

Composition for Nine Sounds

for solo percussion

GILBERTO AGOSTINHO

(2013)

General Performance Notes

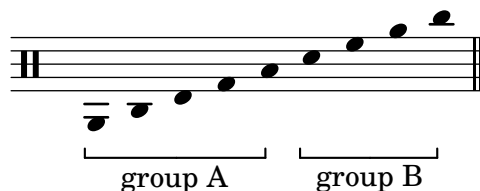
Composition for Nine Sounds is an algorithmic work for solo percussion. This work requires nine instruments, which are to be chosen by the player, respecting the following rules:

- The instruments should be divided into two groups: group A and group B
- Group A should contain of five instruments
- Group B should contain of four instruments
- Each group should contain instruments from two families at most (skin, metal, wood, glass, etc.)
- A same family cannot be used both groups
- The instruments of each group should be organized from low to high sounding.

The more distinct are the two groups of instruments, the better is the musical result. Here are some examples of possible instrumentation:

- Group A: 5 tom-toms (skin); Group B: 4 wood blocks (wood)
- Group A: 5 wood blocks (wood); Group B: 2 triangles + 2 cymbals (metal)
- Group A: 5 timpani (skin); Group B: 2 temple blocks + 1 cymbal + 1 triangle (wood and metal)

The music is notated in a single staff:



Due to the fast tempo of this work, it is recommended that the player uses one single beater per hand, although this is not a requirement. There are no dynamic indications in this work, and the player should decide on a single dynamic level. Two types of articulations are used in this score: an accent mark and a *tenuto* mark. The accent mark means that a note should be played louder than normal, while the *tenuto* mark means that a note should be played only slightly louder.

It is recommended that the player generates a new version of this work for each new performance (more on this below). Also, the player is welcome to play more than one version in a single concert, even using different instrumentations if she or he wishes to, in order to illustrate the algorithmic character of this composition.

Durata: averagely 5'30".

Generating a unique version

In order to generate a unique version of this work, it is necessary to have a computer with Windows as the operational system, as well as three programs installed on it:

- My program `Composition_for_Nine_Sounds.out` (on Linux) or `Composition_for_Nine_Sounds.EXE` (on Windows), which can be freely obtained by sending a request message to gilberto.agostinho.f@gmail.com
- LilyPond, which can be freely downloaded at www.lilypond.org
- Adobe Reader or another .PDF reader

Execute the file `Composition_for_Nine_Sounds.out` (on Linux) or `Composition_for_Nine_Sounds.EXE` (on Windows) and wait until a generated score opens in the screen. This score (which is a .PDF file), together with a .midi file (an audio sample of this version) and a .ly file (the score in LilyPond's format), is saved in the same folder as the executable file. When the score is closed, hit the <ENTER> key in your keyboard to exit the program. To generate a new score, simply run the executable file once again.

IMPORTANT NOTE: after generating a score, another execution of `Composition_for_Nine_Sounds.out` or `Composition_for_Nine_Sounds.EXE` will result in the loss of all previously generated files (they will all be overwritten)! If you would like to keep a particular version of this composition, please copy these files to a safe location.

This program was tested in a computer using:

- Linux Mint 17.1 Cinnamon 64-bit
- Windows 8 64-bit
- LilyPond 2.17.29 and 2.17.95
- Adobe Reader 11.0.5

