

SONIC MECHANICS

for percussion, piano and electronics

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1. MOMENTUM & GRAVITY

A Stasis
Calm and still

(A1)

Vibraphone
motor off

arco
V
1.v.
pp *p*

Percussion

Piano

eBow
Red. sempre

5'' 20'' 10'' 10''

(c2)

sine

Electronics

(A1)

The score is written for three parts: Percussion, Piano, and Electronics. The Percussion part consists of four measures, each with a rest. The Piano part also consists of four measures, each with a rest. The Electronics part consists of four measures. The first measure contains a sine wave. The second measure contains a pp (pianissimo) section. The third and fourth measures contain a pp section. The score is marked with (A1) and includes a Vibraphone section with motor off. The Percussion part has an arco section in the fourth measure, marked with V and 1.v. The Piano part has an eBow section in the fourth measure, marked with Red. sempre. The Electronics part has a sine wave in the first measure and a pp section in the second measure. The score is divided into four measures with durations of 5'', 20'', 10'', and 10''. The score is marked with (A1) and includes a Vibraphone section with motor off.

A2 motor on, slow

Perc. arco in any order *p*

To Cym.

A3 Cymbal swoosh mallets swells ad lib. *ppp* *p* sim.

Pno. eBow (2) remove eBows gently *pp* *p* *red. sempre*

chopsticks/pencils rattling *8va*

10'' 20'' 10'' 10''

detune/chorus

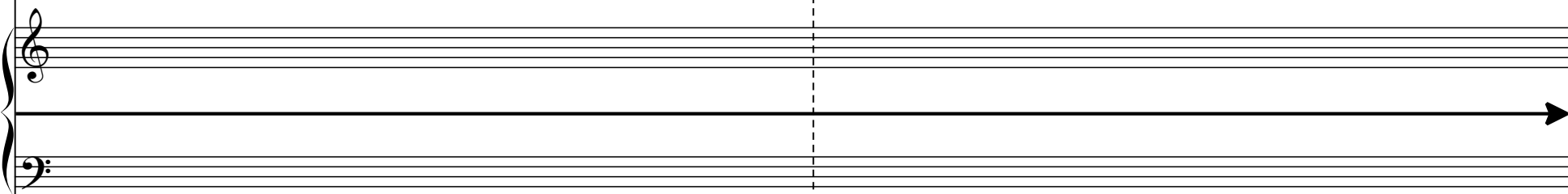
Elc. wobbling *pp* *p*

A2 **A3** To noise source

The score is divided into four measures by vertical dashed lines. The first measure (10'') features a Percussion part with a 'motor on, slow' instruction and a Piano part with 'eBow (2)'. The second measure (20'') shows the Percussion part transitioning to 'arco in any order' with a dynamic of *p*, and the Piano part with 'remove eBows gently'. The third measure (10'') features a Cymbal part with 'swoosh mallets swells ad lib.' and dynamics *ppp* and *p*, and the Piano part with *pp* and *p* dynamics and the instruction 'red. sempre'. The fourth measure (10'') features a Percussion part with 'sim.' and a Piano part with 'chopsticks/pencils rattling' and an *8va* instruction. The Electric Cello part has a 'detune/chorus' instruction in the first measure and 'wobbling' in the second. The score is marked with 'A2' and 'A3' at the beginning and end of the first and third measures respectively. A 'To noise source' instruction is at the bottom right.

A4

Perc. 

