Q U D R A T

(composed 1987; revised 1990)

for

three percussion players
and
three synthesizers

by

L a s s e T h o r e s e n

NB noter
This music is copyright protected

dur.: 15 min.

Commissioned by
Norsk Rikskringkasting
for a concert in the
European Broadcasting
Union in March -87

Qudrat

Qudrat er et arabisk ord for kraft og styrke

Kraften som skaper og knuser:

som innfører

opprettholder

avslutter

som utsender og kaller tilbake

NB noter
This music is copyright protected

Kraften som tøyler og sammenholder

som gir likevektstyngde i atspredthet

Styrken til å leve tross lenker

til å heves mot høyder

til å stå mot storm

****

Ropet fra avgrunnen

Stjernesyn ved vintersolverv

Den selv-bestående verdighet

Lysets tordenkile

NB !
IN THIS SCORE, THERE ARE INDICATIONS FOR THE MOVEMENTS OF A
'MODULATION WHEEL'
IN THE SYNTHESIZER PARTS. AT THE FIRST PERFORMANCE OF THE PIECE, THIS WAS USED FOR THE SEPARATE MIDI CONTROL OF 3 PCM70 LEXICON REVERBERATION BOXES. FOR LATER PERFORMANCES, IT IS ADVISED, BECAUSE OF PRACTICAL AND ECONOMICAL REASONS TO PERFORM THE PIECE WITHOUT ARTIFICIAL REVERBERATION ALL TOGETHER, OR, IF DESIRED, WITH REVERBERATION BOXES CONTROLLED CENTRALLY BY THE TECHNICIAN.

THEREFORE, PLEASE DISREGARD THE INDICATIONS FOR THE MOVEMENT OFT THE MODULATION WHEEL IN THE INDIVIDUAL SYNTH-PARTS !

INSTRUMENTATION

PERCUSSION I	2 bongos (1,2) Octoban set A (1,2,3,4,5,6,7) 1 Ketteldrum (deep) Metal and glass chimes
PERCUSSION II	Octoban set B (1,3,5,7) Octoban set A (8) Deep drums (1,3) 3-4 chinese cymbals (making a glissando when hit forcefully) tam-tam
PERCUSSION III	Octoban set B (2,4,6,8) deep drums (2,4,5) (drum 5 = gran cassa) effect drums (1,2,3) (larges drums prepared with chains, chimes etc.)

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NB: The numbering within one group of drums is always from the top register to the lower ones.

Octoban set A is tuned slightly higher than set B, so that:
A1 > B1 > A2 > B2 etc.
The bongos are tuned higher than the Octoban set A so that
Bongo 2 > A1.
The deep drums are tuned lower than the Octoban:
B8 > Deep dr.1

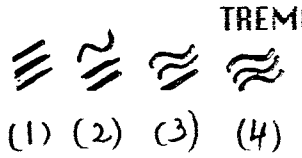
Synthesizers I, II, III use Yamaha Dxt II.fd, each of the synthesizers being supplied with:
volume pedal
sustain pedal
portamento pedal

****

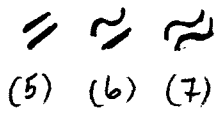
THE SYNTHESIZER SOUNDS ARE SPECIFICALLY DESIGNED FOR THE PIECE BY THE COMPOSER AND CAN BE OBTAINED FROM HIM ON DISKETTES. PLEASE DIRECT INQUIRIES TO "THE NORWEGIAN MUSIC INFORMATION CENTER".

EXPLANATION OF SIGNS

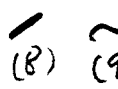
TREMOLI/ SPEED INDICATIONS for notes in circles:



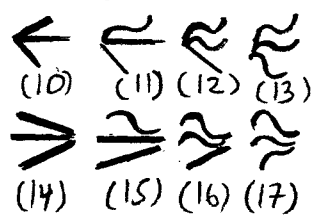
(1) very fast, regular (2)very fast, slightly irregular (3) very fast, irregular (4) very fast, very irregular



5) medium fast, regular; (6), (7) medium fast, increasingly irregular

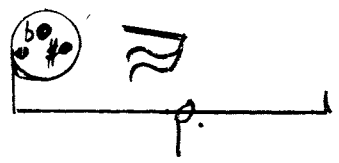


(8) slow, regular (9) slow irregular

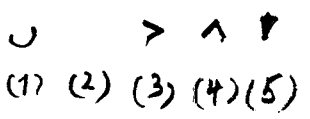


(10) regular accelerandio; (11),(12),(13) increasingly irregular accelerandi.

(14) regular ritardando; (15),(16),(17) increasingly irregular ritardandi

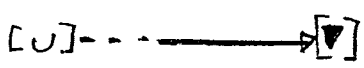


Play the pitches indicated in any order, beginning fast and immediately making a ritardando in a rather irregular rhythm. The duration of the whole figure is 3 crotchets.

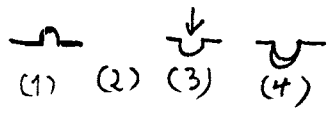


KEY VELOCITY: from slow (left) to very fast. NB! The velocity of the attack dermines often not only (and sometimes not at all!) the loudness of the sound, but its overtone spectrum . After a fast /hard attack, be sure to release pressure immediately!

Play with soft attacks



Play with soft attacks, then gradually with harder ones



AFTER TOUCH PRESSURE: (1) no pressure / release pressure (2) normal (i.e. no sign) (3) pressure (4) heavy pressure.

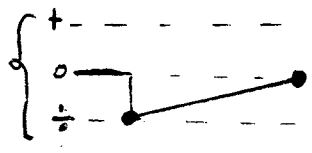
Keep the key depressed.

