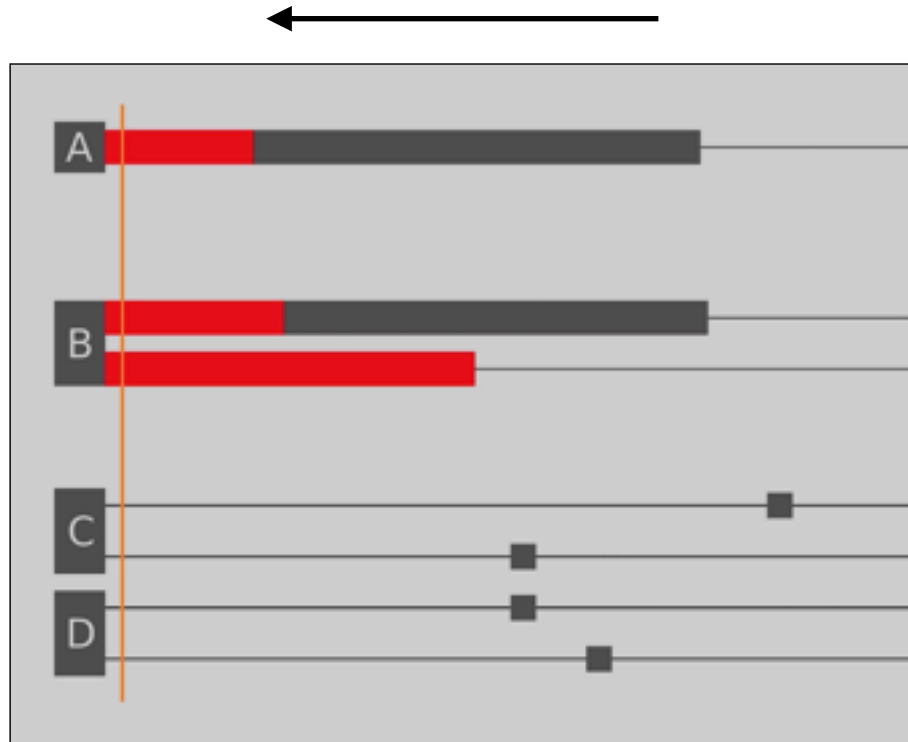
The animated score is projected on a screen so the audience can see it. It is divided in A, B, C, D. A vertical stationary orange line works as the playhead defining when to play and when to not play. The notes are represented by boxes of different widths moving horizontally from right to left. Attack the note when the box hit the orange playhead. The duration is determined by the length of the boxes.

The audience playing the bubble jars reads from the top line, A. The volunteers can either stand together in a group or sit spread out in their seats. Decide on one of the solutions before distributing the bubble jars and explain to the participants what their task is. It is important to rehearse the audience part before the piece begins and to be very clear that they are only to follow the top line marked A. It is important to respect the duration of the notes. If they run out of air before the note is finished, then take a quick breath and continue blowing.

The two performers reading from B are walking very slowly around the performance space reading from the projection screen. They should listen to the sounds the ankle seed pod shakers and coconut halves dragging and try to be quiet and make only a small amount of sound when walking.

The durations of the notes on the organ pipes requires a lot of air but should be respected as best. Otherwise take a quick breath and continue.

Percussionists reading C and D are standing together facing the audience at and can read the score directly off the computer screen if they can't see the projection screen. Medium dynamics.



screenshot of the animated score showing symbolic graphics moving from right to left.

A: Bubble jars (audience)

B (upper line): Organ pipe F#3

B (lower line): Organ pipe D3

C (upper line): Glass jar

C (lower line): Woodblock

D (upper line): Castanet

D (lower line): Mini djembe