


TIME SPELL 2

for percussion and electronics

Sequence:

✓ interlocking in 5 patterns

IV phasing quavers in 4
eg: 

III interlocking in 3 patterns

II interlocking in 2 patterns

I unison in 1
leave electronics to fade out (c.3 minutes)

each section:

gradually slower
gradually louder
c. 6 minutes duration

I=150
✓
p-mp

I=120
IV
mp-mf

I=90
III
mf-f

I=60
II
f-ff

I=30
> I <
fff

I=60
II
f-ff

I=90
III
mf-f

I=120
IV
mp-mf

I=150
✓
p-mp

I=150
✓
p-mp

I=120
IV
mp-mf

I=90
III
mf-f

I=60
II
f-ff

I=60
II
f-ff

I=90
III
mf-f

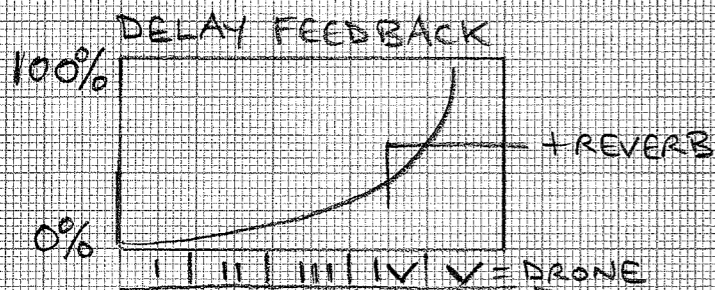
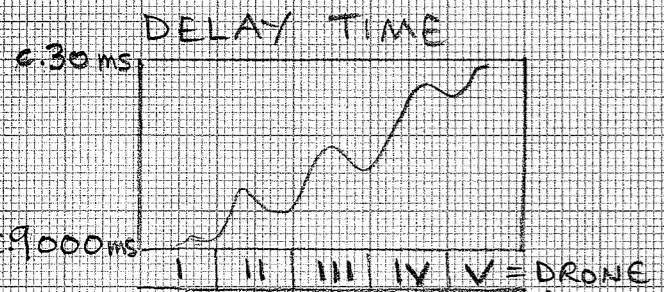
I=120
IV
mp-mf

