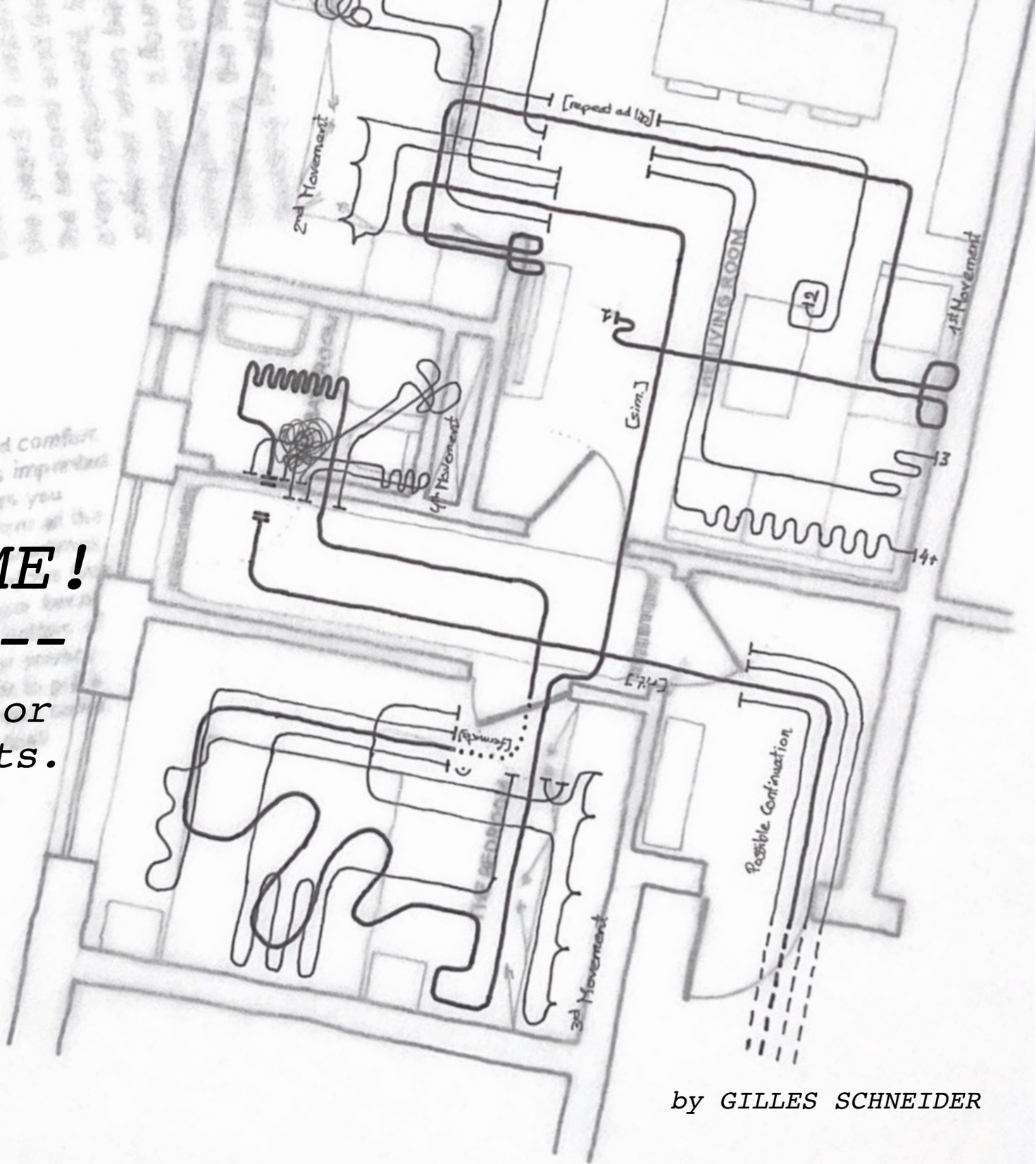
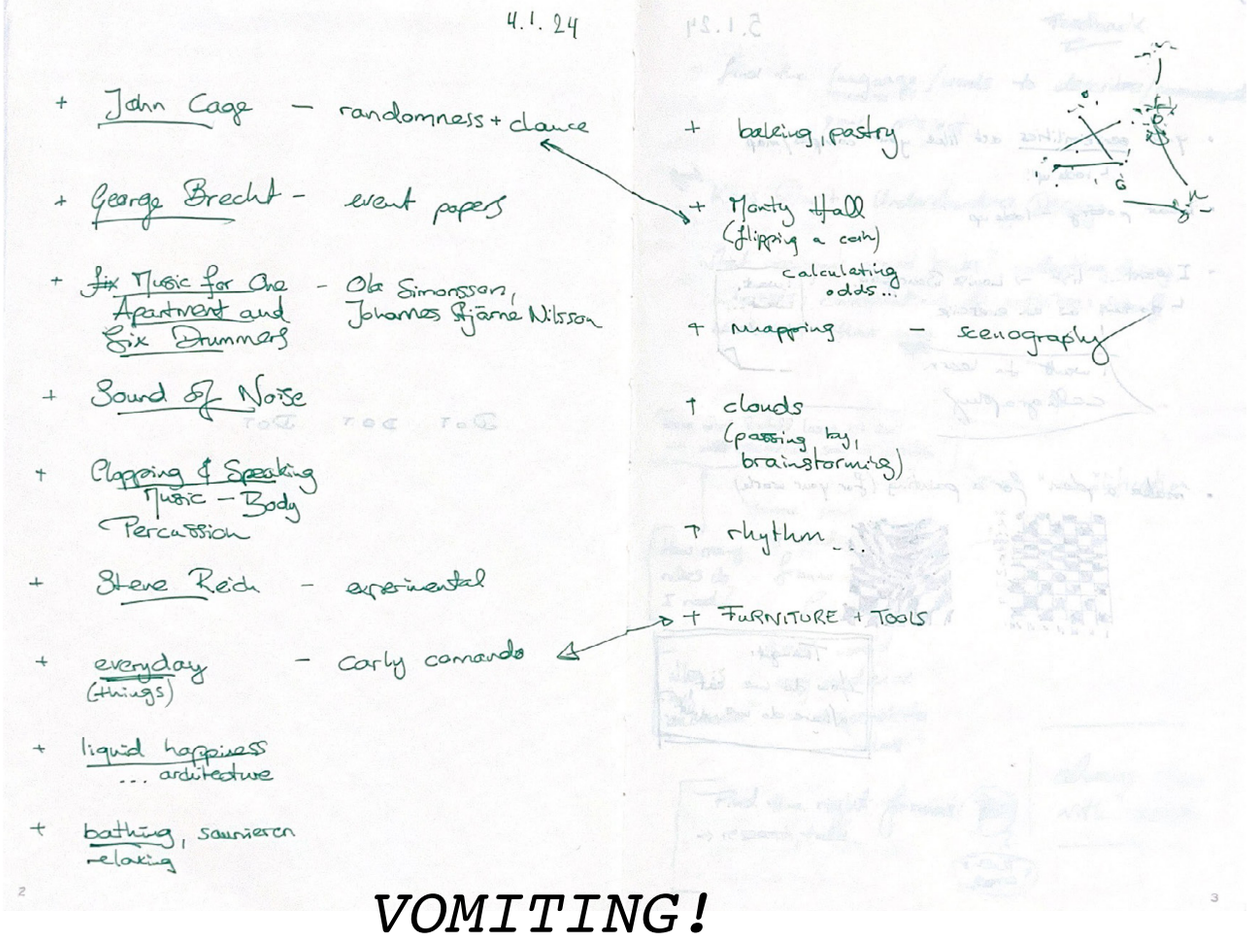
FLATTEN ME!

A piece for four or more percussionists.



by GILLES SCHNEIDER



VOMITING!

