

Lago Argento
for percussion, video, and electronics

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Abstract

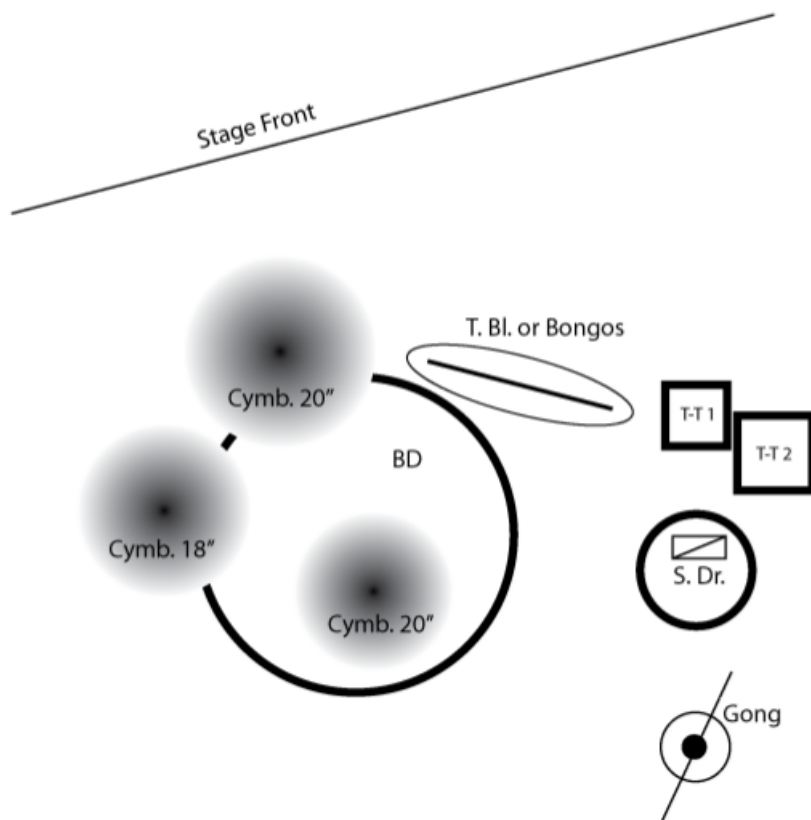
800 feet below the surface of the Chihuahuan Desert in Mexico, there is a lake surrounded by walls of silver. Miners at "La Platosa" extract its minerals day and night, every day of the year. With the support of a Graduate Research Grant from UCI, I traveled to the city of Bermejillo to capture the most 'precious' sounds from the heart of this mine. This work for percussion and video tries to recreate the harsh and surreal environment where miners spend their daily life.

0.1 Instrumentation

1. Concert Bass Drum (36"- 40")
2. 2 Tom-Toms (high 1 & 2)
3. Snare Drum, 14"
4. Bongos
5. 3 woodblocks
6. Gong
7. 3 suspended cymbals (20" ride, 18" crash, 20" concert)

0.1.1 Mallets

1. Bow (bass)
2. Snare Drum sticks
3. Soft yarn mallets
4. hard/semi hard wood block mallets
5. brush (fully extended)
6. gong mallet



0.2 Technical Notes

The audiovisual materials are contained on the video file *LagoArgentoMPG4.mov* that should be in the same folder as *LagoArgentoOpenGL.maxpat* and *cues.txt*. The video contains the images and sound of the electronic part of the piece. The Max/MSP patch should be run on a laptop that can be seen at all times by the percussionist. The patch includes timecode and a monitor for the video. Once the patch is running there is a floating screen that should be dragged to an external monitor. The aspect ratio should be match the external screen. The screen can be placed next to the percussion set at a moderate distance. The percussion set and the screen should look like one single element on stage in order to keep the eyes of the audience as much as possible on both elements.

