# JOHN MacCALLUM

# aberration

FOR PERCUSSION TRIO

#### Instrumentation

Each musician plays a total of nine instruments arranged in three groups of three. Group A should be the highest and group C the lowest with group B between the two. Groups A and B should be timbrally similar while group C can be slightly different. Within each group, each of the three instruments should be arranged from high to low.

Example (woods and skins): Example (metals):

A: Piccolo woodblocks

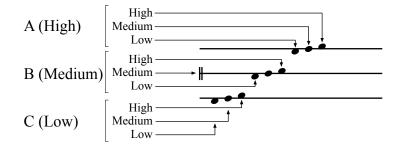
A: Brake drums

B: Hardwood planks

B: Thick metal plates

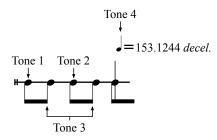
C: Toms

C: Pairs of stacked Beijing opera gongs



### Click tracks

The click tracks for each musician begin two bars before the beginning of the piece. Beats one and two along with eighth notes are all heard as different tones in the click tracks. A fourth tone is heard whenever a tempo destination is reached.



The tones for used in the click tracks can be changed by altering the Max patch (see documentation). Different subdivisions (other than eighth notes) can also be heard in the click track by altering the Max patch.

#### **Notation**

The score is prepared such that the horizontal position of the notes on the page represents their actual placement in time. The placement of the first beat of a bar directly on the barline, while not conforming to standard typesetting practice, is necessary for the alignment with the other parts. This convention is only used in the score---the parts that the musicians read from are notated conventionally.

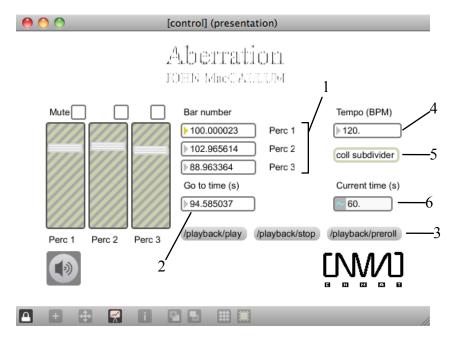
Tempos are printed with three or more decimals of precision in the score so that they correspond with those as seen in the Max patch. They are rounded to the nearest integer in the performers' parts.

## **Program Notes**

In the opening bars of Aberration the three percussionists, governed, as one would expect, by a common tempo, present a simple rhythmic pattern. Soon though, the tempos of each of the three musicians begin to fluctuate slowly and independently of one another—the performers begin to wander from the path of the single tempo established at the beginning of the composition. At times the three performers violently assert their individual tempos by playing simple rhythmic figures reminiscent of the material in the opening of the work albeit in their own independent tempos, while at other times they attempt to reconstruct the music from the beginning of the work by playing carefully chosen rhythms that, when combined, form a composite semblance of that original material. The tempo of the material being reconstructed then speeds up slightly before beginning a long slow deceleration. As we approach the trough, we hear all four tempos at once—each of the performers playing in their own tempo and also each playing elements of the slowly decelerating fourth.

Aberration makes use of new software developed by John MacCallum at the Center for New Music and Audio Technologies (CNMAT). This software builds on previous work by Matthew Wright and has been used extensively in works by Edmund Campion including *ADKOM* and *Auditory Fiction*.

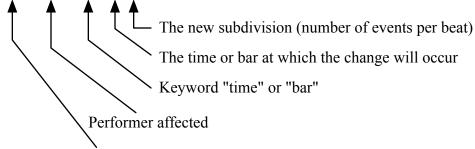
Aberration was commissioned by and written for the Rootstock Percussion Trio (Chris Froh, Dan Kennedy, and Loren Mach) and is dedicated to Edmund Campion.



- 1. Enter a bar number for a given performer and the number boxes for the other performers will update with their corresponding bar numbers for that point in the composition. For example, if performer number 1 wants to start at bar 100, performer number 2 will start just before bar 103 and number 3 will start just before 89.
- 2. Enter the time at which you would like to start. Entering a time in this box will cause the bar numbers for each performer to update.
- 3. The playback commands. /playback/play means play from the time indicated in the box above. /playback/preroll is to start from the beginning of the piece with two bars for free.
- 4. The global tempo for the composition. The click track at the beginning of the piece will be set to this tempo and the rest of the tempos will be scaled accordingly.

5. Double-clicking this box will cause a text window to open. Commands to control the subdivider can be entered in the following format:

360, perc1 time 360 4 perc2 time 360 4 perc3 time 360 4;



Arbitrary index number (unique)

The comma and semicolon must be present and commands need not be given for every performer, e.g., if performer number 1 wants quintuplets from bars 100-120 and eighth notes after that, the commands would be

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1000, perc1 bar 100 5;
1001, perc1 bar 121 2;
```

6. This box displays the current time when the piece is playing.

