

AFTERIMAGE 2

FOR CELLO AND LIVE COMPUTER PROCESSING

RONALD KEITH PARKS

AFTERIMAGE 2 FOR CELLO AND LIVE COMPUTER PROCESSING

NOTATION KEY:

SYMBOL	MEANING
	INDICATES A TRANSITION FROM ONE WAY OF BOWING TO ANOTHER, I.E. SUL TASTO TO SUL PONTICELLO ETC.

L.V. LET VIBRATE OR LET RING...

SUL PONT. ABBREVIATION FOR SUL PONTICELLO – BOWED VERY CLOSE TO THE BRIDGE.

SUL TASTO BOWED OVER THE FINGERBOARD.

S.T. **S.T. = SCRATCH TONE. PRODUCED BY EXCESSIVE BOW PRESSURE AT LOWER THAN NORMAL BOW SPEED. BAR-GRAPHS INDICATE THE RATIO OF S.T. TO PITCH: HIGHER LEVEL = MORE SCRATCH TONE, LOWER LEVEL = LESS.**

COL LEG. BATT.

(L.H. Pizz.)

ACCENTS INDICATE TAPS (BATTUTO) WITH THE WOOD OF THE BOW. SLURS INDICATE FINGER HAMMERS ON THE STRING. LINES BETWEEN NOTES INDICATE A QUICK SLIDE FROM THE BATTUTO NOTE TO THE NOTE INDICATED. NOTES WITH + ARE TO BE PLUCKED WITH THE LEFT HAND.

FL. **INDICATES A TRANSITION FROM FLAUTANDO (A SOFT NOISY, WIND-LIKE SOUND PRODUCED BY USING VERY LIGHT BOW PRESSURE) TO THE INDICATED LEVEL OF SCRATCH TONE THEN BACK TO FLAUTANDO. OTHER VARIANTS OCCUR. THE RATIO OF SCRATCH TONE TO PITCH IS PROPORTIONAL TO THE SHADED AREA IN THE BAR, I.E. MORE SHADED AREA = MORE SCRATCH TONE.**

DAMPEN SUL (X) LAY THE LEFT HAND ACROSS THE STRING OR STRINGS INDICATED IN ORDER TO INHIBIT VIBRATION. PRIMARILY USED WITH SCRATCH TONE.

FL. **FL.**

110 DAMPEN SUL D, A

Vlc.

DAMPEN THE INDICATED STRINGS WITH THE LEFT HAND AND PROGRESS FROM FL. TO S.T. TO FL. OVER THE DURATION INDICATED. X NOTE HEADS REPRESENT OPEN STRINGS. THE HAIRPINS BELOW THE STAFF INDICATE DYNAMICS. OTHER VARIANTS OCCUR, INVOLVING DIFFERING DEGREES OF FL TO S.T. AND CROSSING OF PAIRS OF ADJACENT STRINGS.

COL LEGNO BATTUTO
SUL D

3

QUASI-JETE WITH THE WOOD OF THE BOW, ON THE OPEN D STRING.



GLISSANDO (ARRIVING AT NO SPECIFIC PITCH) OVER THE INDICATED DURATION.

117

ORD. - COL LEGNO BATTUTO JETE

SUL PONT.

Vlc.

DAMPEN SUL D, A

CA. 5"

CA. X": THE MATERIAL UNDER THE BRACKET IS TO BE PERFORMED IN APPROXIMATELY THE NUMBER OF SECONDS INDICATED. NOTES GROUPED WITH FEATHERED BEAMS ARE TO BE PERFORMED QUASI-AD LIBITUM. X NOTE-HEADS INDICATE OPEN STRINGS.



GLISSANDO FROM ONE ARTIFICIAL HARMONIC TO THE NEXT.



THE LOWER NOTE IS PLAYED ON THE OPEN D WHILE THE ARTIFICIAL HARMONIC IS PLAYED SUL A.

GLISSANDO IN WHICH RHYTHM IS INDICATED BUT PITCH IS INDETERMINATE. THIS EXAMPLE TERMINATES ON D L.H. PIZZ.

COL LEGNO BATTUTO
SUL PONT.