I=150
✓
p-mp

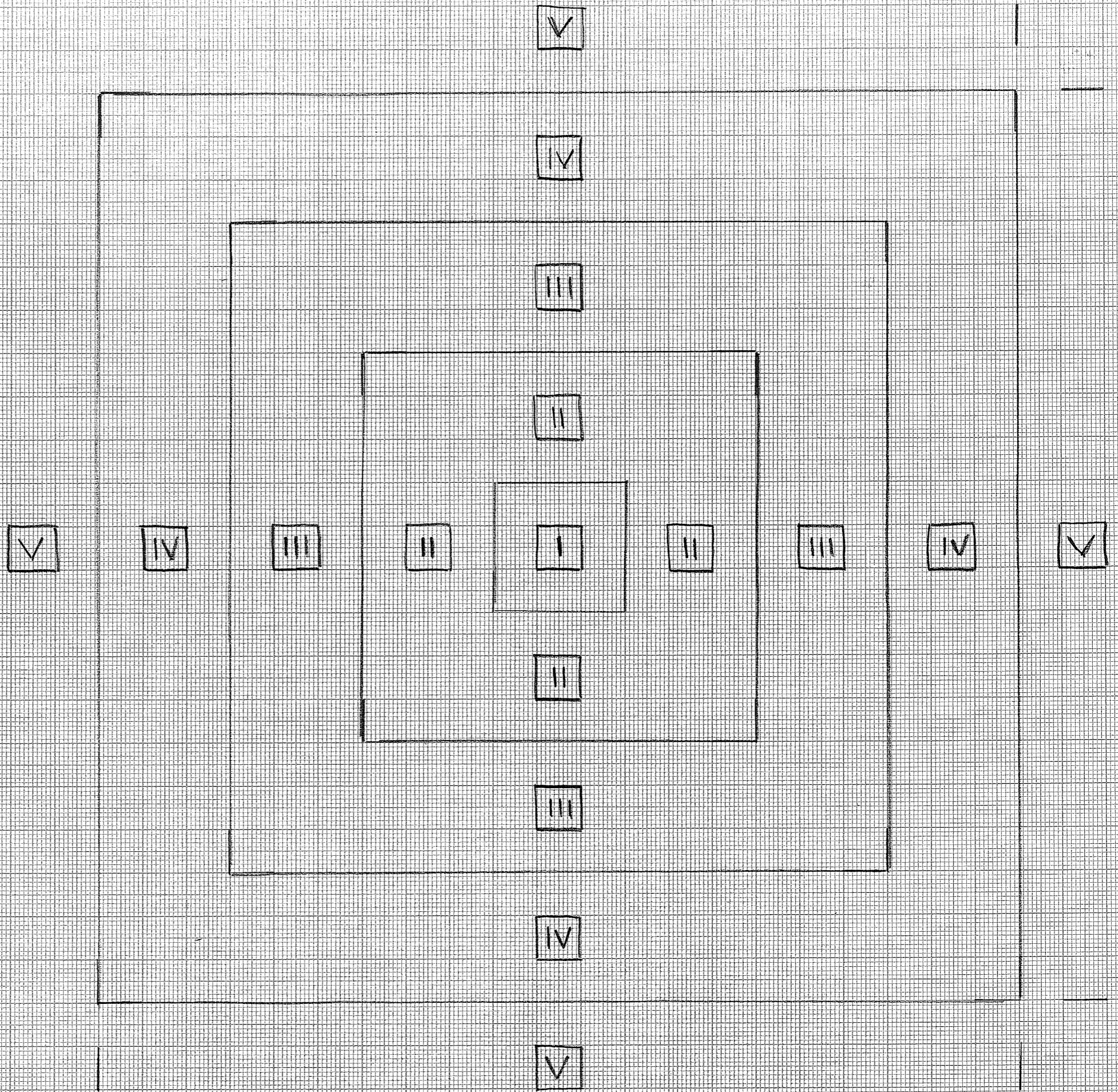
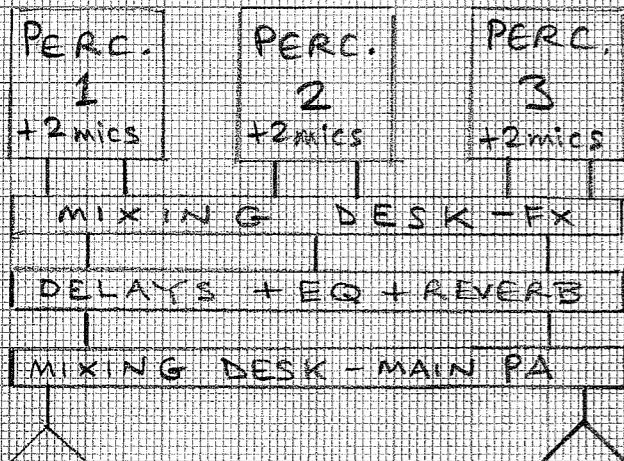
ELECTRONICS

- V 1ST 3 MINUTES : TACET
 2ND 3 MINUTES :
 QUIET LONG DELAY P
 ZERO FEEDBACK
- IV CHANGING LONG DELAYS
 9000 - 6000 MS (approx)
 C. 0 - 20% FEEDBACK MP
- III CHANGING MEDIUM DELAYS
 6000 - 3000 MS (approx)
 C. 20 - 45% FEEDBACK MF
- II CHANGING SHORT DELAYS
 3000 - 500 MS (approx) f
 C. 45 - 75% FEEDBACK
- I MINIMUM DELAY + ABS
 MAXIMUM FEEDBACK REVERB
 LET DRONE FADE OUT > PPP
 C. 3 MINUTES

DELAYS ARE PROGRAMMED TO CHANGE AS FOLLOWS:

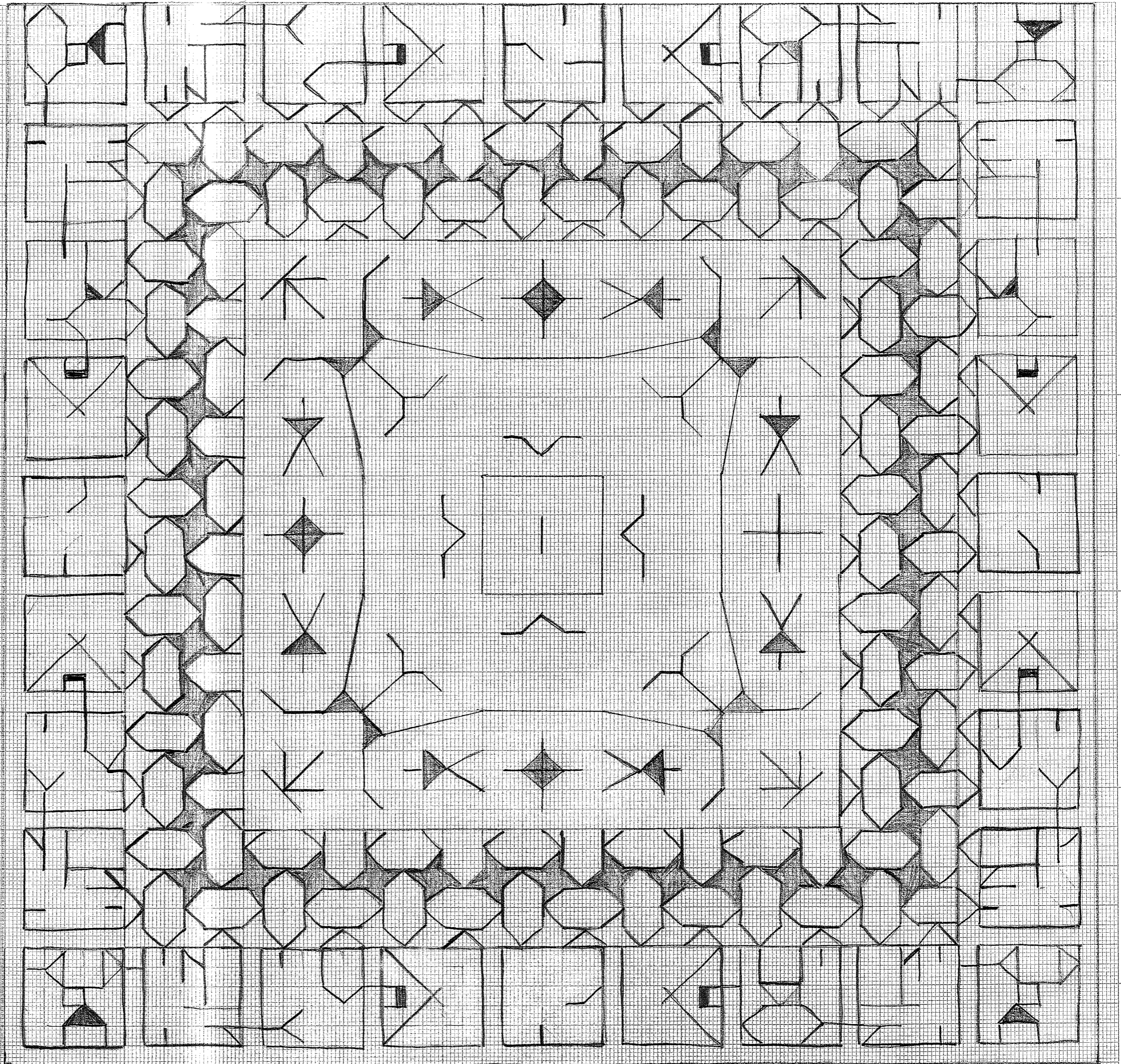
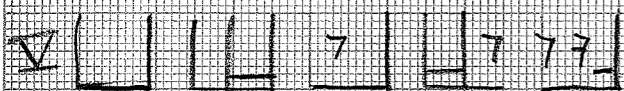
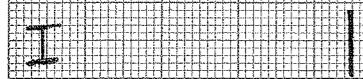
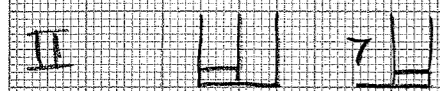
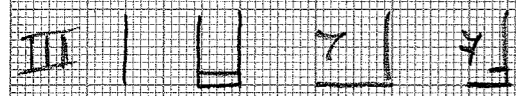
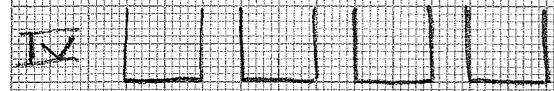


SET UP:

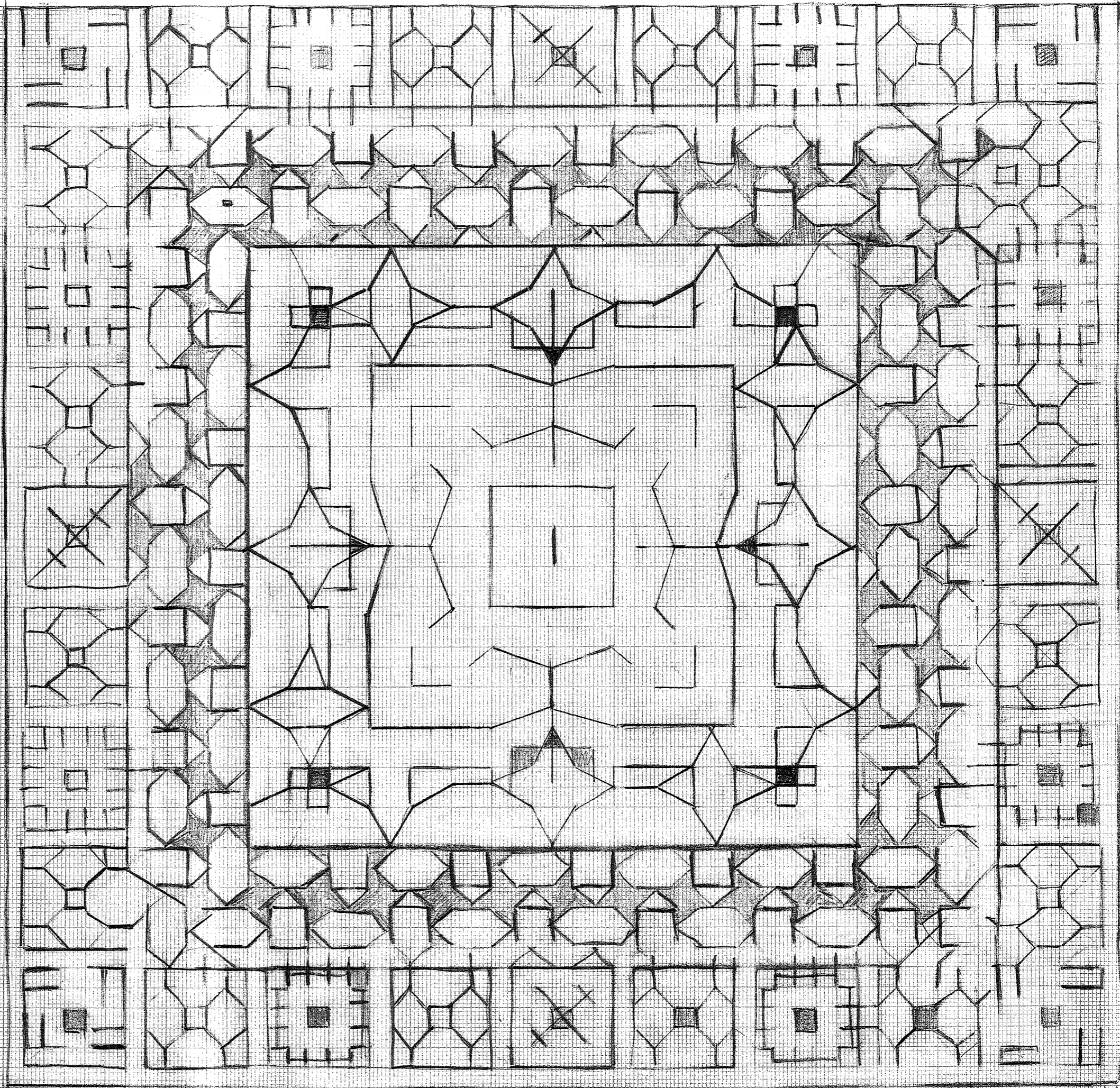
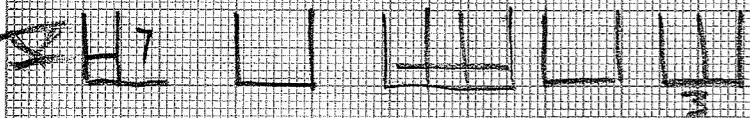
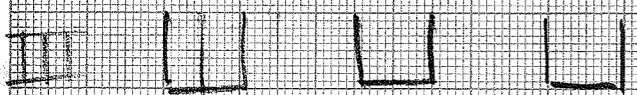
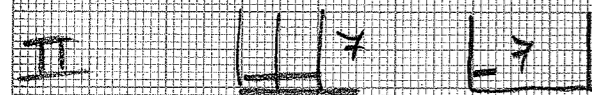
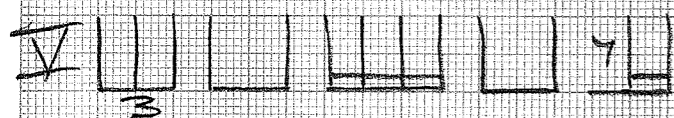


EXACT PARAMETERS TO BE ADJUSTED - ACCORDING TO THE ACOUSTICS

PERCUSSION 1



PERCUSSION 2



PERCUSSION 3

