

Hyper-Extended Superslide

Trio for two percussionists and synthesizer

Anton Lindström

Program Note

For any ESS, you must gently press the control stick in a direction not directly up or down. Down-left and down-right are preferred as they will require Link to turn more before he stops. The angle has to be very slight: just enough to put pressure on the control stick. If Link quickly flies in a direction and then stops, then you used too much pressure. If Link just stops and doesn't fly in a direction then you didn't use enough pressure. Pressing down-left will make Link spin counterclockwise, and pressing down-right will make Link spin clockwise.

You must lock the camera with Z/L before Link turns too far (270 degrees), or the ESS will be cancelled. As long as you keep locking your camera, you can ESS until you want to stop.

You can change your direction during an ESS by shifting from one side of the control stick to the other while maintaining the same pressure; too much or too little pressure will stop your ESS. In order to avoid accidentally releasing the control stick from ESS position, you can pause the game, adjust the control stick, then un-pause. This is very useful if you want to change which direction you are able to turn during an ESS or a HESS. To perform a HESS, you must roll and get hit by damage 1 - 6 frames before your roll ends.

1. Roll into a source of damage
2. Get hit 1-2 frames before the roll ends
3. Hold the control stick in the ESS position
4. Press Z/L once you begin turning to lock your camera

Performance Notes

The piece is scored for two percussionists and one performer playing electronics (Serge analog synthesizer and lights)

The stage configuration is shown at the bottom of the page

Percussion instruments required:

- 2 Large orchestral bass drums (with appropriate soft beaters)
- 2 Large Tam-Tams (same mallets as bass drums)
- 2 Xylophones (very hard mallets)
- 2 Large Timpanis (Capable of reaching F) (with appropriate mallets)
- 2 Sets of orchestral cymbals (NOT suspended cymbals)

Electronics required:

- Serge analog modular synthesizer (exact specific details to follow)
- CV-controllable lights (exact specific details to follow)
- Stereo Speaker setup (including subwoofer!!)

Light strips 1 and 3 should be placed "inside" the xylophones - below the bars and above the resonators

The speakers should be placed on each side of the stage facing the audience. The subwoofer(s) should be placed where is most appropriate for the room. A heavy bass feeling is required, the audiences bodies should ideally vibrate.

During all sections in the scored marked with second indications instead of time signatures, the electronics player keeps time using a stopwatch and is responsible for queuing the percussionists.

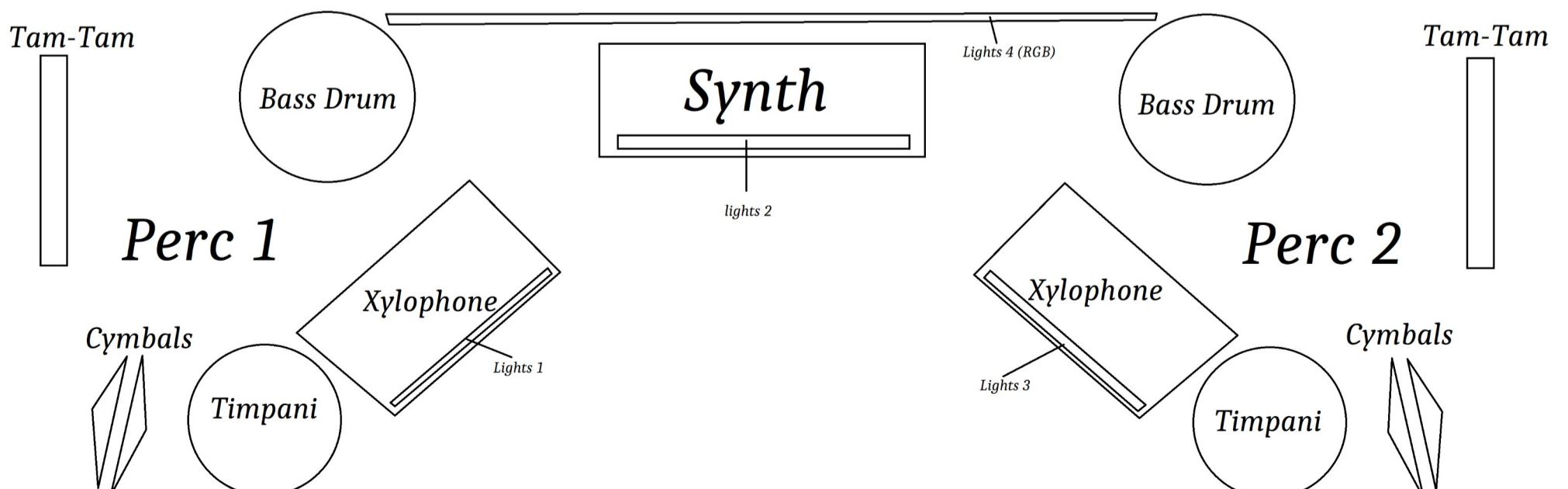
Notation

Music written inside boxes are continuous actions. They should be repeated independently of the other musicians for the duration specified.