DAMPEN SUL A

X NOTE-HEADS ARE DAMPENED WITH THE LEFT HAND, ORD. NOTE HEADS INDICATE ORDINARY BATTUTO @ PITCH.

COL LEGNO BATTUTO
DAMPEN SUL A

SQUARE NOTE-HEADS: COL LEGNO BATTUTO AS CLOSE TO THE BRIDGE AS POSSIBLE RESULTING IN A PERCUSSIVE DRY NON-PITCHED ATTACK.

148

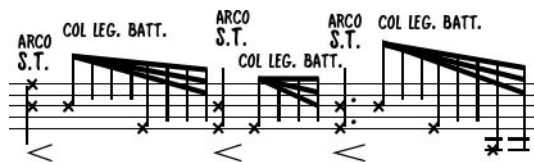
COL LEGNO BATTUTO - POCO - A - POCO JETE

GLISSANDO

RHYTHM AD LIB.

CA. 6"

UNEVEN GLISSANDO WITH RAPID ALTERNATION FROM ONE STRING TO ANOTHER QUASI ARPEGGIO OVER THE DURATION INDICATED. GRADUALLY MORE TOWARD JETE. ACCEL. RHYTHM AD LIB. PITCH IS INDETERMINATE.



ALTERNATE BETWEEN S.T WITH CRESCENDO AND QUASI-AD LIB AND COL LEG. BATT. ON THE INDICATED STRINGS.



N = AL NIENTE (SILENCE). VIB < INCREASE OR DECREASE THE WIDTH AND FREQUENCY OF VIBRATO.

TEMPO IS GIVEN AS A GENERAL INDICATION OF THE PACE OF FLOW OF MUSICAL EVENTS. THE PLAYER IS ENCOURAGED TO LISTEN TO AND REACT TO THE COMPUTER OUTPUT, AND TO SHAPE EVENTS IN REACTION TO THE SONIC LANDSCAPE AS IT EVOLVES AND CHANGES.

SETUP AND TECHNICAL CONSIDERATIONS:

THIS COMPOSITION REQUIRES THE LIVE IMPLEMENTATION OF A **MaxMSP** PROGRAM AVAILABLE FROM THE COMPOSER AT ron@ronparksmusic.com OR parksr@winthrop.edu. A MICROPHONE SHOULD BE USED TO AMPLIFY THE CELLO AND TO ROUTE AUDIO OUTPUT FROM THE CELLO INTO THE COMPUTER INPUT (HIGH QUALITY CLIP-ON MICS WORK WELL). THE STEREO COMPUTER OUTPUT MAY BE MIXED HOUSE-RIGHT AND HOUSE-LEFT, OR, IF AVAILABLE, ROUTED THROUGH A MULTI-SPEAKER SURROUND ARRAY. IF USING A MULTI-SPEAKER ARRAY, THE COMPUTER OUTPUT MAY BE DIFFUSED THROUGHOUT THE SPACE DURING PERFORMANCE, HOWEVER, THE CELLO SOUND AMPLIFICATION SHOULD BE MIXED HOUSE R-L AND/OR CENTER WITH NO DIFFUSION.

A SECOND MUSICIAN ATTENDS THE **MaxMSP** PROGRAM DURING PERFORMANCE AND MONITORS INPUT AND OUTPUT, ADJUSTING BOTH AS NEEDED TO ACHIEVE THE HIGHEST POSSIBLE AUDIO QUALITY AND EQUITABLE BALANCE BETWEEN THE CELLO AND COMPUTER OUTPUT. THE COMPUTER MUSICIAN IS ALSO RESPONSIBLE FOR ADVANCING COMPUTER CUE EVENTS ACCORDING TO THE INDICATIONS IN THE SCORE. CUES APPEAR AS NUMBERS IN TRIANGLES ON THE "COMPUTER CUES" STAFF BELOW THE CELLO STAFF. THE NUMBERS START ANEW WITH EACH SECTION. CARE SHOULD BE TAKEN TO ADVANCE THE CUES AT THE SPECIFIC MOMENTS INDICATED. CUES MAY BE ADVANCED BY CLICKING ON THE "ADVANCE EVENTS" BUTTON IN THE INTERFACE, OR BY PRESSING THE SPACE BAR. IN THE AUDIO MIX, CARE SHOULD BE TAKEN SO THAT THE AMPLIFIED CELLO IS ALWAYS AUDIBLE.

