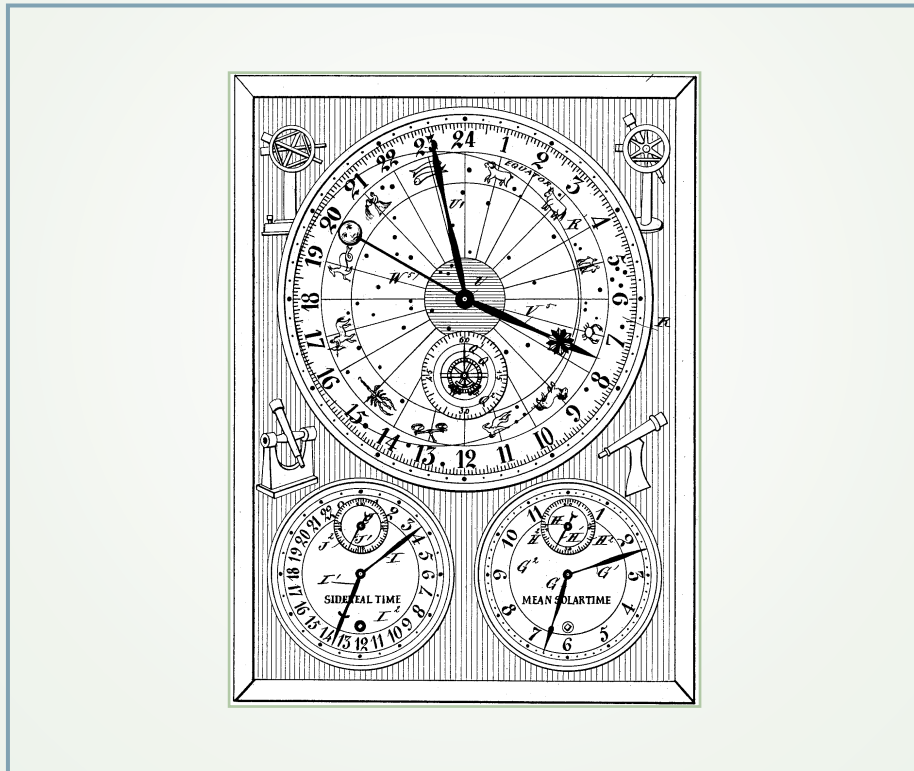


Sofia Oriana Infante

# RELATIVE TIME

FOR VIBRAPHONE, FLOOR TOM AND SNARE DRUM



With two modalities of performance



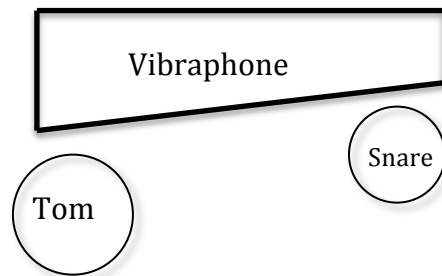
SCORE AND INSTRUCTIONS

2017

## RELATIVE TIME





### Set up:

- Vibraphone
- Floor Tom
- Snare Drum



Optional set up

### Materials:

- 1 Snare drum mallet 
- 1 Soft vibraphone mallet 
- 4 Medium hard vibraphone mallets 
- 2 Bows 
- Thin Chain

Complete performance (to be recorded): **Two more performers are needed.**

- Delay of 14" 18.37
- An omnidirectional microphone for the vibraphone.
- **Performer 2:** Camera (no sound) and Flash
- **Performer 3:** Cardioid recorder or wireless cardioid microphone.
- Independent metronomes for each performer with no wires to the computer. Mobile phones can be useful.

- 3 Headphones with 3 mobile phones for the tempo tracks.

**Tempo tracks with indications and a delay patch for Pure Data can be found at:**

[www.dropbox.com/sh/g9ypvnpwzkejqqf/AACACjjSwK0Q2kmfvAELQKtta?dl=0](http://www.dropbox.com/sh/g9ypvnpwzkejqqf/AACACjjSwK0Q2kmfvAELQKtta?dl=0)

### INSTRUCTIONS FOR THE COMPLETE PERFORMANCE

Time is relative; each performer has a different tempo:

