

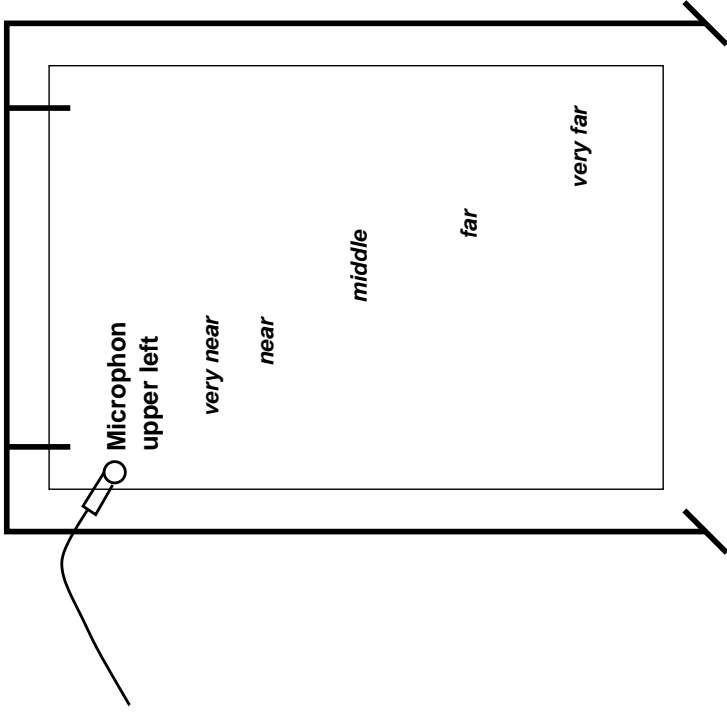
“KONZERT VI”

”Percussion (Metal Plate)”

Piece for 4 musicians, 1 Computer and 4 Speakers

Winfried Ritsch

23.November 1999 - May 7, 2000



**METAL (IRON)
PLATE**
about
1.5m x 1m x 5mm

play position

first Hand Sticks:

- a) Filz-Schlaegel
- b) Drum Stick
- c) Iron Stick
- d) Besen

second hand Damper:

some cloth



















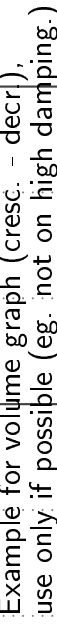
The player stands in front of the metalplate and has in one hand three sticks, a wooden one and Filz one. In the other hand he has a damper (probably a piece of thick cloth).

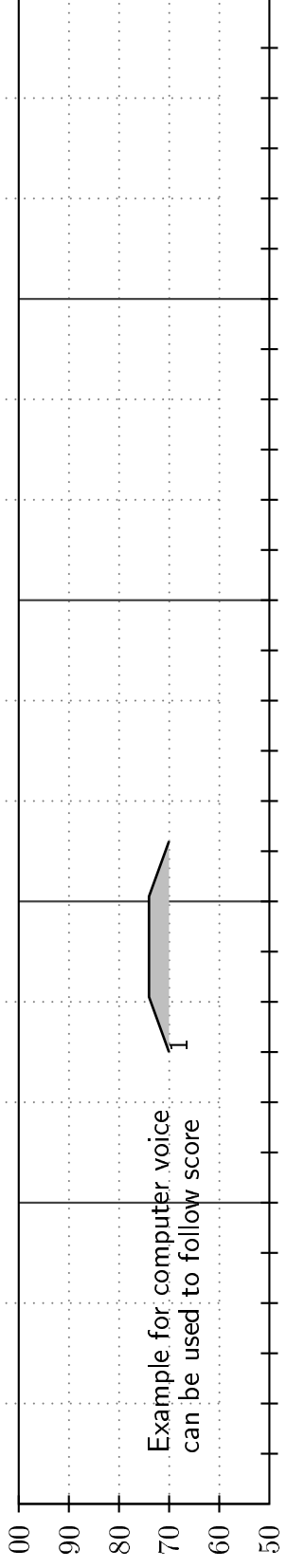
A microphone is positioned in the upper left corner of the plate about 1 cm in distance (as near as you can get it or use a ! good ! pickup). The plate is amplified over speakers the whole piece, so there is no need to play it very loud.

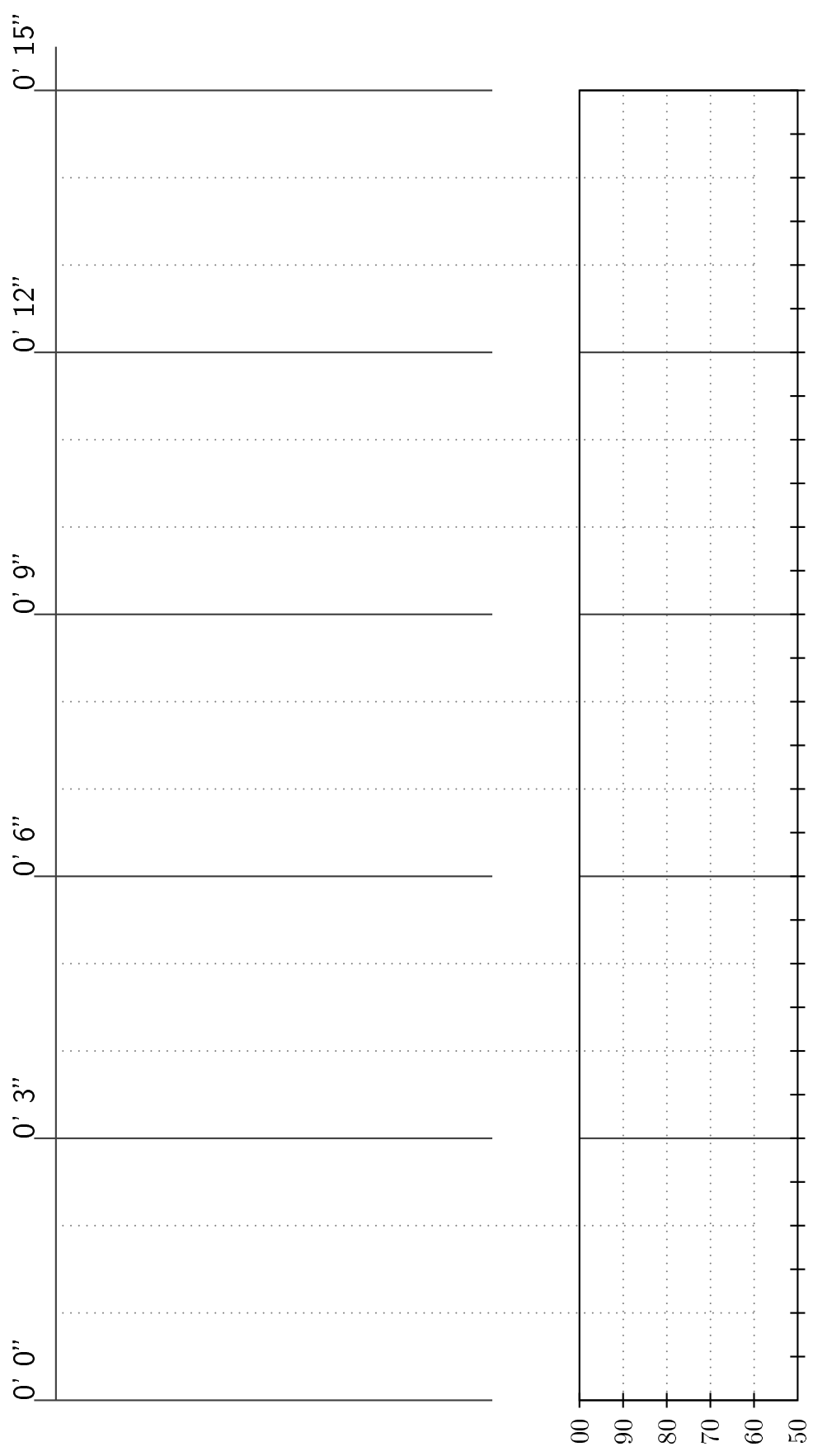
The player is advised on the score with which stick and how near he plays the plate. Additionally the damper should be used, whereby much damping means put the damper near the play position and low damping means put the damper far from the play point.

