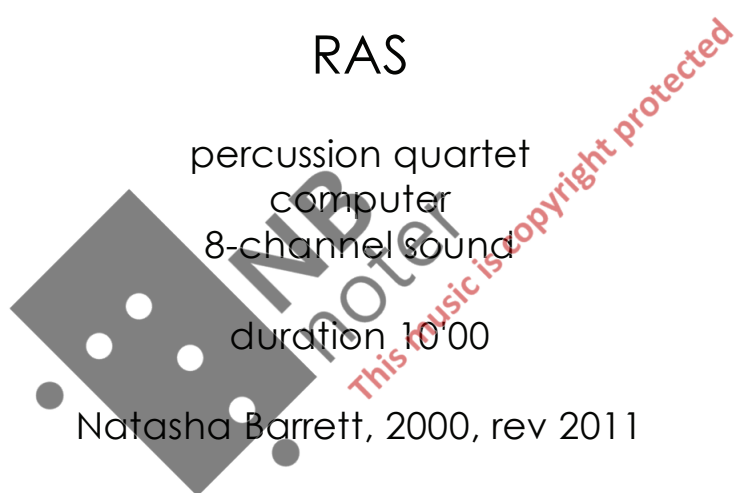


# RAS

percussion quartet  
computer  
8-channel sound  
duration 10'00

Natasha Barrett, 2000, rev 2011



## Ras

Percussion quartet, computer, 8-channel sound.

Duration: 10'00

2000, rev 2011.

'Ras' (Norwegian for avalanche) grows from a self-organised system that builds into a complex critical state, where the frequency and size of avalanches approximately follows a  $1/f$  distribution. In the music this is developed by combining abstract avalanche 'simulations' realised in the percussion parts with concrete sound of the electroacoustic parts. Electroacoustic sound is spatialised in eight channels. Instead of a normal octagon arrangement, each percussionist is connected to two channels of audio and the loudspeakers are positioned in relation to the performers.

Ras was commissioned by PULS with support from Norsk Kassettagiftsfundet.

### Technical requirements

- Macintosh (Intel mac running MaxMSP), MIDI interface.
- 8-channel soundcard (stereo version is available).
- Percussion MIDI drum pad (e.g. Roland Octopad - only one pad is required).
- Four high quality condenser microphones
- Eight high quality loudspeakers plus sub bass. ('Rock-band' loudspeakers are not suitable).

### Instrumentation (figure 1)

Concert bass drum

Timpani (28")

Low tom (large, with deep sound and suitable skin for specified sounds).

Rototom (18")

Large cymbal

Small Javanese gong (high octave G or G#)

Large bowl, small bowl (heavy material, large bowl should be approximately 12", F#, G or G#, small bowl can be any other pitch).

Large buffalo bell (lowest octave, approximately 10", F#, G or G#)

MIDI drum pad

### Matrix

The matrix consists of a 10x10 square of small objects made from glass, metal, clay, plastic, and wood, each of different timbre. The items should be chosen so that the timbre changes progressively across the matrix. A thick foam pad is needed for these small instruments to rest on. Items can be tied onto the pad to hold them in place, but be careful not to dampen the resonance. Instruments should be numbered so that they can be easily repositioned on the matrix. Each percussionist uses one quarter of the matrix. See figure 2.

## Beaters

Due to the variable timbres of the matrix, the choice of beaters is left up to the performers. Here are a few guidelines:

- For playing the matrix a drum stick or hard rubber beater may sound best.
- In passages where the matrix notes are few, try one hard beater or stick for use on the matrix and one yarn beater for playing the other instruments.

## Performance instructions

### Electroacoustic material and real-time signal processing

Percussionist-2 triggers sound via the midi drum pad. The computer person follows the score, checks and corrects for errors and periodically starts other types of processing.

To come with Intel Mac version.

### Microphone and loudspeaker set-up

Four microphones are used to amplify the matrix. High amplification is needed. The normal instruments are not amplified.

Eight channels from the computer are routed to separate loudspeakers as shown in figure 1. On the mixing desk a separate fader should control each loudspeaker.

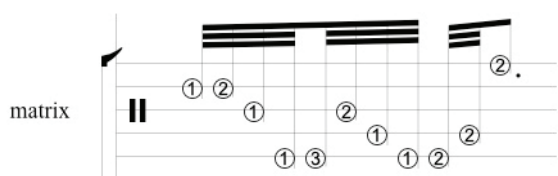
The four microphones are routed to the computer through soundcard channels 1-4, and also to the loudspeakers for general amplification.