AFTERIMAGE 2

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RONALD KEITH PARKS

RUBATO ♩ = CA. 60

SECTION 1 SUL TASTO

CELLO

COMPUTER CUES

Vlc.

COMP. CUES

Vlc.

18 ORD.

COMP. CUES

Vlc.

25 ORD.

COMP. CUES

Vlc.

30

COMP. CUES

35

Vlc.

SUL G L.V. SEMPRE

SUL PONT.

SUL TASTO

mp > *ppp*

COMP. CUES

42

Vlc.

SUL PONT.

ORD.

p > *pp*

COMP. CUES

47

Vlc.

SUL PONT.

ORD.

mf > *ppp*

COMP. CUES

53

Vlc.

SUL PONT.

COMP. CUES

61

Vlc.

f *pp*

COMP. CUES

68

Vlc.

SUL C,G L.V. SEMPRE

mf

COMP. CUES

75 Vlc. *ORD. SENZA VIB.* *SENZA VIB.*

COMP. CUES

82 Vlc. *SENZA VIB.*

COMP. CUES

86 Vlc. *SENZA VIB.*

COMP. CUES

91 Vlc. *SENZA VIB.* *SENZA VIB.*

COMP. CUES

94 Vlc. *SENZA VIB.* *WAIT FOR COMPUTER OUTPUT TO FINISH...* **SECTION 2** *ORD.*

COMP. CUES

100 Vlc. *COL LEGNO BATTUTO SUL D* *COL LEG. BATT.* *SUL D*

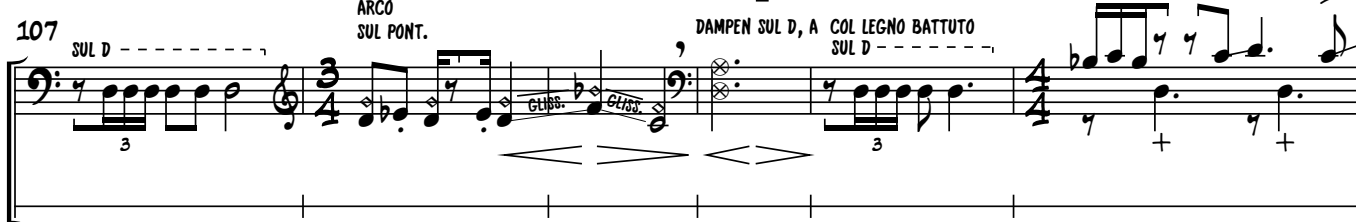
COMP. CUES

103 ARCO SUL PONT. COL LEGNO BATTUTO

Vlc. 

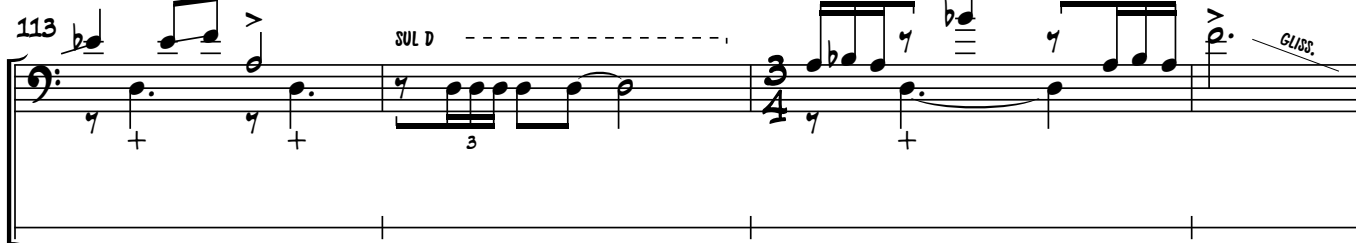
COMP. CUES

107 ARCO SUL PONT. FL. < FL. DAMPEN SUL D, A COL LEGNO BATTUTO SUL D

Vlc. 

