## Leave A Comment

snare drum, electronics, soundfile, video

Simon Bahr

2020

In many parts of this piece, the synchronisation between snare drum, electronics, soundfile and video are crucial. A pre-produced and notated click track is provided to achieve the desired synchronisation of events.

However, in some parts a higher degree of freedom for the performer is desired. When the click track stops, the performer has more freedom in tempo and timing. A key tool used to return from free sections to strongly timed sections are loops: The marked phrase is repeated until the click track signals the performer to move on to the next section.

Recurring actions are marked with special symbols. These are:

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/ rim
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 $\times$  rim-shot

rim-click

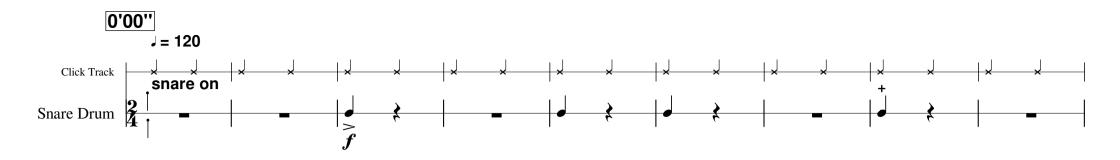
- | scrape the drum head with the indicated mallet
- $\propto$  stop before hitting the drum (= visibile gesture only, no sound)
- + closed hit (stick remains on drum head)
- hit skin close to rim (applies to multiple notes when followed by a dashed line)
- ↓ perform action in time (snare on/off)

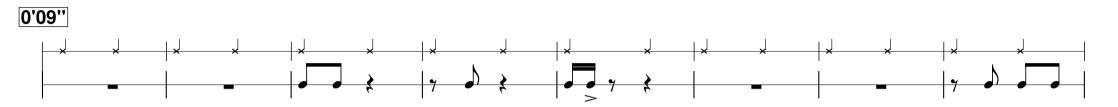
| wooden drum stick

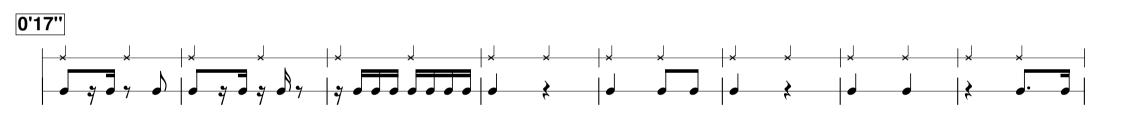
 $\ensuremath{^{\ensuremath{\square}}}$  soft timpani stick

 $\Psi$  jazz brush

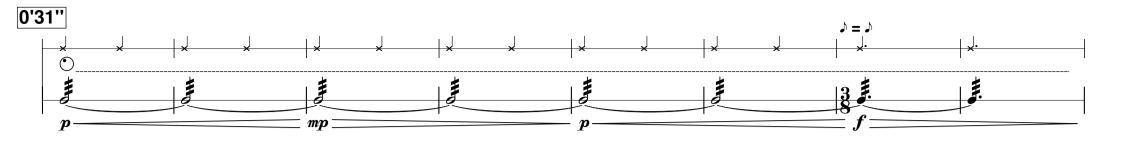
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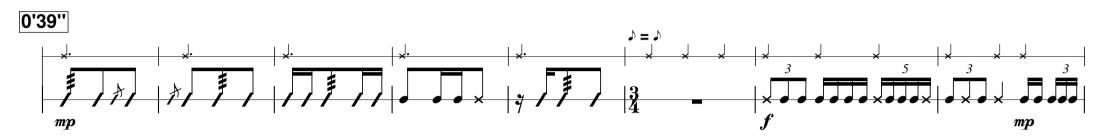