One person should balance the levels of live and electroacoustic sound during the performance. All sound sources should be of equal balance.

## Speed

All non-matrix material is played in strict rhythm at approximately 120. The matrix material is played as fast as possible (which will normally be a slightly slower tempo). Performers send cues to coordinate re-synchronisation.





matrix

Matrix staff:

ledger line = matrix row  
number = item along row



Scrape with stick or wooden part of beater (metal instruments)



Hit rim (drums)

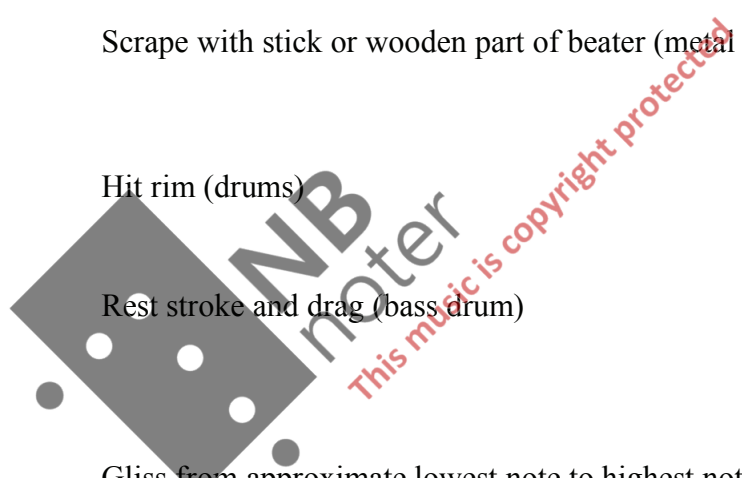


Rest stroke and drag (bass drum)