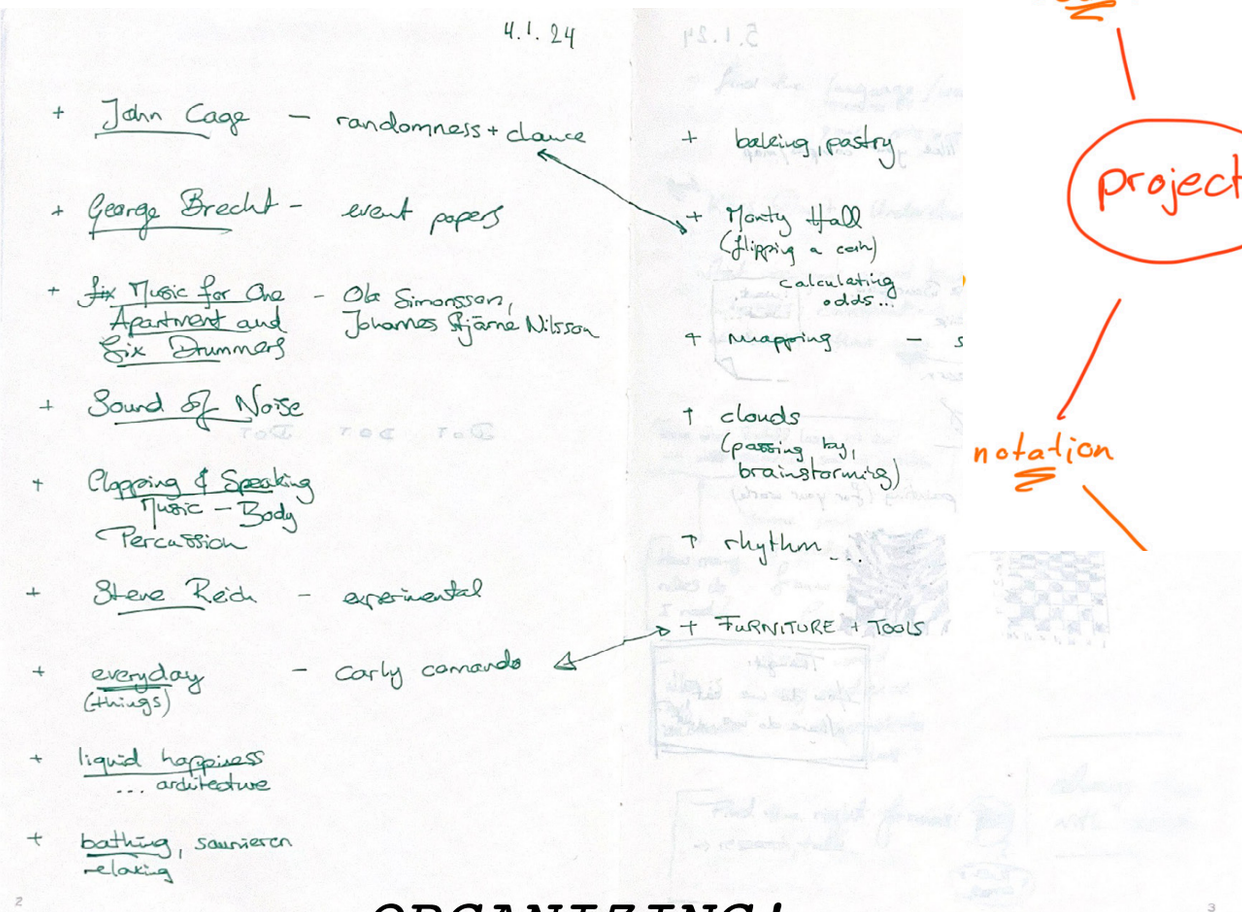
FLAT PIECE

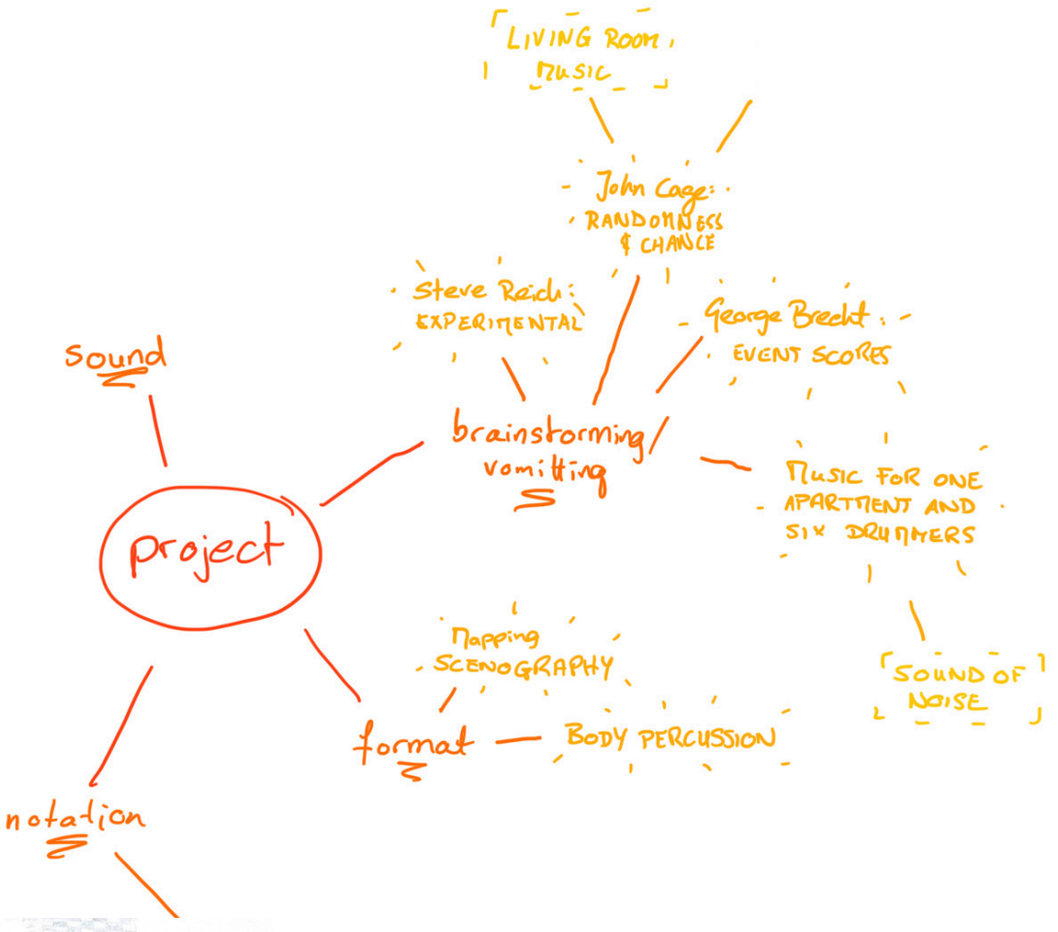
During the Method 1 course, my aim is to create a music score that takes advantage of the architectural space — including its furniture and belongings — that we call home.

The percussion piece should move from room to room and explore the spaces individual possibilities as a musical insturment.

The idea is influenced by »Six Drummers and an Apartment« (later transformed into the swedish movie »Sound of Noise«). Incorporating chance and randomness similar to John Cage, Steve Reich and George Brecht is a desire of mine.

Gilles Schneider


4.1.24
+ John Cage – randomness + chance
+ George Brecht – event papers
+ Music for One Apartment and Six Drummers – Ola Simonsson, Johannes Stjärne Nilsson
+ Sound of Noise
+ Clapping & Speaking Music – Body Percussion
+ Steve Reich – experimental
+ everyday (things) – early comands
+ liquid happiness ... architecture
+ bathing, saunieren relaxing
+ baking, pastry
+ Monty Hall (flipping a coin) calculating odds...
+ mapping
+ clouds (passing by, brainstorming)
+ rhythm ...
+ FURNITURE + TOOLS


LIVING ROOM MUSIC
John Cage: RANDOMNESS & CHANCE
Steve Reich: EXPERIMENTAL
George Brecht: EVENT SCORES
sound
brainstorming / vomitting
MUSIC FOR ONE APARTMENT AND SIX DRUMMERS
project
Mapping SCENOGRAPHY
SOUND OF NOISE
format
BODY PERCUSSION
notation

ORGANIZING!

creation of the score. Analysing Lachenmann's music I discovered structural elements that reveal compositional decisions related to time perception, form, and other score-related ideas. But each gesture in his music seems to be experienced as sound before its actual notation.

