

Dan Tramte

3-branes

for three percussionists
and fixed electroacoustics

M-brane

Dan Tramte
0:36

EA

0:00 0:06 0:10 0:36

-bells/chimes sneak in

wind chimes *to triangle* *three graduated triangles* *-strike randomly* *to wind chimes*

vibes *-yarn mallet in right hand* *-ad lib. octave displacement and quantity of notes* *-boxed is a suggested interpretation* *mf* *mf* *mf* *f* *f* *f* *f* *ff* *ff*

-bow in left hand *-bow and repeat these pitches in this order* *-gradually increase tempo* *to marimba*

ff

0:37

EA

0:54

0:56

1:03

wind chimes

to HH

-stick in one hand

-bass mallet in other hand

marimba

Mlts.

mp

mf

p

mf p

f p

mf

n

independent roll

f

mp

2 1:10 1:16 1:22 1:28 1:31

Tape

low marimba tones continued

Perc. 2

HH

p mf

mp f

mf ff

to bass drum

bass drum

fff

sus cym

crash

to vibes

Mlts.

mf f

mp ff

mf ff

1:36

1:58

2:11

Tape

Perc. 2

to cymbals

-triangle beaters or coins (for scraping)

cymbals

ad lib. scraping various cymbals until tape finishes

Perc. 2

f

p

Mlts.

vibes

-large, legato upstrokes

-keep pedal depressed throughout

strike repeatedly until tape finishes

ff

p

mf

mp

D-brane

0:00

0:06

0:20

EA

waveform of drum sounds only

wobbly marimba tones

Percussion 1

short press (one hand) center -----> edge

Mallets

marimba

-continue pattern

mf

n

mf

n

mf

n

mf

n



0:30

0:51

EA

-high, floppy marimba tones sneak in

-new tones added to the texture

drippy sounds remain

Perc. 1

strike edge of cymbals with shaft of stick

double stroke roll

Mlts.

play all but choose boxes randomly

direct change in pattern

to vibes with bow

mf

n

p

f

pp

ff

mp

n

p

1:04

EA

Perc. 1

Mlts.




1:59

EA


Mlts.

2:31

snare roll in tape

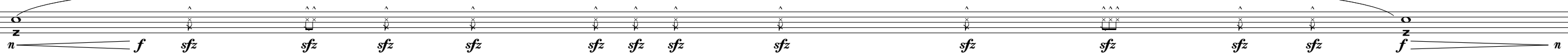


EA



Perc. 1

pop out random rim shots while rolling

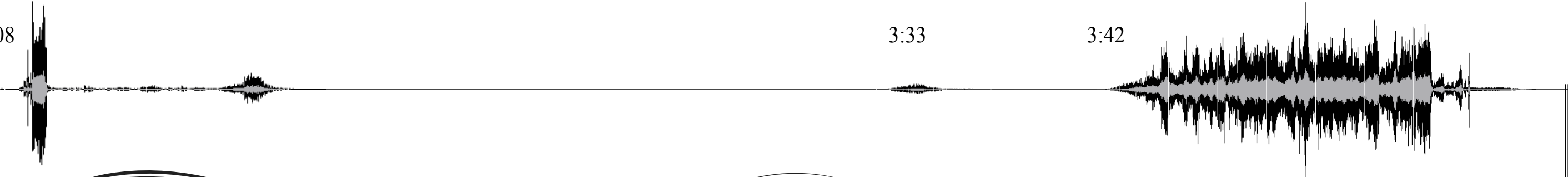


n *f* *sfz* *sfz* *sfz* *sfz* *sfz* *sfz* *sfz* *sfz* *sfz* *sfz* *f* *n*


3:08

3:33

3:42

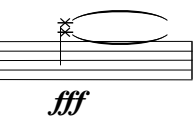


EA



Perc. 1

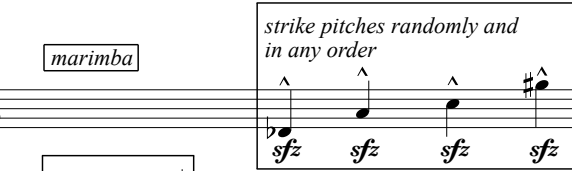
fff



Mlts.

marimba

strike pitches randomly and in any order




sfz *sfz* *sfz* *sfz*

mp

Perc. 1

roll wildly on cymbals until tape dies down

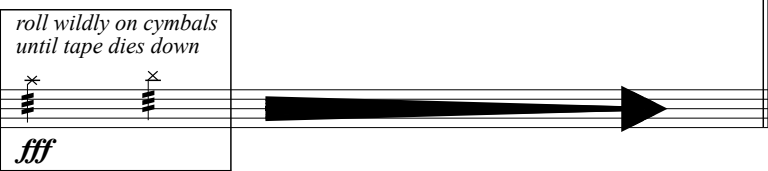
fff



Mlts.

roll wildly on cymbals until tape dies down

fff



NS-brane

0:00

0:17

6

♩ = 120

EA

12 0:22

EA

Perc. 1

Perc. 2

21 0:39

EA

Perc. 1

Perc. 2

31 1:04

EA

Perc. 1

Perc. 2

7

1:20

1:32

[illegible]

1:36

$\text{J.} = \text{.}$

35

EA {

Perc. 1 {

Perc. 2 {



1:44

61

EA

Perc. 1

Perc. 2

f

fff

ff

f

fff

ff

3

3

70

EA

Perc. 1

Perc. 2

f

mf

mp

75 2:10

EA

Perc. 1

Perc. 2

mp *p* *pp*

Detailed description: This musical score segment covers measures 75 to 80. The EA part consists of a continuous pattern of eighth notes in the right hand and a single note in the left hand. Percussion 1 and 2 have complex rhythmic patterns with dynamic markings of mezzo-piano (mp), piano (p), and pianissimo (pp). The score includes a time signature change to 4/4 at measure 78.

81 2:16

EA

still in time | out of time

still in time | out of time

still in time | out of time

snares off

on bell

snares on

listen here

etc.

HH out of time (don't listen)

6

2:33

Perc. 1

ff still in time | out of time *p* *f* *p* *n* *n* *f*

Perc. 2

ff *mf* *p* *ff* *n* *n* *mf* *n* *n* *ff* *n* *mp* *get sticks*

soft mallets

2:53

97 ♩ = 120

EA

Perc. 1

Perc. 2

p < *f* *p* < *ff*

dead stroke

cresc.

mp

ff

3:09

106

EA

Perc. 1

Perc. 2

ffff *ff*

fff *3*

mf < *ff* *mf* < *ff* *mf* < *ff* *ff*

ffff *ff*

fff

p < *ff*

3:21

112

EA

Perc. 1

Perc. 2

mp *ff* *mf* < *fff*

mp *f* *ff*

dim. *5* *5* *5* *5*

ghost (air drum) *p*

ghost (air drum) *p*