# Escape TERF Island

Performance Notes

This piece is written for two **ROLI LUMI Keys** and two **ROLI Lightpad Blocks**. The **Keys** should be on the right hand side of the performer, joined and connected via USB cable. The **Blocks** should be on the left side of the performer, joined vertically, and connected via USB cable. The **Keys** and **Blocks** should NOT be connected to each other to form one controller – they must stay seperate.
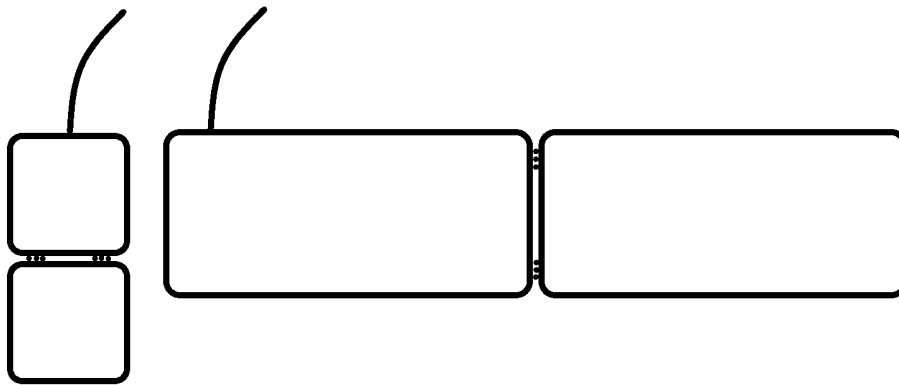

This score is written as if the lowest C on the right hand **Keys** controller is always Middle C. The piece begins with Middle C as MIDI C3.

The symbol **<!!!≥**, accompanied by a change in clef, means that the octave up button on the **Keys** controller should be pressed to take you into the octave above. **<!!!≥** means that you should do this again, and this will take you into the octave above that.

This piece uses MIDI polyphonic expression (**MPE**) – in this piece, the **MPE** parameter being utilised to create changes in timbre and expression is **pressure**. Notes that have both an **accent (>)** and **tenuto (-)** are to be played with **increased pressure,** so as to reveal another layer of synthesis. *Be aware that this is a different parameter from velocity – the force with which a note is initially struck. Striking a note with high velocity can make it difficult to apply pressure afterwards.*

The **Blocks** are playing most of the drums in this piece. The score uses 3 lines on the stave - notes on the bottom line are

for the kick, notes on the middle line are for the snare, and notes on the top line are for the cymbal. On the **Blocks** controllers, the **kick** is in the bottom three lines of the grid, the **snare** in the next three lines, and the **cymbal** in the topmost two lines.
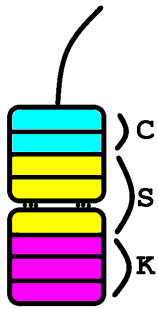
This arrangement allows for a variety of pitches to be played in each timbre; each of the 16 segments is a different pitch, with the lowest at the bottom left hand corner, reading from left to right on each row. Pitches can also be bent by holding and dragging upwards or downward - seen in the cymbal line at bar 2, and in the cymbal in bars 68 - 69.

At bars 16 and 70 are the instructions to play to allow **glide** - glide, or portamento, is a smooth pitch bend between two notes, that will only happen if the initial note is still held whilst the next is played.