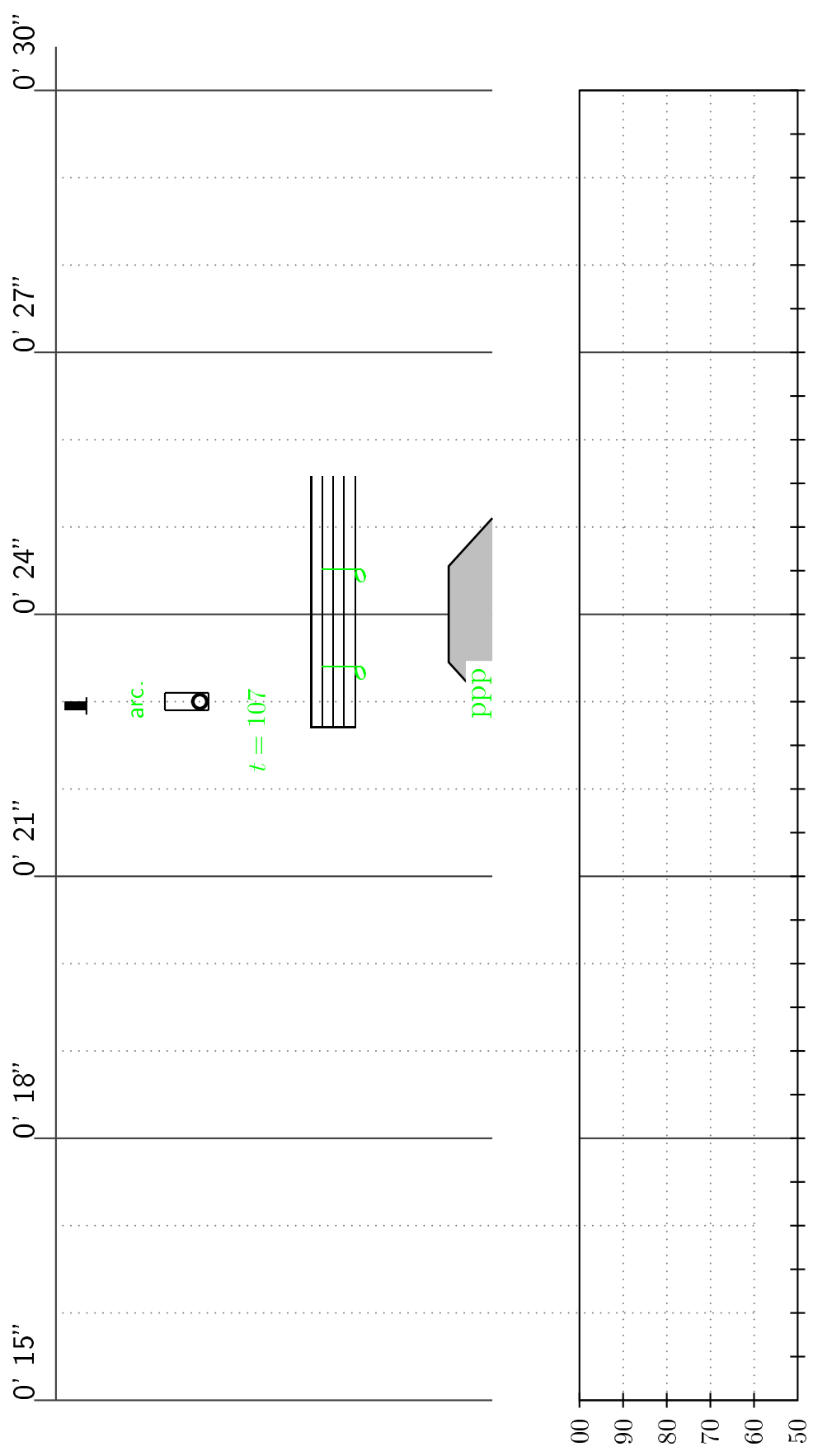
Table of Symbols

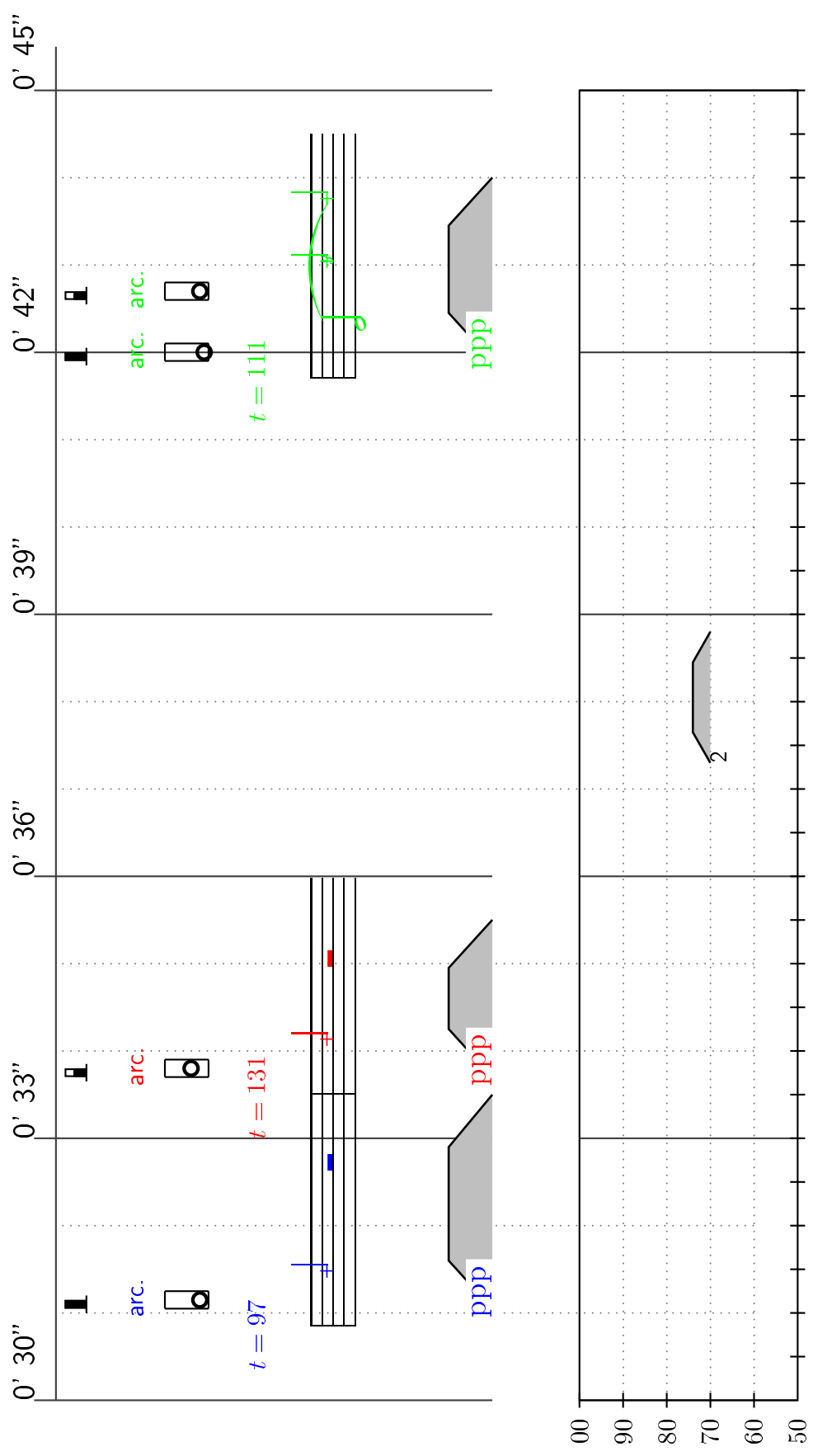
Timeline starts with 0'0" for synchronizing the stop watch

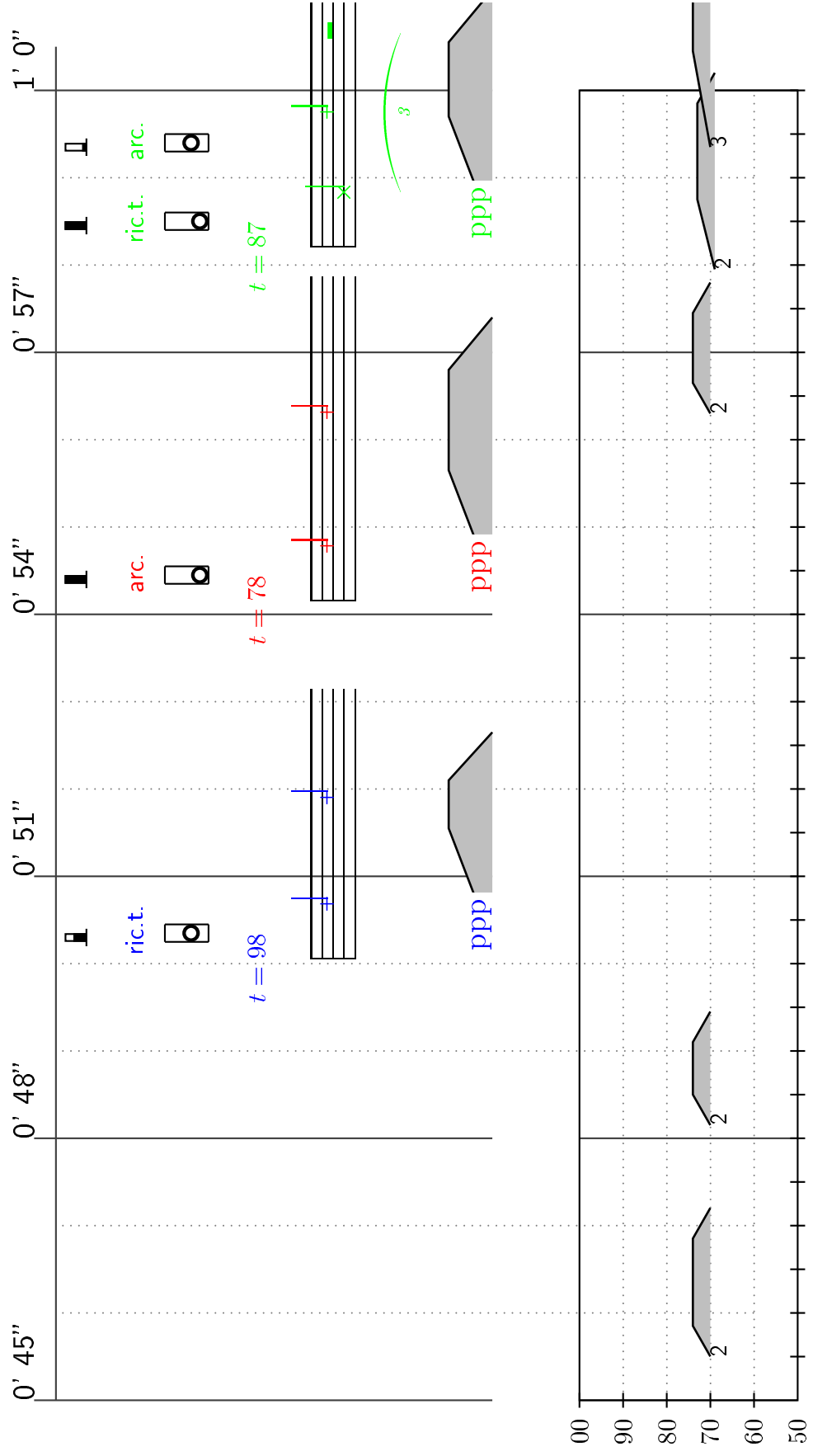
damping:		very strong		strong		normal		very light		without
play mode:		ric. (ricochet)		ric.t.(ric.tenudo)		ord. (ordinare)		standard		near
play position to microphone:		very far		far		Filz Stick		Wood Stick		Iron Stick
Metal Plate	$t = \text{Tempi}(\text{Quarter} = \dots)$									
Clefs for Notes										
omitted in score										
colors group notes to phrases with same tempo										
clef and meter for whole piece										

