Glistening Edge

for piccolo snare drum, bass drum and electronics

Garth Paine

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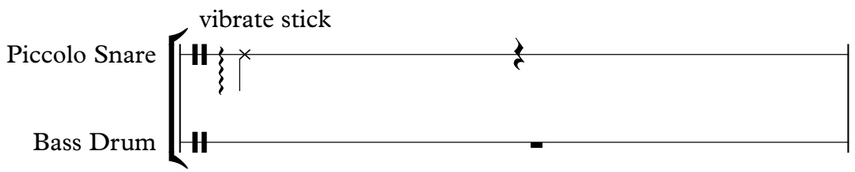
Glistening Edge Performance Notes

Glistening Edge calls for the following:
for piccolo snare drum - drum sticks and brushes
for bass drum - ordinary mallet, superball mallet, and soft mallet

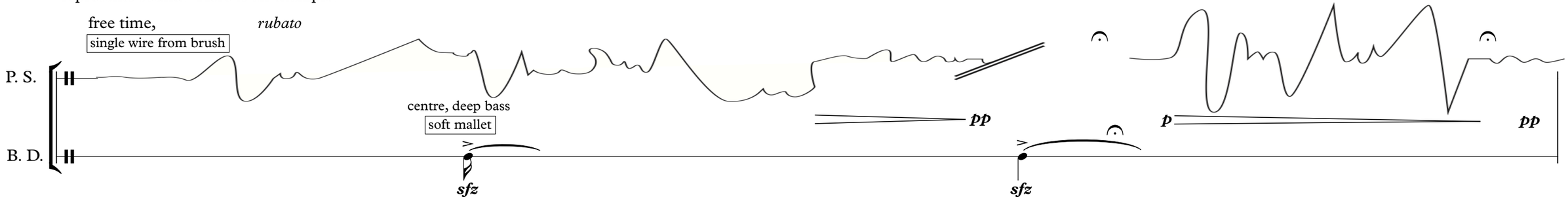
There are a number of extended techniques called for in this piece, the details of which are outlined below.

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.

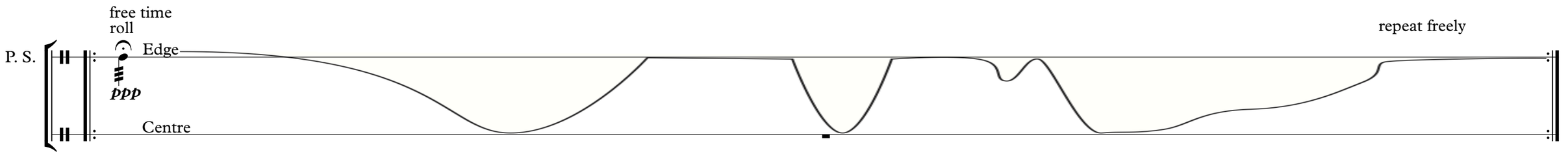
Measure 25 calls for an effect labeled as "vibrate stick", thereafter labeled "vib." For this effect, place the stick vertical on the drum head and run your hand down the stick to generate the vibration. The notation will look like this:



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



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 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 outputing in either 2 or 4 channels.
4 channels is prefered 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

snares off

Piccolo Snare

Bass Drum

sfz *p* *f*

4

P. S.

rim

centre

mp *pp* *f* *p*

5 free time

P. S.

rim shot

sfz

superball mallet

B. D.

mf

6

♩ = 160

snares on

P. S.

metal

rim

f *sfz*

B. D.

ff

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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.

A

free time / slow

P. S.

B. D.

superball mallet

f

♩ = 160

stick - edge of head
thin crack and resonance

sfz

B

♩ = 160
snares on
centre of drum

P. S.

B. D.

p *f*

tr

rim

sfz

C

♩ = 160
snares on
centre of drum

P. S.

B. D.

mf

ff

22

free time, *rubato - very slow*

single wire from brush

centre, deep bass

soft mallet

sfz

pp

sfz

p *pp*

snares off

repeat 3 times

♩ = 160

19

brushes

P. S.

B. D.

stick, rim, hand down

*vibrate stick

rim shot

vib.

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

23

rim shot

vib.

vib.

roll, edge of skin

rim shot

rim shot

free time - slow

29

roll

edge of head

repeat freely

centre

♩ = 160

30

metal rim shot

soft as possible

♩ = 96

off head (silent action)