

Brian Riordan

# **Turtles All The Way Up**

2017

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

## Performance Notes

### Scratch Tone:



↳ = 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

Score

# Turtles All The Way Up

Brian Riordan  
2017

c. 30 sec.

**A** Each fermata should be a different indeterminate length

Violin

Viola

Cello

Double Bass

ff

Frogs

Cue in strings when "highest" frog sounds

Occassionally adjust "bend" slider ad-lib

1 2 3 4 5 6 7 8

Vln. (♩ = c 45)

Vla.

Vc.

D.B.

El. Pink EA drone

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

(♩ = c 45)

fff mp

fff mp

fff mp

fff mp

Pink EA drone

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)

pizz.

Vln. Vla. Vc. D.B. El.

Vln. Vla. Vc. D.B. El.

like a rude interruption

arco

f

glitch

reverse

Turtles  
All The Way Up

3

Cue in strings to start as "reverse" sample ends

Vln. pizz.

Vla. *mp*

Vc. 5 arco 3

D.B. 5 f

El.

**C**

arco (♩ = c 45)  
ad lib, suggestive rhythm\*

Vln. arco f # x

Vla. arco f # x

Vc. x # x 3

D.B. arco f > # o

El. 0 G#

\*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 prescribed 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 prescribed on this page are suggestive for this game  
but not to be interpreted literally)

Turtles  
All The Way Up

Continue CLB improv game with viola

Vln.

Continue CLB improv game with violin

Vla.

arco rubato S.P. and non vib.

Vc. *mp*

ad lib harm on sul D

D.B.

El.

c 10 - 30 sec.

Vln.

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)

(♩ = c 90)  
arco

ff arco

ff

pizz.

pizz.

pizz.

pizz.

ff

drone/tap off

delay1 off like a sudden interruption (drone stops)

Turtles  
All The Way Up

5

D

Vln. *f*

Vla. *f*

Vc. *f*

D.B. *f*

El.

turtson

free improv glitch FX on ensemble

This section of the score features five staves. The Violin (Vln.) and Double Bass (D.B.) play eighth-note patterns with grace notes. The Viola (Vla.) and Cello (Vc.) provide harmonic support with sustained notes and eighth-note chords. The Electric instrument (El.) has a single sustained note. Dynamic markings 'f' appear above the Violin and Double Bass staves. A box labeled 'turtson' is placed above the Electric instrument staff. A note below the staff reads 'free improv glitch FX on ensemble'.

Vln.

Vla.

Vc.

D.B.

El.

This continuation of the score maintains the instrumentation and style from the previous section. The Violin, Double Bass, Viola, and Cello continue their eighth-note patterns and sustained notes respectively. The Electric instrument remains silent with a sustained note. The overall structure and dynamics remain consistent with the first section.

Turtles  
All The Way Up

Vln.

Vla.

Vc.

D.B.

EI.

This musical score page contains five staves for string instruments (Violin, Viola, Cello, Double Bass) and one staff for an electric instrument. The score is divided into two systems by a vertical bar line. The first system consists of six measures. The second system begins with a measure where the electric instrument (EI) has a single note. The music features various rhythmic patterns, including eighth-note groups and sixteenth-note figures, with dynamic markings like '3' and '5'. Measure 6 starts with a measure rest for the electric instrument.

Vln.

Vla.

Vc.

D.B.

EI.

This continuation of the musical score page 6 includes five staves for string instruments (Violin, Viola, Cello, Double Bass) and one staff for an electric instrument. It follows the same structure as the previous page, with two systems separated by a vertical bar line. The first system contains six measures, and the second system begins with a measure where the electric instrument (EI) has a single note. The music continues with its characteristic rhythmic patterns and dynamic markings.

Turtles  
All The Way Up

repeater effect in reverse  
for 5-10 sec?

Musical score for strings (Violin, Viola, Cello) and electric instrument (El.). The score consists of five staves. The first four staves (Vln., Vla., Vc., D.B.) are grouped together with a bracket. The El. staff is separate. Measure numbers 3 and 5 are indicated above the staves. The score includes various note heads, stems, and rests. A dynamic marking '3' is placed above the Vln. staff. A dynamic marking '5' is placed below the Vc. staff. Below the staves, there are two boxes: 'rev on' and 'mute glitch FX' on the left, and 'rev off' and 'continue some FX' on the right.

E

Musical score for strings (Violin, Viola, Cello) and electric instrument (El.). The score consists of five staves. The first four staves (Vln., Vla., Vc., D.B.) are grouped together with a bracket. The El. staff is separate. Measure numbers 3 and 5 are indicated above the staves. The score includes various note heads, stems, and rests. A dynamic marking '3' is placed above the Vla. staff. A dynamic marking '5' is placed below the Vc. staff. Below the staves, there is a box: 'grain on' and 'only viola glitch FX'.

Turtles  
All The Way Up

cont pizz texture for c. 5 - 10 sec

pizz.

Viola

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

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

cont pizz texture for c. 10 sec

Vla.

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

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

everyone fluctuate position of st and sp

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

Vln. Vla. Vc. D.B. El.

delay1 fade in delays with each instrument

E F#

fade out drone, delays at their peak

0 0

**G** ad lib, suggestive rhythm\*\*

Vln. Vla. Vc. D.B. El.

Off (sharp change)

slowly increase delay2 on everyone.  
Fade in "G#" cue everyone for sudden stop at peak intensity  
Entire section c 90-120 secs

noise on (in last c 10 - 20 sec of piece)

off (when piece is finished)

\*\*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.