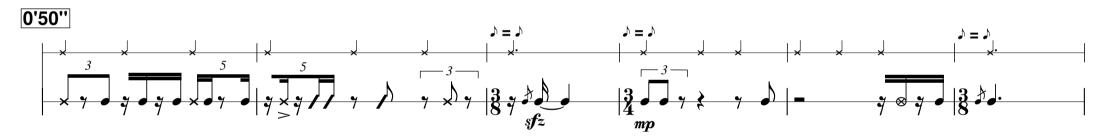


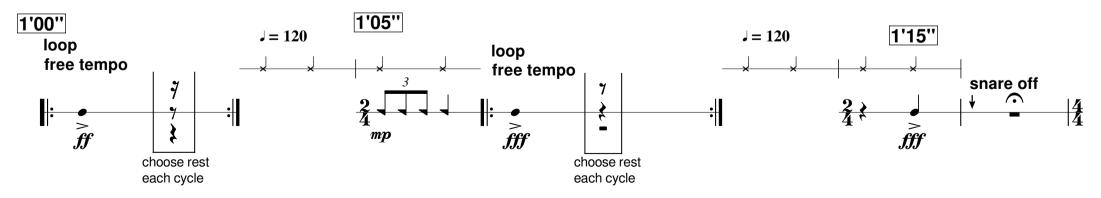




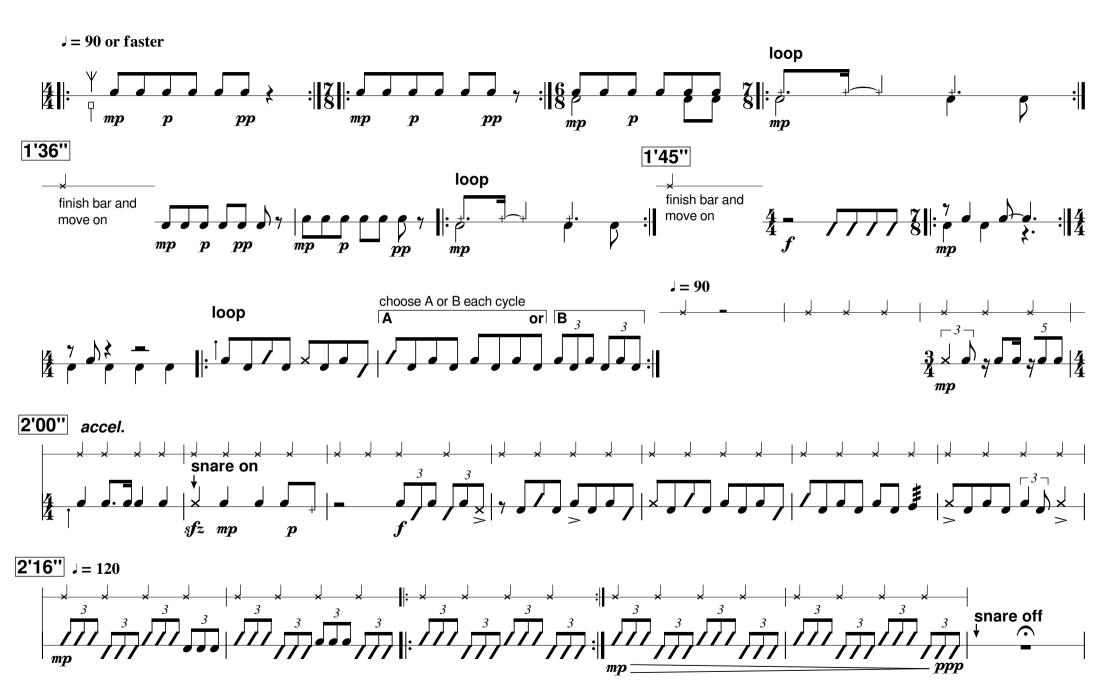






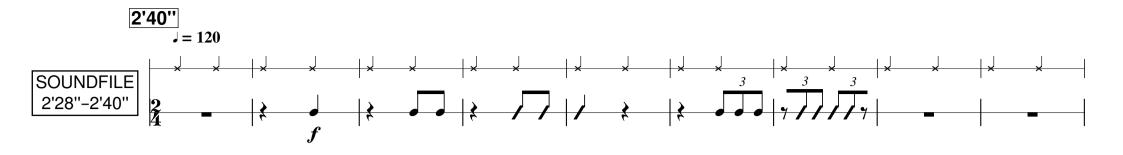


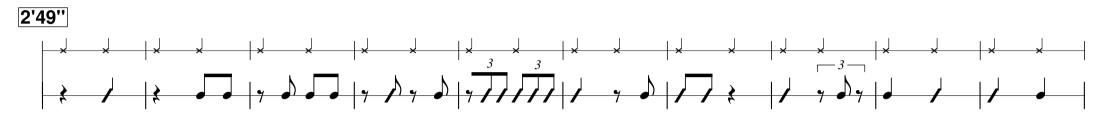
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