

Malte Giesen

8th litany for Heliogabalus

for drumset and electronics

2011

for raphael sbrzesny
(crossoverdrums)

8th litany for Heliogabalus

for drumset + electronics

SETUP:

Drumset:

- 1x Bassdrum (doublebass, 2 pedals)
- 1x snare drum
- 1x hihat
- 3x toms
- 1x crash cymbal
- 1x ride cymbal
- 1x splash cymbal
- 1x china-cymbal
- 1x sizzle cymbal
- 1x chinese opera gong
- 1x piece of glass (bottle, drinking glass, etc.)
- 1x ratchet wrench / socket wrench, size 1/2 inch or 3/4 inch
- 1x duckcall

in a standard set-up.

To play the drumset, normal drum sticks (e.g. 5b), roofs, brushes, felt and rubber mallets are needed.

All changes of mallets/sticks are indicated in the score.

Notation for the different drums and cymbals:

The image shows musical notation for a drumset and live electronics. It consists of three staves. The top staff is labeled 'Drumset' and contains notation for various percussion instruments: hhat-foot, hhat, hhat-open, ride, crash, splash, china, sizzle, opera gong, and ratchet. The middle staff is labeled 'Live-El.' and contains notation for bass, snare, tom1, tom2, tom3, duck call, and glass. The bottom staff is labeled 'Live-El.' and contains a single bar line. The notation uses various symbols such as 'x' for cymbals and 'o' for hihat, and includes stems and beams to indicate timing and dynamics.

SETUP Electronics:

Microphones:

Drumset-Micro-Kit (7 parts):

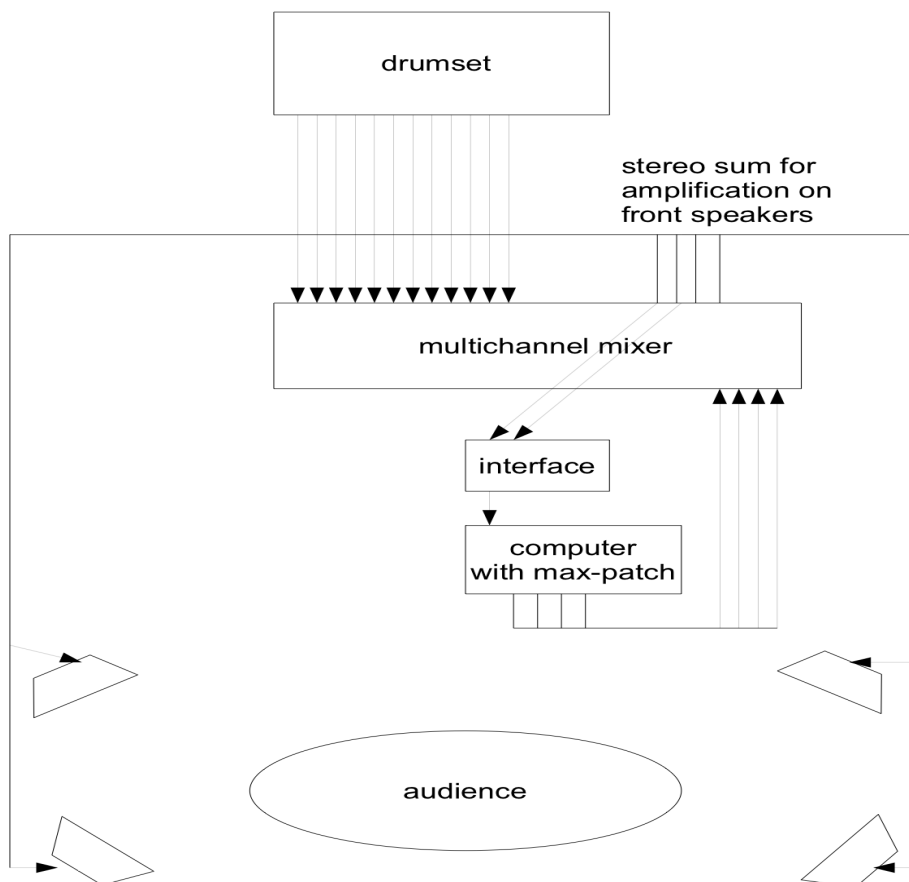
- 1x bass drum microphone
- 1x snare microphone
- 3x tom microphone
- 2x overhead microphone

Additional Microphones:

- 1x condenser microphone for the glass
- 1x condenser microphone for the ratchet

SUM: 9 microphones

Electronic Setup:



for the MAX-patch and soundfiles contact: info@malte-giesen.de

Drumset

Live-El.

♩ = 140

rand → mitte 3 roots sticks

(snare on) **ff** **f** **mp** **p** < **mf** **f** **p** < **f** **mf** **p**

space (1) space (2)

♩ = 126

rubber mallets

poco accel. poco rit. a tempo **ff**

rand

mp **p** **mf** **f** **f** **p** < **mf** **f** > **mp** **ff**

brushes 5

rit. = 80 accel. = 200

p **f** **pp** **f** **p** < **mf** **ff** **p** **mf** < **f** **p** < **mf** **pp** **f** **mp** **mf**

space (3)

♩ = 100 accel. = 140

mitte → rand → mitte

f

rubber mallets

♩ = 105

f **mp** < **f** **mf** **f** > **p**

♩ = 130

sticks

p **f** > **p** **mp** **f** **mp** **ff** **f** **mf**

space (4)

♩ = 140

♩ = 105

♩ = 90

p < **f** **p** **f** **mp** **f** **p** < **f** > **p** < **f** > **p**

space (5)

poco accel. = 170

f > **p** = **f** > **p** < **f** **p** < **mp** - **p** **ff** **p**

space (6)

ff pp p fff p < f > p p < f mp f p < f > p

space [7]

mp f < f ff pp mp mf p f p < f

close → open

f p < f p < ff p p pfp pfp sim. f < fff

(11x) (7x)

mf > p ff mf < f p < f f ff sempre

soft mallets backside of mallet

♩ = 120 ♩ = 170

space [10]

f

space [11]

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

mp p fff mp < ff

as fast as possible ca. 20°

ff fff

improvise over given material

- OFF
- 2
- 4