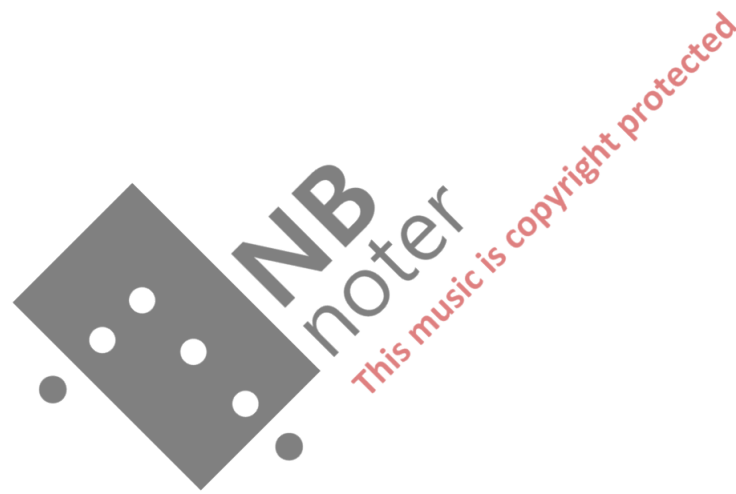


Kjell Samkopf

Invention No. 4

for two percussion players and electronics



Invention No. 4 for two percussionists and electronics was commissioned by the organisation Ny Musikk (Norwegian Section of Norway). The piece was revised in 1998.

1 pedal Timpano (no clutch system)

1 pair of bongos (placed over the timpano, such that the timpano head resonates when the bongo is struck)

1 high pitched splash cymbal

1 Space Drum (or drum synthesizer)

1 Drum Machine (or sampler and sequencer)

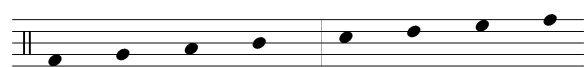
finger cymbals, triangles, bellstrings (high pitched metal sounds)

Percussion 2

1 Almglocken (laid on head of timpano), (no specific pitch)

1 Glissando gong, making a downward glissando (Fu-Yin Lwo, Beijing)

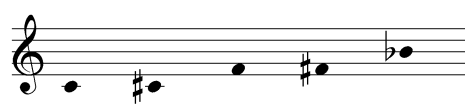
1 low pitched splash cymbal



4 Almglocken, tuned to:



5 tuned gongs:



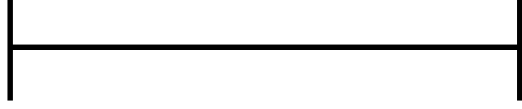
finger cymbals, triangles, bellstrings (high pitched metal sounds)

Optional:

improvisation section in Part 3.

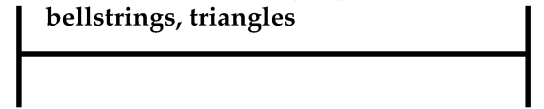
A PA-system is needed

Stand with misc. fingercymbals,

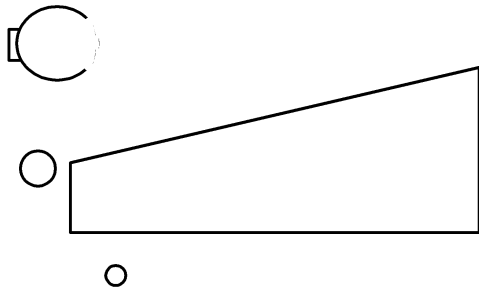


Tam-tam

Stand with misc. fingercymbals,
bellstrings, triangles



Timpano with

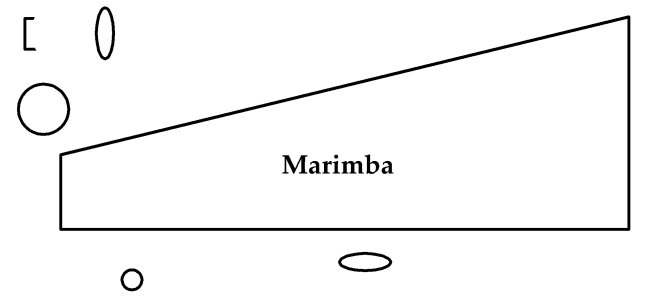


Moog Synth.