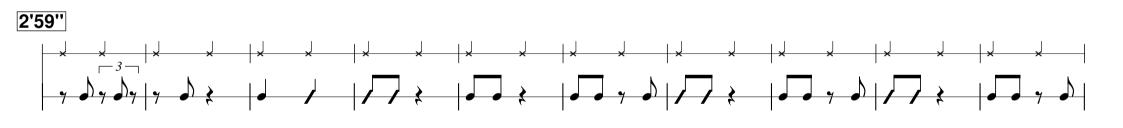


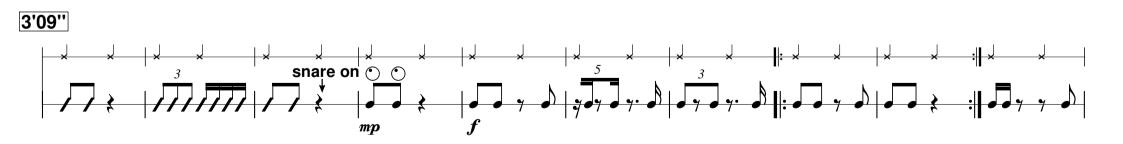
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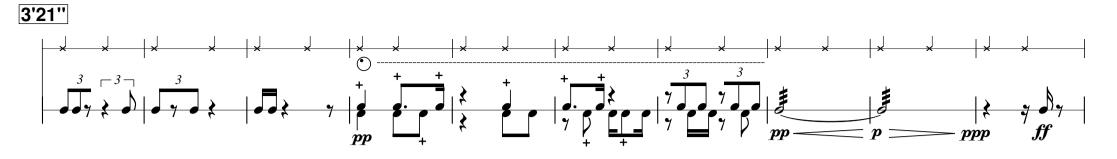
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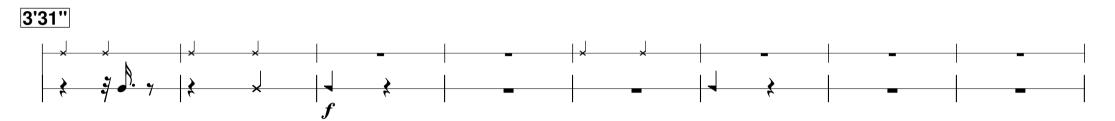