Repeat signs that say a number x X means to repeat said bar X amount of times. In the below example, the bar should be played 6 times.

Rhythmic notation without pitches refer to approximate pitches

Rhythmic 'cluster-style' notation also refers to approximate pitches but when more than one note is to be played at a time



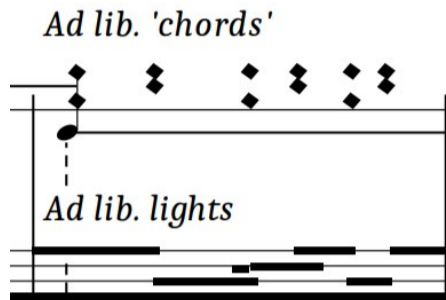
Electronics

The electronics part is split into 4 systems.

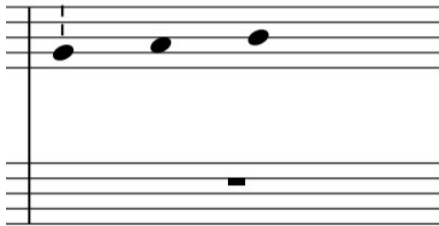
- 1 Displaying the approximate sound of the synthesizers
- 1 Displaying the lights being on/off
- 2 Showing what to be played on the keyboard.

For the sounding system, approximate notation (rhythmic and graphical) is used to notate the synthesizer. This notation purely exists for the sake of the percussionist, giving them the possibility of somewhat following what the electronics are doing, and should not be considered by the synthesizer-player while performing.

For the lights, the top line is light #1 and the bottom line is light #4 (the RGB) (exact color is not notated in the score)



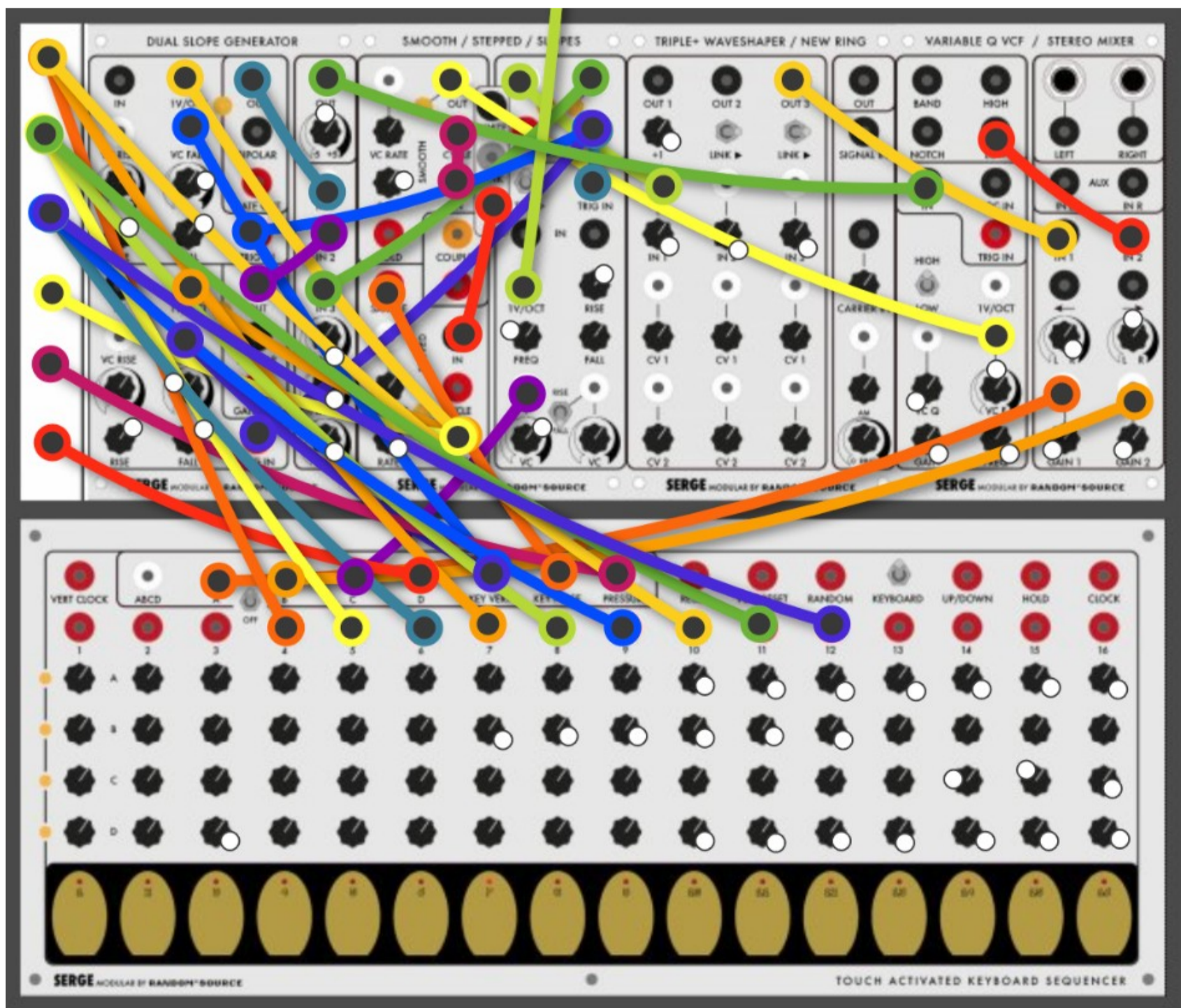
*Improvise freely
using TKB 10-12
(rhythm/gestures
ad lib.)*