In this piece, pressure after the initial attack often releases a vibrato. The range of the vibrato is in some cases drawn on the 'effect' line. A greater pressure produces a greater vibrato range.

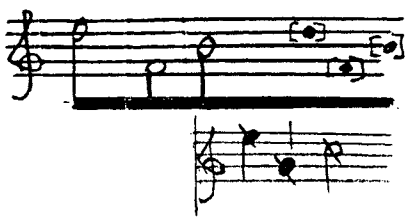
Push 'Performance 16' for a new sound. Set always the volume to zero with the volume pedal before pushing.

n, P, f, ff etc.

The dynamic indications in the synth.-parts should be realized by regulating the volume with the foot pedal. The manual Volume slider should generally be left on a max. level, except in a few, specifically marked cases of abrupt changes of volume.



Shows the movement of the pitch bender (on the left hand side of the keyboard). The players should play the pitches indicated on the (normal) note system with his right hand, while moving the bender as indicated by the graphic with the left hand. The resulting effect should be the one notated on the third ('effect')-line (above the two 'normal' ones).



Keep the keys depressed. Release them (individually) at the square brackets.

Play any key in the register indicated.

NB noter
This music is copyright protected

QUDRAT

Lasse Thoresen (1987)

♩=48

Techn.

Perc. I — Bongos, Octoban

Perc. II — Octoban, Deep drums

Perc. III — Octoban, Deep drums, Effect Drums

Synth. I — Yamaha Dx7 — effect: 1

Synth. II — Yamaha Dx7 — effect: 1

Synth. III — Yamaha Dx7 — effect: 1

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A

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

Synth. II

Synth. III

NB noter
This music is copyright protected

♩=72 ♩=48 ♩=72 ♩=96

Techn.

FF MF FF MF FF DIM.

Perc. I

Perc. II

Perc. III

Synth. I

(Port.)

Synth. II

Synth. III

NB noter
This music is copyright protected

Tech n.

(DIM) P

Perc. I

timpani (gliss)

pp mf

Perc. II

Perc. III

Synth. I

mf

Synth. II

Synth. III

effect:

Bender

8va

Vol: mp cresc.

Bender

1) Vibrato to be released by increased pressure on the key

NB noter
This music is copyright protected

5

(4) ♩=♩ ♩→

♩=60

Techn.

Pere. I

Pere. II

Perc. III

Synth. I

Synth. II

Synth. III

5

5

5

5

f

2

3

Mod. wheel

port.

P. ped

(glis.)

8va

loco

Bender

NB noter
This music is copyright protected

6

Techn.

Perc. I

Perc. II

Perc. III

(far away)

Synth. I

pp

Mod wh.

(reverb)

Synth. II

Synth III

2

p

mf

Mod. wheel

NB noter
This music is copyright protected

B

Percussion
Very close
~~Middle~~
~~Far away~~

Techn.

Pere. I

Pere. II

Perc. III

Synth. I

Mod. wheel

Synth. II

Mod. wheel

Synth. III

Mod. wheel

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8

Techn.

Kettledrum; roll.

Perc. I

Perc. II

Perc. III

Synth. I

Synth. II

Synth. III

Mod. Wheel:

This music is copyright protected

C

♩=72

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

Mod. wh.

Synth. II

Mod. + wheel

Synth III

Mod. wheel

This music is copyright protected

10

Techn.

Perc. I

Pauke

pp

p

Perc. II

mp

sfz

3

5

5

Perc. III

mf

mp

mf

mp

mf

mp

sfz (sim)

Synth. I

dim

(very sporadic)

Mod. wheel

Synth. II

5

mp

Synth. III

Mod. wh.

sim.

NB noter
This music is copyright protected

11

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

Synth. II

Synth. III

This music is copyright protected

12

Techn.

Perc. I

Octoban:

mf

Perc. II

mp

cresc

sfz

Perc. III

mp

cresc.

Synth. I

Synth. II

6

Synth. III

mp

mf cresc.

L.P. ped.

L.S. ped.

This music is copyright protected

D

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

Synth. II

Synth. III

cresc.

Mod wheel

P.Ped

NB noter
This music is copyright protected

♩=96

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

Synth. II

Synth. III

This music is copyright protected

15

E

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

Synth. II

Synth. III

NB noter
This music is copyright protected

16

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

mf

Synth. II

sfz mf

cresc.

Synth. III

cresc. poco a poco

sim.

This music is copyright protected

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

Synth. II

Synth. III

This music is copyright protected

18

Techn.

Pere. I

Pere. II

Perc. III

CRESCENDO

CRESCENDO

Synth. I

Synth. II

Synth. III

NB noter
This music is copyright protected

F

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

Mod. wheel

cresc

ff

Port. ped

Synth. II

bisb

ff

dim

(mf)

Synth. III

6

(H.V.)

f

Port. ped

This music is copyright protected

20

♩3 = ♩ (=120) →

Techn.

Pere. I

Pere. II

Perc. III

Synth. I

Synth. II

Synth. III

(4)

sfz

f

-8va

sim.

(loco)

p. ped

1) [•] = release key

2) release gradually keys from preceding bar

This music is copyright protected

21

♩=120

Techn.

Pere. I

Pere. II

Perc. III

Synth. I

Synth. II

Synth. III

(port.ped) - - - - sempre

(sim.)

Sost. ped.

This music is copyright protected

22

(♩= 120)

Techn.

5

Perc. I

Perc. II

Perc. III

ff sempre

sffz

mp

→Chinese cymbals

sffc

5

Synth. I

go on playing with right hand, though no sound is heard

fff

6

Volin

5

Synth. II

5

Synth. III

7

Volin

(Release keys)

Keep keys depressed, though no sound is heard

NB notery
This music is copyright protected

Techn.

Perc. I

Perc. II

Perc. III

chin. cymbals

L.v.

effect drums

Synth. I

-8va

dim

(no reverb!)