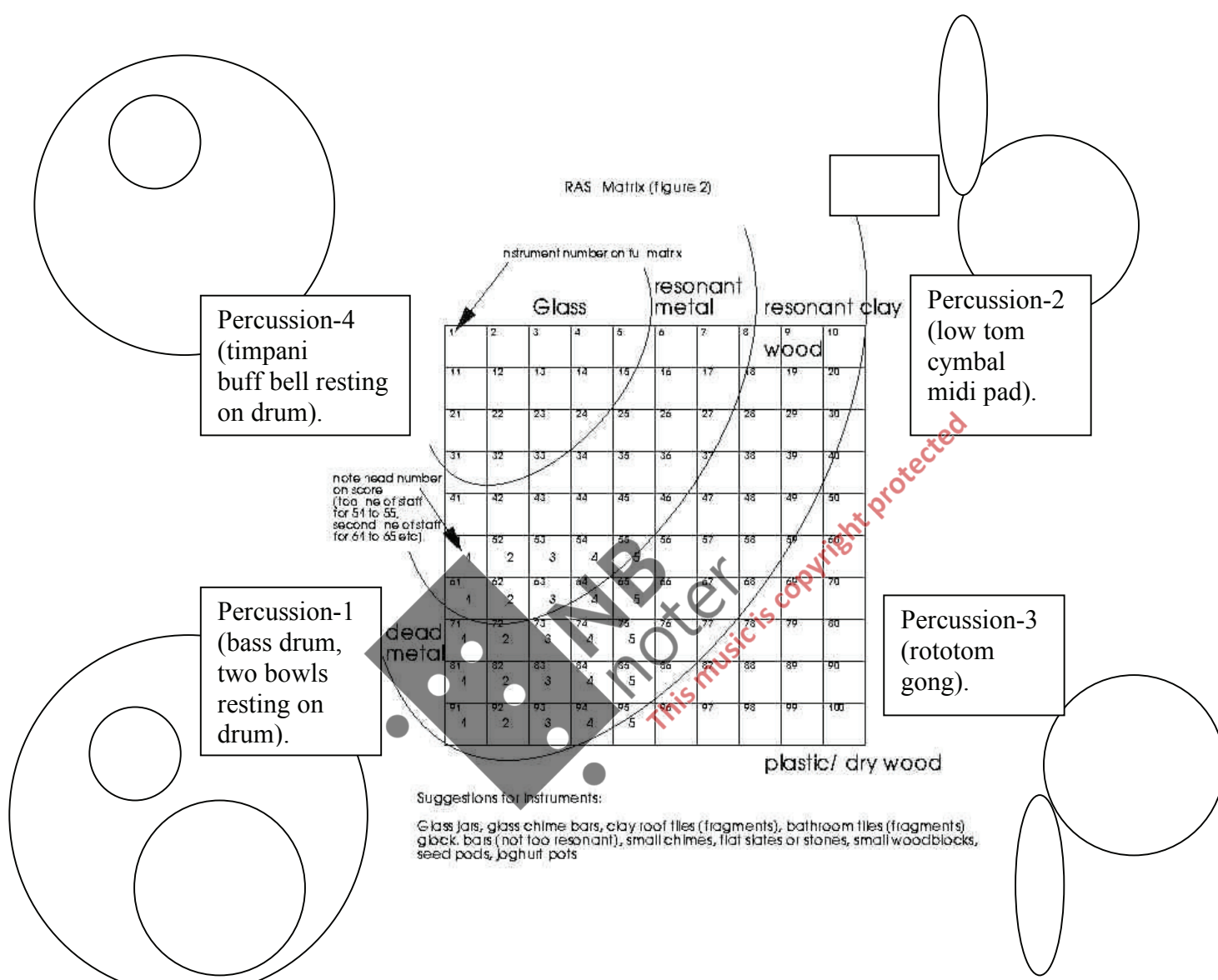


Gliss from approximate lowest note to highest note (timpani and rototom).

Note for rototom: if possible use a pedal driven drum to allow gliss in faster passages.

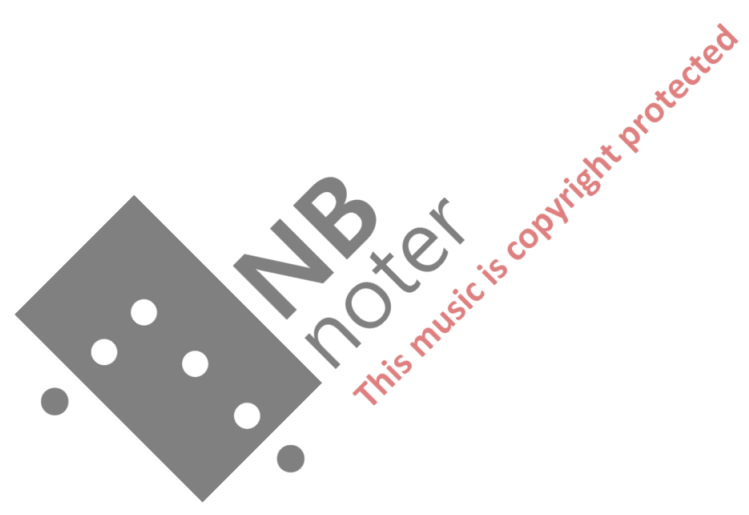


RAS Matrix (figure 2)



Suggestions for Instruments:

Glass jars, glass chime bars, clay roof tiles (fragments), bathroom tiles (fragments), glock bars (not too resonant), small chimes, flat slates or stones, small woodblocks, seed pods, pghuit pots



# RAS

Barrett 2000, rev 2011

♩ = 100 / 120

Matrix

bass drum

bowls

Matrix

Low tom

Cymbal

Midi pad

Matrix

Rototom

Gong

Matrix

Timpani

Buf. bell

matrix

bd

bowl

matrix

lt.

cym.

Midi trigger

matrix

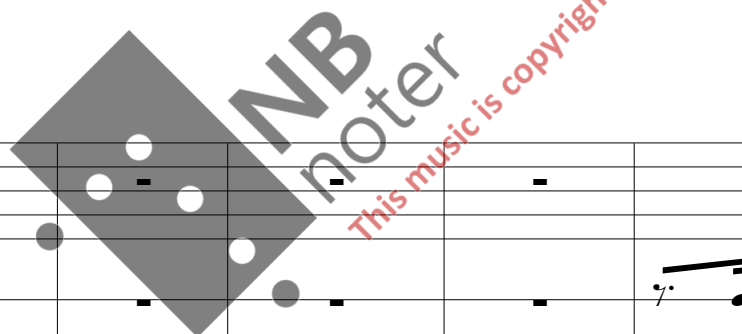
rt.

gong

matrix

timp.

bell



matrix

bd

bowl

matrix

lt.

cym.

Midi trigger

matrix

rt.

gong

matrix

timp.

bell



matrix

bd

bowl

matrix

lt.

cym.

Midi trigger

matrix

rt.

gong

matrix

timp.

bell



28

matrix

bd

bowl

matrix

lt.

cym.

