

Glistening Edge

for piccolo snare drum, bass drum and electronics

Garth Paine

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Glistening Edge Performance Notes

Glistening Edge calls for the following:

- for piccolo snare drum - drum sticks and brushes
- for bass drum - ordinary mallet, superball mallet, and soft mallet

There are a number of extended techniques called for in this piece, the details of which are outlined below.

Any sound involving the rim of the drum is notated with an "x". The notation and dynamics specify whether the "x" should be a rim shot or simply playing on the rim. The type of rim shot desired involves a single stick striking the center of the drum with the handle of the stick making contact with the rim.

Measure 25 calls for an effect labeled as "vibrate stick", thereafter labeled "vib." For this effect, place the stick vertical on the drum head and run your hand down the stick to generate the vibration. The notation will look like this:

The notation shows two staves: Piccolo Snare and Bass Drum. The Piccolo Snare staff has a bracketed section labeled "vibrate stick" containing a vertical line with a wavy line and an "x" symbol. The Bass Drum staff has a single note with a wavy line underneath it.

There are two types of graphic notation in *Glistening Edge*. In both, the drawn line represents sound. Here is an example:

The notation shows two staves: P. S. (Piccolo Snare) and B. D. (Bass Drum). The P. S. staff has a wavy line representing sound, with a box labeled "single wire from brush" and the word "rubato" above it. The B. D. staff has a wavy line representing sound, with a box labeled "centre, deep bass soft mallet" and "sfz" below it. There are also dynamic markings "pp" and "p" on the B. D. staff.

In this second example, the drawn line still represents sound, but the higher up the line is the closer to the rim of the drum the sticks should be, with the lower points being closer to the centre. All instances of this type of graphic notation are specified. Example:

The notation shows a single staff: P. S. (Piccolo Snare). It has a wavy line representing sound, with a box labeled "free time roll" and "Edge" above it, and "Centre" below it. There are also dynamic markings "ppp" and "repeat freely" on the staff.

The electronic part of *Glistening Edge* is produced in realtime using a Kyma system

The Snare drum and Bass drum should each have a microphone placed very near them so that they are amplified in the PA in addition to the electronic processing.

The snare microphone should also be sent to the Kyma system via an audio interface (ie. Motu, RME etc) with the Kyma system outputting in either 2 or 4 channels.

4 channels is preferred with a stereo pair on stage and a second pair at the rear of the hall. Several spatial effects are programmed to move the sound through the hall.

Glistening Edge

Garth Paine

Composed for Simone Mancuso

♩ = 160

snare off

Piccolo Snare

Bass Drum

4/4 3/4 2/4 6/4

sfz p f

4

P. S.

rim

centre

mp pp f p

6/4 6/4 6/4 6/4

5

P. S.

B. D.

free time

superball mallet

mf

rim shot sfz sfz sfz

3/4 3/4 3/4

6

P. S.

B. D.

♩ = 160

snare on

metal rim

f sfz f sfz

ff

3/4 2/4 3/4 2/4 2/4 2/4

Repeat A/B/C in any order, as many times as desired.
 All must be played at least once. You can also come back to a previously played section.

2

A free time / slow

P. S. $\text{♩} = 160$

B. D. $\text{♩} = 160$

superball mallet

f *sfz*

stick - edge of head
thin crack and resonance

$\frac{4}{4}$ $\frac{2}{4}$

B $\text{♩} = 160$
snare on centre of drum

P. S. $\frac{2}{4}$ *p* *f* 7

B. D. $\frac{2}{4}$ *sfz*

rim

C $\text{♩} = 160$
snare on centre of drum

P. S. $\frac{2}{4}$ *mf* 7 5 7 *ff* 7 3

B. D. $\frac{2}{4}$

22 free time, *rubato* - very slow

P. S. *pp* *p* *pp* $\frac{3}{4}$

B. D. *sfz* *sfz* $\frac{3}{4}$

single wire from brush

soft mallet

centre, deep bass

♩ = 160 snares off repeat 3 times 3

19 brushes

P. S. *p* *sfz* *p* *f* *p* *p* *sfz* *p*

B. D. *p* *p* *p* *p* *p* *p* *p* *p*

stick, rim, hand down
*vibrate stick

rim shot *sfz*

vib. *p*

place stick verticle on head and run hand down stick to generate vibration.

23

P. S. rim shot *sfz* vib. *pp* roll, edge of skin *pp* *ppp* *ff* rim shot *sfz* rim shot *sfz*

B. D. *pp* *ppp* *ff* rim shot *sfz* rim shot *sfz*

29 free time - slow

P. S. roll edge of head *ppp* repeat freely

centre

♩ = 160 30 metal rim shot *ppp* *pppp* soft as possible

♩ = 96 off head (silent action)

P. S. *ppp* *pppp* *pppp* *pppp* *pppp* *pppp* *pppp* *pppp*

B. D. *pppp* *pppp* *pppp* *pppp* *pppp* *pppp* *pppp* *pppp*