Mod. wheel

Synth. II

Mod. wheel

Synth. III

8va

key keys depressed, though no sound is heard

Mod. wheel

NB noter
This music is copyright protected

♩= 60

Techn.

Pere I : delay, reverb

dim

5

Pere. I

Pere. II

Perc. III

Synth. I

Synth. II

Synth. III

(9) 1)

etc

NB noter
This music is copyright protected

25

G

Techn.

Perc. I

→ Metal chimes

Perc. II

Perc. III

Synth. I

Modwh.

Synth. II

Modwh.

Synth. III

(8va)

(depress keys silently)

Modwh.

NB noter
This music is copyright protected

Techn.

Perc I: delay, reverb (transposition if possible)

Perc. I

Metal chimes

Perc. II

(chin. cymb.)

→ tam tam

tam-tam:

Perc. III

Synth. I

8va

(loco)

Mod. wheel

Synth. II

Mod. wh.

Synth. III

8va

loco

Mod. wheel

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Techn.

Perc. I

Perc. II

ff ff ff dim pp

Perc. III

Synth. I

loco mp p

+ o

etc.

Synth. II

effect:

II

pp (L. v.)

+ o

Synth. III

8va

mp dim pp

Mod. wheel + o

NB noter This music is copyright protected

Techn.

Perc. I

very sporadic (appr. 10 sounds pr. bar)

Perc. II

Perc. III

Synth. I

10

p

mf

Synth. II

p

mp

(sim.)

Synth. III

dim. poco a poco

NB noter
This music is copyright protected

29

Techn.

calando

Perc. I

Perc. II

Perc. III

effect formant: [oo] [i] [ah]

Synth. I

mp

pp

mp

Bender:

Synth. II

(L.V.)

p

Synth. III

8

NB notes
This music is copyright protected

30

H

Techn.

stop treatment PI abruptly

start treatment PI

Pere. I

pp

(l.v.)

ppp

Pere. II

ppp

Perc. III

p

mp

p

Synth. I

II

p

Mod wheel

Synth. II

pp

ppp

Synth. III

p

Sost Ped

Mod. wheel

NB noter
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31

Techn.

abrupt stop
all reverb

extra long reverb, P III, P I

Perc. I

Perc. II

Perc. III

mf

pp

Synth. I

mp

Mod. wheel

12

Synth. II

12

Synth. III

(sim.)

mp

mf

L Sost. ped

NB noter
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32

Techn.

Perc. I

Perc. II

Perc. III

n p mp pp n mp

Synth. I

Synth. II

Mod. wh.

mp

Synth. III

Mod. wh.

p

NB noter
This music is copyright protected

33

I

Techn.

Perc. I

Perc. II

Perc. III

sf

pp

mf

Synth. I

mf

(simile)

Synth. II

Sost ped

mf

Synth. III

8va

9

P

n

mf

Sost. ped

This music is copyright protected

Techn.

Pere. I

Pere. II

Perc. III

Synth. I

Synth. II

Synth. III

This music is copyright protected

35

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

Synth. II

Synth. III

8va

8v. bassa

NB Internet
This musical work is copyright protected

36

♩=96

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

Mod + aftert.

Synth. II

Synth. III

NB noter
This music is copyright protected

37

5 (+) 3 (8im.)

J

Techn.

Pere. I

Pere. II

chinese cymb.

Drums

Perc. III

Synth. I

(p.-ped)

Mod. wheel

alloco

dim. molto

very sporadic

Synth. II

Mod. wheel

Synth. III

(mp

2:3

4:3

NB noter
This music is copyright protected

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

(sempre dim.)

Synth. II

Mod. wheel

Synth. III

NB noter
This music is copyright protected

39

Techn.

Pere. I

Pere. II

Perc. III

Synth. I

Synth. II

Synth. III

NB noter
This music is copyright protected

40

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

Synth. II

Synth. III

14

NB noter
This music is copyright protected

41

♩ = ♪ ♩ = 144

Techn.

Pere. I

Pere. II

Perc. III

Synth. I

Synth. II

Synth. III

sim

sfz

cresc

mf

NB noter
This music is copyright protected

42

K

Techn.

Perc. I

Perc. II

Perc. III

14

Synth. I

14

Synth. II

15

14

Synth. III

12

r8va--

NB noter
This music is copyright protected

♩=108

Techn.

Pere. I

Pere. II

Perc. III

Synth. I

Synth. II

Synth. III

cresc.

NB noter
This music is copyright protected

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

Synth. II

Synth. III

This music is copyright protected

45

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

Synth. II

Synth. III

NB noter
This music is copyright protected

46

L

♩. = ♩

♩=144

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

Synth. II

Synth. III

NB notenbank
This music is copyright protected

47

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

Synth. II

Synth. III

(16)

(sim.)

(8va)

NB notes
This music is copyright protected

48

♩=180

Techn.

5

(sim.)

Perc. I

Perc. II

Perc. III

5/3

Synth. I

3

Synth. II

Synth. III

NB noter
This material is copyright protected

49

♩. = ♩

♩ = 120

M

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

Synth. II

Synth. III

NB noter
This music is copyright protected

50

♩=96

♩.=♩

♩=120

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

loco

sfz

Synth. II

sfz

Synth. III

sfz

NB noter
This music is copyright protected

51

♩=120

Techn.

Perc. I

Perc. II

Perc. III

(sim.)

Synth. I

Synth. II

Synth. III

NB noter
This music is copyright protected

52

N

♩=96

♩=120

Techn.

Pere. I

Pere. II

Perc. III

Synth. I

Synth. II

Synth. III

NB noter
This music is copyright protected

53

♩=120

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

Synth. II

Synth. III

NB noter
This music is copyright protected

Techn.