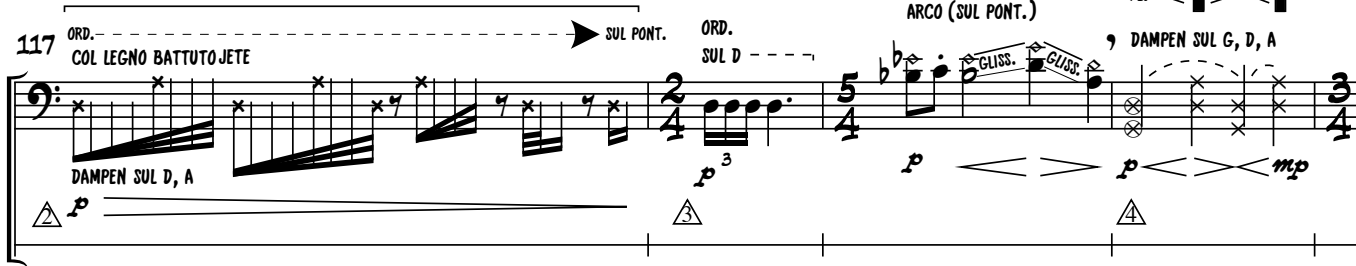
COMP. CUES

113 SUL D

Vlc. 

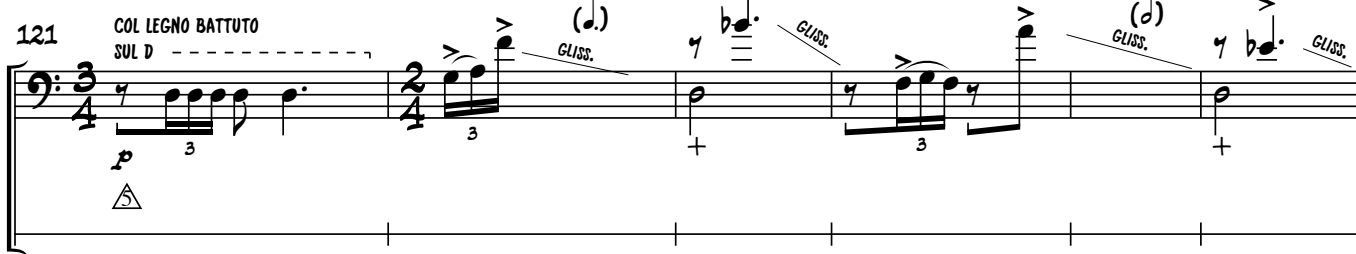
COMP. CUES

117 CA. 5" ORD. COL LEGNO BATTUTO JETE SUL PONT. ORD. SUL D ARCO (SUL PONT.) FL. < FL. DAMPEN SUL G, D, A

Vlc. 

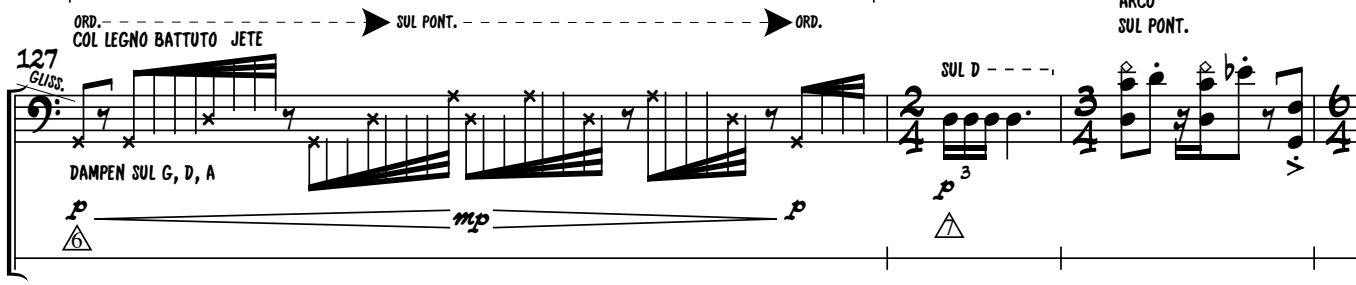
COMP. CUES

121 COL LEGNO BATTUTO SUL D (d) GLISS. (d) GLISS. (d) GLISS.

Vlc. 

