

Johannes Kreidler

Welcome

for percussion trio and videos
(2022)

Instruments:

- 3 times: 1 Hihat (loosely screwed), 3 Tomtoms and 1 Snare Drum (1 set for each musician)
- 3 timpani D-A-c#
- 1 Vibraphone (also with bow)
- at least 10 triangles, mounted as a corridor
- a small portable gong
- 3 flat whips (1 for each musician) and a Hollywood clapper (player 2)
- 2 instruments (e.g. drums) on which each laptops stands on
- 1 additional snare drum and 1 hihat at the vibraphone
- stopwatch for player 1 for initial starting of videos
- 2 chairs and a stand besides

Devices (on stage):

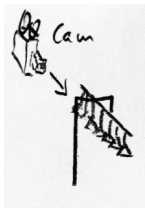
- 1 Camera with long cable, to be projected on big canvas (HD). Needs manual focus, auto focus and zoom. To be handheld and mounted on tripod. No mic needed.
- 4 Camera tripods (tripods A-D)
- 2 Laptops with videos (and audio) running on them
- 3 tablets with videos (and audio) running on them, no. 1 needs a long cable
- 2 tablet tripods (tripods E-F)
- 3x earbuds (1 for each musician) with long cables for the click track. In-ear phones ideally.
- big canvas above the musicians (HD)

All videos have stereo output, left channel is the click track, right channel is to be played back from 2 loudspeakers in ordinary stereo position on stage.

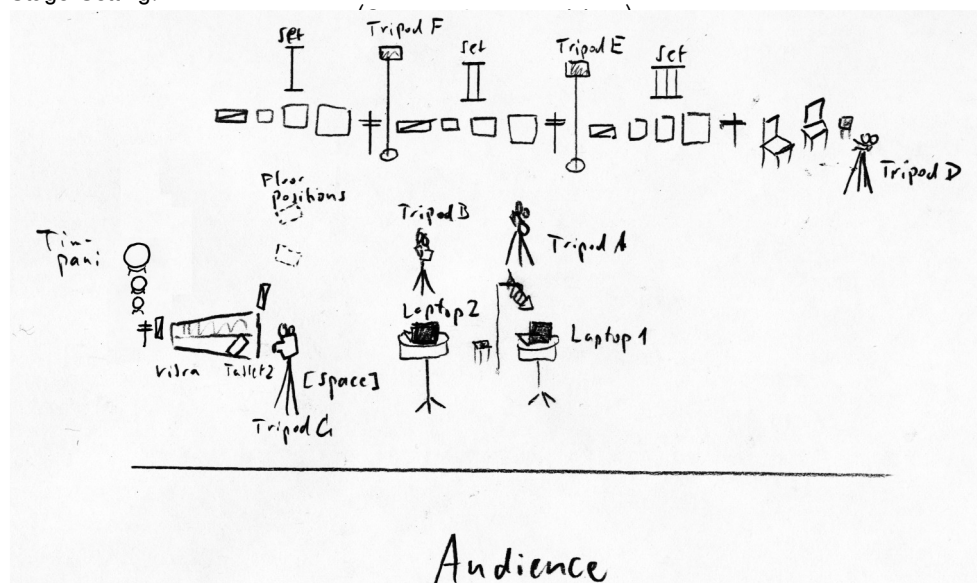
Long cable means, approx. 10 meters; musicians will move the camera on stage, as well as 1 tablet and having their earbuds.

If there is a wireless solution, that would of course be great. But keep in mind, any delay would be fatal.

The triangle corridor must be arranged with a stand that allows for the camera shooting through the corridor.



Stage Setting:



- Tripod A: capturing Laptop 1, but with some distance so that it can shoot through the triangle corridor. Later re-arranged so that it is with zoom-out capturing the display of Laptop 1.
- Tripod B: first capturing Laptop 2, then re-arranged so that it (besides) shoots in direction of the audience. Finally, back before Laptop 2 but not with a bit of distance to also shoot around the display.
- Tripod C: captures the display of Tablet 2 (on Vibraphone) and a small bit around
- Tripod D: captures players sitting on the chairs; and also in the background tablet 1 on Tripod E
- Tripod E: first in direction of the audience, somewhere at set III. Just to be seen on stage without projection. Later re-arranged so that camera on Tripod D captures it in the background of the chairs.
- Tripod F: just somewhere at the back

For safe arranging Tripods and Tablets, use marks on the floor.