5

Perc. I

f sempre

Perc. II

Perc. III

5

Synth. I

5

Synth. II

5

Synth. III

NB noter
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55

♩=96

O

Techn.

gen.

Perc. I

Perc. II

Perc. III

Synth. I

Mod. wheel

Synth. II

Mod. wheel

Synth. III

Pitch Bender

etc.

NB noter
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56

♩=72

♩.=♩

♩=96

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

Sost. ped

Ped

Ped

Synth. II

17

Synth. III

NB noter
This music is copyright protected

♩=120

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

Synth. II

Synth. III

5

cresc.

mp

(gliss.)

Port. ped.

bender

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58

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

(sim.)

cresc.

f

Port. ped

Synth. II

(cresc)

Mod. wheel

Sim

Synth. III

cresc.

(p. ped)

NB noter
This music is copyright protected

59

♩ = ♩ ♩ ♩ = 96

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

(ppad)

Vol: N! 1)

Synth. II

Vol: N? 1)

Synth. III

etc.

ff

Vol: N! 1)

1) Do not release the keys

NB noter
This music is copyright protected

60

P

♩. = ♩ ♩ = 72

1)

lunga

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

Synth. II

Synth. III

chimes

chimes

cymb.

lunga

Mod. wheel

Mod wheel

16

18

14

NB noter
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1) dur: ± 4"

61

♩=60

Techn.

add delay etc. to PI

Drums! reverb

5

Metal/Glass chimes :

Perc. I

mp

dim

chinese cymbals:

Octoban

Perc. II

l.v.

p

Perc. III

p

5

Synth. I

ff

l.v.

5

17

Sim

etc.

Synth. II

f

mf

mp

Bender

Mod wheel

Synth. III

15

ff

mf

NB noter
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62

Techn.

→ kettle drum.

Perc. I

Perc. II

Perc. III

Synth. I

8va

pp

Sost. ped.

Port. ped

Mod. wh.

Synth. II

P

pp

mp

Bender

Mod wh.

etc

Synth. III

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63

Q

Techn. Kettle drum! much reverb.

Pere. I ppp pp amp

Pere. II pp

Perc. III pp

Synth. I

Sust. pedal l.v. l.v.

Port. ped.

Mod. wheel

Synth. II n

Synth. III

Mod. wheel

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Techn.

(far away)

PI, II, III : take away reverb.

(close)

(faraway)

Perc. I

Perc. II

Perc. III

Synth. I

dim

(L.V.)

sust. ped.
Portt. ped
Mod. + wheel

Synth. II

Mod. wh.

Synth. III

dim.

pp

sust. ped

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65

Techn.

Perc. I

Perc. II

Perc. III

Synth. I

Synth. II

Synth. III

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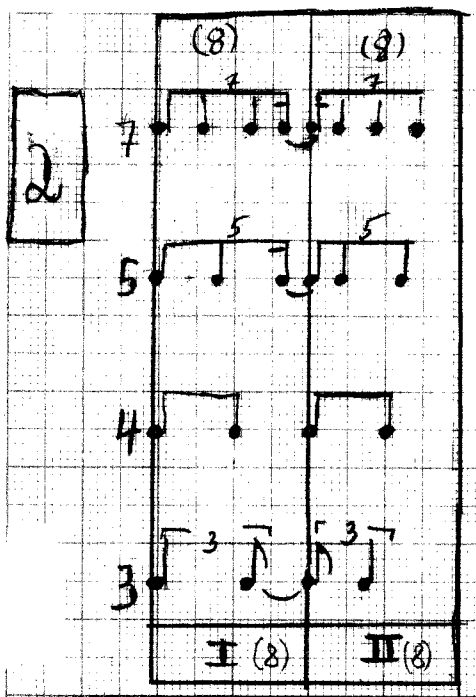
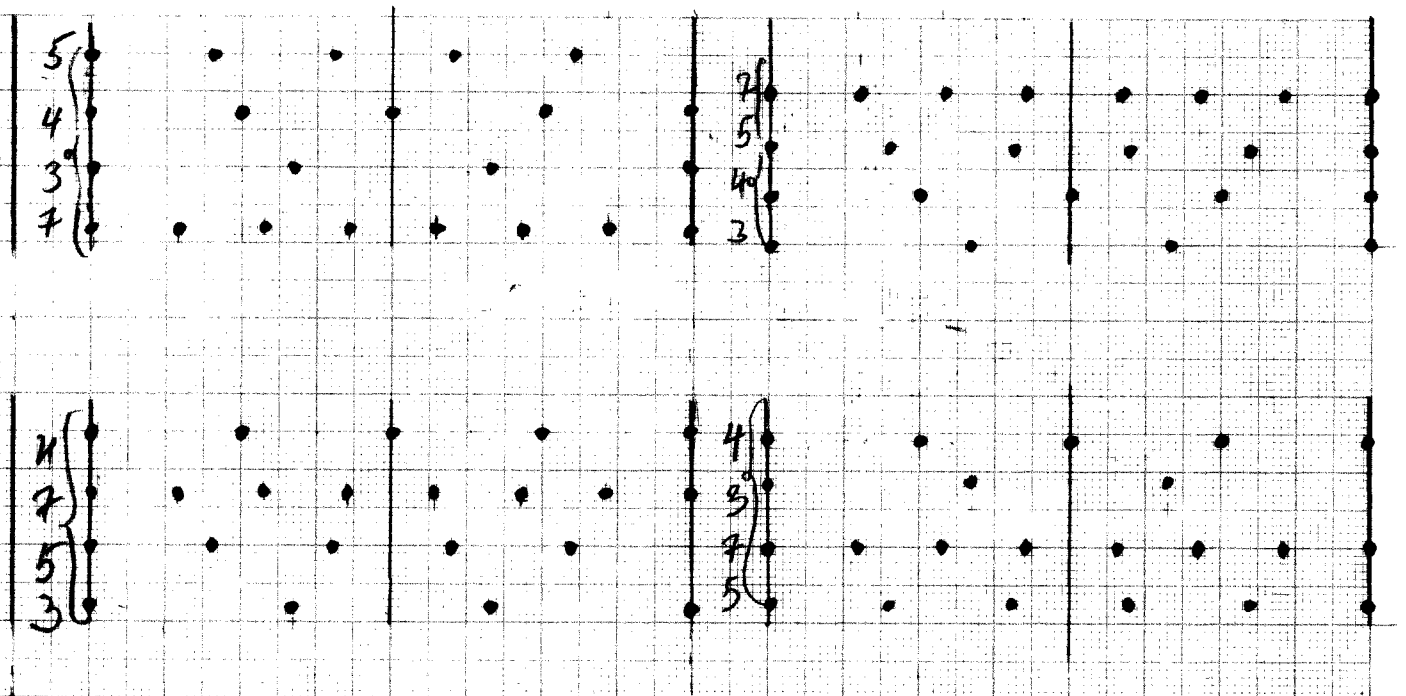
2





