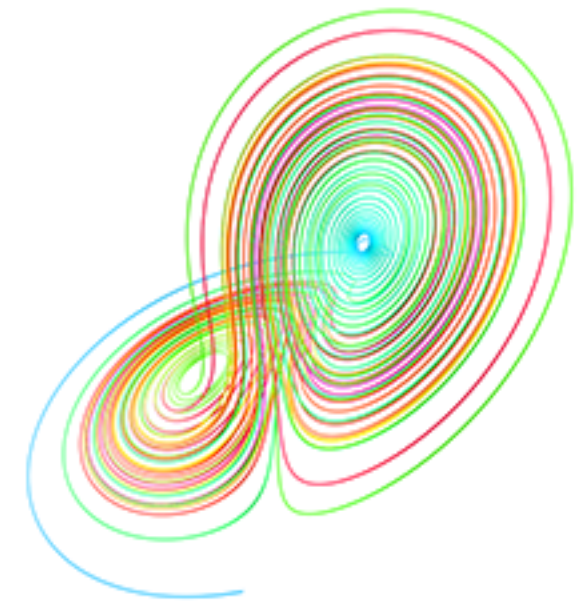


[Strange Attractors]

for piccolo, percussion, and electronics (3 performers)

Natacha Diels 2012



## Key, instrument list, and technical considerations

Instrument list:

glockenspiel

snare drum

concert bass drum

kick bass drum

3 very high woodblocks of different pitches

piccolo

sampler

3 on/off switches or midi pedals

The electronics in this piece consist of a sampler, 3 switches, and 3 contact mics. Contact mics are fixed to the high A on the glockenspiel (on the node to prevent muting), the snare drum, and the highest woodblock. The mics are used in a Max/MSP patch for attack detection. The switches go through a keyboard emulator- their purpose is to turn the attack detection on and off at various points in the piece. This could also be done with MIDI pedals; however, the aesthetics of having the electronics performer hitting large switches on stage is desirable. The flautist should wear a headset mic, and the percussion should be lightly amplified to mix with the electronics.

The only non-traditional notation used in this piece is the open notehead in the piccolo part- this signifies a pitch that should be sung rather than played. The singing should always sound as a hum- the tongue can block the throat to achieve this effect, or the mouth can be closed.

The Max/MSP patch and the switches are available from the composer.

$y = rx(1 - x)$   
[strange attractors]

For Chris Nappi

**A**  $\text{♩} = 130$

Piccolo

Woodblocks

Snare Drum  
Bass drum (concert)

ELECTRONICS  
(SOUNDING)

**L**

ELECTRONICS  
(PERFORMED)

OCTAVE 0

6

Picc.

Woodblock

Snare Drum  
Bass Drum

11 Picc.  $\text{♩} = 115$  **B**

Woodblock

Snare Drum  
Bass Drum

To Glock  
Glock

Snare drum-  
all rim

**R**

**L**  
**L**

19 Picc.

Glock.

Snare Drum  
Bass Drum

26 C ♩ = 60

Picc.

Glock.

Snare Drum  
Bass Drum

R R PRETTY 1  
ORGAN 1

36 D1 ♩ = 100 C2 ♩ = 50

Picc.

Glock.

Snare Drum  
Bass Drum

VOCALS

WURLI ORGAN 1 OFF PRETTY 2  
ORGAN 2

