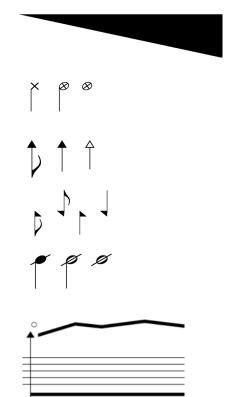
# Marooned

## Richard Hughes

String Trio & Live Electronics

### Performance notes



Relative bow pressure

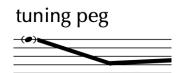
*X* noteheads indicate to bow across the bridge

Arrow noteheads indicate to play very high or above the fingerboard on the string(s) notated (I, II, III or IV)

Triangle noteheads indicate to use ricochet bowing

Slashed noteheads indicate to air bow.

Harmonic glissando high or above the fingerboard while following the beam above the stave as an indication where to gliss.



This notation asks the performer to control the tuning peg of the string notated in brackets. The beam indicates an approximate pitch of the string. An adjacent string is some -times used as an accompanying drone.



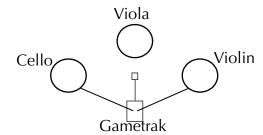
Relative finger pressure on strings across bridge.

Abbreviations:

N = normale SP :

SP = sulponticello

#### Gametrak and electronics setup



The ensemble should be arranged as so. The cellist and violinist each have a glove on their bowing hand such that a down bow increases the value of the x-coordinate on the Gametrak.

The Gametrak controls an overdrive effect. There are two elements which are controlled.

Drive: This sets the amount of distortion applied to the signal.

Tone: This acts as a post-distortion EQ control. At higher values, the signal has more high-frequency content.

The *x*-coordinate of the violin's joystick is MIDI-mapped to drive. The *x*-coordinate of the cello's joystick is MIDI-mapped to tone.

The violist is to trigger the on/off pedal.



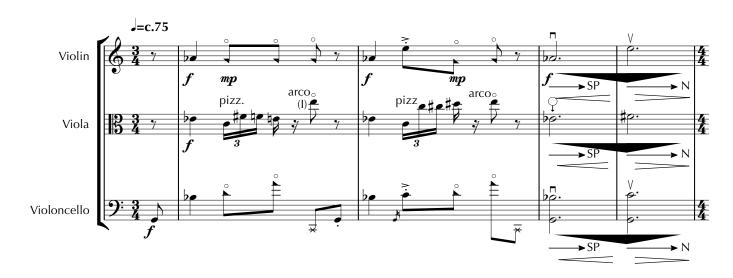
The down arrow indicates to turn on the overdrive.

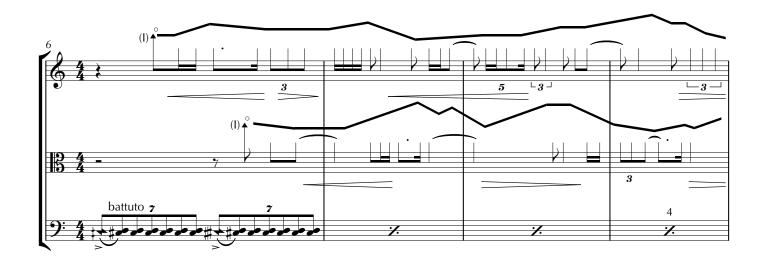


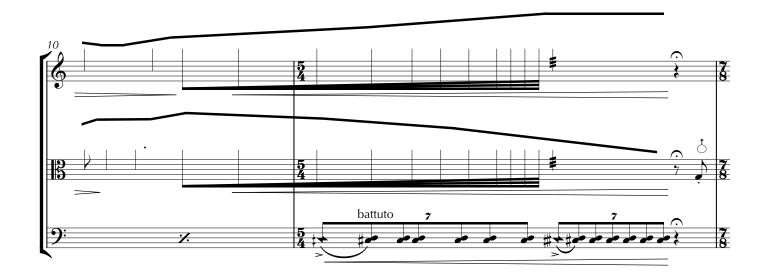
The up arrow indicates to turn off the overdrive.