Helmut Lachenmann (1969)
revidierte Fassung 1988

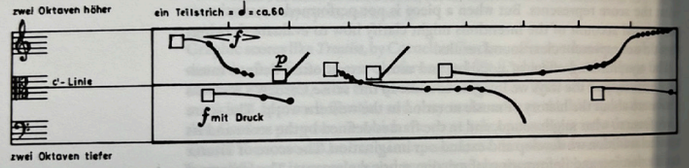
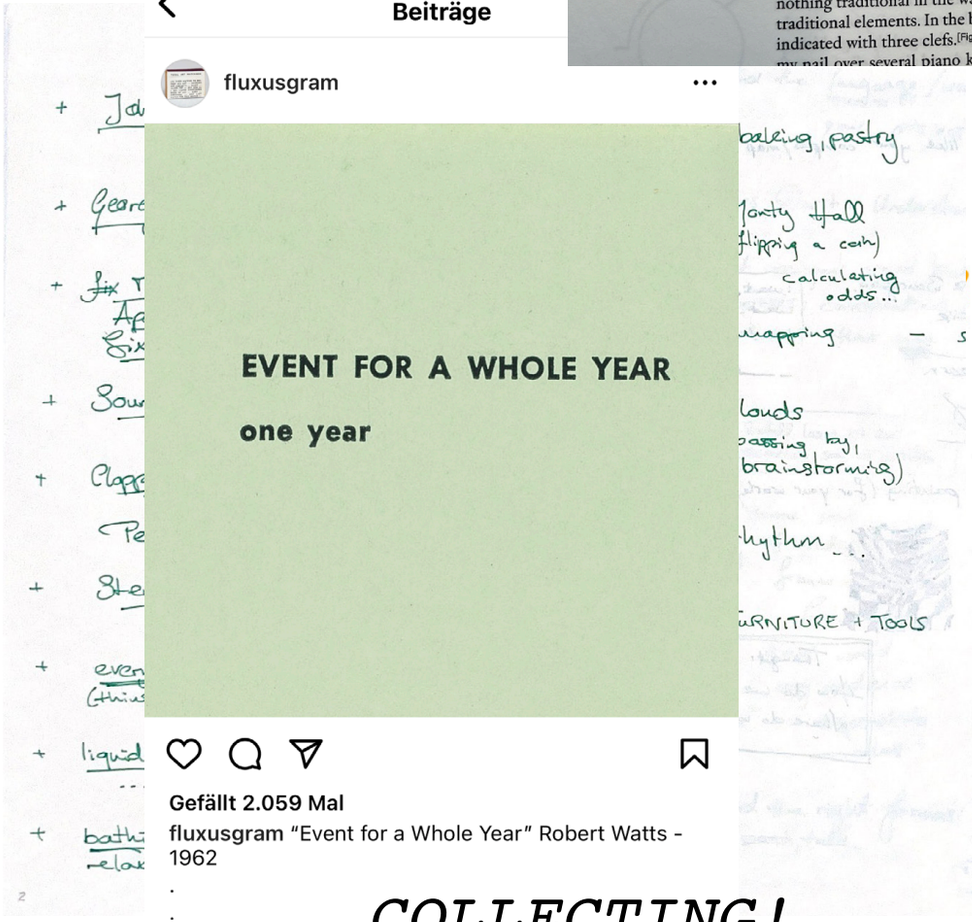
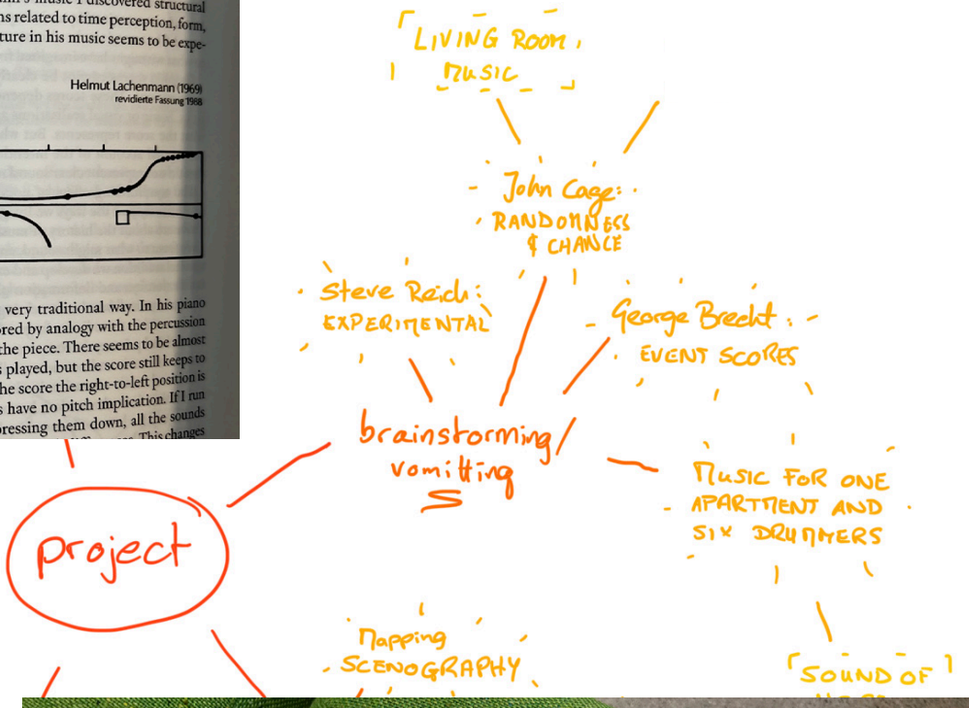
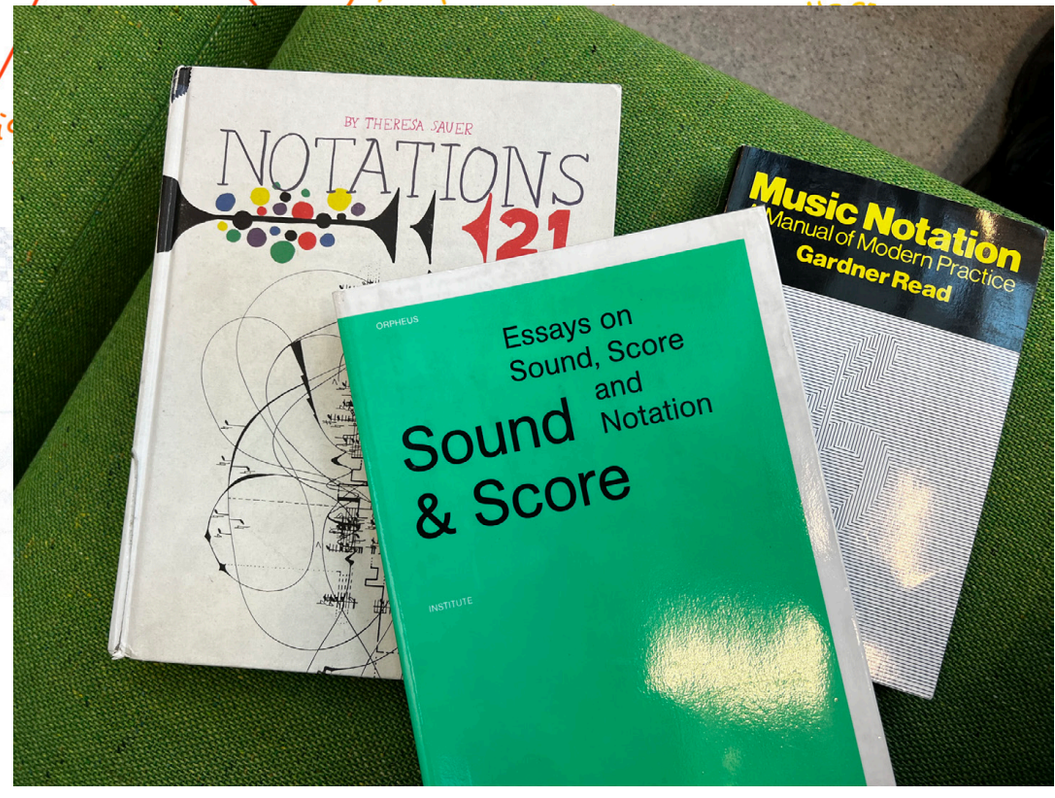


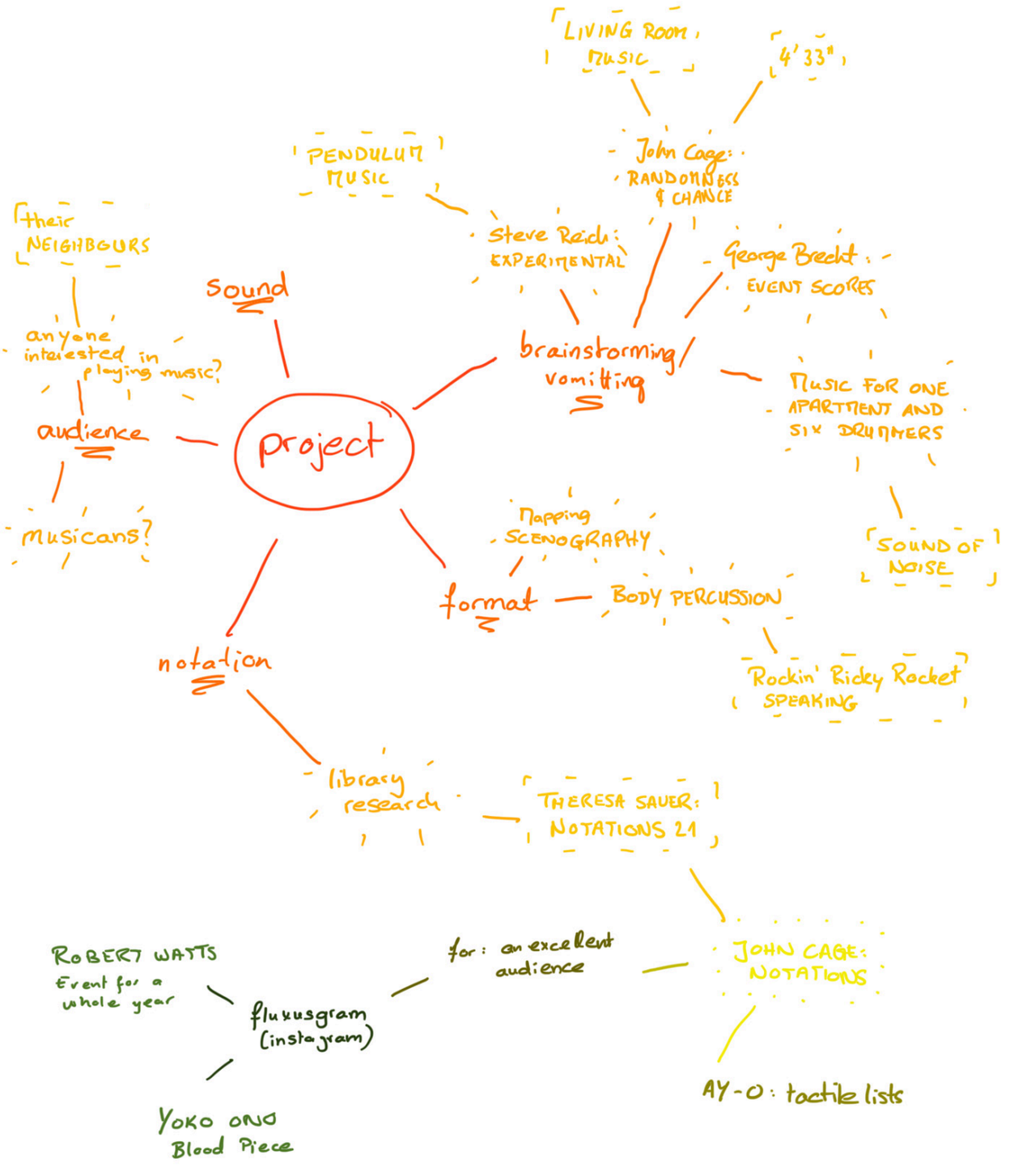
Fig.2

Nevertheless, his music is notated in a very traditional way. In his piano piece *Guero* (1969) the instrument is explored by analogy with the percussion instrument guiro, which gives the title for the piece. There seems to be almost nothing traditional in the way the piano is played, but the score still keeps to traditional elements. In the beginning of the score the right-to-left position is indicated with three clefs.[Fig. 2] These clefs have no pitch implication. If I run my nail over several piano keys without pressing them down, all the sounds