Composition for Nine Sounds

for solo percussion

Gilberto Agostinho

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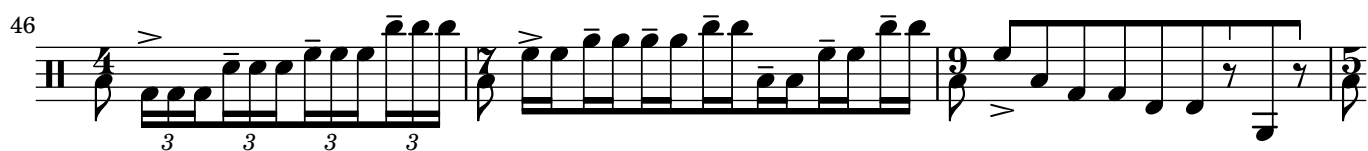
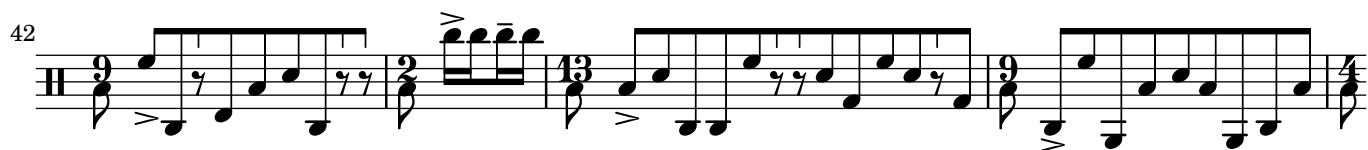
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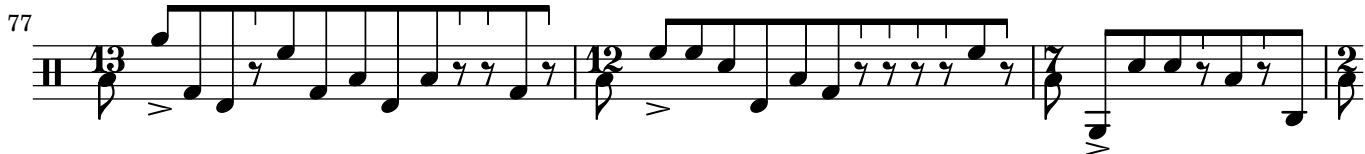
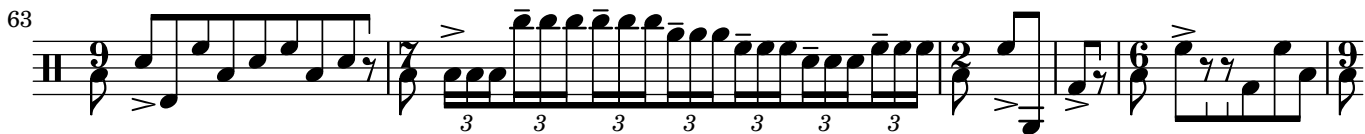
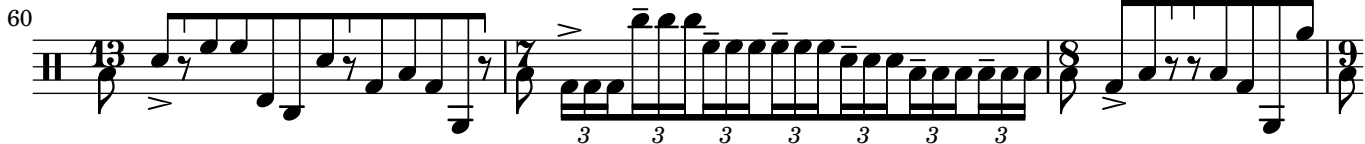
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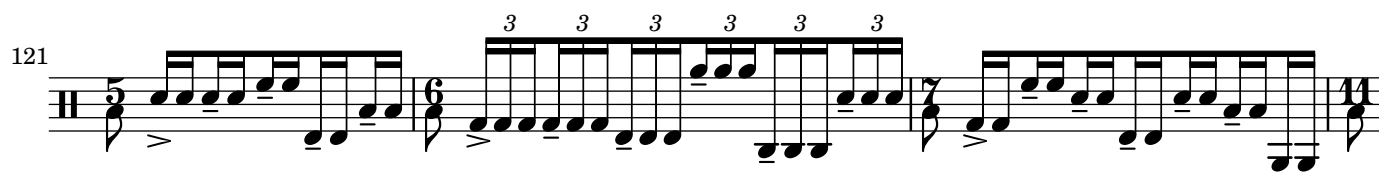
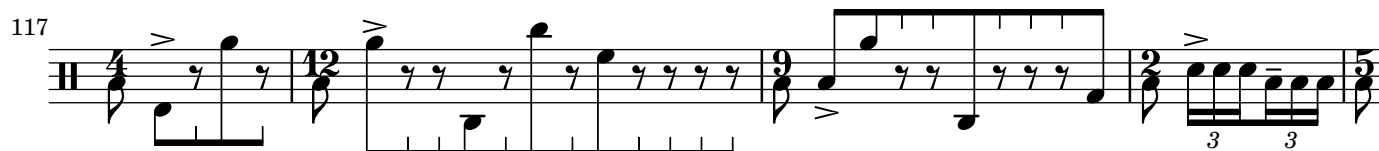