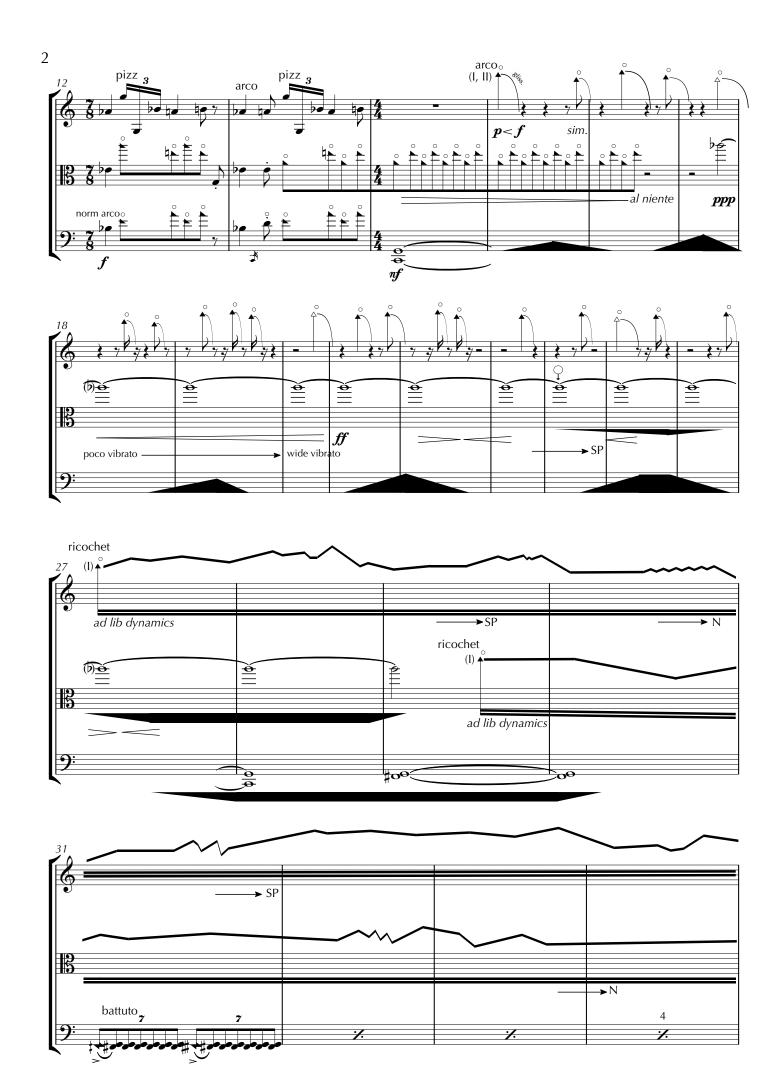
### Marooned

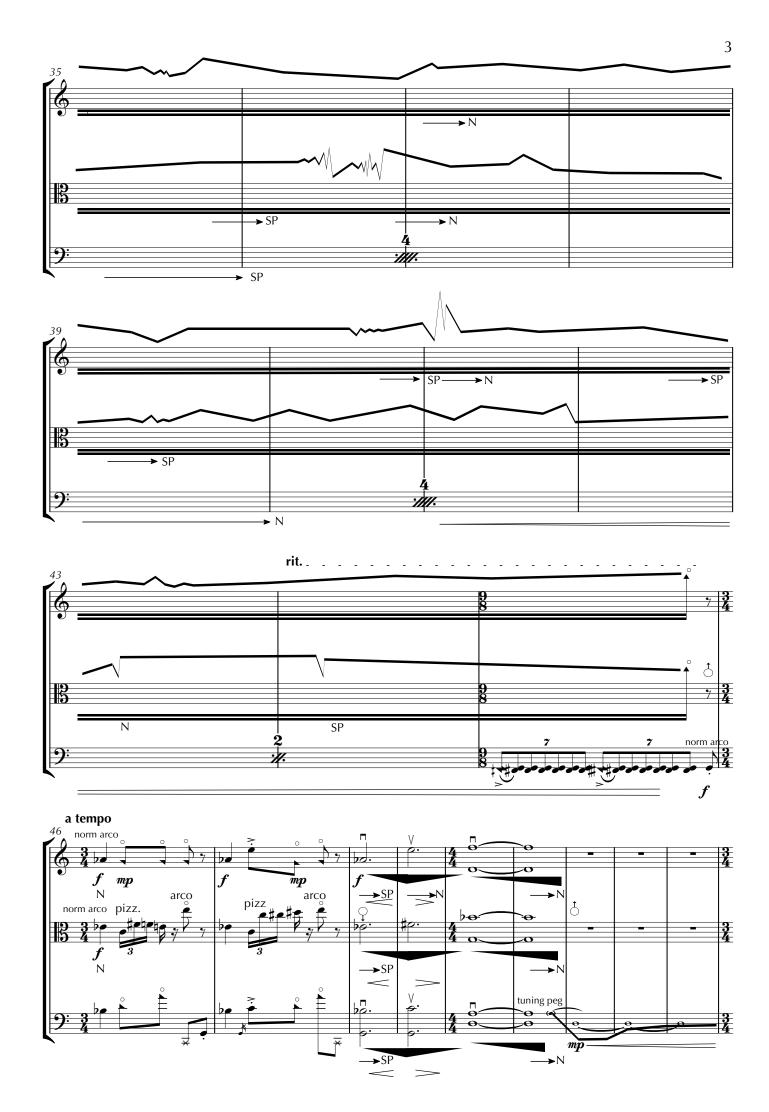
Richard Hughes

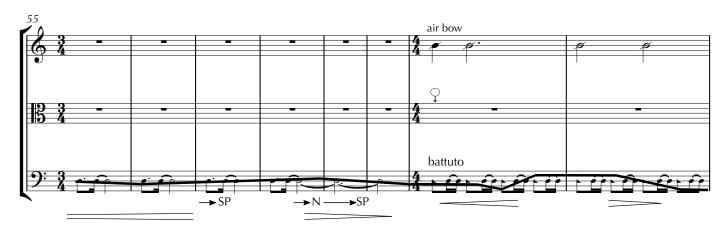


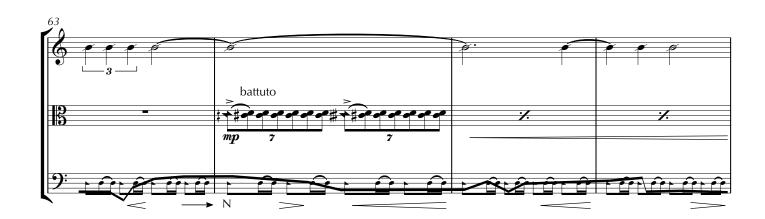


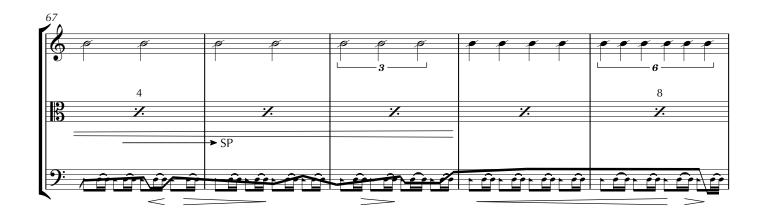












<sup>72</sup>	rit				
	*******		************	*****	
			12		
<b>B</b> ×	%	%		7.	
9: + êe + êe + êe + êe	FRANCE COL CO		F PF PF PF		
				<u> </u>	