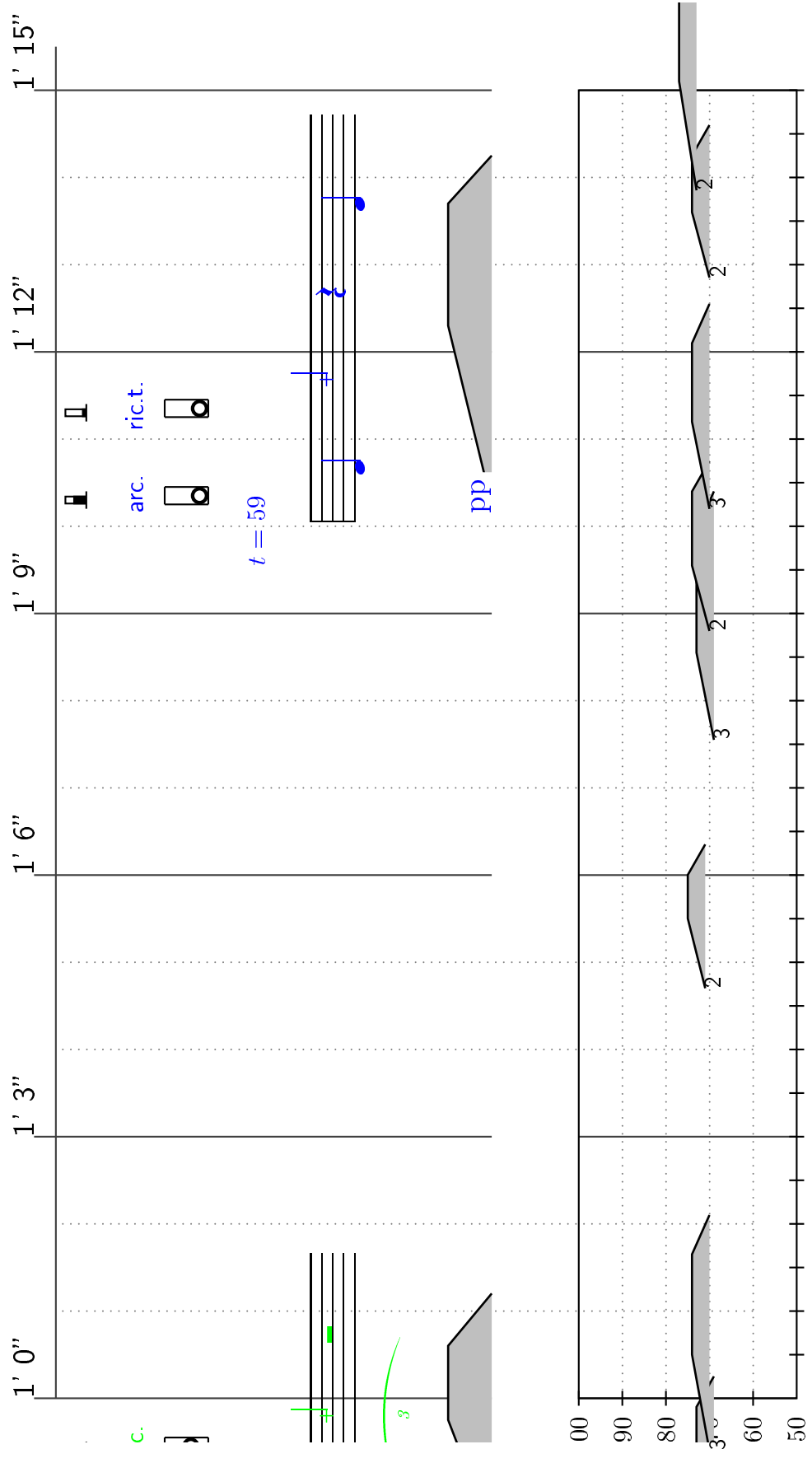


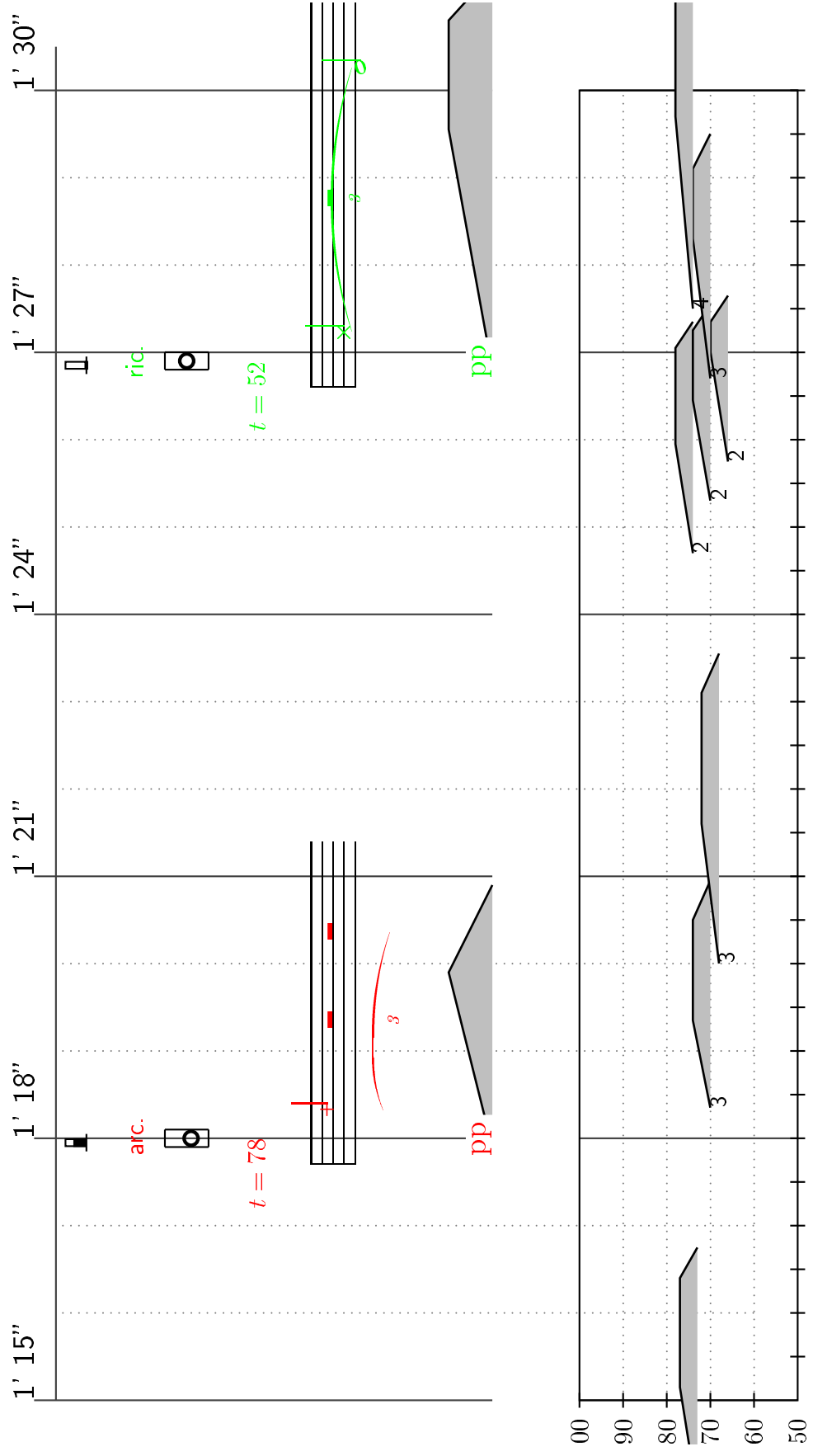




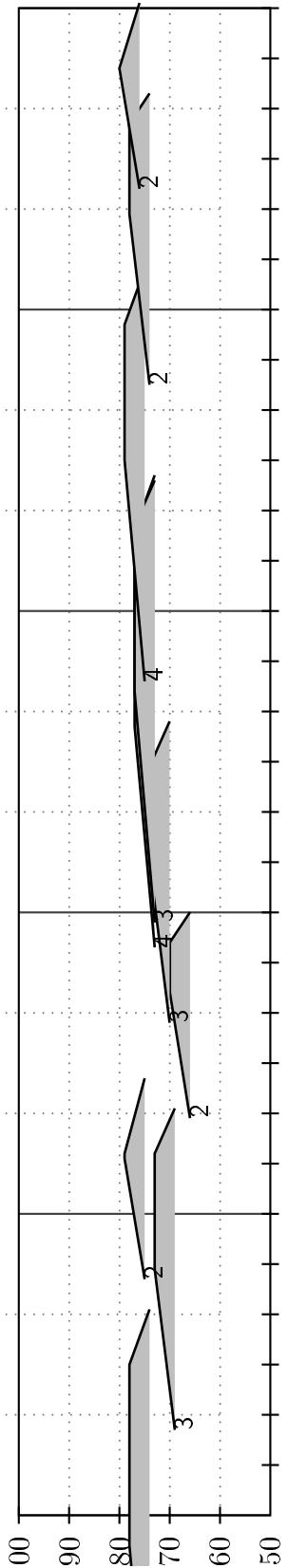


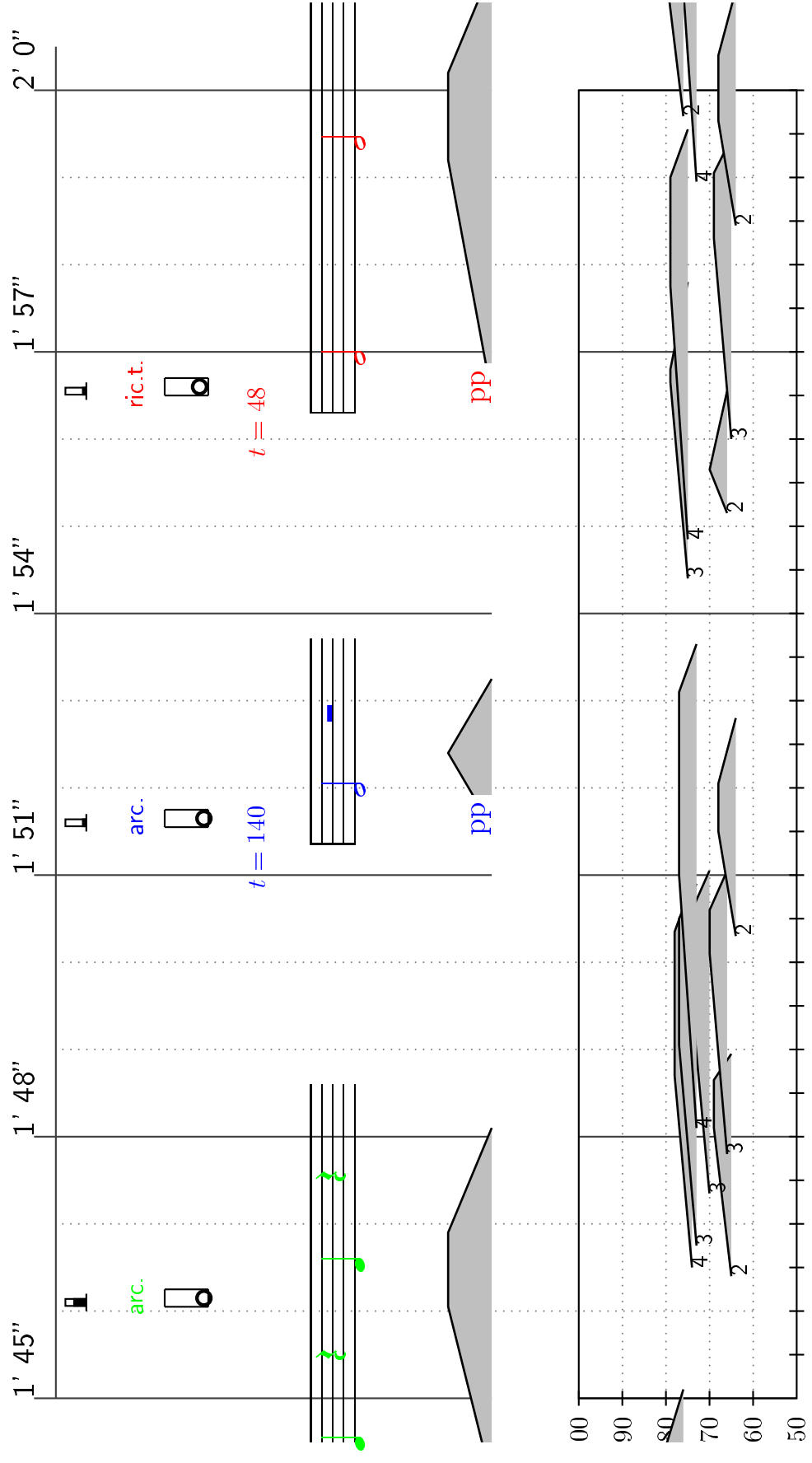