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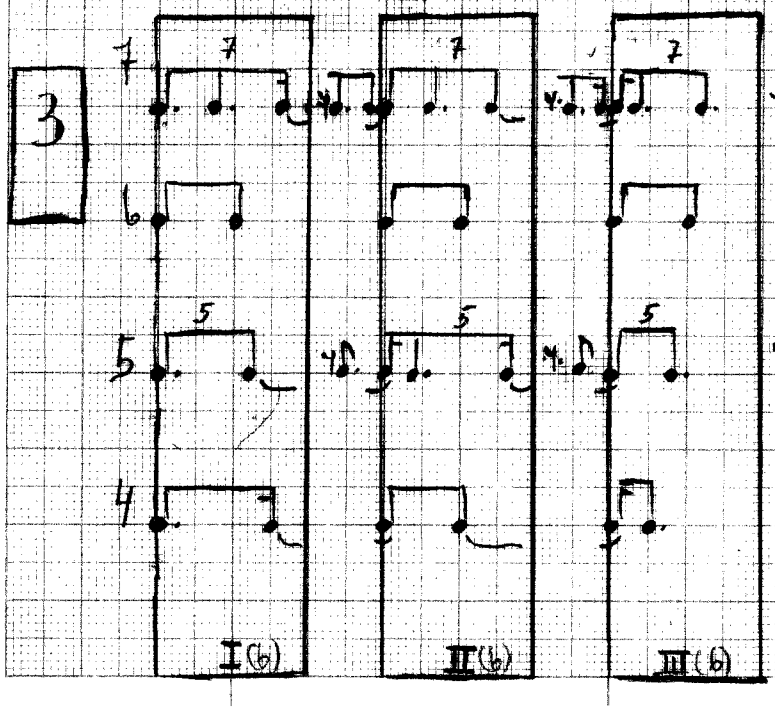