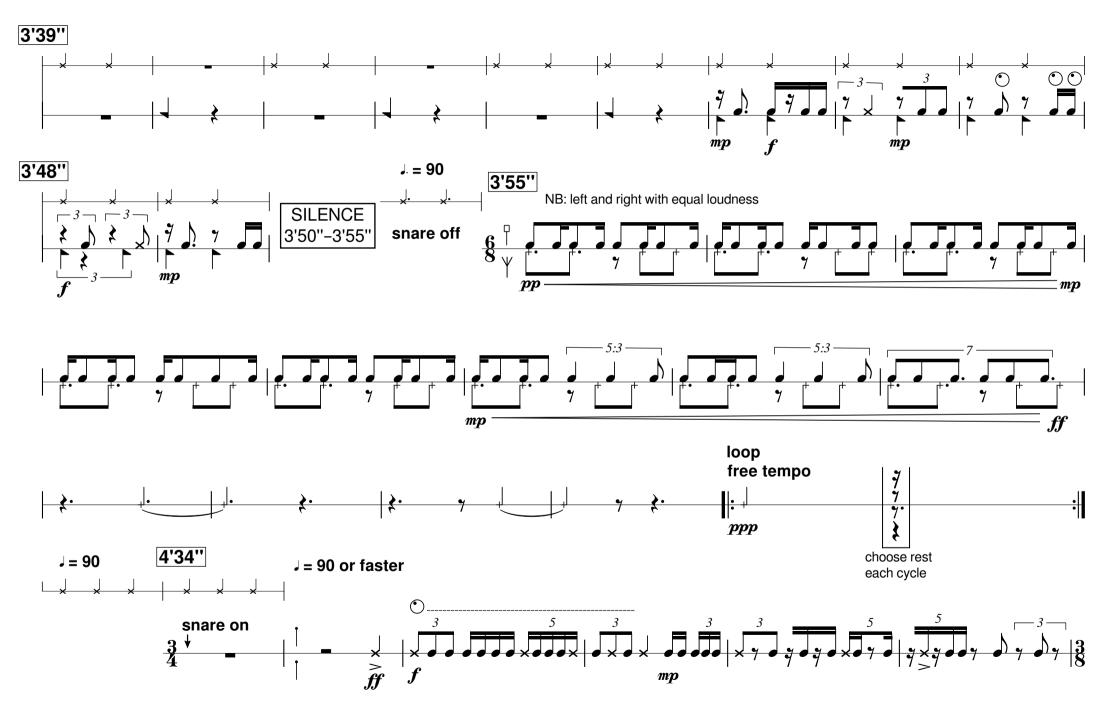






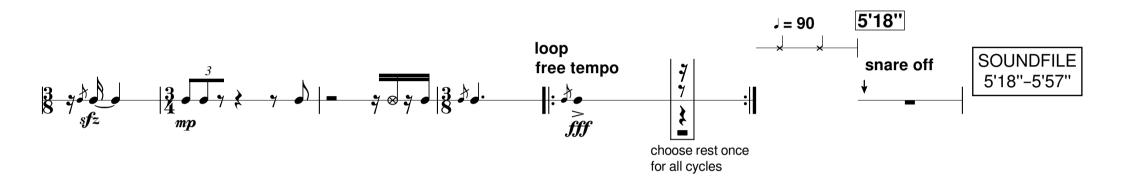






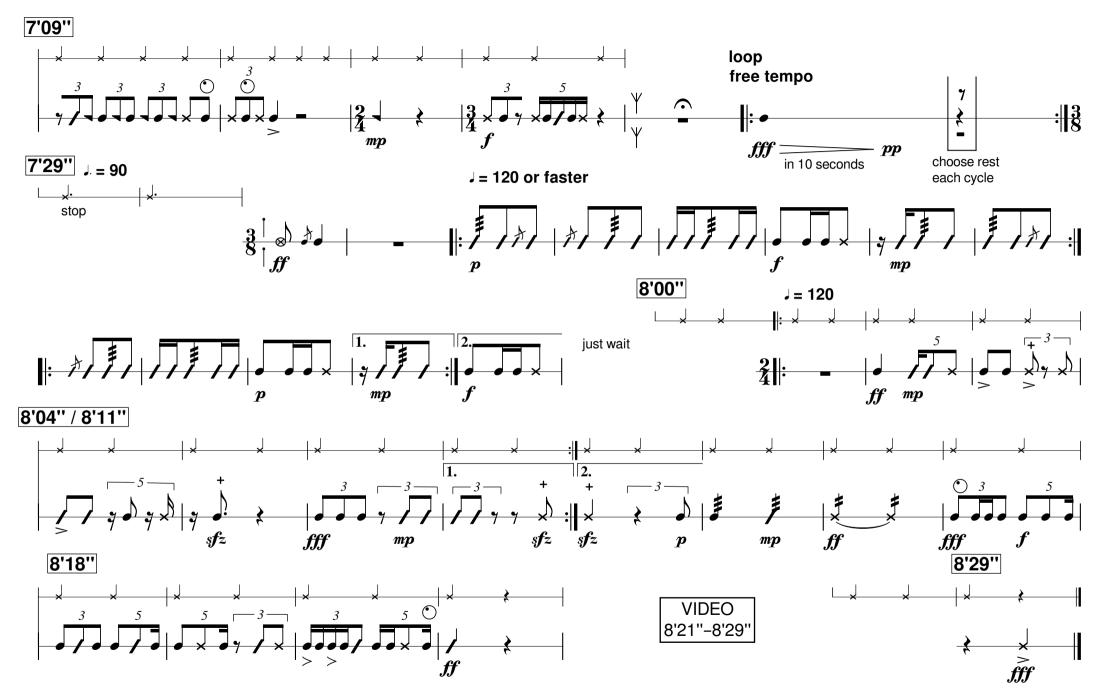
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