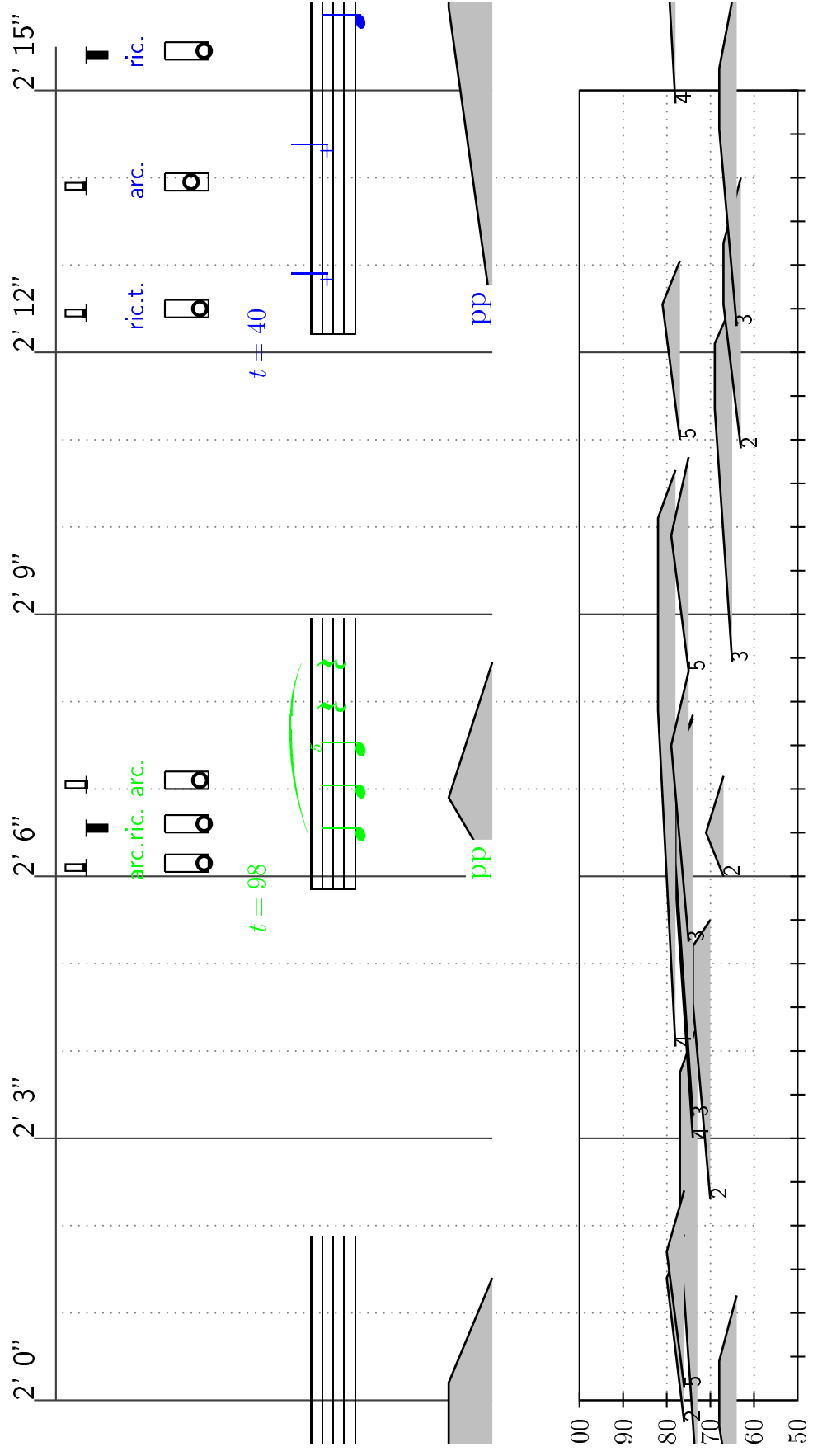


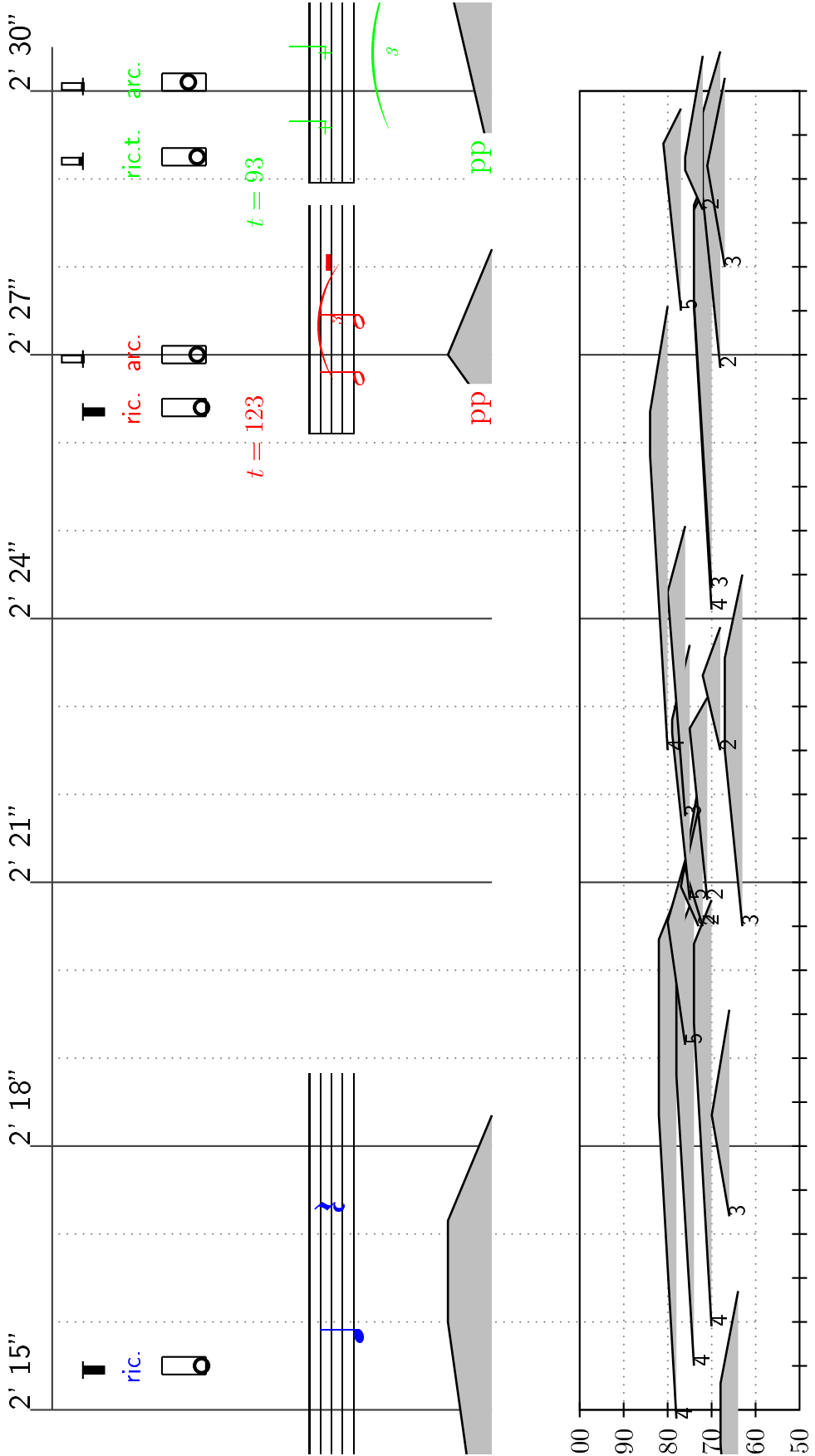


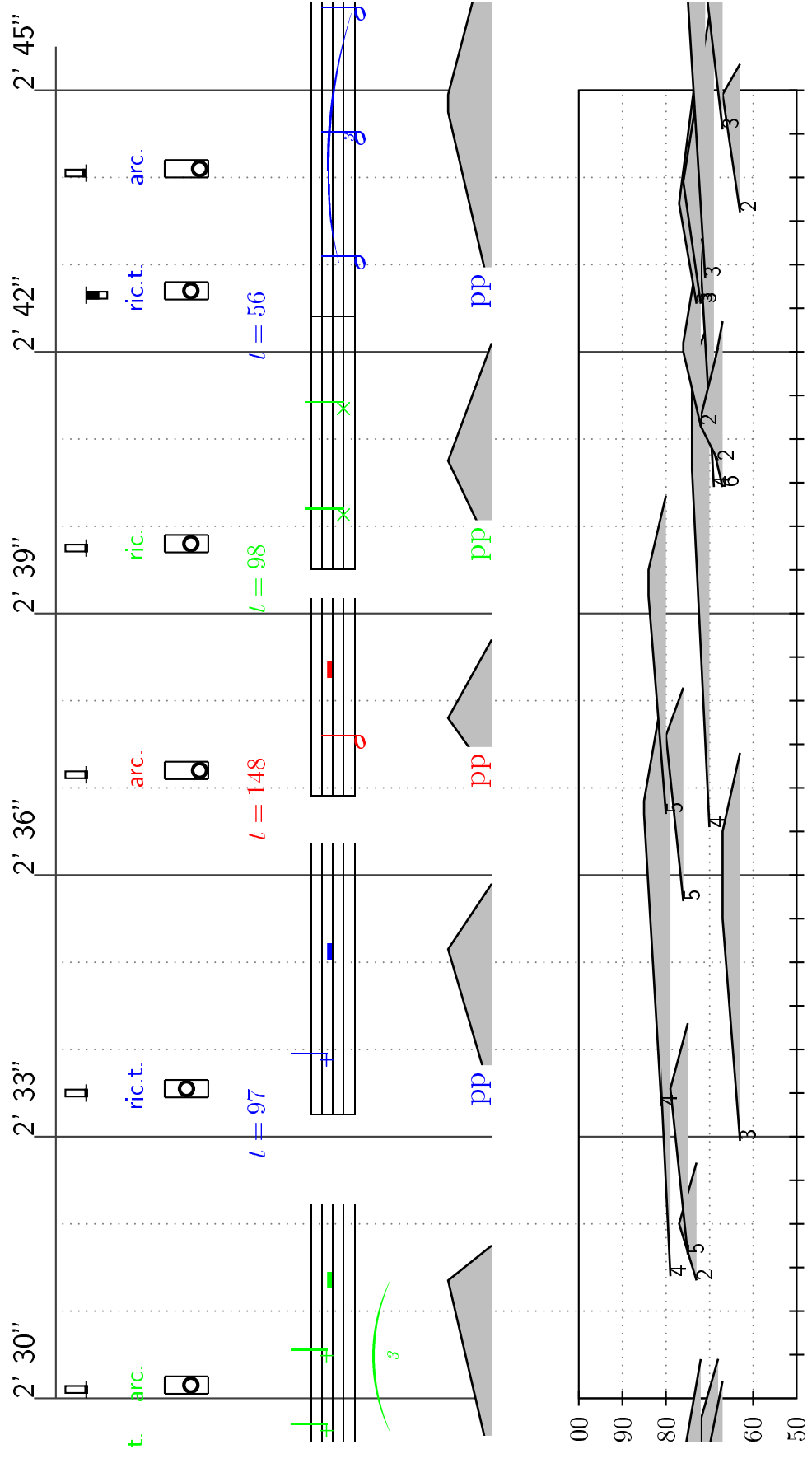
Musical score with time markers: 1' 30", 1' 33", 1' 36", 1' 39", 1' 42", 1' 45".
 Annotations include: *arc.*, *trc.*, *pp*, *t = 61*, *t = 120*, *t = 58*, and a blue *3* (triple).
 The score shows a melodic line on a five-line staff with various articulations and dynamics.