List of files

1. LagoArgentoMPG4.mov
2. LagoArgentoOpenGL.maxpat
3. cues.txt

0.2.1 Materials

1. Laptop
2. Midi pedal/controller. The Max/MSP patch was programmed to use a Line6 FBV Express MKII controller; The patch can be modified to be used with any controller.
3. Long usb cable to connect the pedal/controller in order to start/stop the movie.
4. Video adapter with long cable to connect the video output of computer to a projector.
5. Projector.
6. Screen, stage size.
7. Stereo PA system.

0.3 About the Notation

The z symbol on stems indicates a bouncing of the mallet on the instrument. The arrows pointing down from timecode to a note indicate that the section should be perfectly synchronized with the video/timecode. The free improvisation section starting at timecode 1416 should not be more than 2 minutes long. Use preferably sounds from cymbals and gong.

Lago Argentio

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Electronics

3 Wood Blocks

3 Cymbals

Gong

2 Bongos
Snare
2 Toms
Bass Drum

Largo

rall.

niente

f

♩=112

Freely

3

2 Bongos
Snare
2 Toms
Bass Drum

ff

4

Hit the stick on right hand (on snare)

fff

sfp

A Start movie

♩ = 60

0000

Electronics

2 Bongos
Snare
2 Toms
Bass Drum

Musical notation for measures 5 and 6. The top staff (Electronics) has a treble clef and a 4/4 time signature. It contains a melodic line with dynamics *fff*, *mf*, and *p*. The bottom staff (2 Bongos, Snare, 2 Toms, Bass Drum) has a bass clef and a 4/4 time signature, showing a complex rhythmic pattern with accents.

fff sempre.

Musical notation for measures 7 and 8. The top staff (Electronics) continues the melodic line with dynamics *fff*, *mf*, and *p*. The bottom staff (2 Bongos, Snare, 2 Toms, Bass Drum) continues the rhythmic pattern, with dynamics *sf* and *mf* in the final measure.

Musical notation for measures 9 and 10. The top staff (Electronics) continues the melodic line with dynamics *fff*, *mf*, and *p*. The bottom staff (2 Bongos, Snare, 2 Toms, Bass Drum) continues the rhythmic pattern, with dynamics *ff*, *fp*, *ff*, and *f*.

Musical notation for measures 11 and 12. The top staff (Electronics) continues the melodic line with dynamics *fff*, *mf*, and *p*. The bottom staff (2 Bongos, Snare, 2 Toms, Bass Drum) continues the rhythmic pattern, with dynamics *mp* and *ff*.

13

fff mf p

fff mf p

fff

fff

Detailed description: This system contains measures 13 and 14. The top staff features a melodic line with accents and dynamic markings: *fff*, *mf*, and *p*. The bottom staff has a rhythmic accompaniment with accents and dynamic markings: *fff* and *fff*.

15

fff mf p

fff mf p

fff

Detailed description: This system contains measures 15 and 16. The top staff features a melodic line with accents and dynamic markings: *fff*, *mf*, and *p*. The bottom staff has a rhythmic accompaniment with accents and dynamic markings: *fff*.

17

fff mf p

fff mf p

fff mf p

fff

fff

mf

Detailed description: This system contains measures 17, 18, and 19. The top staff features a melodic line with accents and dynamic markings: *fff*, *mf*, and *p*. The middle staff has a rhythmic accompaniment with accents and dynamic markings: *fff*. The bottom staff has a rhythmic accompaniment with accents and dynamic markings: *fff* and *mf*.

B

♩=60

1059

20

Wheel dissolves

(woodblocks are on BD)
(cymbal is on BD upside/down)

use woodblocks to beat while holding drumsticks

throw woodblocks on BD

(use woodblocks)

(Bass drum vibrates) *fff*

22

use drumsticks

mf

throw woodblocks on BS, try to hit cymbal

(use drumsticks)

p *f* *f* *p*

25

p

meccanico

With woodblocks.
Throw sticks on BS

ff

everything resonates and bounces off the BS

3