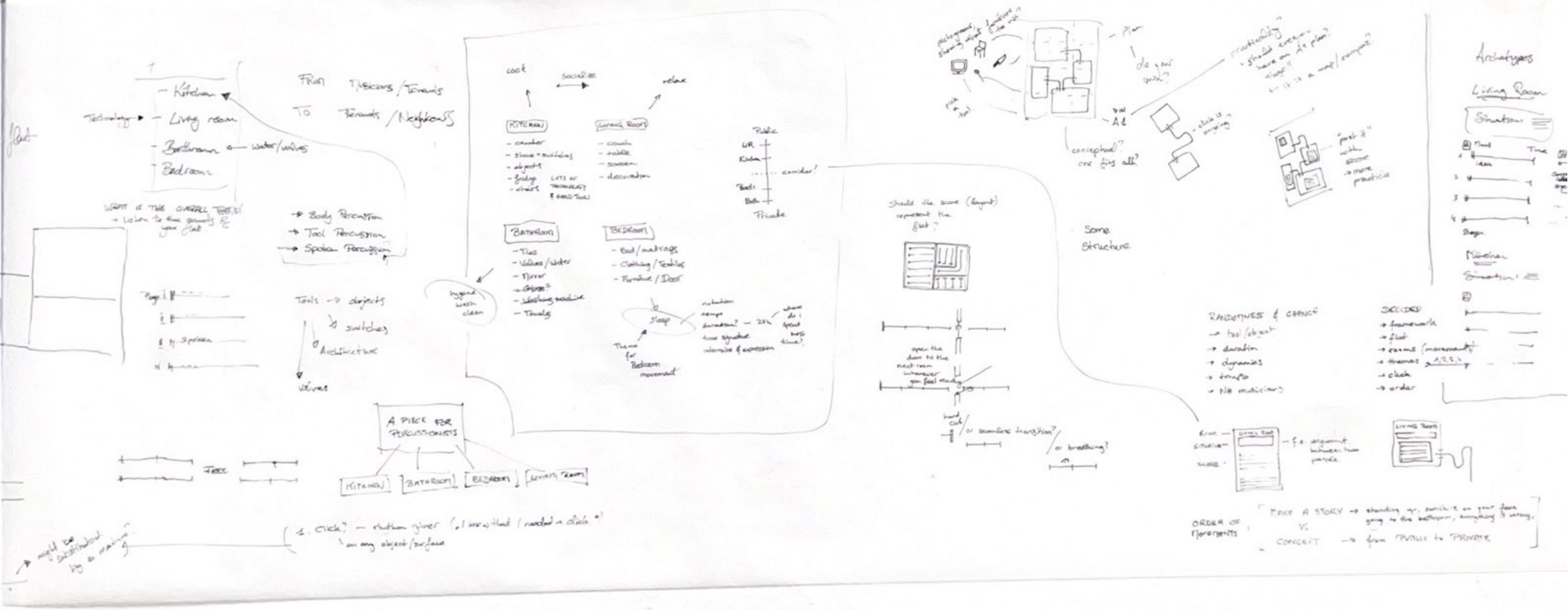





project
sound
their NEIGHBOURS
anyone interested in playing music?
audience
musicans?
brainstorming/ vomiting
LIVING ROOM MUSIC
4'33"
John Cage: RANDOMNESS & CHANCE
PENDULUM MUSIC
Steve Reich: EXPERIMENTAL
George Brecht: EVENT SCORES
MUSIC FOR ONE APARTMENT AND SIX DRUMMERS
SOUND OF NOISE
format
Mapping SCENOGRAPHY
BODY PERCUSSION
Rockin' Ricky Rocket SPEAKING
notation
library research
THERESA SAUER: NOTATIONS 21
JOHN CAGE: NOTATIONS
AY-O: tactile lists
for: an excellent audience
fluxusgram (instagram)
ROBERT WATTS Event for a whole year
YOKO ONO Blood Piece

EXPANDING!

SKETCHING!



Kitchen
Living room
Bathroom
Bedroom
Technology
water/valves
FROM Musicians / Tenants
TO Tenants / Neighbours
Body Percussion
Tool Percussion
Spoken Percussion
Tools → objects
switches
Architecture
Valves
cook
socialize
relax
KITCHEN
LIVING ROOM
BATHROOM
BEDROOM
Public
Private
Sleep
A PIECE FOR PERCUSSIONISTS
Some Structure
Archetypes
Living Room
Situation
RANDOMNESS & CHANCE
DECIDED
ORDER OF MOVEMENTS
MAKE A STORY
CONCEPT
from PUBLIC to PRIVATE

CONSULTING!

11.01.2024, 21:32

Hi Luis,
I hope you feel already a lot better. Ana told me that you weren't feeling your best beginning this week 🧡

I'm writing to you to tell you a little about a project I'm working on currently and I'd appreciate your input on if you have the time 😊 I want to write a music score for a percussion piece that takes place in a flat, where every movement is played in a different room. It will be a percussion piece, and the instruments will be the furniture, switches, tools, ... whatever you find in the room. Somewhat like shown in the short movie Music for One Apartment and Six Drummers. In case you are interested, I would love to hear your thoughts on different notations, working with randomness and chance and composing over a cup of hot chocolate 🍫

All the best ✨

11.01.2024, 22:13

Hey, Gilles! Thanks for the wishes, I am feeling better and are almost completely well 🙂

11.01.2024, 22:34

And yes, of course, happy to talk about notation and randomness/chance. Lmk when's good for you!

BRAINSTORMING!

11.01.2024, 21:32

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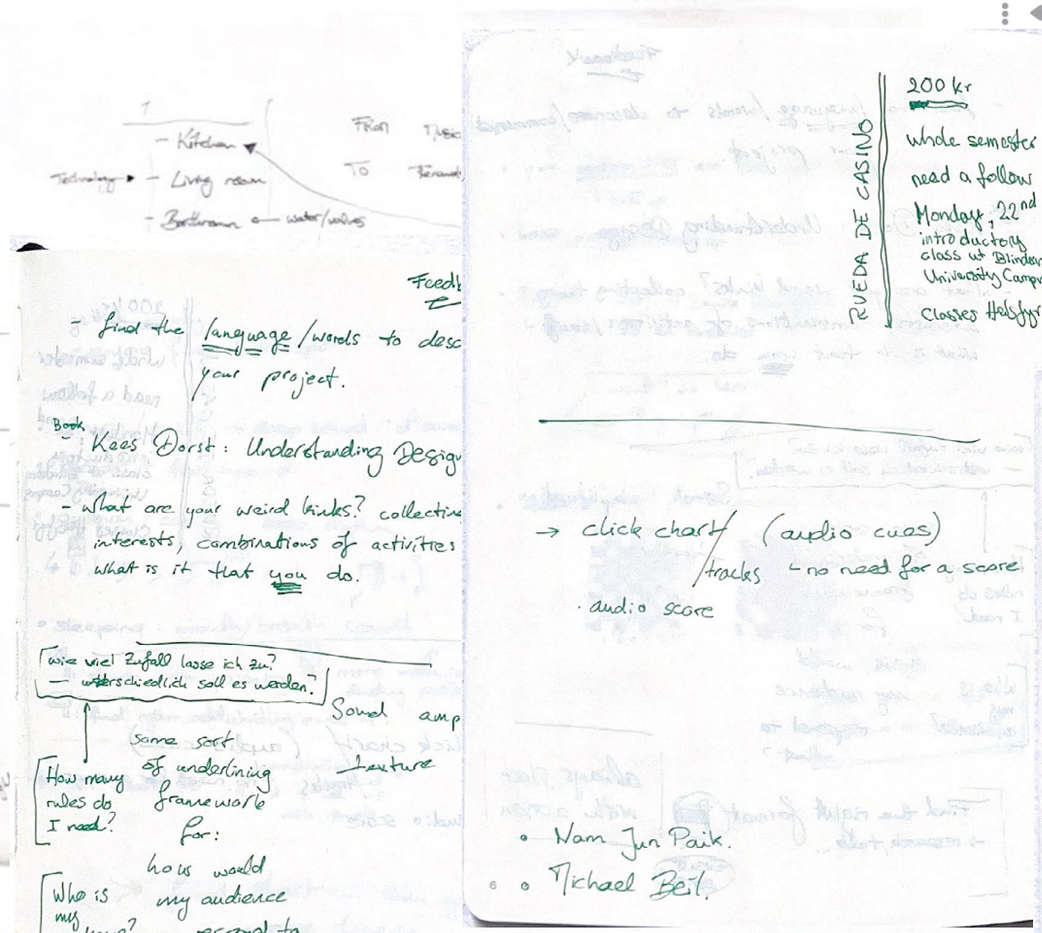

