

<Transversible>

for percussion quartet and interactive system

<https://soundcloud.com/gerardomezacompositor/transversible>

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for percussion quartet and interactive system

In the course of the piece small rhythmic and timbral modifications are explored and also how these can affect the final result of the section, the piece and even the future of itself. This is achieved through a chain of decisions that allow the five performers to move across the piece and cause a chain reaction, which often leads them to coexist with their past decisions.

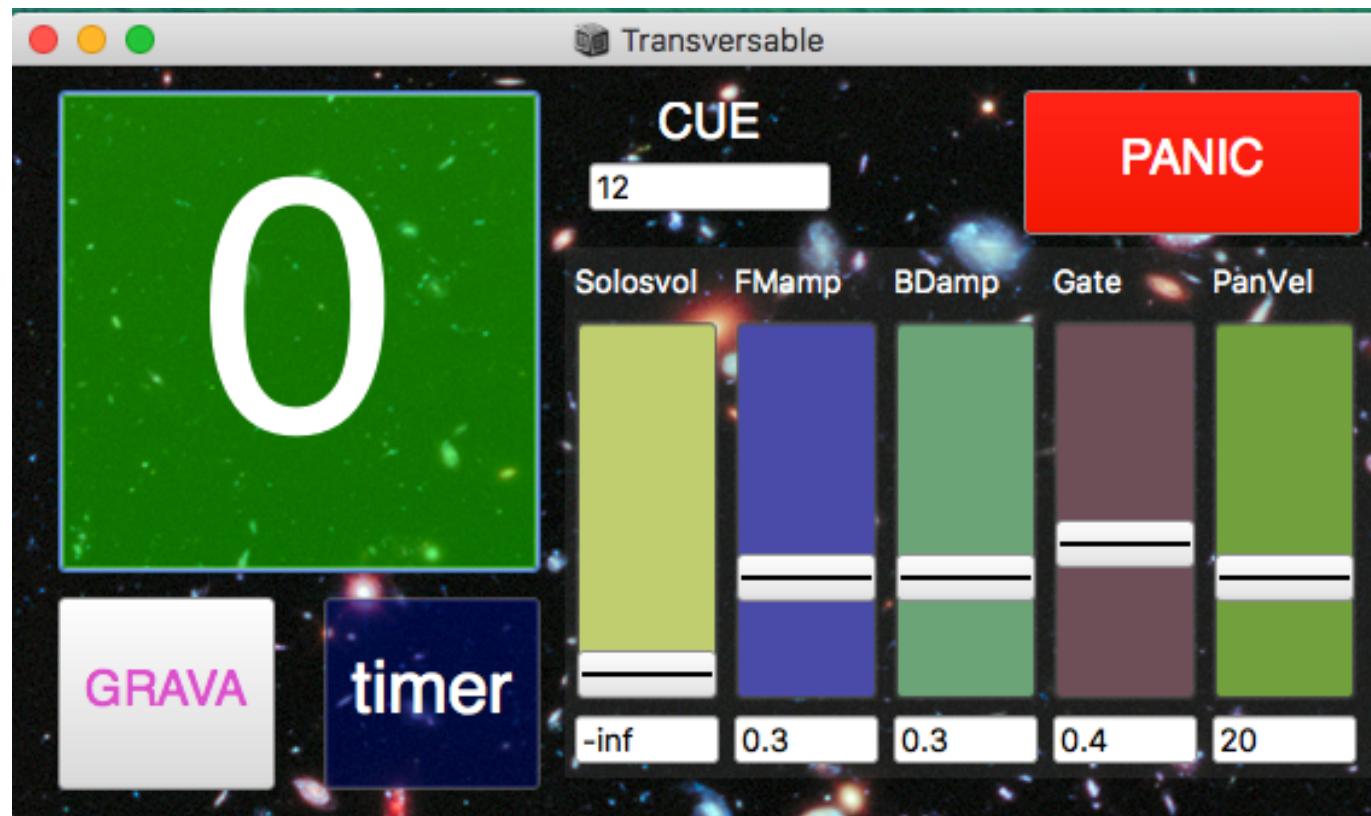
<Transversible>

software

1

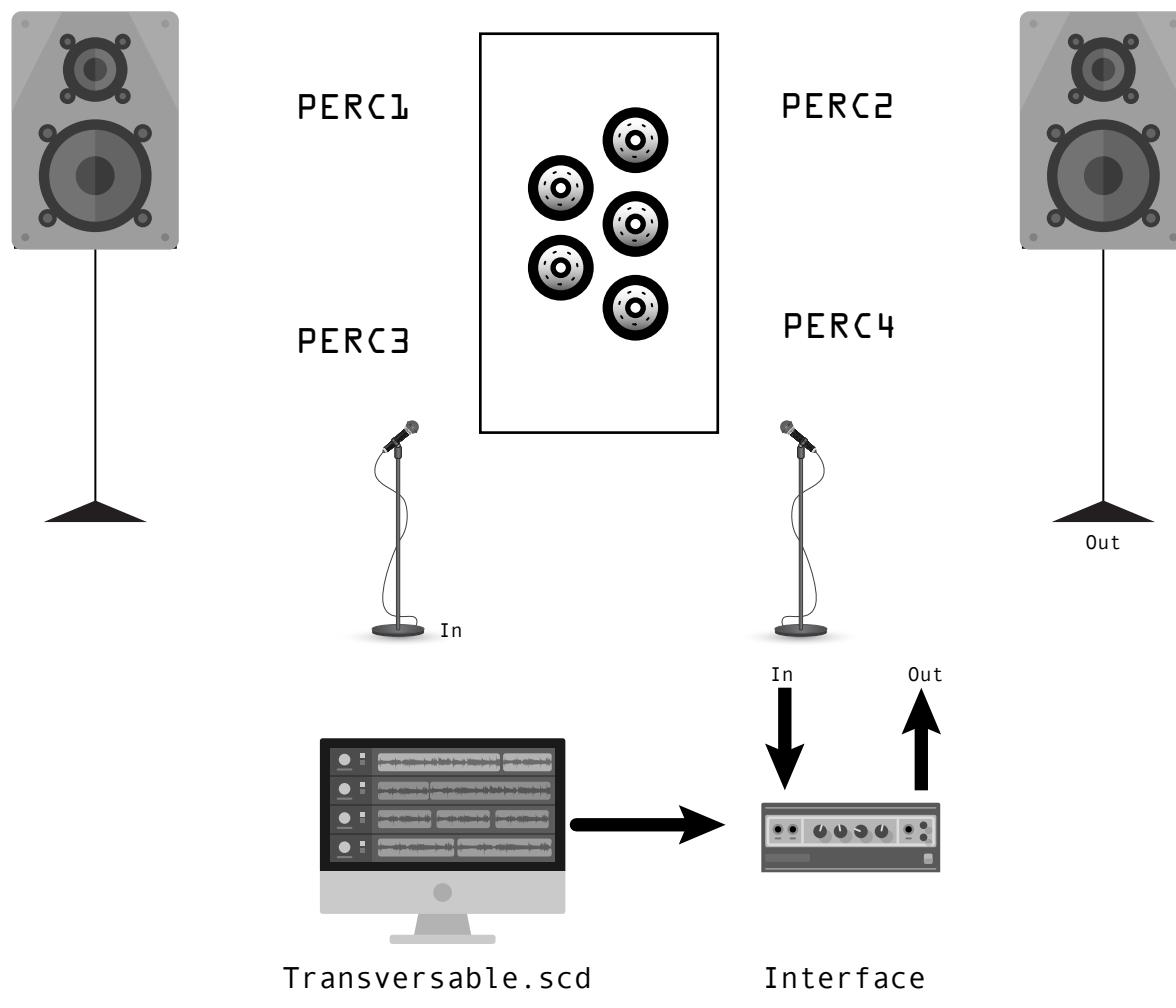
2

3

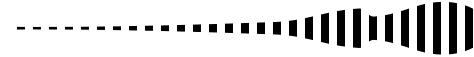


1. Cue trigger
2. Manual cue setting
3. Panic button
4. Recorder
5. Time monitor
6. Amplitude controllers
7. Level of sensibility to sound (inputs).
8. Panning Velocity