Moog Perc. Controller

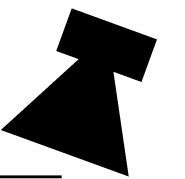
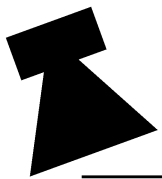
cym.

Timpano with



Marimba

4 Almglocken



Stage

Audience



NB
noter

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MIXER

CD player

Suggested pattern for Drum Machine (or Sequencer)

Rhythm Pattern #2

Shakers
Maraccas
Caxixis

Cabasa

Claves

High Conga

Low Conga

Bass drum

The musical score is written in common time (C) and consists of six staves. The first staff, labeled 'Shakers, Maraccas, Caxixis', features a continuous eighth-note pattern. The second staff, 'Cabasa', has a pattern of eighth notes with occasional rests. The third staff, 'Claves', shows a sequence of eighth notes with some rests. The fourth staff, 'High Conga', follows a similar eighth-note pattern with rests. The fifth staff, 'Low Conga', has a more sparse pattern with quarter notes and rests. The sixth staff, 'Bass drum', features a steady quarter-note pattern. A large watermark 'NB notel' and the text 'This music is copyright protected' are overlaid on the bottom half of the page.

Multimoog Sound Charts

The Multimoog synthesizer is only played through the Moog Percussion Controller.

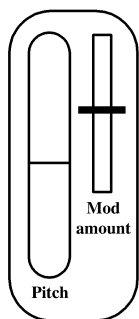
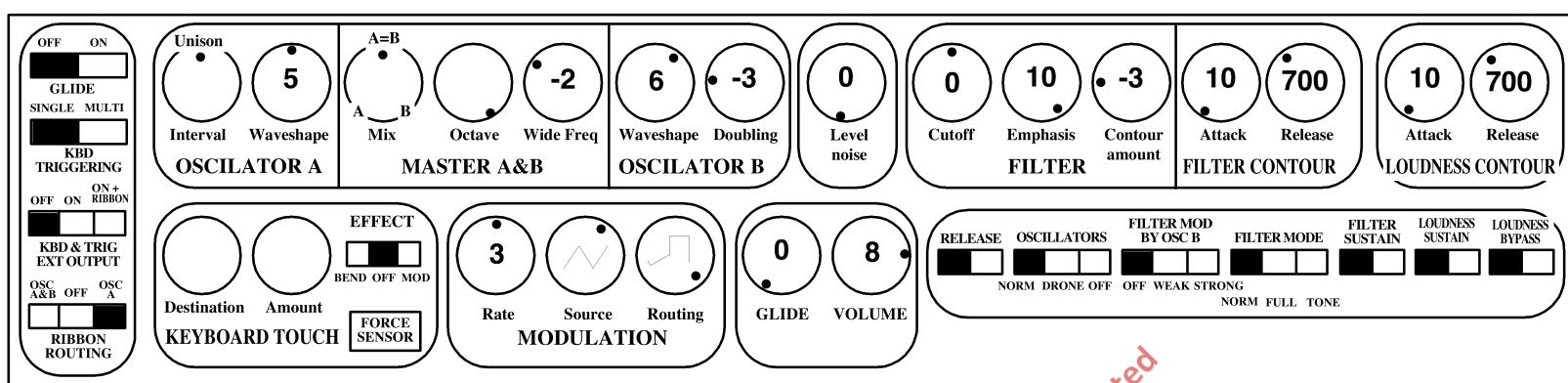
In order for the MOOG Percussion Controller to give the right sounds, F2 (the lowest f on the keyboard) has to be depressed once before playing. After that the Multimoog keyboard should not be touched.