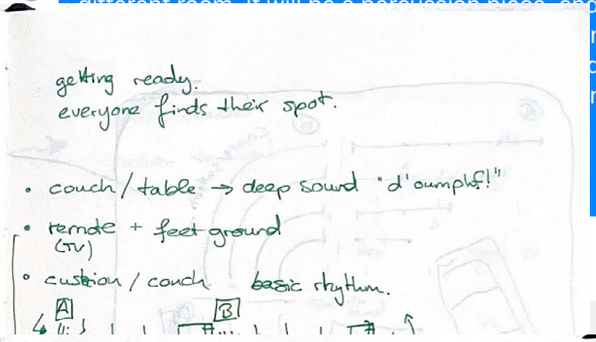

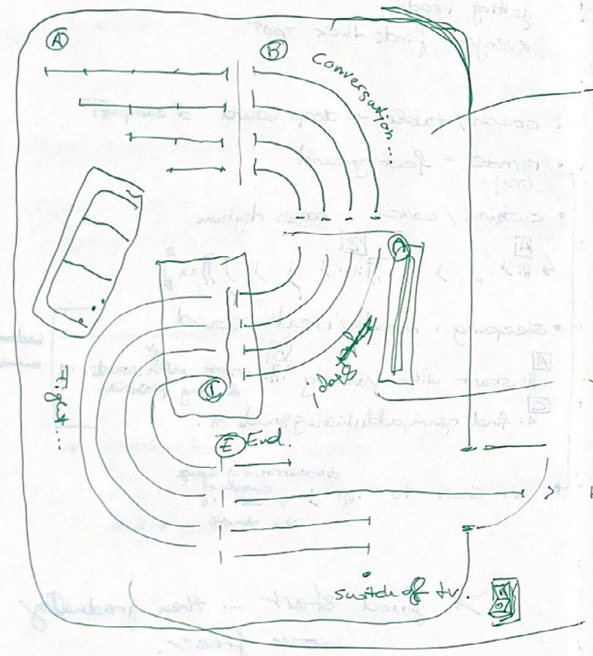

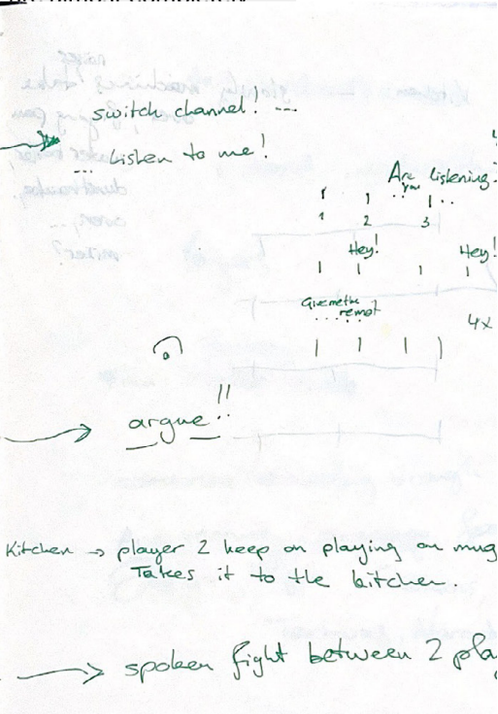

Patterns.

MAKING!

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Living Room

Situation: A family is sitting together in the living room. Everyone is fixed on the TV. There is no interaction between family members going on. At some point, a heated argument breaks up the cold atmosphere.

♩ = 92

A

Player 1: 4x — Cushion — 4x — 8x — *repeat ad lib.* (Couch)

Player 2: Walk towards table and sit down on the floor. Prepare mug and spoon.

Player 3: Turn on the TV. Take the remote and sit down on the couch. — Once every four bars: demonstratively change the channel with the remote.

Player 4+: Add some texture to the beat. Fill up the blanks with whatever feels right.

B *repeat ad lib.*

Audibly clear your throat. — *The re-mote* *please!*

Imitate the sounds coming from the TV channel (spoken and ambience sounds), pay attention to when the TV channel is switched.

C

4x — 4x — 4x — 3 — 4x

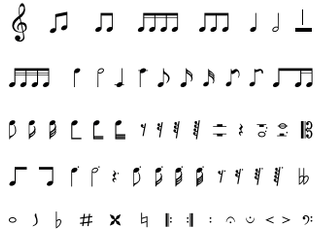
Are you li-sten-ing? *Hey!* *Hey!* *Give me the re-mote!* *Ah!* *Ah!*

Continue... — Increase volume... — Throw in some clear statements... — Madness...

D

Start an argument with player 3.
Keep it going as long as it takes.

The probs are suggestions. Adapt to the environment you are playing in. Have a good mix of lows, mids and highs.
This is a piece for four to x-amount of percussionists. The Player 4+ can be doubled, tripled, quadrupled, ...



REGRETTING!

11.01.2024, 21:32

Hi Luis,
I hope yo … feeling your best
beginnin…

I'm writin… currently and I'd
appreciat… music score for a
percussi… t is played in a
different… will be the
… what like shown
… case you are

Fuck the Flat.ai
Adobe Illustrator-Dokument - 1,9…

Informationen Weniger anzeigen

Erstellt	19. Januar 2024 um 15:44
Geändert	19. Januar 2024 um 15:44
Inhalt erstellt	19. Januar 2024 um 15:44