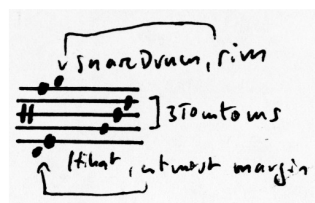
Start Position:

Players 1-3 at sets I-III. Tablet 1 on Tripod E. Camera on Tripod A; zoom & focus so that only the display of Laptop 1 is captured / lens cap is closed. Tablet 2 lies on black plates of Vibraphone. Tablet 3 is on Tripod F.

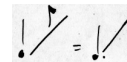
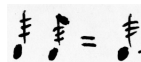
Since a lot of movement happens on stage, it would be very appreciated if musicians could learn related parts by heart.

It would be good to put note stands as low as possible so that all playing actions can be seen well for the audience.

Notation:



tremolo, free in speed, but fast.



X Hit sticks against each other ☐ Snare on / off > make all accents also visually strong

Duration: 21 minutes.

See an example recording of the piece for further understanding.

Video files have to be produced together with the composer.

All files are available for free from the composer.

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Berlin, June 2022.

See an example recording for further understanding of logistic and scenic settings.

Commissioned by and written for Speak Percussion

Welcome

for Percussion Trio and Videos

Kreidler 2022

Video preparation: Player 1 with stopwatch starts each video (before they are all on >pause< at their beginning); **exactly 5 seconds** between each start.
Order: Tablet3 - Tablet1 - Laptop1- Laptop2 - Tablet2. Then, there are 15 seconds left until beginning of the piece.

click: one bar in advance

A Intro

$\text{♩} = 83$

measures

Player 1
f
always from utmost left to utmost right and retour, like in the Outlines 1 (Laptop1) video at 6:30

Player 2
f
always from utmost left to utmost right and retour, like in the Outlines 1 (Laptop1) video at 6:30

Player 3
f
always from utmost left to utmost right and retour, like in the Outlines 1 (Laptop1) video at 6:30

Background chord is always (constantly) loud

5 6 7 8

P11

P12
poco

P13
poco

9 10 11 12 13

P11

P12
(middle of middle Tomtom)
poco

P13

14 15 16 17 18

P11

P12
(only on middle Tomtom)

P13
(only on Hihat)

19 20 21 22 23

(only on Snare Drum)

P11

P12

P13

24 25 26 27 28 29 30

$\text{♩} = 21$ (also Tremoli slow)

$\text{♩} = 166$

$\text{♩} = 83$

P11

P12

P13

31 32 33 34 35 36 37

between e" and f:
arbitrary white plates
(can be different every time)

Vib

dry

P11

P12

P13

38 39 40 41 42 43 44

sub.
glissando

sfz

P11

P12

P13

B Outlines 1

45 (Video starts) 47 48 49 50

P11 run to camera and open the lens cab. Triangles, always a different one, always i.v. the louder, the more swing!

P12 Triangles, always a different one, always i.v. the louder, the more swing!

P13 (ca. 8 quarternotes) 2 clicks in advance run across the player's sets 1-3! (at player 1's set) (retour) (at your own set)

ppp poco a poco cresc. - - - -

sfz

ff

p *sfz*

51 52 53 54 55 56 57 58 59 60 61 62 63 64 65

P11 the same again

P12

P13 *ppp* *pp* poco a poco cresc. - - - -

Needles

continue until end of bar 65; a few times include two 32th notes, like Player 2 in C

66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81

P11 *(mf)* *fff*

P12 *(mf)*

P13 Triangles, always a different one, always i.v. the louder, the more swing! *fff* *fff*

82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97

P11 Start to remove triangles, one after the other. (Could be layed on an additional bass drum). You may hit (piano) a triangle before removing.

P12 Start to remove triangles, one after the other. (Could be layed on an additional bass drum). You may hit (piano) a triangle before removing.

P13 Start to remove triangles, one after the other. (Could be layed on an additional bass drum). You may hit (piano) a triangle before removing.

fff forceful glissando along all triangles

98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122

last triangle

remove rack

123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138

until bar 145: clap hands like a whip in the capture area of the camera

handheld triangle - put before camera and hit

p *f* *f*

until bar 145: clap hands like a whip in the capture area of the camera

until bar 145: clap hands like a whip in the capture area of the camera

f *f* *f*

139 140 141 142 143 144 145 146 147 148 149 150 151 152 153

high five! (with Player 2)

wait..