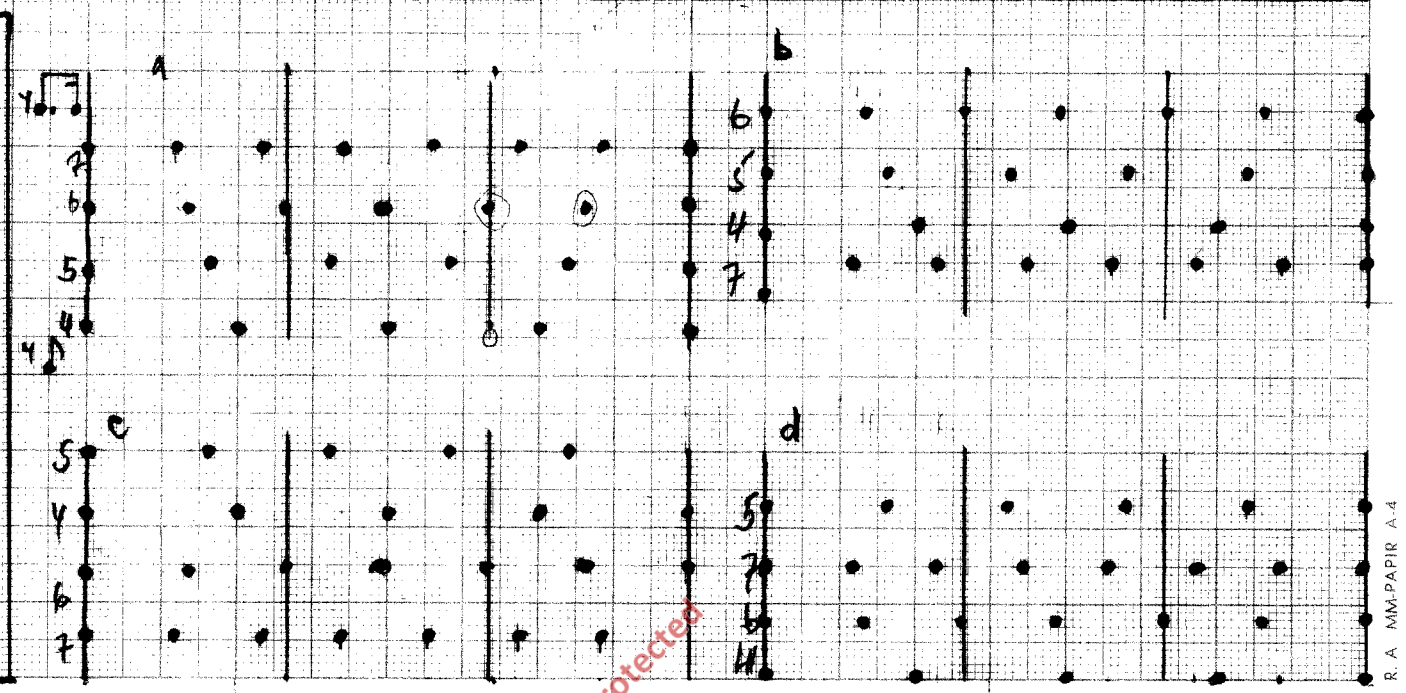

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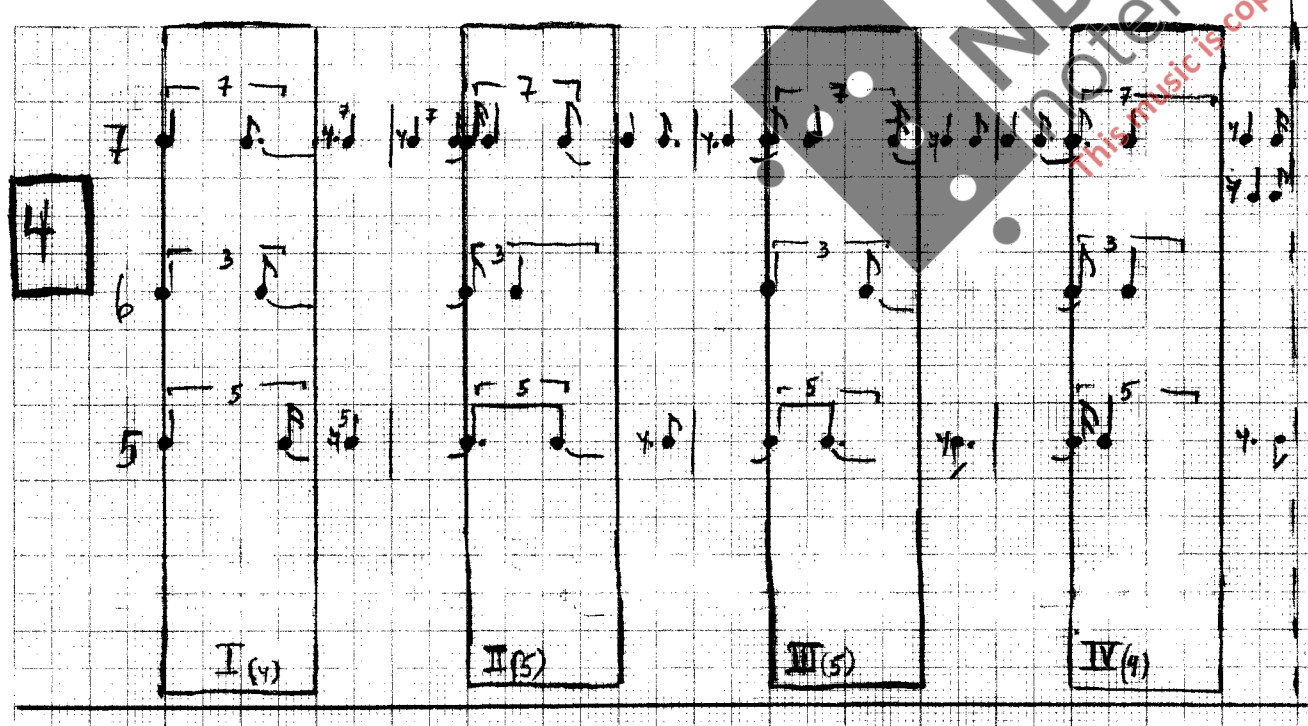