Tags

Tags …

Living Room

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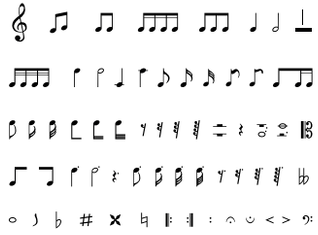
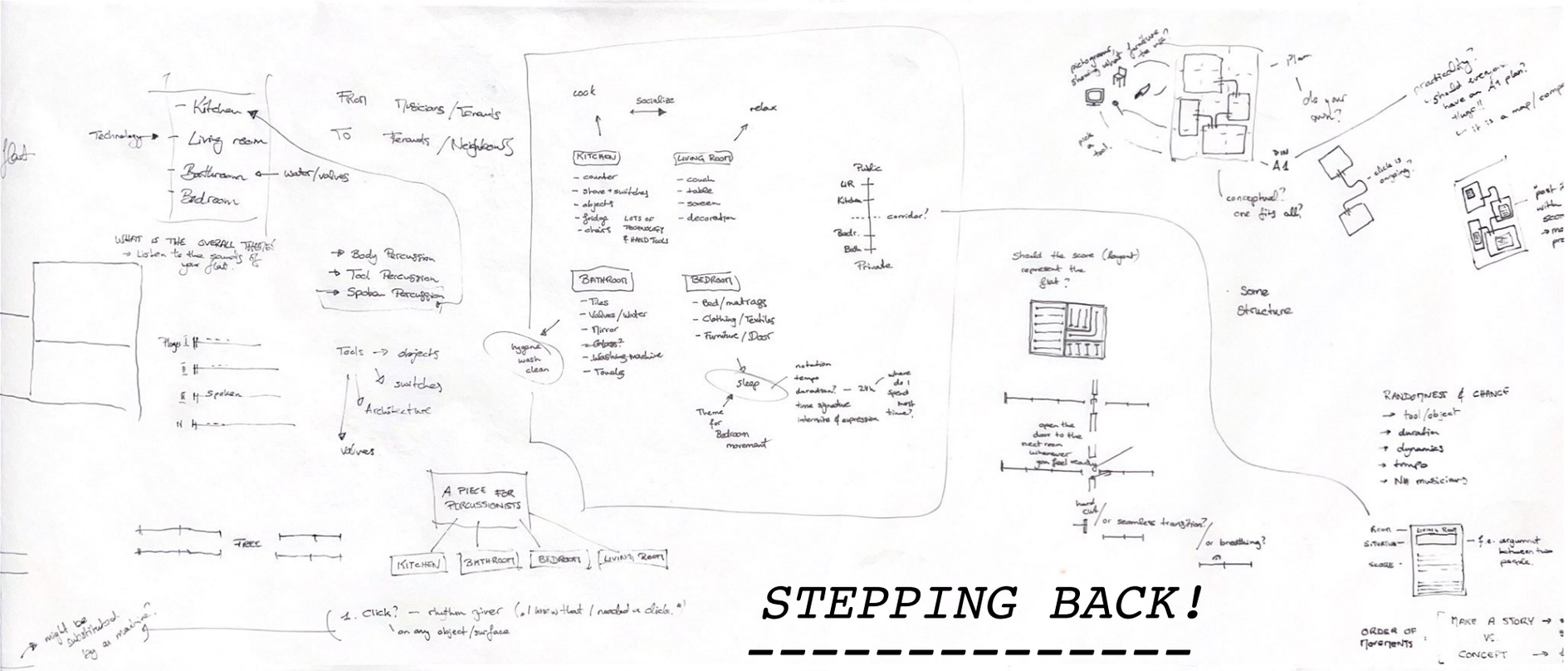
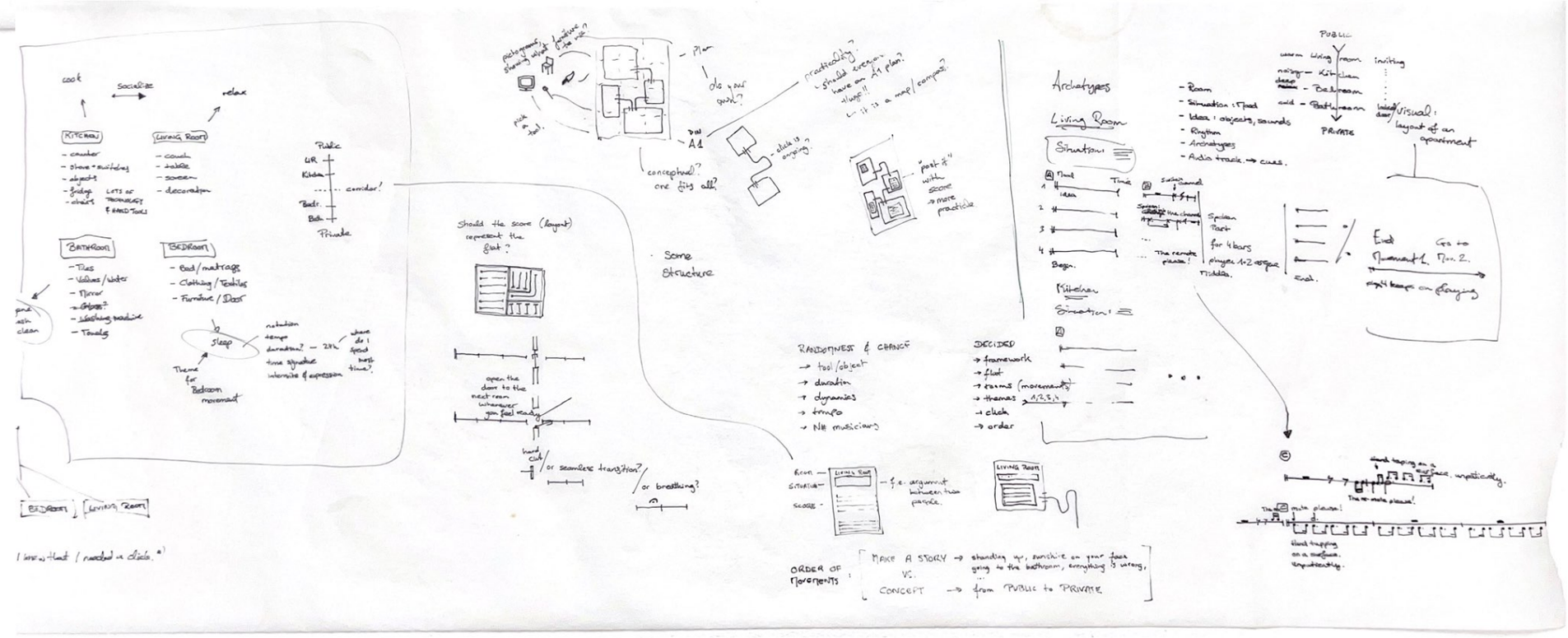
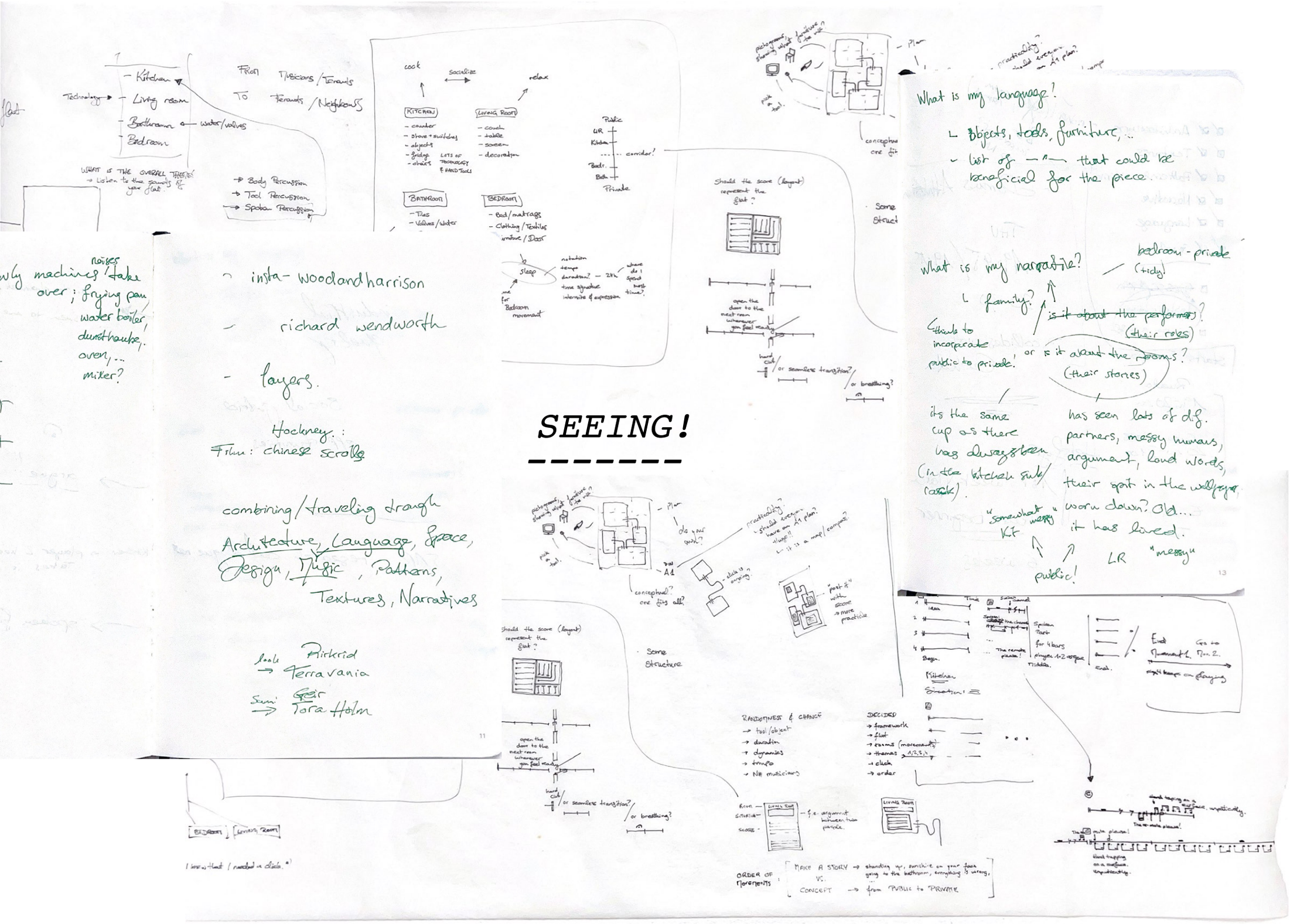
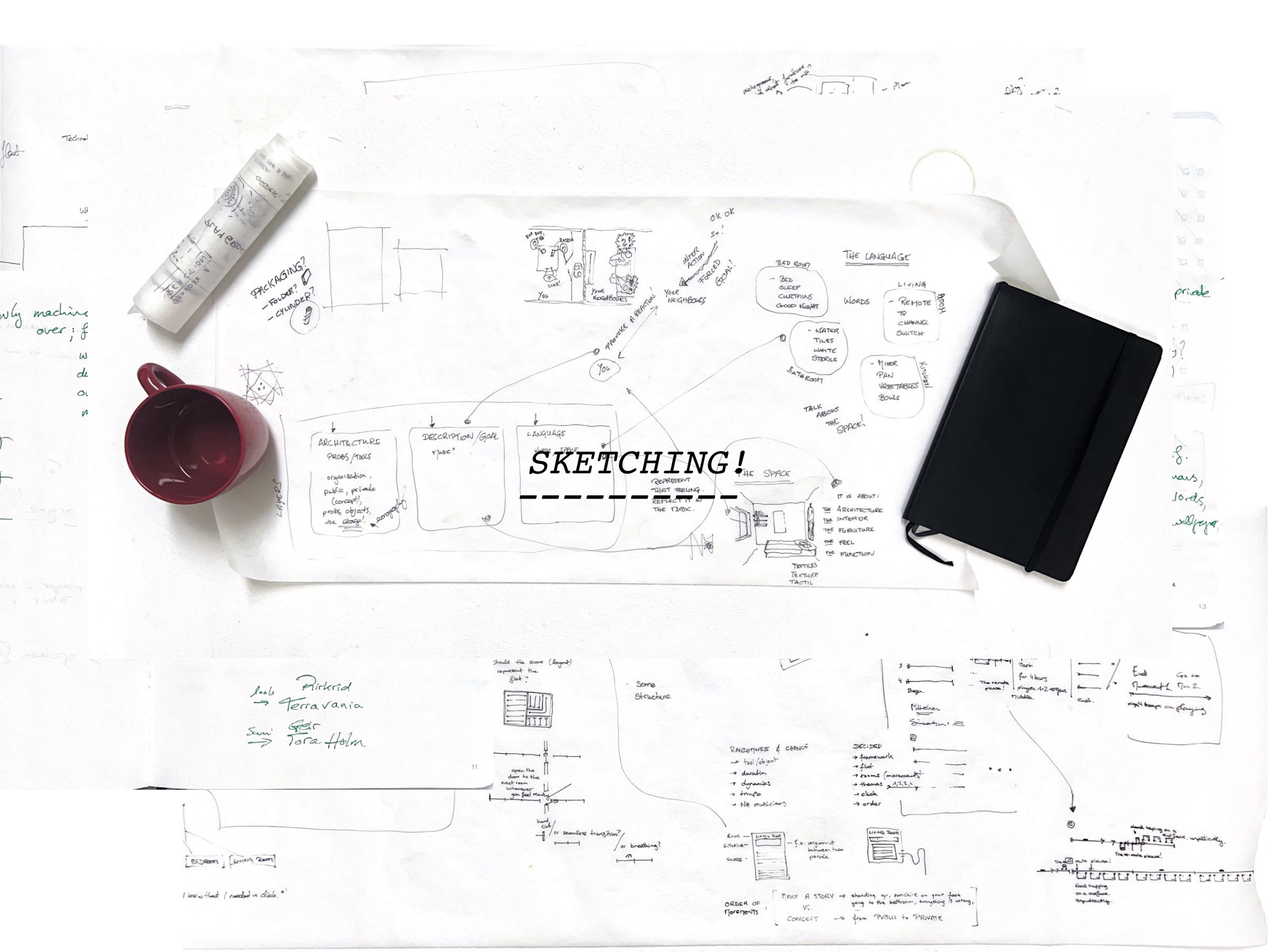




