

Seismograph

by Alec Trumble

2014

Instrumentation: Drum Set, Computer Processing

Duration: ~10:00

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1. The purpose of this piece is to sonically emulate an earthquake between drum set and computer processing by means of a guided improvisation.

2. There are 3 “Sections” to this piece. The first will express the onset of an earthquake. The Second will express the intense and destructive part of the earthquake. The Third will convey the relief after the earthquake passes.

3. There are 5 Lanes in the drum set players score

1. One lane shows the passing of time
2. The following 3 indicate specific parts of the drum set and are followed by markings and gestures that suggest how to improvise

3. The last lane holds global dynamic of the piece.

4. The markings in each drum lane suggest how frequently and with what intensity the drum should be played.

5. The global dynamic of the piece, represented in the bottom lane should be taken into consideration while performing.
6. There are gestures above the markings in each drums lane to suggest different techniques to use as the piece progresses.

7. The toms should be used at the discretion of the performer, although they will not be close mic’ed.

8. The computer processing will be a reaction to the drummers performance and relies heavily on what decisions, musically, the drummer makes.