The patch and specific modules of the Serge synthesizer is shown below. Because the hardware required for the lights to function only exists of a one-off item owned by the composer, it is not explained in the score. For specific details and requesting circuit diagrams, source code etc. to construct the lighting required, contact the composer.

Durata: approx 11 min

For any questions regarding the score or music, contact the composer at antonrunelindstrom@gmail.com
+46720367930



Hyper-Extended Superslide

Anton Lindström

Bass Drum
(soft bass drum beaters)

30s

4/4 ♩ = 90

x5

Percussion 1

Bass Drum
(soft bass drum beaters)

30s

x5

Percussion 2

Sounding Synth

Control lights using their direct knobs, not via TKB

Lights

Fade in, allow flickering

x5

etc sim. fade everything

TKB



accel. ♩ = 120

8

1

p *mp* *mf* *f* *ff* *fff*

2

p *mp* *f* *ff* *fff*

Synth

Lights

Change 1 & 3 to TKB controlled lights

accel.

TKB

A

16

1 *mf* < *mf* < etc. **x8** *f* < *f* < etc. **x6** *fff* < *fff* < etc. **x4**

2 < *mf* < *mf* etc. **x8** < *f* < *f* etc. **x6** < *fff* < *fff* etc. **x4**

Synth

Lights

TKB

Ad lib. 'chords' *sim.*

1 & 3 ad lib. 1 & 3 ad lib. change light 2 to be controlled by TKB

x8 **x6** **x4**

ad lib. usage of 4 & 6 ad lib. usage of 7 & 9 ad lib. usage of 7,8 & 9



B

22 to timp. **5/4** $\text{♩} = 90$ **4** Timpani **5** **5** **5** **5** **5** **6** **7** **4/4** **6/4**

1 *gliss.* *fff*

2 to timp. Timpani **5** **5** **5** **5** **5** **5** **6** **7** **4/4** **6/4**

Synth

Lights

TKB

fff 'Angry' synth note Unstable 'Cluster'

$\text{♩} = 90$ 13 16

4 5 6

26 **6/4** **3/4** **4/4** **3** **4/4** **4/4** **x6**

1 *sim.* *fff* **Xylophone (Extremely hard beater)**

2 *sim.* *fff* **Xylophone (Extremely hard beater)**

Synth

Lights

TKB **15** **14** **16** **x6**

1

C **4/4** **2/4** **15s** **45s** **15s** **45s**

1 *To Xyl.* *G.P.* **Xylophone** *Super fast atonal nonsense ad lib.* *Vary speed* *fff* **Timpani** *Choose individual tempo between ♩ = 80 - ♩ = 90 and hold very steadily. Only strike with Right Hand!* *fff*