STEPPING BACK!




SEEING!
- Kitchen
- Living room
- Bathroom
- Bedroom
Technology
water/valves
WHAT IS THE OVERALL THEME?
→ Listen to the sounds of your flat.
FROM Musicians / Tenants
TO Tenants / Neighbours
→ Body Percussion
→ Tool Percussion
→ Spoken Percussion
cook
socialize
relax
KITCHEN
- counter
- stove + switches
- objects
- fridge
- chairs
LOTS OF TECHNOLOGY & HAND TOOLS
LIVING ROOM
- couch
- table
- screen
- decoration
BATHROOM
- Tiles
- Valves / water
BEDROOM
- Bed / matrass
- Clothing / Textiles
Public
LR
Kitchen
corridor!
Bedr.
Bath
Private
sleep
notation
tempo
duration? — 24h
time signature
intensity & expression
where do I spend most time?
Bedroom movement
Should the score (layout) represent the flat?
open the door to the next room whenever you feel ready
hard cut / or seamless transition? / or breathing?
Some Structure
Plan
pick a tool.
conceptual? one fits all?
practicality? should everyone have an A1 plan?
- it is a map / compass
- click is ongoing?
"post it" with score → more practicle
What is my language?
objects, tools, furniture, ...
list of — " — that could be beneficial for the piece.
What is my narrative?
family?
bedroom - private (tidy)
~~is it about the performers?~~ (their roles)
think to incorporate public to private!
or is it about the rooms? (their stories)
its the same cup as there has always been (in the kitchen sink / rack).
has seen lots of dif. partners, messy humans, argument, loud words, their spit in the wallpaper, worn down? Old... it has lived.
"somewhat messy" KT
LR "messy"
public!
13
- insta - woodandharrison
- richard wendworth
- layers.
Hockney:
Film: chinese scrolls
combining / traveling through
Architecture, Language, Space, Design, Music, Patterns, Textures, Narratives
look → Birkrid Terravania
Sam: Geir → Tora Holm
11
Time
Idea
Begin.
Spoken Part for 4 bars
Middle.
End.
Kitchen Situation:
RANDOMNESS & CHANCE
→ tool / object
→ duration
→ dynamics
→ tempo
→ NH musicians
DECIDED
→ framework
→ flat
→ rooms (movements)
→ themes 1,2,3,4
→ click
→ order
LIVING ROOM
f.e. argument between two people.
ORDER OF MOVEMENTS:
MAKE A STORY → standing up, sunshine on your face, going to the bathroom, everything is wrong, ...
VS.
CONCEPT → from PUBLIC to PRIVATE
BEDROOM
LIVING ROOM
I know that / needed a click.
hand tapping on a surface. unpatiently.
The re-note please!
hand tapping on a surface. unpatiently.


SKETCHING!
PACKAGING?
- FOLDER?
- CYLINDER?
THE LANGUAGE
BED ROOM
- BED SLEEP CURTAINS GOOD NIGHT
WORDS
LIVING ROOM
- REMOTE TV CHANNEL SWITCH
- WATER TILES WHITE STERILE
BATHROOM
- MINER PAN VEGETABLES BOWLS
KITCHEN
TALK ABOUT THE SPACE!
PROVOKE A REACTION!
YOU
YOUR NEIGHBOURS
OK OK
So!
ARCHITECTURE
PROBS/TOOLS
organization, public, private (concept), probs, objects, the story!
DESCRIPTION/GOAL
LANGUAGE
LAYERS
THE SPACE
REPRESENT THAT FEELING. REFLECT IT IN THE TASK.
IT IS ABOUT:
THE ARCHITECTURE
THE INTERIOR
THE FURNITURE
THE FEEL
THE FUNCTION
TEXTILES
TEXTURE
TACTIL
Some Structure
RANDOMNESS & CHANCE
DECIDED
ORDER OF MOVEMENTS
MAKE A STORY
CONCEPT
from PUBLIC to PRIVATE

PACKAGING?
- FOLDER?
- CYLINDER?
THE LANGUAGE
BED ROOM
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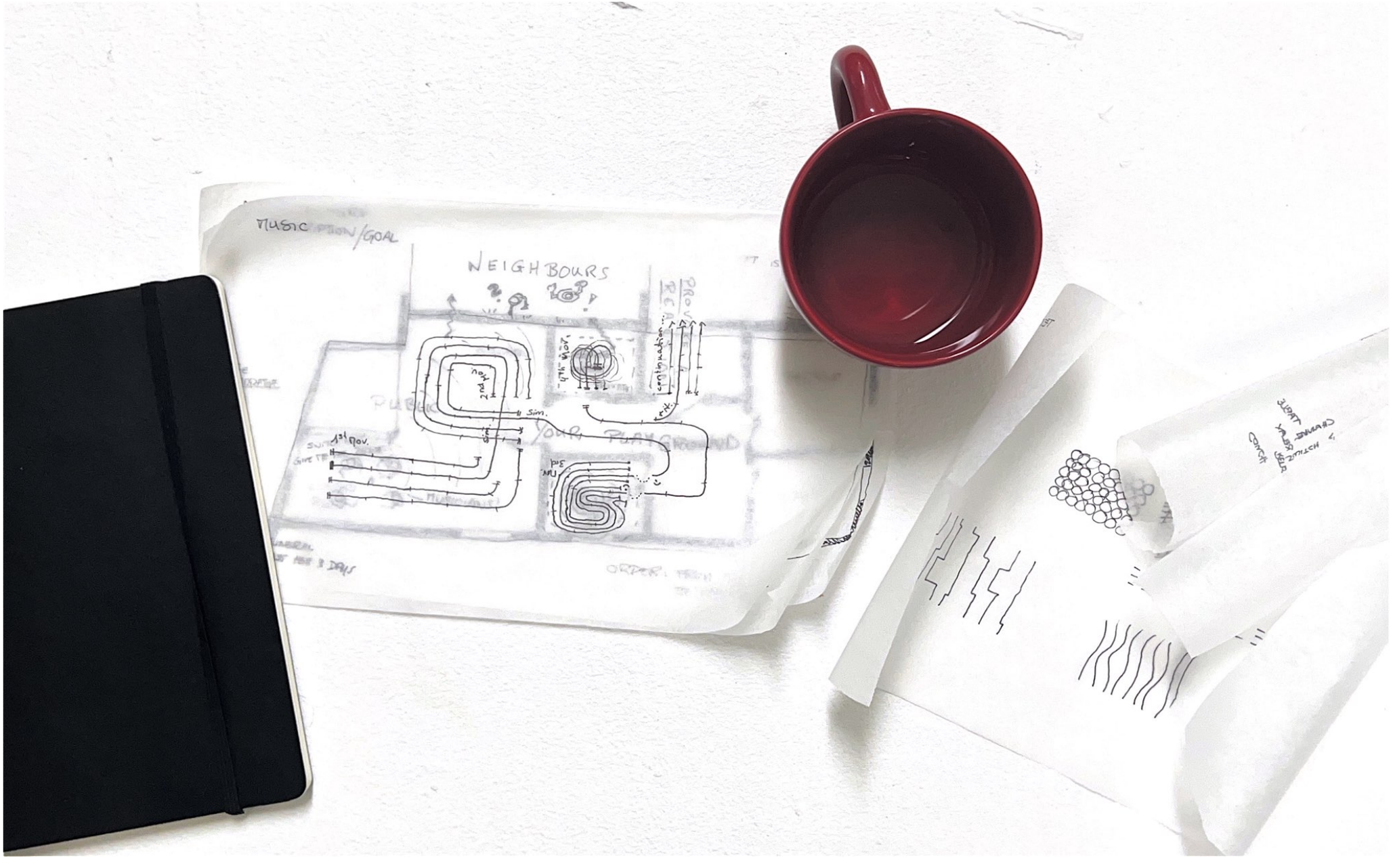
DESCRIPTION/GOAL
LANGUAGE
LAYERS
SKETCHING!
(AGAIN!)
REPRESENT THAT FEELING. REFLECT IT IN THE TASK.
THE SPACE
IT IS ABOUT:
THE ARCHITECTURE
THE INTERIOR
THE FURNITURE
THE FEEL
THE FUNCTION
TEXTILES
TEXTURE
TACTIL