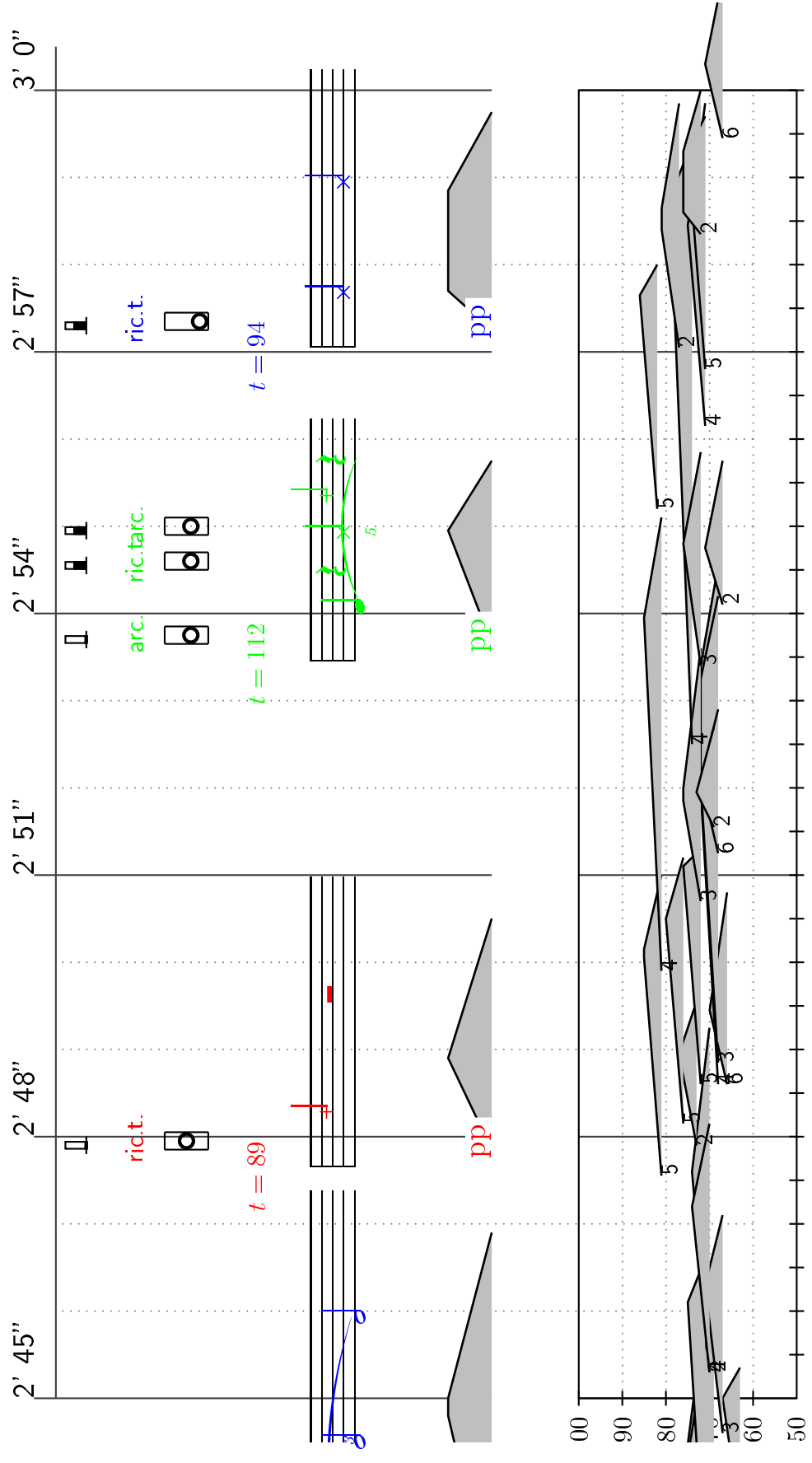


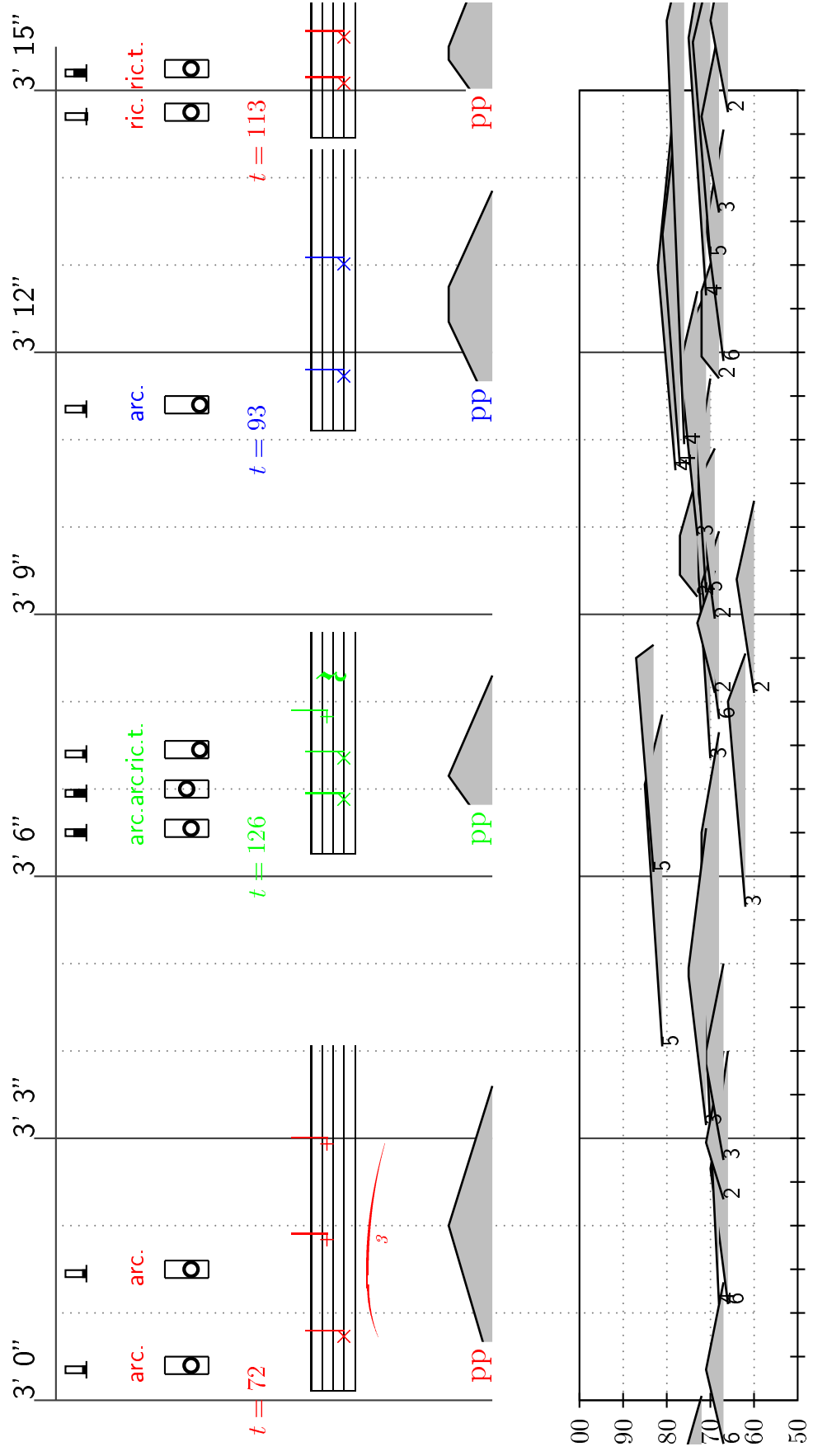


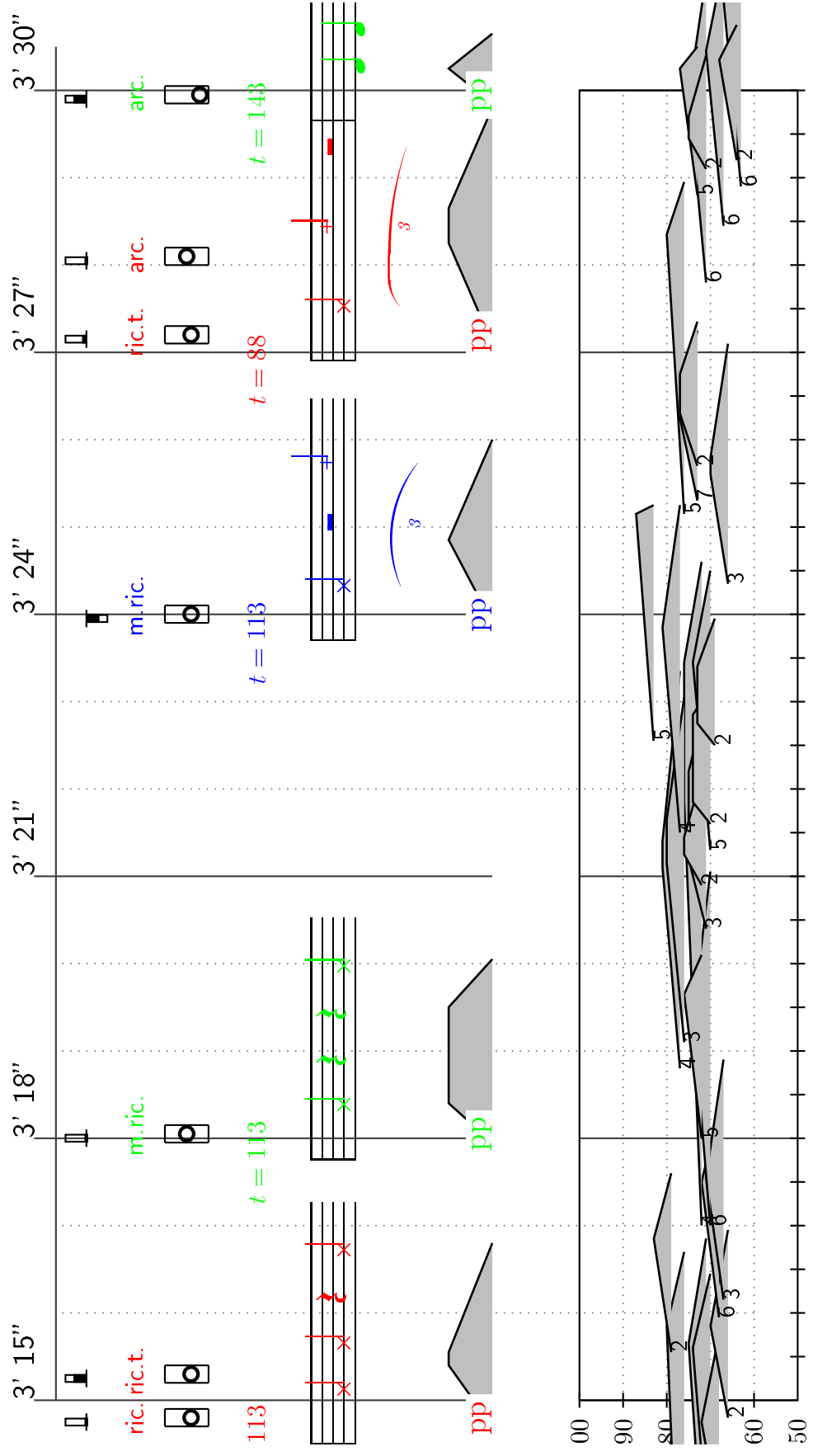












Musical score and piano roll for a piece with time markers from 3' 30'' to 3' 45''. The score includes staves for guitar and bass, with annotations for techniques like "arc.", "ric.t.", and "ric." and dynamics like "pp". The piano roll shows a complex sequence of notes with fingerings and a vertical axis from 50 to 100.