2 *To Xyl.* *G.P.* **Xylophone** *Super fast atonal nonsense ad lib.* *Vary speed* *fff* **Timpani** *Choose individual tempo between ♩ = 95 - ♩ = 105 and hold very steadily. Only strike with Right Hand!* *fff* *More Chaos!!*

Synth *Fast 'Blippy-Bloopy' Nonsense*

Lights

TKB *G.P.* *Improvise freely using TKB 13-16* *Re-patch: DTG CH 1 V/OCT - SSG S/H* **15s** *Un-Patch DTG CH 1 V/OCT* *Sim. Touch DTG CH 1 V/OCT w/finger ad lib.* **45s**

D

To Bass Drum
(soft bass drum
beaters)
35



$\text{♩} = 30$

1 Bass Drum *pp* *fff*

2 Bass Drum *pp* *fff*

Switch to harder beaters

Synth *Timbre of note changes over time according to TWS settings*

Lights *Ad lib. 'chords'*
Ad lib. lights

$\text{♩} = 30$

Stop touching cable

TWS CH 3 LVL TWS CH 2 LVL TWS CH 1+ LVL TWS CH 1 LVL 1+ 2 3

TKB *Improvise freely using TKB 10-12 (rhythm/gestures ad lib.)*

E

43

1 *fffff*

2 *fffff*

Choose individual tempo between $\text{♩} = 200 - \text{♩} = 220$ and hold very steadily. Only strike with Right Hand!

Choose individual tempo between $\text{♩} = 220 - \text{♩} = 240$ and hold very steadily. Only strike with Right Hand!

Synth *Ad lib. 'chords'*

Lights *Ad lib. lights*

TKB *Improvise freely using TKB 7-9 (rhythm/gestures ad lib.)*

$\text{♩} = 60$

1m

16

$\text{♩} = 60$

3/4

F

5

49 **3/4** Cymbals *fff*

1 **3/4** **9/8** **6/4** **8/4**

2 **3/4** **9/8** **6/4** **8/4**

Synth **3/4** **9/8** **6/4** **8/4**

Lights **3/4** **9/8** **6/4** **8/4**

TKB **3/4** **9/8** **6/4** **8/4**

13

*Slowly vary TWS+ Level ad lib. Avoid too sudden changes.
Make it seem like the natural variation in a held note on an acoustic instrument*

||

55 **8/4** **9/4** **4/4**

1 **8/4** **9/4** **4/4**

2 **8/4** **9/4** **4/4**

Synth **8/4** **9/4** **4/4**

Lights **8/4** **9/4** **4/4**

TKB **8/4** **9/4** **4/4**

4/4
60

1 **4/4**

2 **4/4**

Synth **4/4**

Lights **4/4**

Pressure

TKB **4/4**

(Make sure to let go and repress key to generate new S/H voltage)



G

4/4 ♩ = 90
Tam-Tam
lv. all
ffff

3/4

4/4

3/4

4/4 x3

3/4

4/4 x3

3/4

67

1 **4/4**

2 **4/4**

Synth **4/4**

Lights **4/4**

TKB **4/4**

Synth 'Chords'

73 **3/4** **4/4** **5/4** **x10** **4/4**

1

2

Synth *Synth "Chords" + angry' bass note*

Lights

TKB

Free improvisation ad lib. Fairly Hectic but with large contrasts **x10**

Space left blank for page turn

Play in approximately the range written.
 (does not have to be exact). Left hands 2
 mallets should always be on the "black keys"
 and right hands 2 mallets should always be
 on the "white keys". Range of the interval in
 one hand should be approximately a 4th-5th
 Rhythm should still be exact

H

♩ = 130

4/4

Xylophone (Very hard mallets)
 3+3+3+3+4



2/4

I

Grave

♩ = 40

2 Same large soft mallet for both. Over the top body movements. Hold mallet with both hands!
4 let ring until tam tam has almost entirely died out

1 87 **2/4** Bass drum Tam tam **x100** Cymbals *let ring completely*

ffffffffff *fff*

2 **2/4** Bass drum Tam tam **x100** Cymbals *let ring completely*

ffffffffff *fff*

Synth

Lights

x100 *Fade out lights while keeping movement. Become black at the same time the cymbals have stopped ringing or slightly before.*

TKB **13** **2/4** Vary TWS+ level ad lib. 4 5 6 ad lib (fast)