

METAL DETECTOR

commissioned by Adam Groh

for percussion and SuperCollider

The score is divided into three systems, each with a measure number in a box (01, 02, 03) and a time marker in seconds.

- System 1 (01):** Starts at ~3". Percussion part includes a snare drum with a "near rim" instruction and a "snare on throughout" instruction. Dynamics range from *n* to *pp*. Computer part includes a "chime-like" sound and "granulated metal" (CPU chooses up/down gliss.). Dynamics range from *n* to *fff*. Tempo is marked as ♩ = 90 with a "slight rit." instruction.
- System 2 (02):** Starts at 5". Percussion part includes "center" and "near rim" instructions. Dynamics range from *mf* to *p*. Computer part includes "crunchy sounds" and "granulated metal". Dynamics range from *mf* to *p*.
- System 3 (03):** Starts at 15". Percussion part includes "near rim", "center", and "near rim" instructions, followed by "dbl. stroke" and "R" (Right) and "L" (Left) strokes. Dynamics range from *p* to *pp*. Computer part includes "granulated metal". Dynamics range from *mf* to *ff*. Instruction: "dramatic cresc. and molto rit."

METAL DETECTOR

2

~ 1.5"

~ 12"

4"

03

04

mm. 11, 13, 15:
pseudo-improvisatory
notation serves as suggestion

Perc

CPU

CPU waits for next loud sound

fff

3

ff

p

f

reverb freeze

n

05

~ 12"

7"

Perc

CPU

scrape

f

ff

3

f

p

f

p

p

n

06

~ 12"

10"

♩ = 120

(unmetered)

one-handed roll

Perc

CPU

3

p

f

p

f

p

n

10"

fff

asynchronous ad-lib

sparser

watch CPU screen
for beat counter

Perc

CPU

f

mp

f

mf

p

mf

mp

pseudo-random
accent patterns

♩ = 120

synchronous ad-lib;
notation serves as suggestion

18

Perc

CPU

mf *f* *mp* *f*

3

CPU gong hits

(CPU ad-lib)

21

Perc

CPU

mf *f* *mf* *f* *p*

mf *f*

(CPU ad-lib)

CPU wood block

CPU bass hits

(CPU ad-lib)

25

Perc

CPU

f

6

28

Perc

CPU

p *fp* *ff* *mp*

3

6

6

6

non-improvised

CPU chooses one

Repeat the following seven-measure loop approximately 8-12 times (totalling 2-3 minutes), while improvising freely over the computer's rhythmic texture. Tend toward non-sustained sounds and synchronous gestures, but do not exclude sustained sounds and asynchronous gestures entirely. Gestures should be drawn from previous material (in particular, the gesture in m. 2), but should include original improvised content as well. On every seventh measure, the computer will play a one-measure fill (as indicated). The player is encouraged to anticipate this measure and improvise in a similar manner. The player has three options during this section:

- 1. Single-tap pedal:** On the next downbeat, the computer will generate a two-measure fill consisting of a dense measure, followed by a sparser measure. To complement, the player should improvise a sparse one-measure fill, followed by a dense one-measure fill. Following the two-measure fill, the primary seven-measure loop resets to the first measure, regardless of when the two-measure fill was triggered.
- 2. Hold and release pedal:** While the pedal is held down, the computer will record and granulate microphone input in an asynchronous manner. Some experimentation during rehearsal will be necessary to find gestures which are most effective for this effect. When the pedal is released, the most recent 2-3 seconds of recorded material will be rhythmicized and added to the computer-generated texture.
- 3. Double-tap pedal:** Immediately advance to Event 07, leaving the seven-measure loop and triggering a gradual de-synchronization of the computer-generated texture.

31

Perc

CPU (CPU ad-lib)

35

Perc

CPU

fill

fill

CPU chooses one

07

Continue improvising,
de-synchronize from computer

Transition from many
instruments to HH only

38

Perc

CPU

~ 120 (approx)

CPU accompaniment becomes irregular

Transition from many instruments to HH only

42

Perc

only HH

dbl. stroke

L L R R

CPU

n

subtle buzzy texture

p

mp

08

45

Perc

L L R R

CPU

~ 1.5"

fff

CPU activates echo effects and waits for next loud sound

reverb freeze

sparse combination of pontillistic/sustained ad-lib on metals through end of piece; notation serves as suggestion

47

Perc

p

mf

CPU

atonal chords fade in and blend w. buzzy texture

mf

CPU choral texture continues

occasional soft bells

0"

n

mp

5"

49

Perc

f

mf

p

f

p

CPU

10"

15"

METAL DETECTOR

6

09

51

Perc

CPU

f

mf

p

20"

25"

53

Perc

CPU

mf

mp

f

p

30"

35"

chordal texture fades

55

Perc

CPU

prayer bowl (non-improvised)
vibrate rim with circular motion

pp

p

mf

40"

45"

n

57

Perc

CPU

hold as desired
for dramatic purposes

pp

55"