MOOG Percussion Controller:

Connections to the Multimoog synthesizer: Red phone - filter
Black phone - Osc A&B

Controllers: Scale max.
Sensitivity max.

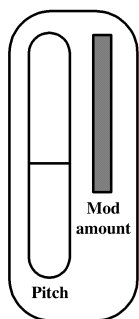
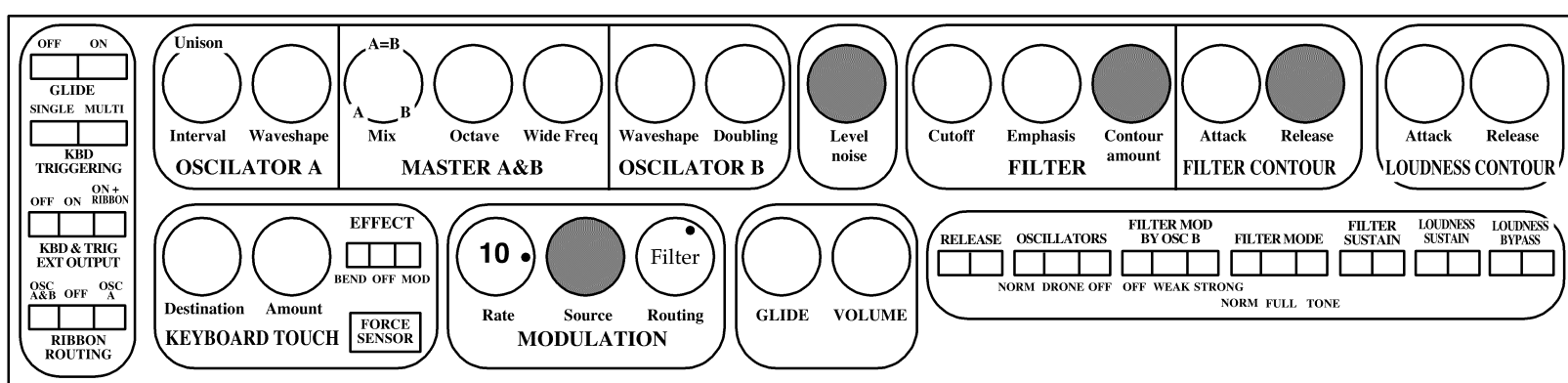
For the Sound charts #2 to #7, only the changes from the previous chart is shown.



Sound chart #1

Improvisation:

- vary Filter Contour between 10 ms to 700 ms
- make small glissandi using the Pitch controller



Sound chart #2

Improvisation:

- 1 Vary Mod amount wheel and use the Pitch controller to make small up- and downwards glissandi
- 2 Filter Contour Release to 400
- 3 Filter Contour Amount to 0
- 4 Mod amount wheel to max
- 5 Noise to max
- 6 Source to S&H auto
- 7 Noise to 0

Sound chart #3

Playing instructions:

- Vary velocity on every note to get different pitches.