<Distribution>



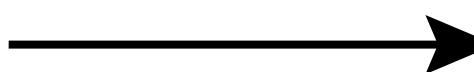
Let the superball bounce on the surface



Fast attacks



Gradually changing to next motif.



Keep playing the motif



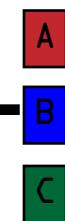
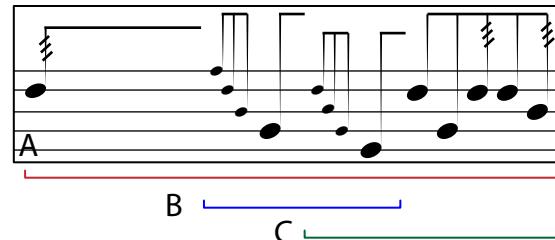
Direction of the maraca's movement



Let ring and mute



Partial muting



Choose A, B or C and play it until the line ends, then play the motif with the letter chosen.

<General marks>

(C) Tingsha cymbals



Brake drums

(T) Triangle



Thunder sheet and superball

(TB) Copper tubes



Huesos de fraile

(M) Maracas

<Interactive system cues>

1 Interactive process

1 Recorder

1 Audio signal processing

1 Stop event

Transversible

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Composer

4
4 $\text{♩} = 60$

1

PERC1

PERC2

PERC3

PERC4

f

pp

PERC1

PERC2

PERC3

PERC4

p

PERC1

PERC2

PERC3

PERC4

mf

accel.

accel.

mf

2

1

PERC1

PERC2

PERC3

PERC4

rall.

mf *f* *p*

p

mf

pp

p

PERC1

mf < *f* > *p* < *f* > *p*

PERC3

PERC4

PERC4

p

PERC1

p

PERC2

p

PERC3

p

PERC4

p

pp

pp

pp

pp

3

thunder sheet

10"

10"

PERC1

A *pp*

B (TC)

C Huesos de fraile

PERC2

A

B

C

PERC3

C

T

M

PERC4

C

T

M

10"

10"

PERC1

A

B

C

PERC2

A

B

C

PERC3

T

M

PERC4

T

10"

10"

4

B

4

12'

5

PERC1

PERCE

PERCE

PERCL

10"

10"

PERC1

PERC

REFLECT

PERCL

A horizontal red bar labeled 'A' is positioned above a long blue bar labeled 'B'. Below the blue bar is a short green bar labeled 'C'.