Time Markers: 3' 30'', 3' 33'', 3' 36'', 3' 39'', 3' 42'', 3' 45''

Annotations:

- 3' 30'': *arc.*, *ric.t.*, *ric.*, $t = 143$, *pp*
- 3' 33'': *arc.*, *ric.t.*, *ric.*, $t = 85$, *pp*
- 3' 36'': *ric.*, *ric.t.*, *ric.*, $t = 114$, $t = 76$, *pp*
- 3' 39'': *ric.*, *ric.t.*, *ric.*, *pp*
- 3' 42'': *ric.t.*, *arc.*, *ric.*, $t = 68$, *pp*
- 3' 45'': *ric.*, *ric.t.*, *ric.*

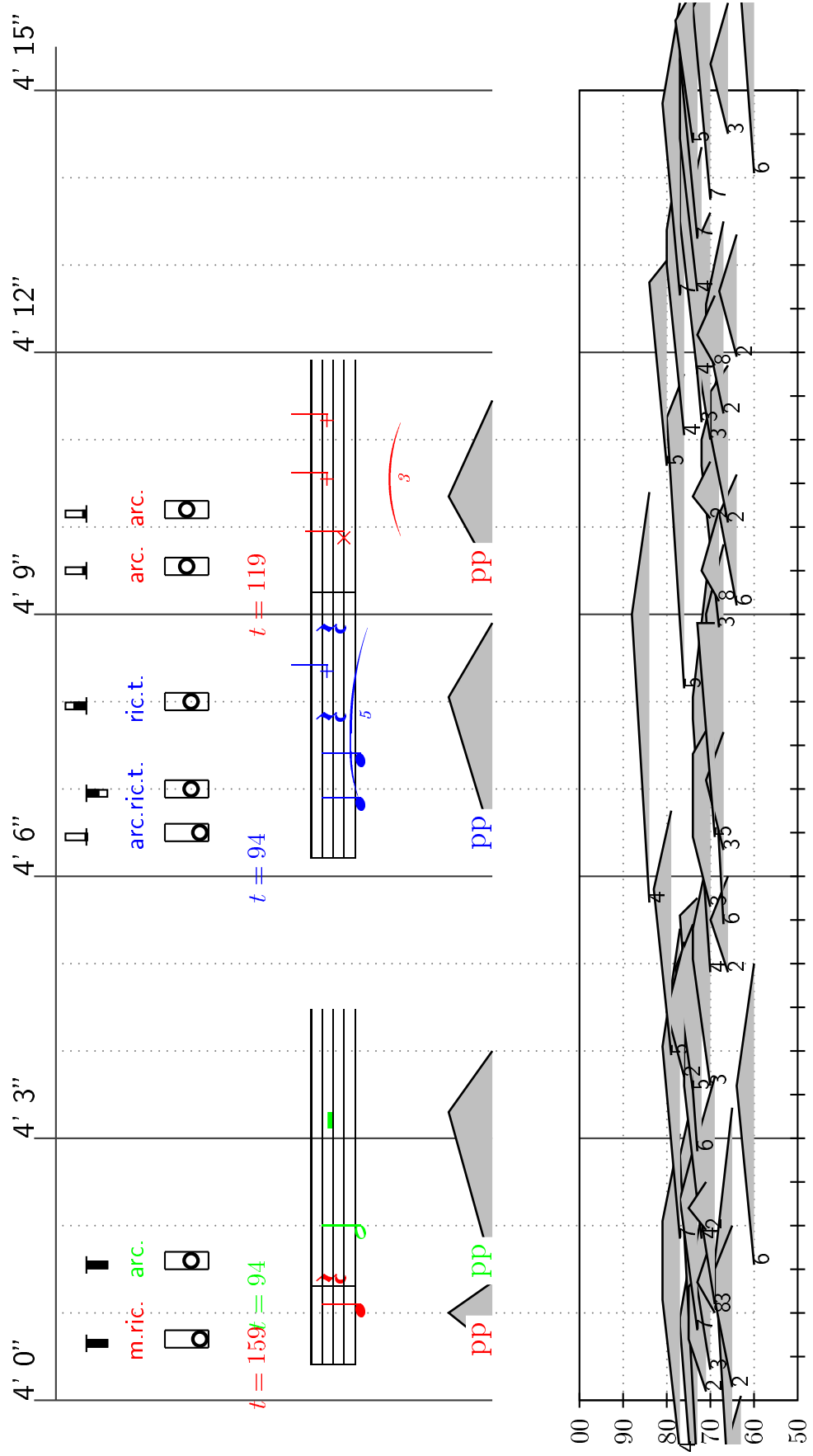
Piano Roll Fingerings:

- 3' 30'': 4, 3, 2, 4, 3, 3
- 3' 33'': 2, 2, 2, 2, 1, 2, 4
- 3' 36'': 3, 4, 2, 2, 3, 6
- 3' 39'': 3, 4, 2, 2, 2
- 3' 42'': 9, 5, 3, 3, 3, 3
- 3' 45'': 3, 2, 3, 3

This image displays a musical score for a string quartet, organized into four time-based sections: 3' 45", 3' 48", 3' 51", and 3' 54". Each section includes a staff with musical notation, performance instructions, and dynamic markings.

- 3' 45":** Instruction: *ric.* (blue). Dynamic: *pp* (grey).
- 3' 48":** Instruction: *ric.* (red). Time marker: $t = 164$ (red). Dynamic: *pp* (grey).
- 3' 51":** Instruction: *ric.* (black) and *m.ric.* (green). Dynamic: *pp* (grey).
- 3' 54":** Instruction: *arc. ric.* (blue). Time marker: $t = 83$ (blue). Dynamic: *pp* (grey).

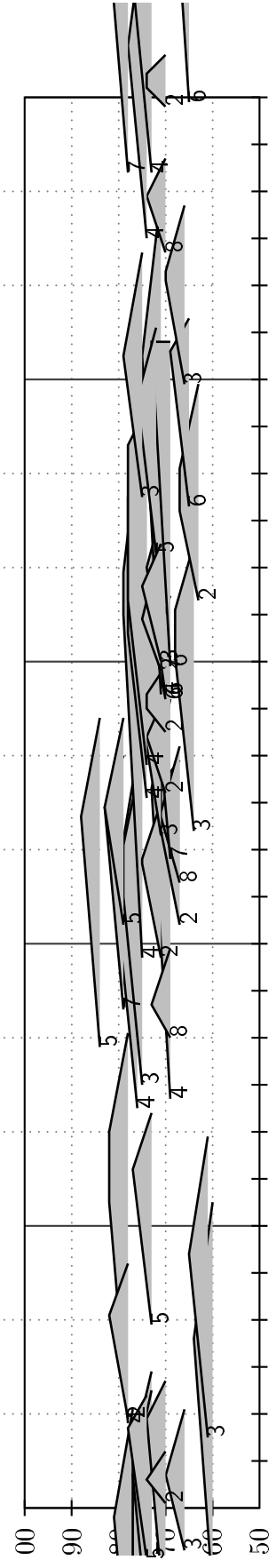
The bottom of the page features a detailed fingerings chart with a vertical axis from 00 to 50 and a horizontal axis from 1 to 6. The chart shows various fingering patterns for each string, including sequences like 5 7 6 2, 4 3 4, 2 2 5 4, 3 3 3, 5 3 3 3, 2 2 7 4, 2 2 6 2, 4 2 4, and 4 6.