Sound chart #4

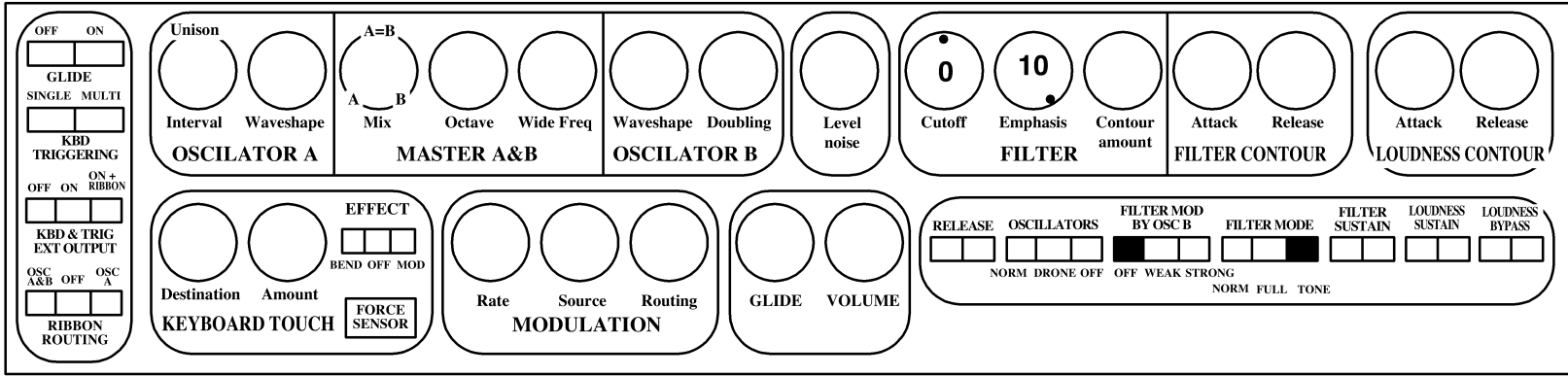
Playing instructions:

- Vary velocity on every note to get different pitches.

Sound chart #5

Playing instructions:

- Vary velocity on every note to get different pitches. Try to make a melody.

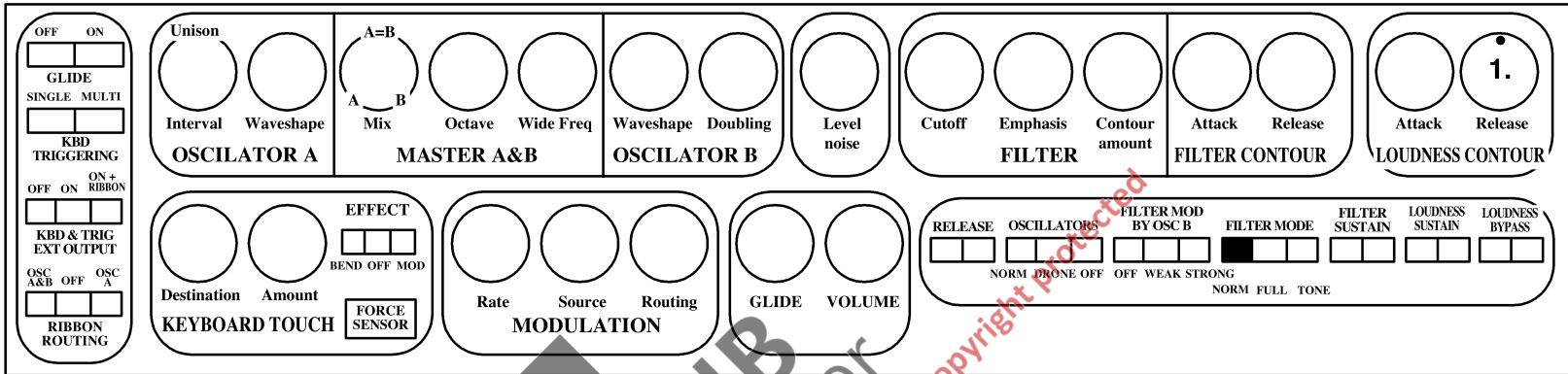
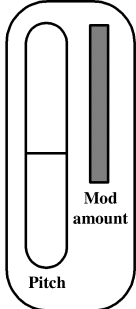


Sound chart #6

Playing instructions:

6 Vary velocity on every note to get different pitches. Try to play a melody.

6A For every attack, move Mod Amount Wheel to max and back (except last bar before 25).