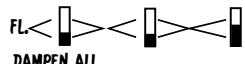
COMP. CUES

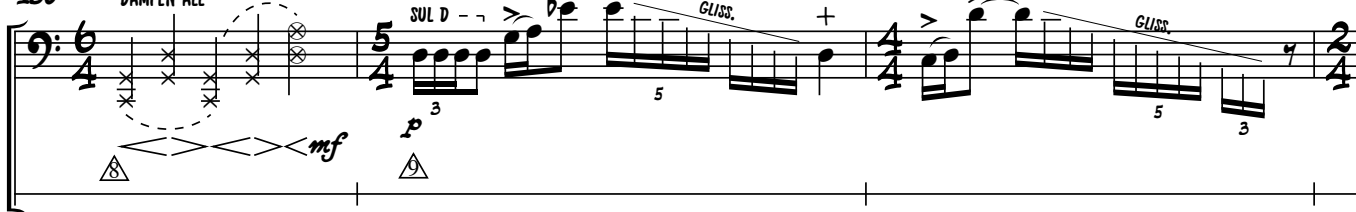
127 CA. 7" ORD. COL LEGNO BATTUTO JETE SUL PONT. ORD. ARCO SUL PONT. DAMPEN SUL G, D, A


Vlc. 

COMP. CUES

130

FL.  COL LEGNO BATTUTO

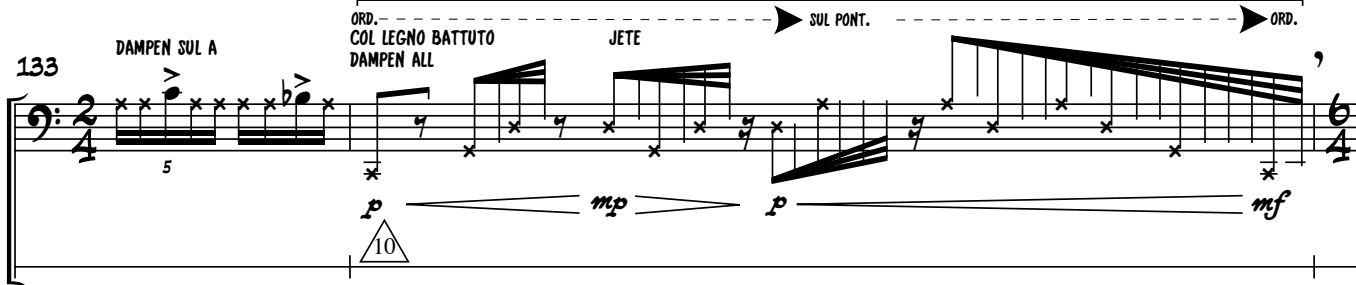
Vlc.  DAMPEN ALL SUL D GLISS. GLISS.

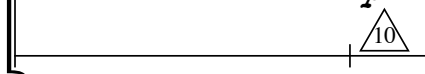
COMP. CUES 

133

DAMPEN SUL A

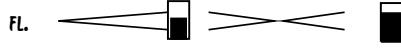
ORD. COL LEGNO BATTUTO DAMPEN ALL JETE SUL PONT. ORD.

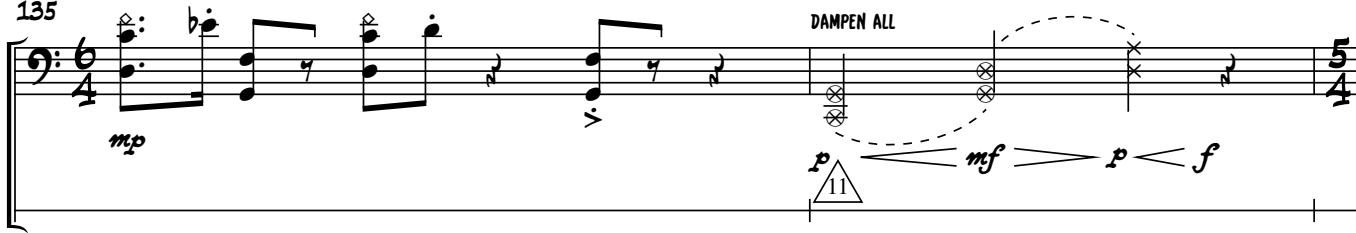
Vlc.  CA. 7" p mp p mf


COMP. CUES 

135

ARCO SUL PONT.