Midi trigger

matrix

rt.

gong

matrix

timp.

bell

34

matrix

bd

bowl

matrix

lt.

cym.

Midi trigger

matrix

rt.

gong

matrix

timp.

bell

3

41

matrix

bd

bowl

matrix

lt.

cym.

Midi trigger

matrix

rt.

gong

matrix

timp.

bell

48

matrix

bd

bowl

matrix

lt.

cym.

Midi trigger

matrix

rt.

gong

matrix

timp.

bell

gliss.

56

matrix

bd

bowl

matrix

lt.

cym.

Midi trigger

matrix

rt.

gong

matrix

timp.

bell

63

matrix

bd

bowl

matrix

lt.

cym.

Midi trigger

matrix

rt.

gong

matrix

timp.

bell

19

20

21

22

23

5

69

matrix

bd

bowl

matrix

lt.

cym.

Midi trigger

matrix

rt.

gong

matrix

timp.

bell

75

matrix

bd

bowl

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lt.

cym.

Midi trigger

matrix

rt.

gong

matrix

timp.

bell

80

matrix

bd

bowl

matrix

lt.

cym.

Midi trigger

matrix

rt.

gong

matrix

timp.

bell

3

5

2

1

2

4

29

30

31

32

2

gliss.

3

3

gliss.

88

matrix

bd

bowl

matrix

lt.

cym.

Midi trigger

matrix

rt.

gong

matrix

timp.

bell

3

4

2

33

5

3

2

6

1

1

1

2

3

2

1

2

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3

3

3

94

matrix

bd

bowl

matrix

lt.

cym.

Midi trigger

34 35 36 37

matrix

rt.

gong

matrix

timp.

bell

99

matrix

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Midi trigger

38 39 40 41 42

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rt.

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Midi trigger

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bell

109

matrix

bd

bowl

matrix

lt.

cym.

Midi trigger

matrix

rt.

gong

matrix

timp.

bell

NB noter  
This music is copyright protected

114

matrix

bd

bowl

matrix

lt.

cym.

Midi trigger

matrix

rt.

gong

matrix

timp.

bell

119

matrix

bd

bowl

matrix

lt.

cym.

Midi trigger

matrix

rt.

gong

matrix

timp.

bell

5

gliss.

3

5

51

52

53

54



matrix

bd

bowl

matrix

lt.

cym.

Midi trigger

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Midi trigger

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61

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Midi trigger

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bell



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Midi trigger

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Midi trigger

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169

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cym.

Midi trigger

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cym.

Midi trigger

Main proc 1

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rt.

gong

matrix

timp.

bell



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Midi trigger

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Midi trigger

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timp.

bell

207

matrix  
bd  
bowl

matrix  
lt.  
cym.

Midi trigger

matrix  
rt.  
gong

matrix  
timp.  
bell

209

matrix  
bd  
bowl

matrix  
lt.  
cym.

Midi trigger

matrix  
rt.  
gong

matrix  
timp.  
bell

The image shows a musical score for a percussion ensemble, spanning measures 207 to 209. The score is organized into systems, each containing multiple staves for different instruments. The instruments listed are: matrix, bd (bass drum), bowl, lt. (lyre), cym. (cymbal), Midi trigger, rt. (right tom), gong, timp. (snare drum), and bell. The notation includes various rhythmic patterns, such as eighth and sixteenth notes, rests, and complex multi-measure rests. Fingerings (numbers 1-5) are indicated throughout the score. There are also articulation marks like accents and slurs. A large watermark 'NB noter' is overlaid on the score, along with the text 'This music is copyright protected'. The page number '21' is visible at the bottom right.

matrix

bd

bowl

matrix

lt.

cym.

Midi trigger

matrix

rt.

gong

matrix

timp.

bell



matrix

bd

bowl

matrix

lt.

cym.

Midi trigger

matrix

rt.

gong

matrix

timp.

bell

Main live proc 2

matrix

bd

bowl

matrix

lt.

cym.

Midi trigger

matrix

rt.

gong

matrix

timp.

bell



matrix

bd

bowl

matrix

lt.

cym.

Midi trigger

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rt.

gong

matrix

timp.

bell

223

matrix

bd

bowl

matrix

lt.

cym.

Midi trigger

matrix

rt.

gong

matrix

timp.

bell



225

matrix

bd

bowl

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cym.

Midi trigger

matrix

rt.

gong

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timp.

bell

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bd

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cym.

Midi trigger

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cym.

Midi trigger

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rt.

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matrix

timp.

bell