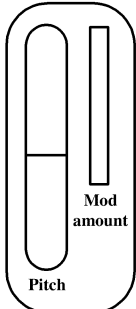


Sound chart #7

Playing instructions:

7 Use Pitch controller to make up- and downwards glissandi

7A Soft attacks for basslike sounds



Invention no. 4
for 2 percussion players and electronics

Kjell Samkopf
1980/rev. 1998

Part 1

Percussion 1

Percussion 2

Tape

Sonography of wind

f

Enthusiastic ♩ = 208

Perc. 1

Perc. 2

Tape

Gliss Gong

sfz

Mar.

ff

Vibr.

ff

Perc. 1

Perc. 2

Tape

Perc. 1

Perc. 2

Tape

Perc. 1

Perc. 2

Tape

Perc. 1

Perc. 2

Tape

Perc. 1

Perc. 2

Tape

Perc. 1

Perc. 2

Tape

1

Perc. 1

Perc. 2

Tape

Perc. 1

Perc. 2

Tape

Perc. 1

Perc. 2

Tape

Splash cym. choke

Perc. 1

Perc. 2

Tape

2

(Mar.)

Splash cym.

3 4

Perc. 1

Perc. 2

Tape

Perc. 1

Perc. 2

Tape

Perc. 1

Perc. 2

Tape

5

Perc. 1

Perc. 2

Tape

Perc. 1

Perc. 2

Tape

Perc. 1

Perc. 2

Tape

Perc. 1

Perc. 2

Tape

Perc. 1

Perc. 2

Tape

Splash cym. choke

Stop Tape

6

Perc. 1

Perc. 2

(Mar.) Splash cym.

8va

Perc. 1

Perc. 2

8va

7

Perc. 1

Perc. 2

Almgl.

Bongo

(gliss. on timp.)

8va

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Perc. 1

Perc. 2

Almgl.

Bongo

sim.

Perc. 1

Splash cym. 3 3 3

Almgl. Bongo Almgl. Bongo

Perc. 2

Splash cym. 3 3 3

Almgl. Bongo Almgl. Bongo Splash cym.

8

Perc. 1

Perc. 2

Perc. 1

Almgl.

(gliss. on timp.)

Perc. 2

8va

Perc. 1

Almgl.

(gliss. on timp.)

Perc. 2

8va

(gliss. on timp.)

Perc. 1

Perc. 2

Almgl. Bongo

(gliss. on timp.) (gliss. on timp.)

Perc. 1

Perc. 2

Almgl. Bongo

sim. sim.

Perc. 1

Perc. 2

Splash cym. Almgl. Bongo

Splash cym. Almgl. Bongo

Perc. 1

Perc. 2

Splash cym.

10 Part 2

Cymbals, gongs

Perc. 1

ff

Almgl. on timp.

f gliss on timp.

rit.

Cymbals, gongs, tuned almglocken

Perc. 2

ff

Almgl. on timp.

f gliss on timp.

rit.

11 Improvisation

Perc. 1

Triangles, bellstrings, fingercymbals and other high pitched metal sounds

pp - mp

Perc. 2

Triangles, bellstrings, fingercymbals and other high pitched metal sounds

pp - mp

12 Wood and bamboo irregular points and bursts

Perc. 1

Bambo chimes and wood sounds

p - f

Perc. 2

Bambo chimes and wood sounds

p - f

Slowly Tuned gongs

p - mf

13

Perc. 1

Cymbals and tam-tam

ppp poco a poco cresc. *fff*

Perc. 2

Cymbals and tam-tam

ppp poco a poco cresc. *fff*

14

Perc. 1 *poco a poco dim.* let vibrate

Perc. 2 *poco a poco dim.* let vibrate

Slowly Tuned gongs *p - mf*

15

Perc. 1 *Vibr.* Repeat 4 - 8 x

Perc. 2 *Mar.*

16 Part 3

Perc. 1

Perc. 2 *Mar.* *f*

Drum M. *Rhythm Pattern #1 (or Tape)* *fade in* *f*

17

Perc. 1 *Almgl. on timp.* *f* *gliss. with timp.* *Bambo ch.* *tr* *mp* *Vibr.* *f*

Perc. 2 *Almgl.* *Gongs* *p* *Cym.* *Almgl.*

Drum M.