10"

go to Vibra

high five! (with Player 1)

go to Camera

CAM

zoom out completely, switch to Autofocus, put Cam on tripod B

go to your set

(rim)

pp poco a poco cresc. - - - -

C Morphs 1

$\text{♩} = 75$
3 clicks in advance

155 156 157 158 159 160 161 162

go to Player 3's Hihat

ppp with needles

sound of activating snares

f

163 164 165 166 167 168 169 170 171

Vib

f

Ped.

Ped.

172 173 174 175 176 177 178 179 180

P11 diatonic cluster *f* -5 -5 -5 -5

P12

P13 3 5 5

181 182 183 184 185 186 187 188

P11 diatonic gliss. *f* 3

P12

P13 X 3 (high Tomtom)

189 190 191 192 193 194 195 196 197

P11 diatonic cluster in this range *f* 5 3

P12 go to Cam

P13 (middle Tomtom) 3

D Audience / Pingpongballs

♩=75 199 200 201 202 203 204 205 206 207 208

P11 hold portable Gong before Camera, after hitting go away with Gong [CAM] put Cam on Tripod C

P12 [CAM] move Camera with tripod before Gong (see mark on floor) take Tablet 1 and hand it over to Player 3 go to Timpani *f*

P13 Cam captures the audience* take Tablet 1 from Player 2 and hold it before Camera when video starts *f* clap in shooting area of camera

* make sure in this moment is light in the audience`s space

E Trash1

♩=83

210 211 212 213 214 215

P11 stay at Camera

P12 *ff* put Tablet 1 on Floor (Floor Position I); then, go to your set

P13

216 217 218 219 220 221 222 223 224 225 226 227 228

P11 **CAM** take Cam and go to Tablet 1

P12 across the player's sets 1-3, like bar 47+48 continue walk, to timpani *ff* go to Vibra

P13 *f* *ff*

F Splines1

♩=75

230 231 232 233 234 235 236 237 238 239 240 241 242

P11 capture Tablet 1, handheld

P12 play 4 more timpani hits on c# in the manner like before, then re-position Tripod A, B and E (floor marks); go to Vibraphone (vis à vis Player 3)

P13 *Vib* arco *ff*

243 244 245 246 247 248 249 250 251 252 253 254 255 256 257 258 259 260 261 262 263

P11

P12 *Vib* arco *fff* swap position with Player 3

P13 + Motor *fff* swap position with Player 2

339 340 341 342 343 344 345

P11 hit+off (Foot) (with shoe) off (Hand) (Head)

P12 Vib

P13 (Hand) hit+off (Foot) (with shoe) (Hand)

I Grass creeping

346 347 348 349 350

P11 (Hands) tremble (Hand) (Hands) tremble CAM

P12 CAM

P13 (Head) (Hands) tremble (Head)

(ca. 44") take Cam and go to Tablet 1 (floor). capture tablet 1 (creeping through grass) handheld

(ca. 44") take over Cam from Player 1 carefully and continue capturing Tablet 1

(ca. 44") already some sporadic timpani hits (in the manner of J)

mf

J Trash2

♩=83 4 clicks in advance

353 354 355 356 357 358

P11 Tomtoms *ff* Vib

P12 *ff* dry diatonic gliss.

P13 *ff*


359 360 361 362 363 364 365


P11

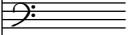
P12 CAM take Cam and go to Tablet 3

P13

K Splines2


P11  move Tablet 1 to Tripod E;
then sit on chair (ca. 45")


P12 **CAM**
 capture Tablet 3
handheld (ca. 45")


P13  play a few more timpani hits;
then sit on chair (ca. 45")
mp


L Coda

||

when Cam is on Tripod before you,
remove Earbud and put it on stand
(maybe quickly cleanse them) (ca. 1') 

CAM when click says "now!"
put Cam on Tripod D (ca. 1') 

CAM when click says "now!" (then you
have 10 beats to proceed):
take Cam and
go close to earbuds on stand;
hold until end of piece.  put cap
on Cam
(3 clicks in
advance)

when Cam is on Tripod before you,
remove Earbud and put it on stand
(maybe quickly cleanse them) (ca. 1') 

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Berlin, 11.6.2022