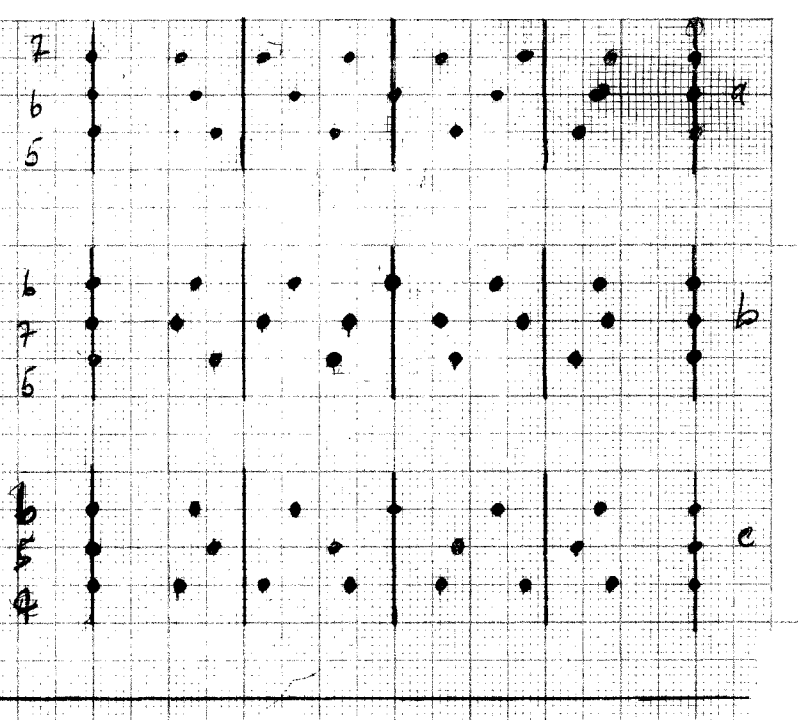

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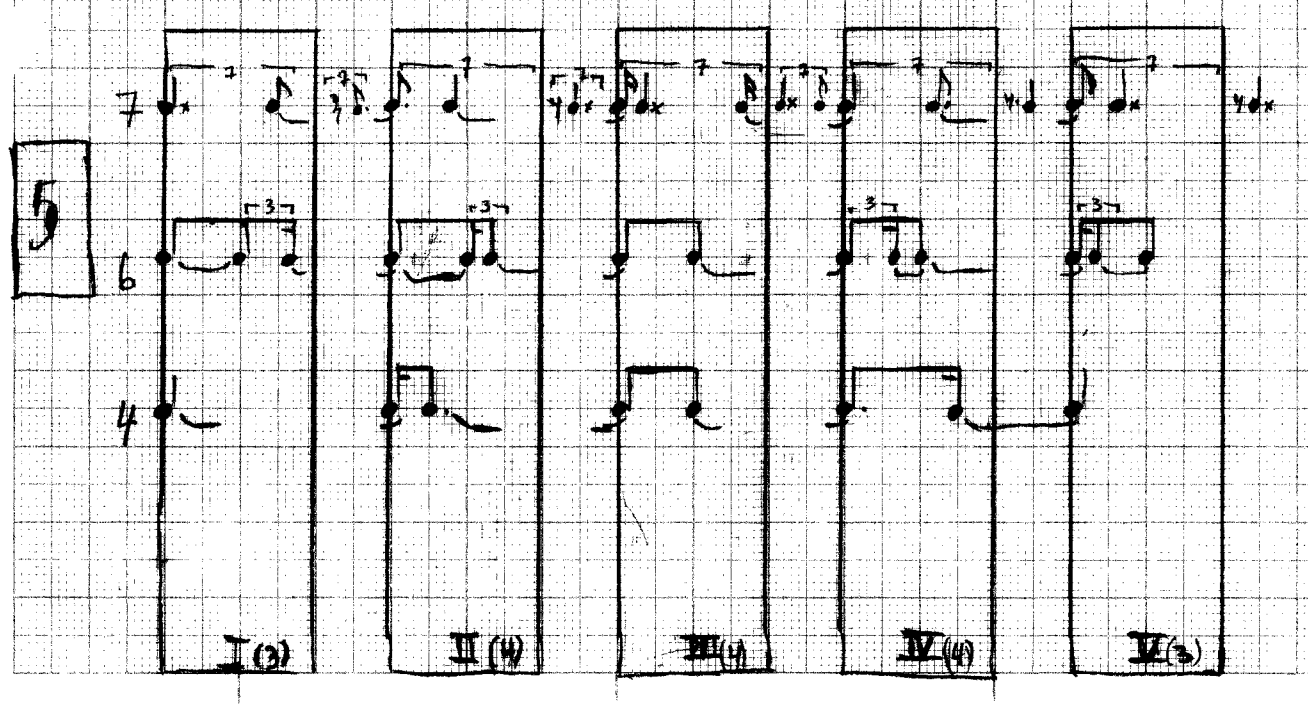

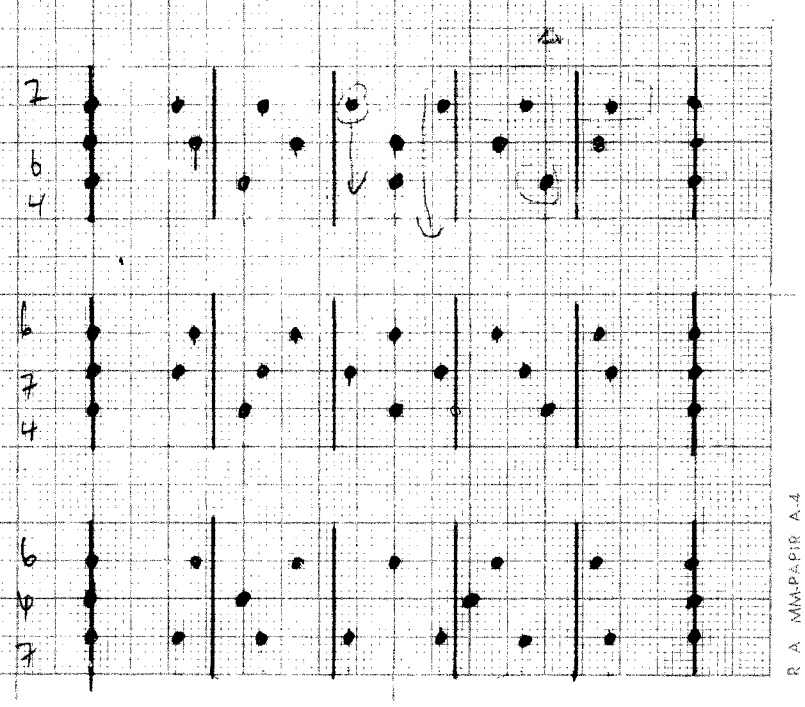

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R.A MM-PAPIR A-4

7

I(1) II(4) III(3) IV(2) V(3) VI(4) VII(1)

6 5 4 | 5 6 4 | 6 4 5

6

I(2) II(4) III(3) IV(3) V(4) VI(2)

7 5 4 | 5 7 4 | 5 4 7

8

I (1+4=5) II (3+3=6) III (3+3=6) IV (4+1=5)

