

Brian Riordan

Turtles All The Way Up

2017

for violin, viola, cello, double bass, and electronics

Performance Notes

Scratch Tone:

↓
x

↳ = 31 cents flat (7th partial)

↗ = 49 cents sharp (11th partial)

Electronics:

The top of each lemur page coordinates with each page of music.

Words surrounded by a box correspond with a specific button on the lemur page.

Many of these gestures are improvisatory. Exact volumes are approximated, but must be adjusted in real-time to avoid feedback.

Set up:

On stage, the quintet should set up in a crescent shape from house left to right:

electronics, violin, cello, bass, viola

Turtles All The Way Up

c. 30 sec.

A Each fermata should be a different indeterminate length

Violin

Viola

Cello

Double Bass

Electronics

Frogs

Cue in strings when "highest" frog sounds

Occasionally adjust "bend" slider ad-lib

c. 5-10 sec. all strings ad lib wild glissando

(♩ = c 45)

Vln.

Vla.

Vc.

D.B.

El.

Pink

EA drone

fff

mp

#

Turtles
All The Way Up

all strings ad lib sparse CLB
emulate frog percussive sound
start sparse and increase activity and dynamics,
then fade out over c. 20-40 secs

B (♩ = c 90)

Violin (Vln.)

Viola (Vla.)

Violoncello (Vc.)

Double Bass (D.B.)

Electricity (El.)

pizz. *mp*

3 3 5

Violin (Vln.)

Viola (Vla.)

Violoncello (Vc.)

Double Bass (D.B.)

Electricity (El.)

arco *f* like a rude interruption

3 3 3 3 5

glitch reverse

Cue in strings to start as "reverse" sample ends

Violin (Vln.) part: Treble clef, key signature of one sharp (F#), 4/4 time. Features triplet eighth notes and sixteenth notes.

Viola (Vla.) part: Bass clef, key signature of one sharp (F#), 4/4 time. Starts with a *pizz.* (pizzicato) instruction. Features triplet eighth notes and sixteenth notes.

Violoncello (Vc.) part: Bass clef, key signature of one sharp (F#), 4/4 time. Features a quintuplet (5) of eighth notes and triplet eighth notes. Ends with an *arco* instruction and a triplet eighth note.

Double Bass (D.B.) part: Bass clef, key signature of one sharp (F#), 4/4 time. Features triplet eighth notes and sixteenth notes.

Electric Bass (El.) part: Bass clef, key signature of one sharp (F#), 4/4 time. Features a whole note chord.

(♩ = c 45)
ad lib, suggestive rhythm*

C

Violin (Vln.) part: Treble clef, key signature of one sharp (F#), 4/4 time. Starts with an *arco* instruction and a triplet eighth note. Features a box containing a sequence of notes: G#4, A4, B4, C5. Dynamics include *f* and *mf*.

Viola (Vla.) part: Bass clef, key signature of one sharp (F#), 4/4 time. Starts with an *arco* instruction and a triplet eighth note. Features a box containing a sequence of notes: G#3, A3, B3, C4. Dynamics include *f* and *mf*.

Violoncello (Vc.) part: Bass clef, key signature of one sharp (F#), 4/4 time. Features a triplet eighth note and a *f* dynamic.

Double Bass (D.B.) part: Bass clef, key signature of one sharp (F#), 4/4 time. Features an *arco* instruction and a triplet eighth note with a *f* dynamic.

Electric Bass (El.) part: Bass clef, key signature of one sharp (F#), 4/4 time. Features a whole note chord with a *G#* box above it.

*Violin and viola engage in an improvisatory "game" out of sync with rest of ensemble. Beginning with violin, CLB either accell from slow to fast or decell from fast to slow an arbitrary number of attacks. Start with any pitch perscribed within the box, gliss slightly up or down with each new pitch until the viola interrupts following the same rules. Violin stops when viola begins. Then violin interrupts viola. Pass these gestures back and forth at irregular pacing. repeat until fade out at bottom of page 4. (rhythms perscribed on this page are suggestive for this game but not to be interpreted literally)

Turtles
All The Way Up

Vln. Continue CLB improv game with viola

Vla. Continue CLB improv game with violin

Vc. arco
rubato
S.P. and non vib.
mp

D.B. ad lib harm on sul D

El.

Vln. c 10 - 30 sec.

Vla.

Vc. Cello and Bass ad lib CLB
start sparse, then increase density
attempting to fill in space

D.B. delay1 on
ad lib increase space delay on everyone
bring delay faders down (low drone continues)

El. delay1 off
like a sudden interruption
(drone stops)

(♩ = c 90)
arco
ff

pizz.

pizz.

pizz.

pizz.

drone/tap off

Turtles
All The Way Up

D

Violin (Vln.) *f*

Viola (Vla.) *f*

Violoncello (Vc.) *f*

Double Bass (D.B.) *f*

Electronic (El.)

turtson free improv glitch FX on ensemble

Violin (Vln.)

Viola (Vla.)

Violoncello (Vc.)

Double Bass (D.B.)

Electronic (El.)

Turtles
All The Way Up

Vln. 

Vla. 

Vc. 

D.B. 

El. 

Vln. 

Vla. 

Vc. 

D.B. 

El. 

Turtles
All The Way Up

repeater effect in reverse
for 5-10 sec?

Musical score for the first system, featuring Violin (Vln.), Viola (Vla.), Violoncello (Vc.), Double Bass (D.B.), and Electronic (El.) elements. The score includes various musical notations such as triplets, quintuplets, and rests. The Electronic part includes a 'rev on' box followed by 'mute glitch FX' and a 'rev off' box followed by 'continue some FX'.

E

Musical score for the second system, featuring Violin (Vln.), Viola (Vla.), Violoncello (Vc.), Double Bass (D.B.), and Electronic (El.) elements. The score includes various musical notations such as triplets and rests. The Electronic part includes a 'grain on' box followed by 'only viola glitch FX'. A bass clef symbol is present at the end of the Electronic staff.

Turtles
All The Way Up

start to include any of these rhythmic figures on any pitches
ad lib beyond the granular texture

Viola

cont pizz texture for c. 5 - 10 sec

pizz.

Electronics: Turn on "frogs 2," "smarton" and push "delay1"
improvise with glitch effects, delays1 and additional parameters near "smarton"

start to include occasional arco notes (use these pitches)
while switching back to ad lib pizz. texture
each arco note should swell out from niente and stop suddenly

gradually introduce this pitch material into arco gestures
eventually all pizz gestures and arco crescendos discontinue
arco gestures become lyrical and eventually paced

Vla.

cont pizz texture for c. 10 sec

Entire page should be 60 - 120 sec.
drone on this pitch,
then cue in ensemble while moving onto next page.

Vla.

Electronics: turn off "glitch FX", "smartoff", "frogs2"

8

Turtles All The Way Up arco

F Free Time, each measure is c. 30 sec.
and is cued from electronics performer

everyone fluctuate position of st and sp

Ad Lib Harmonic Gliss

fade out drone, delays at their peak

G

ad lib, suggestive rhythm**

**Violin and viola perform same improv game from page 3 and 4.
Except instead of CLB, all attacks are staccato or spiccato.
Cello and Bass perform same type of improv game of passing gestures back and forth
but are out of sync with violin and viola. Bass starts and cello interrupts. Back and forth.
Each duo eventually moves up an additional octave every c. 20 - 30 seconds.