**Performer 1 - Vibraphone: 65 bpm**

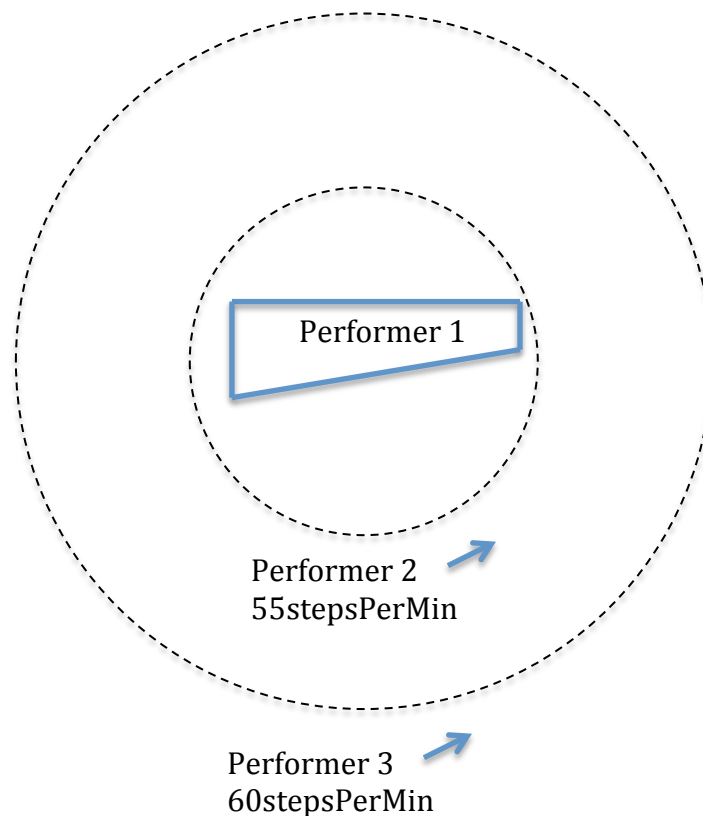
**Performer 2 - Camera and Flash: 55 bpm**

**Performer 3 - Micro 2/Recorder: 60 bpm**

Each performer needs to have her/his own tempo track by headphones.

The piece starts with a perfect synchronization of the tempos, all at the same time, where the performer 2 and 3 have to walk around the vibraphone in circles. **Noisy steps** have to follow each tempo.

Both, camera and cardioid microphone or recorder, have to focus always at the Vibraphone.



**Performer 2 has to activate Flash** every time the three tempos coincide at the same beat. With these beats per minute, 55, 60 and 65, the total coincidence happens every 12 seconds, or what it is the same in the score at 65bpm, every  $3\frac{1}{4}$  measures (indicated at the score and at the tempo track assigned to performer 2).

### **Ideal Location**

A forest during night.

### **OUTCOMES OF THE COMPLETE PERFORMANCE**

- Movement at different tempos provokes the progressive gap between the camera (no sound), with sound of performer 2 and performer 1. This creates a total mix of different perceptions where sound does not fit the real scenario seen at the images. In other words, it is a *game among textures of spaces*. This is going to be really obvious with the non-pitched instruments (floor tom and snare drum) where its placement at image is not going to respond the natural sound's pan.
- Despite the metronome beats are sent via headphones, the sound of the synchronised steps of performer 2 and 3 creates the polyrhythm.
- Every time the FLASH is activated it will illuminate a different part of the scenario (different trees at night with an ideal location) as the performer 2 is moving around the performer 1.

# Relative time

## Vibraphone Etude n.1

Sofia Oriana Infante

$\text{♩} = 65$

Loop 4 bars/Delay 14" 18.37

Snare Drum

Vibraphone

Floor Tom

Vib.

Snare

Vib.

Tom

*f*

*Flash*

*mp*

*f*

*mf*

*p*

*Flash*

*ff*

DELAY END

2

16 (∅: rim) *Flash*

Snare

Vib. (x: Dampening)

Tom 6 *f*

20 *Flash*

Snare

Vib. *espress.* *f* *p*

Tom 6

25 *Flash* *Flash*

Vib.

31 *espress.* *Flash*

Vib. *mp* 3 3 3 3 3 3 3 3 3 3

36 *Flash*

Snare

Vib. 3 3 3 3 3 5 3

Tom *f*

1 2 3 4  
○ □ ○ ○

Flash

40 4

Snare

Vib.

pp

Tom

40 1

Flash

42 4

Snare

Vib.

f

fp

f

pp

Tom

42 2

44

Snare

Vib.

mf

Tom

44

Flash

46 3

Snare

Vib.

p

ff

Tom

46 2

48

Snare

Vib.

Tom

Flash

3

ff

1

50

Snare

Vib.

Tom

mf

Chain over naturals

Snares ON

DELAY ON

53

Snare

Vib.

Flash

Flash

Flash

Flash

Non Vib.

Full Vib.

sim.