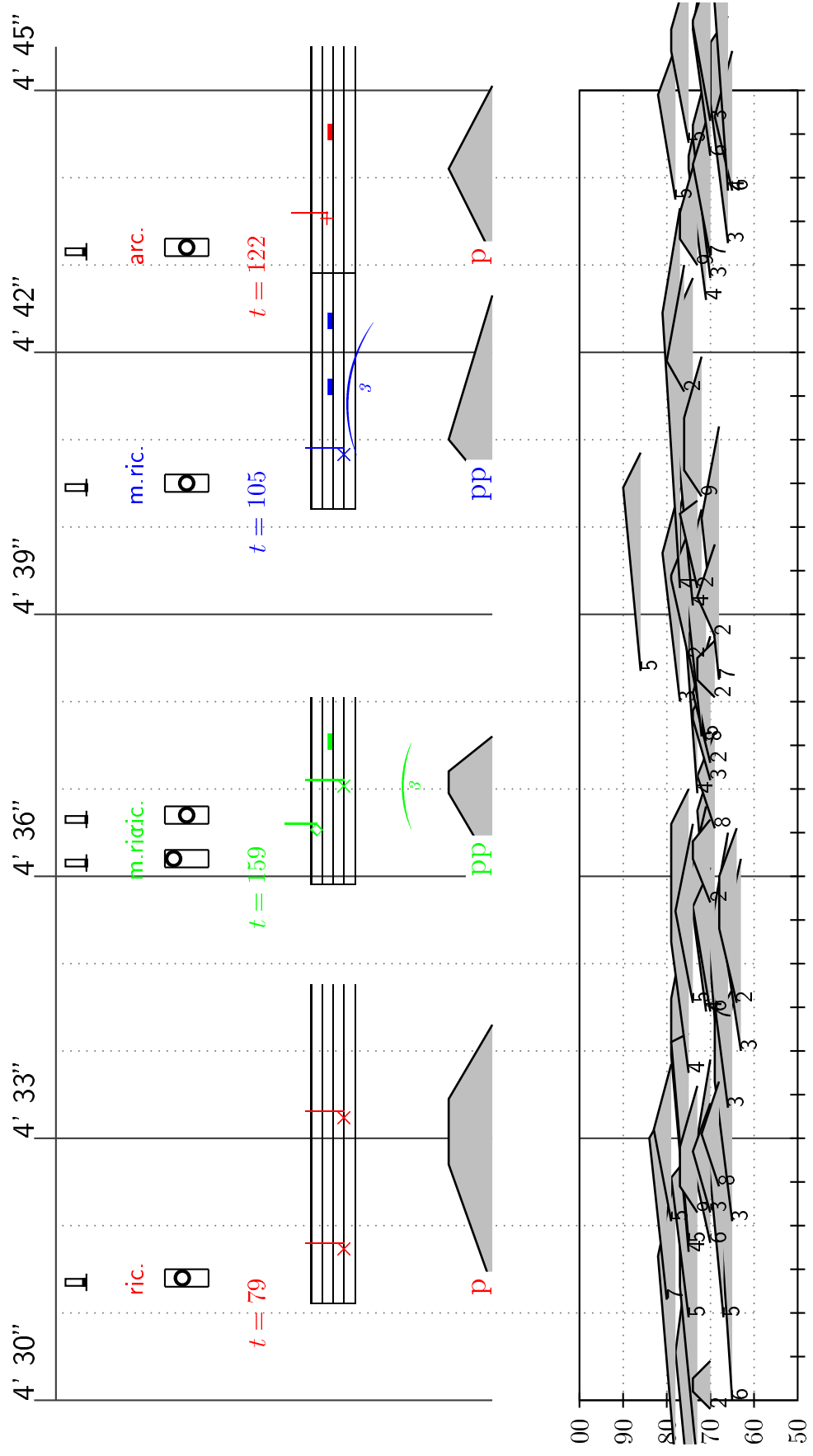


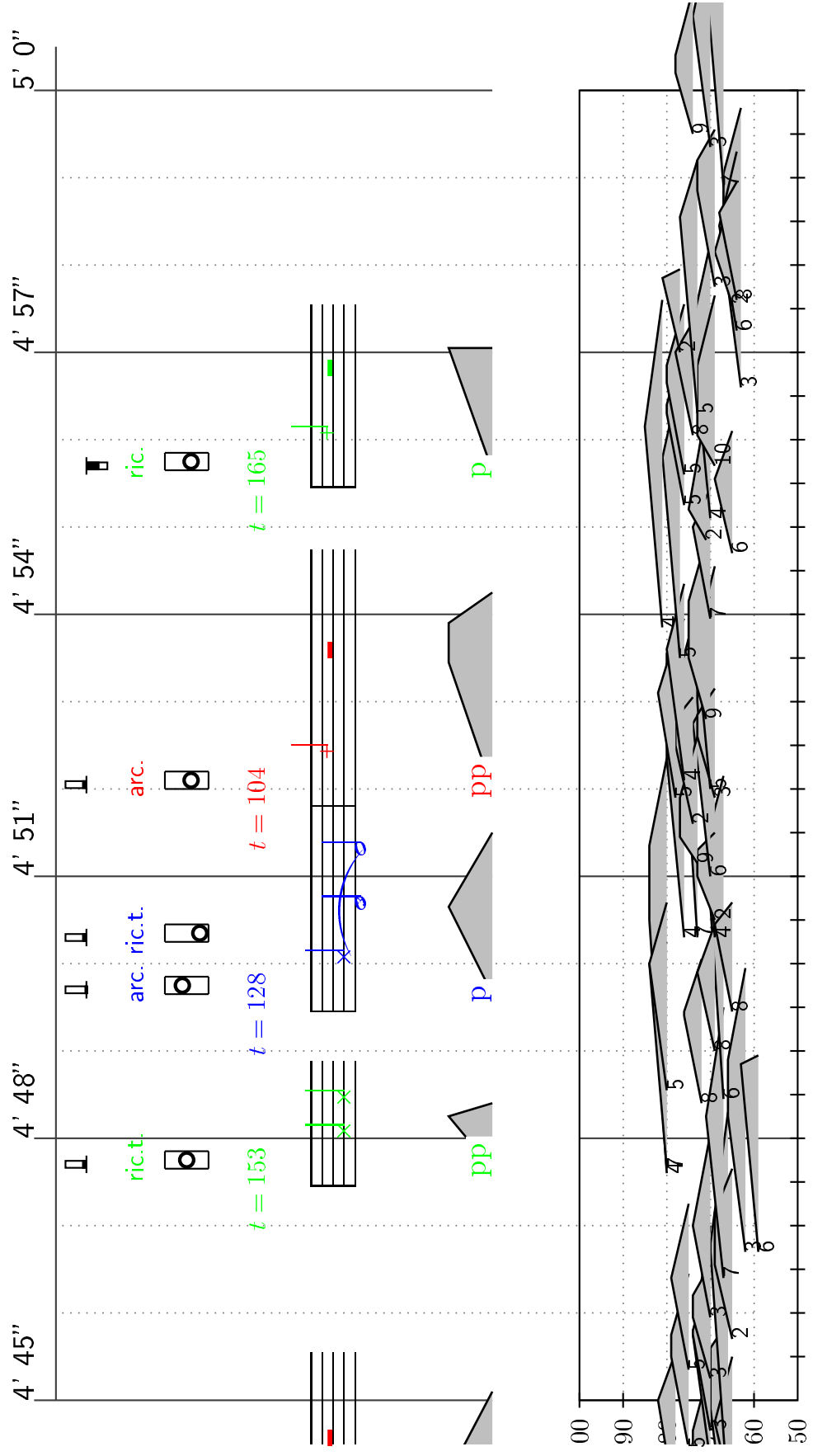
4' 15" 4' 18" 4' 21" 4' 24" 4' 27" 4' 30"

Annotations and dynamics in the score:

- 4' 15":** ric.t. (green), $t = 141$ (green), pp (green)
- 4' 18":** arc. (blue), $t = 69$ (blue), p (blue)
- 4' 21":** arc. (blue), $t = 115$ (red), pp (red), p (green)
- 4' 24":** ric. (green), ric.t. (red), $t = 141$ (green), pp (red), p (green)
- 4' 27":** arc. (blue), $t = 102$ (blue), pp (blue)





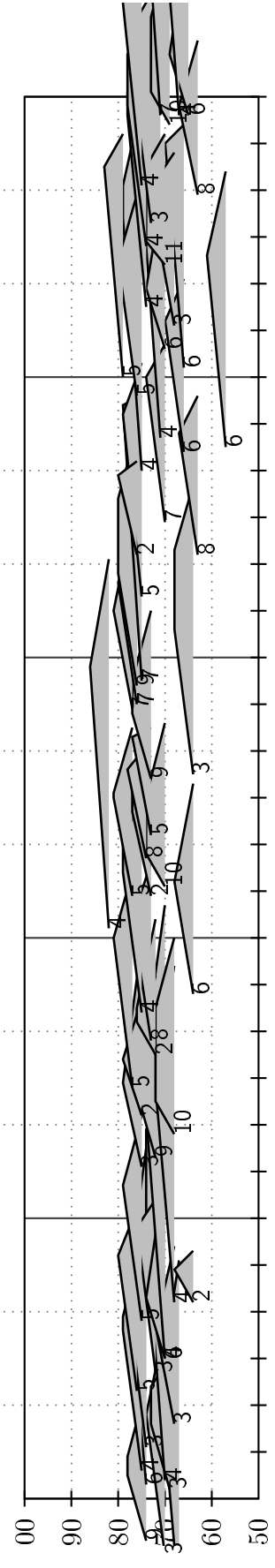


5' 0" 5' 3" 5' 6" 5' 9" 5' 12" 5' 15"

ric.t. arc. m.ric. atc. ric. m. ric. m. ric.

$t = 102$ $t = 172$ $t = 149$ $t = 107$ $t = 107$

p pp pp p p



5' 15" 5' 18" 5' 21" 5' 24" 5' 27" 5' 30"

Annotations in the score include:

- 5' 18" - 5' 21":** *m. ric.* (m. ric.), $t = 159$ (red), and a red *p* dynamic marking.
- 5' 24" - 5' 27":** *ric.* (ric.), $t = 94$ (green), and a green *p* dynamic marking.
- 5' 27" - 5' 30":** $t = 112$ (blue), a blue *p* dynamic marking, and a blue 'x' mark on the staff.