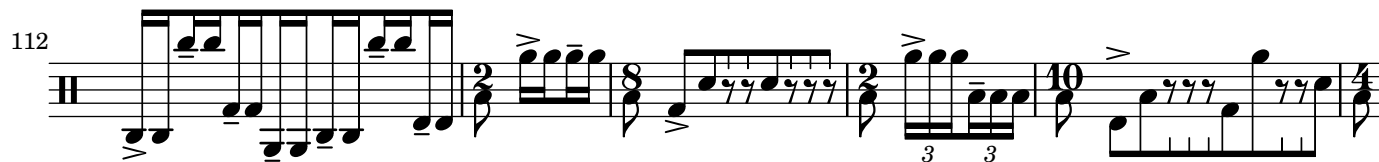
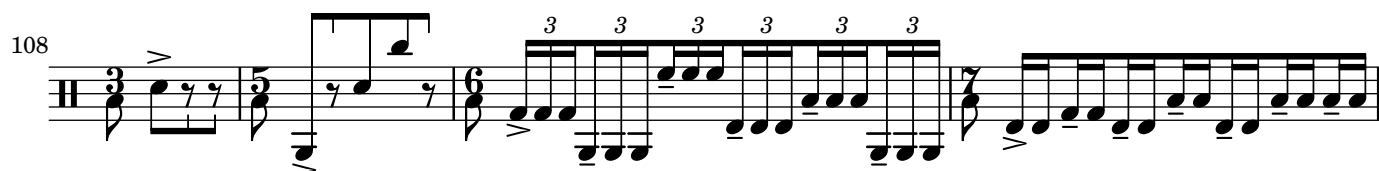
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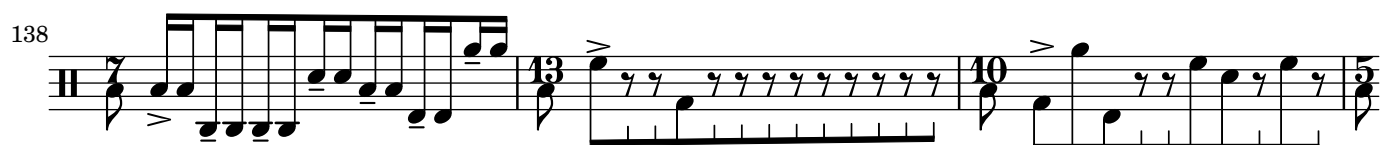
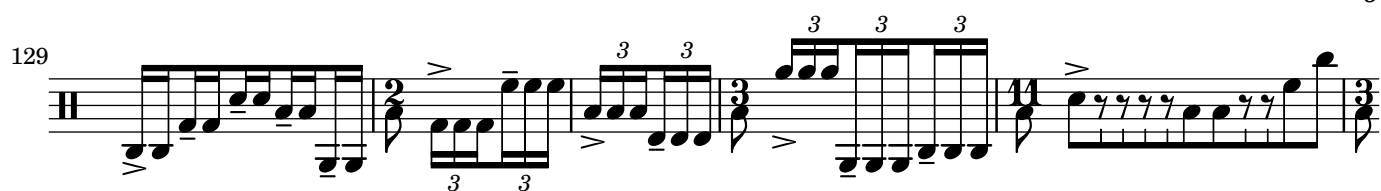
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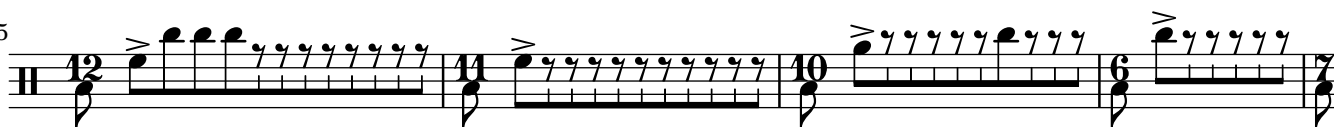
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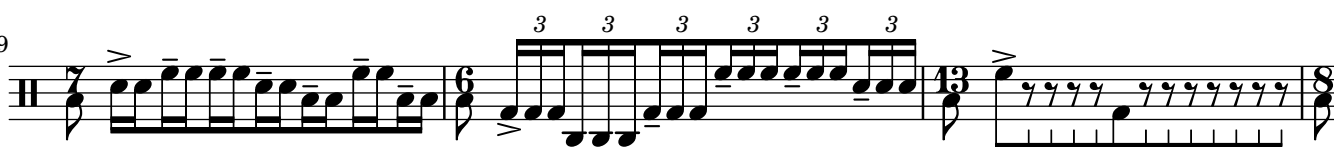


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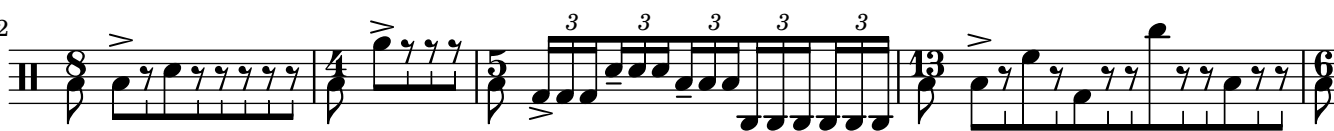
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