Perc. 1

Gongs

p

Almgl. on timp.

f gliss. with timp.

Perc. 2

f

p

f

Drum M.

Timp. **gliss.**

mp

18 Improvisation

Perc. 1

Tbl.

Solo ad lib.

Perc. 2

Bass mar.

Tutti perc. ad lib.

Drum M.

Perc. 1

(build)

ff

Vibr.

Rep. 4x

Perc. 2

(build)

(Mar.)

ff

Almgl.

Cym.

Rep. 4x

Drum M.

ff

Subito stop after last rep.

Tape

Deep synthesizer sound

fade in

ff

Subito stop after last rep.

20 Part 4

Freely ♩ = 80

Space Drum

Perc. 1

Perc. 2

Octoban w/ mallets

Tape

Sonography of man walking

Perc. 1

Moog Drum ad. lib.

Sound chart #1

Perc. 2

Tremolo ad. lib.

Tape

21

Moog Drum ad. lib.

Sound chart #2

Perc. 1

Perc. 2

sticks

Tremolo ad. lib.

Tape

Perc. 1

Perc. 2

cresc.

Various cymbals with mallets

let vibr.

Tape

(man approaching waterfall)

22

Sample & Hold on

Perc. 1 *dim.*

Perc. 2

Drum M. *mf* *cresc.*

Tape (waterfall) (*fff*) *fade out* ∞

23

Part 5

Perc. 1 **Sample & Hold OFF** (Mod. Wheel - down, Noise - down)

Perc. 2 Octoban *f*

Drum M. Stage Phaser and Auto Pan ON

Perc. 1 Moog Dr. (S.Ch.3) *ff* Space Dr.

Perc. 2 Space Dr.

Drum M.

Perc. 1 Moog Dr. (S.Ch.4) Space Dr.

Perc. 2

Drum M.

Moog Dr. (S.Ch.5) Gliss Gong

Perc. 1

Perc. 2

Drum M.

Moog Dr. (S.Ch.6)

Perc. 1

Perc. 2

Drum M.

Gliss Gong Moog Dr. (S.Ch.6A)

Perc. 1

Perc. 2

Drum M.

(S.Ch.7)

Perc. 1

Perc. 2

Drum M.

Mod. Amount Wheel to max, S&H Auto, Wide Freq. to + 2

Space Dr. Moog Dr. (S.Ch.7A)

Perc. 1

Perc. 2

Drum M.

Cym. l.v. Vibr.

Perc. 1

Perc. 2

Drum M.

26

Perc. 1 High pitched cymb. Low pitched cymb.

Perc. 2 High pitched cymb. Low pitched cymb.

Drum M.

Perc. 1

Perc. 2

Drum M.

Perc. 1 Moog Dr. (S.Ch.4) Space Dr.

Perc. 2

Drum M.

27

Perc. 1 (S.Ch.7)

Perc. 2

Drum M.

Perc. 1 Space Dr. Moog Dr. (S.Ch.7A)

Perc. 2

Drum M.

Mod. Amount Wheel to max, S&H Auto, Wide Freq. to + 2

Perc. 1 Space Dr.

Perc. 2 *ff* *ff*

Drum M.

28

Perc. 1 Cymbals, gongs *l.v.* Moog Dr. Use Pitch controller to make long downward glissandi. Gradually softer attacks to create deeper sounds.

Perc. 2 *ff* Cymbals, gongs, tuned almglocken *l.v.* Octoban *f*

Drum M.

Perc. 1

Perc. 2

Drum M.

29 Coda

Perc. 1

Perc. 2

Tape *f*