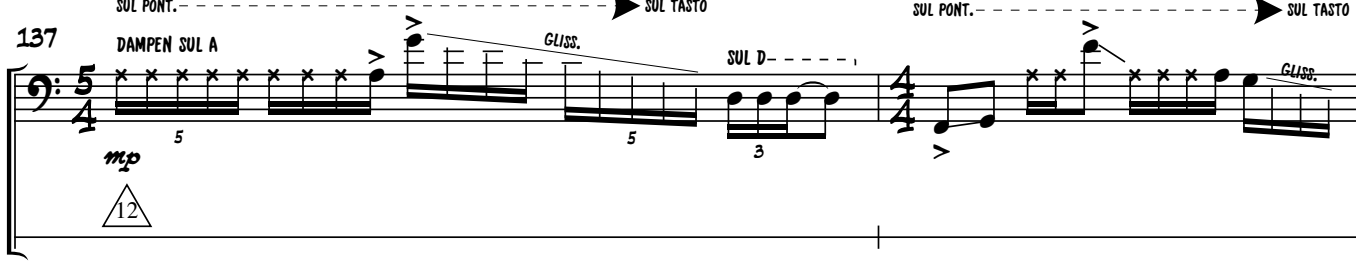
FL.  DAMPEN ALL

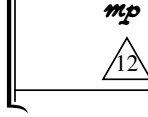
Vlc.  mp p mf p f

COMP. CUES 

137

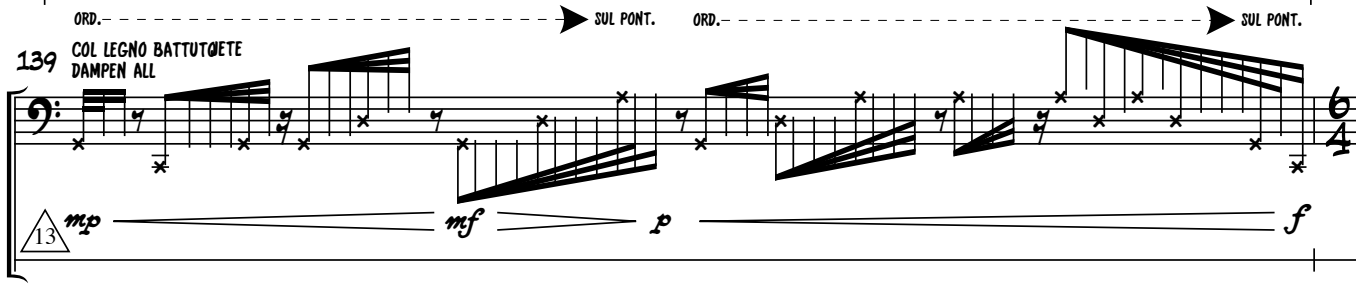
COL LEGNO BATTUTO SUL PONT. SUL TASTO

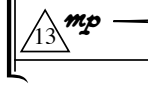
Vlc.  DAMPEN SUL A GLISS. SUL D SUL PONT. SUL TASTO

COMP. CUES 

139


ORD. COL LEGNO BATTUTO DAMPEN ALL JETE SUL PONT. ORD. SUL PONT.