9b

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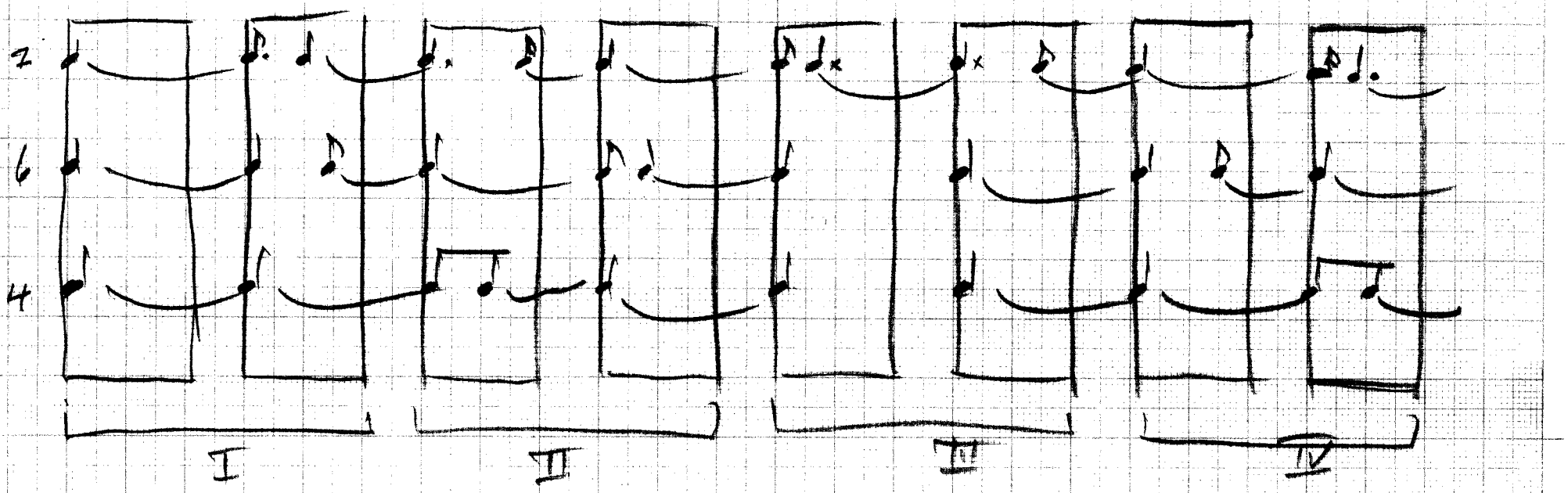
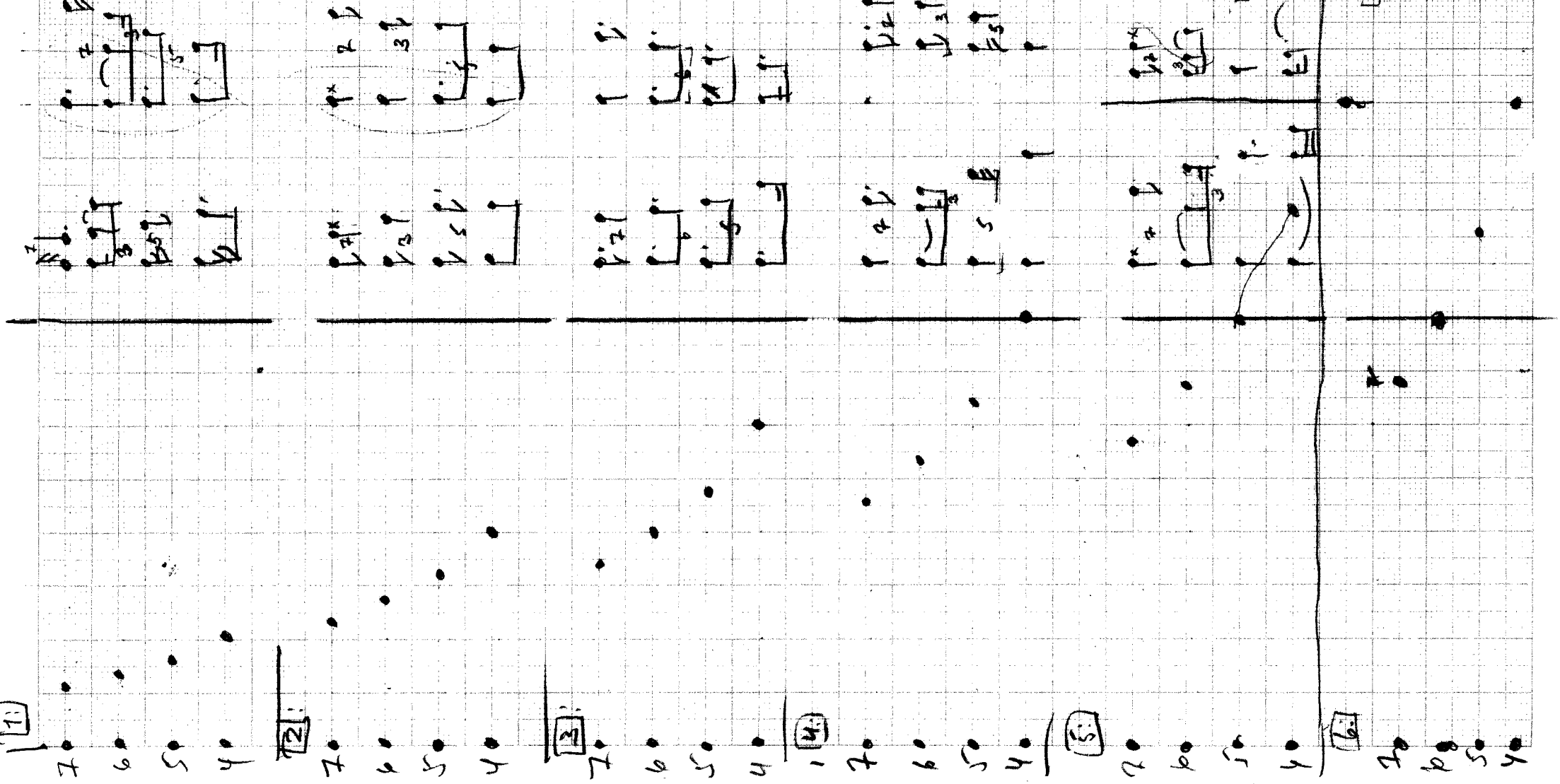
10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