

REED RICHARDS: for solo steel pan and electronics

Performance Notes:

Staging and amplification are open.

The timecode in red is indicative of the number of seconds each measure lasts.

For instance, measure 1 lasts 8 seconds and measure 2 begins 9 seconds into the piece.

Time-stretches from the middle staves may be created beforehand and played back as a tape track or may be incorporated live with the 'Reed Richards' Max MSP patch and a 12-step foot pedal.

Note: if the piece is performed in the latter fashion, content from the bottom staff will also be subjected to the time-stretch, which will result in a denser texture and altered version of the piece.

*Blue numbers indicate the number of seconds that should be captured from the sonority before it is subjected to time-stretching. The time stretched result should occur (playback) as close to 1 second after that of the indicated blue number.

*Green numbers indicate the time-stretch amount.



: This rhythmic motive from the bottom staff's should be performed with a prolonged dotted eighth note whenever it appears.

Specifically, the performance should be more so as if the dotted eighth-note is somewhere between a double-dotted and a triple-dotted eighth-note and the sixteenth note is therefore between a thirty-second and sixty-fourth note.

The notation is written for simplicity sake and this is only applies for this specific rhythm.

Filtering, delay, echo, and reverse effects may all also be automated, but it is strongly recommended that the piece is played to a stopwatch in this case.

Alternatively, effects may be triggered live by a foot-pedal in the performance.



: Delay stutter: any variant of delay that incorporates a 5ms stutter-like effect is acceptable



: the reverse module may be chained to the echo or separate. The time indicates when the reverse should be instantiated from the start of the figure.



: Filter resets; if the line continues through the symbol, the filter automation is only briefly interrupted



: indicates a filter reset for the time between each caesura symbol.

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The image displays three staves of musical notation for a piece titled "rubber mallets". The notation is written for Right (R), Left (L), and Left/Right (L/R) channels. The time axis is marked in seconds (0, 8, 16, 24, 32). The music features various time-stretching and delay effects, indicated by green boxes and blue annotations.

Staff 1 (0-32 seconds):

- Time-stretching:** Green boxes indicate time-stretching factors: $\times 22$ (0-8s), $\times 18.5$ (8-16s), $\times 16$ (16-24s), and $\times 13.5$ (24-32s).
- Delay:** Blue annotations indicate delay effects: "delay: (ca. 5ms) stutter" (0-8s) and "delay: stutter" (8-16s).
- Filtering:** Dashed lines indicate filter settings: "filter: low-pass 1000 Hz" (0-16s), "filter: high-pass 2500 Hz" (16-24s), and "filter: high-pass 2500 Hz" (24-32s).
- Reverb:** A green box indicates "echo: $\times 11$ & reverse: 2" (24-32s).

Staff 2 (0-32 seconds):

- Time-stretching:** Green boxes indicate time-stretching factors: $\times 10.5$ (0-8s), $\times 7.5$ (8-16s), $\times 4.5$ (16-24s), and $\times 3.5$ (24-32s).
- Delay:** Blue annotations indicate delay effects: "delay: stutter" (0-8s) and "delay: stutter" (8-16s).
- Filtering:** Dashed lines indicate filter settings: "filter: low-pass 2000 Hz" (0-16s), "filter: high-pass 2500 Hz" (16-24s), and "filter: low-pass 1000 Hz" (24-32s).
- Reverb:** A green box indicates "echo: $\times 2$ & reverse: 2" (24-32s).

Staff 3 (0-32 seconds):

- Time-stretching:** Green boxes indicate time-stretching factors: $\times 10.5$ (0-8s), $\times 7.5$ (8-16s), $\times 4.5$ (16-24s), and $\times 3.5$ (24-32s).
- Delay:** Blue annotations indicate delay effects: "delay: stutter" (0-8s) and "delay: stutter" (8-16s).
- Filtering:** Dashed lines indicate filter settings: "filter: low-pass 2000 Hz" (0-16s), "filter: high-pass 2500 Hz" (16-24s), and "filter: high-pass 20 Hz" (24-32s).
- Reverb:** A green box indicates "echo: $\times 10$ & reverse: 1.5" (24-32s).

2
13 0" 11" 23" (27")

х9 3" х12 1.5" х5 2"

filter: low-pass 2500 hz 20000 hz 1000 hz // echo: х9 & reverse: 1"

skirtw/ superball

16 0" 6" 17" 24" (30")

х6 4" х11 1.5" х8 3" х7 4"

filter: high-pass 20 hz filter: low-pass 2500 hz 20000 hz filter: band-pass 600 hz 2500 hz 20 hz 20000 hz echo: х4 & reverse: 1.5"

skirtw/ superball

20 0" 18" 26" 33" (36")

х6 3" х3.2 2" х2.7 2" х4.3 1"

skirtw/ rubber mallet + delays: tutter

filter: high-pass 2500 hz 20 hz filter: high-pass 5000 hz 20 hz filter: low-pass 20000 hz 600 hz

24 0" 8" 16" 24" 32" (38")

h13.5 3" 3" 3" 3" 3" 3"

filter: band-pass
20 Hz - 5000 Hz

filter: high-pass
2000 Hz - 20000 Hz

filter: high-pass
2000 Hz - 20000 Hz

echo: x8 & reverse: 0.5"

29 0" 8" 15" 21" (31")

h3.2 2" 2" 1" 3" 3"

filter: high-pass
1000 Hz

echo: x5 & reverse: 2"

echo: x7 & reverse: 2"

skirt w/
superball

33 0" 7" 14" 21" (24")

h4.3 4" 3" 2" 2"

filter: low-pass
1000 Hz

4 0" 12" 16" (21")

37

х12 1.5" х5 2" х6 4"

filter: low-pass 1000 hz

echo: X6 & reverse: 2"

40 0" 7" 13" (19")

х3.2 2" х4.3 1" х2.7 3"

filter: band-pass 300 hz 20000 hz 20 hz 5000 hz

echo: X6 & reverse: 2"

echo: X7 & reverse: 1"

skirt w/ superball

43 0" 11" 23" 27" (30")

х9 3" х12 1.5" х5 2" х6 2.5"

filter: low-pass 1000 hz 20000 hz 23000 hz

echo: X5 & reverse: 2.5"

echo: X8 & reverse: 1"

47 0" 7" 14"

x4.3 x3.2 x2.7

4" 3" 2"

filter: band-pass
600 hz
2500 hz

echo: x4 & reverse: 2"

20 hz
20000 hz

==

50 21" (34")

echo: x9 & reverse: 2"

echo: x3 & reverse: 1"

echo: x10 & reverse: 0.5"

filter: low-pass
20000 hz

1000 hz