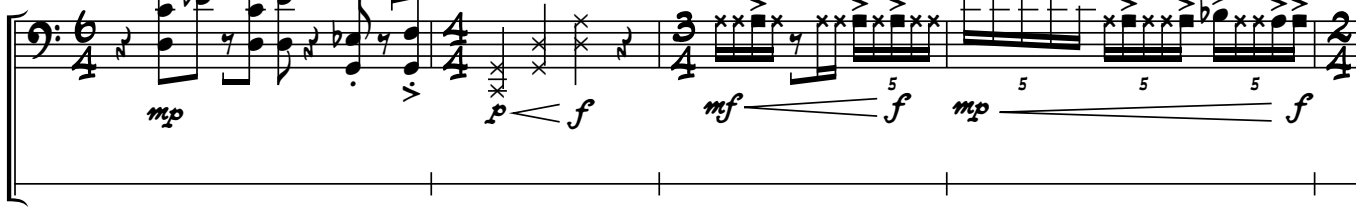
Vlc.  CA. 10" mp mf p f

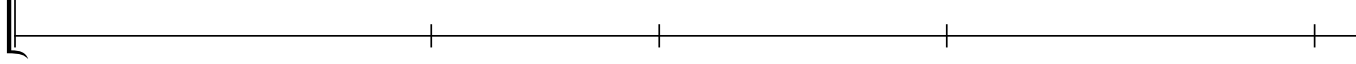
COMP. CUES 

140

ARCO SUL PONT.

FL.  COL LEGNO BATTUTO DAMPEN SUL A

Vlc.  mp p f mf f mp f

COMP. CUES 

144

SUL G, D

GLISSANDO

ARCO SUL PONT.

S.T.

COL LEGNO BATTUTO

Vlc.

COMP. CUES

14

15

CA. 6"

COL LEGNO BATTUTO - POCO - A - POCO JETE

148

GLISSANDO

RHYTHM AD LIB.

Vlc.

COMP. CUES

CA. 10"

149

COL LEGNO BATTUTO JETE

ARCO S.T.

COL LEG. BATT.

ARCO S.T.

COL LEG. BATT.

ARCO S.T.

COL LEG. BATT.

Vlc.

COMP. CUES

16

ff DAMPEN ALL

150

ARCO SUL PONT.

S.T.

DAMPEN ALL

(SUL PONT.)

FL. DAMPEN ALL

FL.

(SUL PONT.)

FL. DAMPEN ALL

FL.

Vlc.

COMP. CUES

17

18

f < fff > mf < ff > pp < f > pp < ff > pp pp < f > p < f > p

SECTION 3

155

(SUL PONT.)

WAIT FOR COMPUTER OUTPUT TO FINISH...

SUL PONT. - VERY CLOSE

VIB. <->

VIB. <->

Vlc.

COMP. CUES

19

20

p < mf > p < ppp >

p < ppp >

159

GLISS.

GLISS.

GLISS.

Vlc.

COMP. CUES

3

pp > ppp

pp > ppp

p > ppp

165

Vlc. *vib.* *p.* *p.* *SUL TASTO* *GLISS.* *ppp* *N* *ppp* *Pizz.* *tr* *ARCO SUL TASTO* *GLISS.*

COMP. CUES

173

Vlc. *vib.* *GLISS.* *ppp* *p* *ppp* *Pizz.* *tr* *ARCO SUL TASTO* *vib.* *GLISS.* *ppp* *p* *ppp* *Pizz.*

COMP. CUES

182

Vlc. *tr* *SUL G* *ARCO SUL TASTO* *GLISS.* *mp* *N* *mp* *GLISS.*

COMP. CUES

191

Vlc. *Pizz.* *tr* *ARCO SUL PONT.* *Pizz.* *SUL G* *GLISS.* *mf* *N* *GLISS.*

COMP. CUES

198

Vlc. *GLISS.* *SUL PONT.* *Pizz.* *tr* *ARCO SUL PONT.* *Pizz.* *tr* *mf* *p* *pp* *f* *N* *p* *mf* *p*

COMP. CUES

204

Vlc. *ARCO SUL PONT.* *tr* *mf* *p* *mf* *f* *p* *f* *tr* *mf* *p* *f*

COMP. CUES

209

Vlc.

COMP. CUES

214

Vlc.

COMP. CUES

221

Vlc.

COMP. CUES

225

Vlc.

COMP. CUES

229

Vlc.

COMP. CUES

232

Vlc.

COMP. CUES

237

Vlc.

COMP. CUES

243

Vlc.

COMP. CUES

250

Vlc.

COMP. CUES

256

Vlc.

COMP. CUES

264

Vlc.

COMP. CUES

271

Vlc.

COMP. CUES