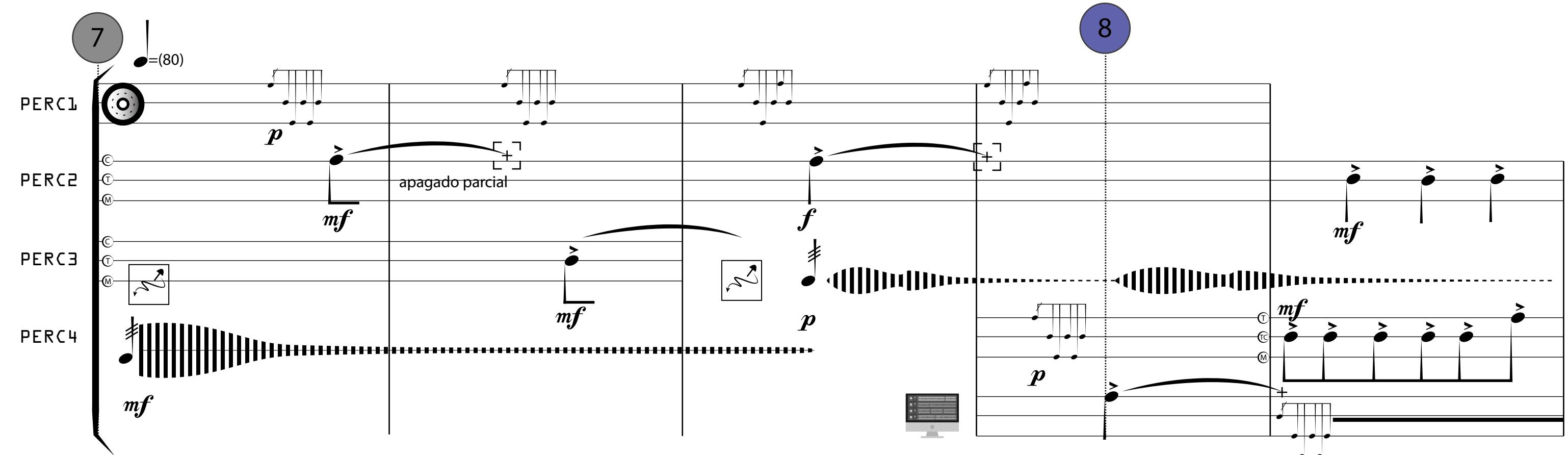
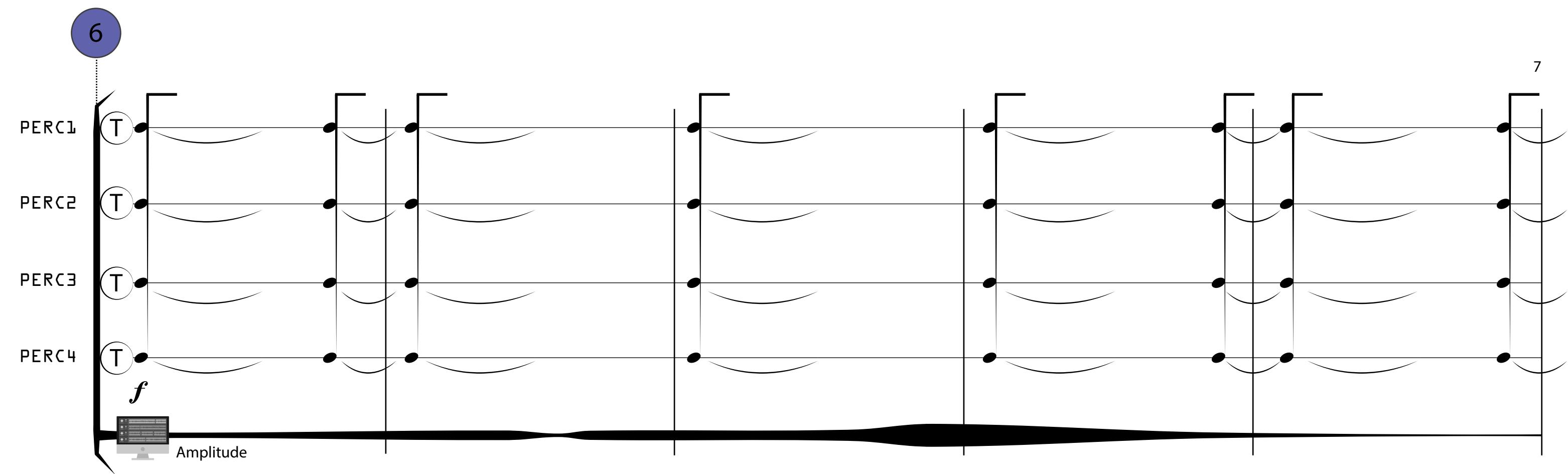
5"

15"

5

10"

10



3

8

PERC1

PERC2

PERC3

PERC4

PERC5

f

f

c