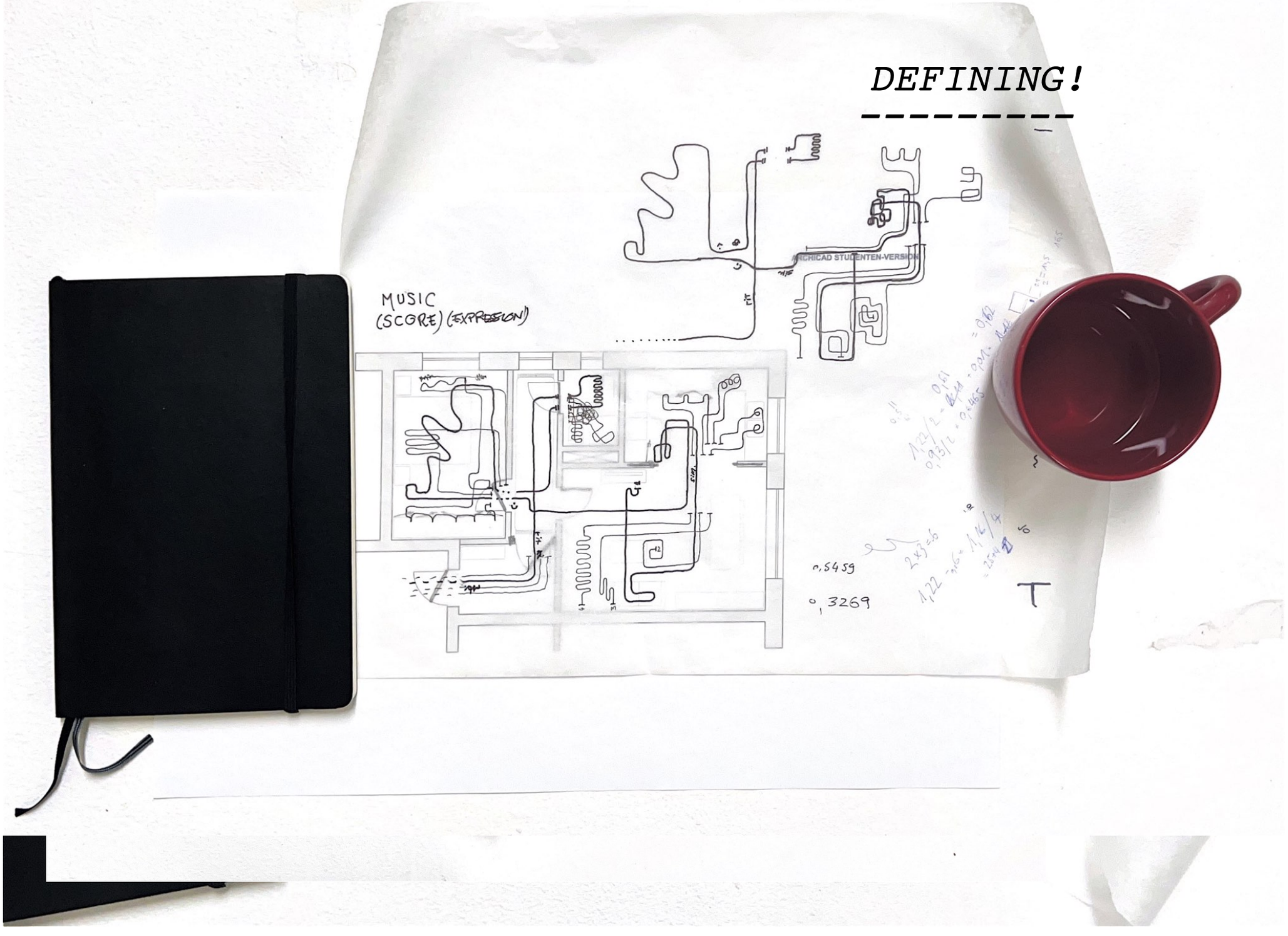
PROTOTYPING!



DEVELOPING!

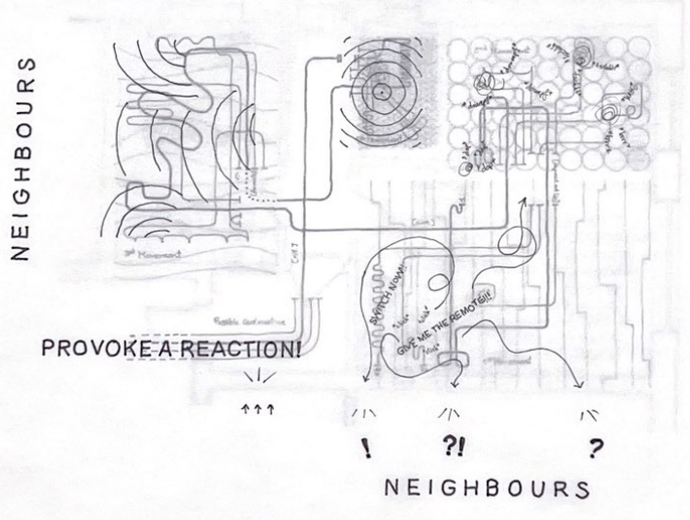
MUSIC
LANGUAGE
DESCRIPTION/GOAL
PUBLIC
YOUR PLAYGROUND
MUSICIANS!
ORDER
KITCHEN
BATH ROOM
BEDROOM
LIVING ROOM
CORRIDOR
BED ROOM
BEDROOM

DEFINING!



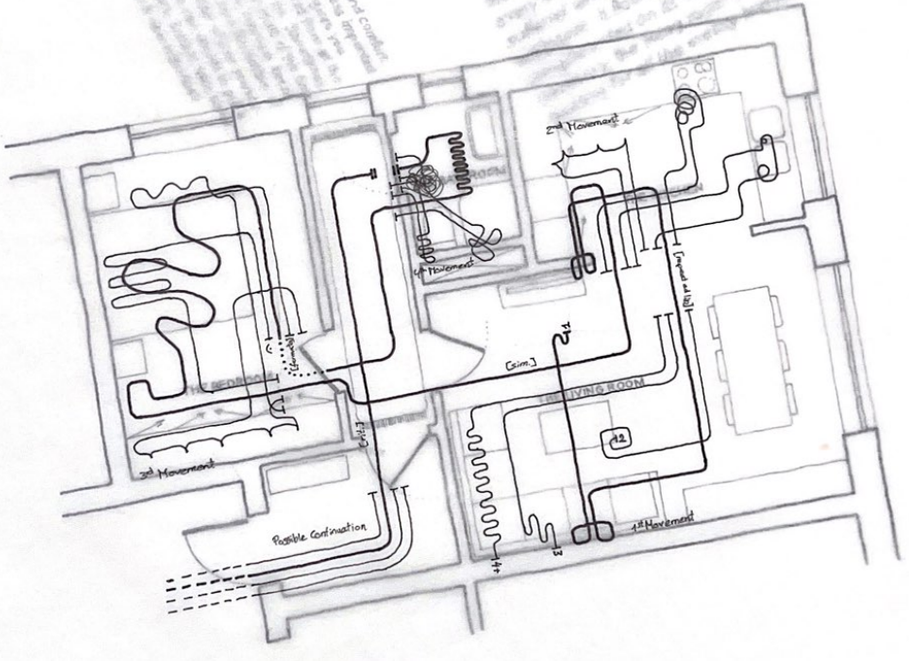
PRODUCING!

The Goal



The Narrative

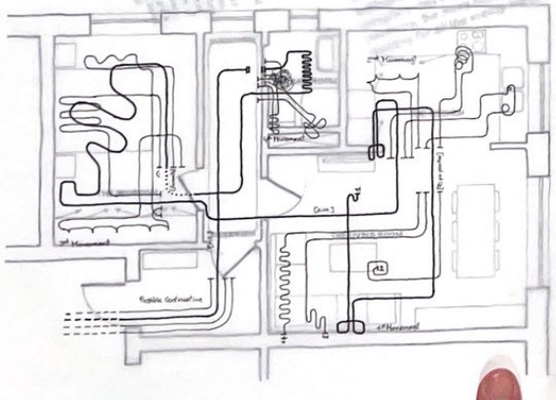
The Architecture
The Pattern



The Narrative

The Architecture

The Pattern



FLATTEN ME!

A piece for four or more percussionists.

by GILLES SCHNEIDER