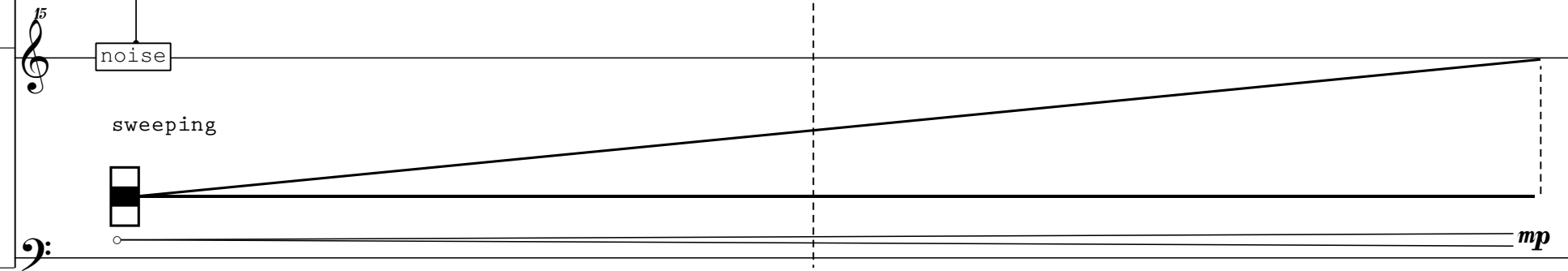
Pno. 

20''

filter closed

noise

sweeping

Elc. 

8 

A4

B

Push & Pull
Tense but slow

Gran Cassa (G.C.)

B1

To G.C.

Perc.

superball

rumble

p *mf*

To T.t.

Tam-tam

superball

pp *mp*

Pno.

1.v.

on string

scratch w/ nail

superball

along string

pp *p* *mf* *p* *mp*

8^{vb}

15^{mb}

red.

10''

10''

10''

10''

Elc.

clicks

rattling

chime/bell

shimmering

mp

B1

B2

B3

Perc.

To Cym.

Cymbal
arco
slowly, swelling low tones

mf

Pno.

1.v.

fishing line
droning

mf

8vb

15mb

10''

10''

20''

Elc.

drone

coarse texture

mp

B3

C Throw & Catch
Swift and jittery

3x

C1

To G.C.

Perc.

G.C.

1.v.

To Cym.

Pno.

slam down ped.

15^{mb}

2''

3''

5''

reverb

impact

swoosh

low thump

mp

sf

C1

The score is divided into three measures by vertical dashed lines. The first measure contains a 'C1' circle, a 'Perc.' staff with a double bar line, a 'Pno.' staff with a double bar line, and an 'Elc.' staff with a 'swoosh' box, a cymbal icon, and 'mp' dynamics. The second measure contains a '3x' circle, a 'Perc.' staff with a double bar line, a 'Pno.' staff with a double bar line, and an 'Elc.' staff with a '3'' circle. The third measure contains a 'G.C.' box, '1.v.' text, 'To Cym.' text, a 'Perc.' staff with a 'sf' dynamic and a 'G.C.' box, a 'Pno.' staff with a 'slam down ped.' instruction, a '15^{mb}' label, a 'sf' dynamic, a 'reverb' box, an 'impact' box, and a 'low thump' instruction with a 'sf' dynamic. The score is framed by a top line with a '3x' circle and a bottom line with a 'C1' circle.

C2

Perc.

Cym. *ppp* *mp*

l.v. To W.B & Toms + G.C.

W.B. & Toms hard yarn *mf* *p*

G.C.

Pno.

on strings *mf*

8va

scroll on keys (Guero) *f poss.*

Elc.

sweep long swell

sub. niente

f

impact

10'' 2'' 3'' 3'' 2''

8

C2

D Floating Projectiles
 Hovering, weightless

D1 **Tam**
superball

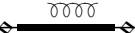
Perc.  *p* *mf*

D2 **Cym.**
arco

 *mp*

alternate freely between techniques

D3 **superball**

 *mp*

To Vib. & Tub. B.

Pno.

mp

p any order

15mb

Red.

10''

10''

10''

15

soundweb

evolving texture

Elc.

p *mp*

D1 **D2** **D3**

D4

Vibraphone

soft yarn
any order, slowly

Tubular Bells

sim.

Perc.

alternate freely
between instruments

mp ← → *pp*

Red. sempre

any order, slowly

Pno.

mp ← → *pp*

8vb loco

Red. sempre

30''

Elc.

harmonics fading

mp → *pp*

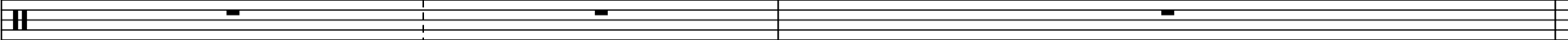
D4

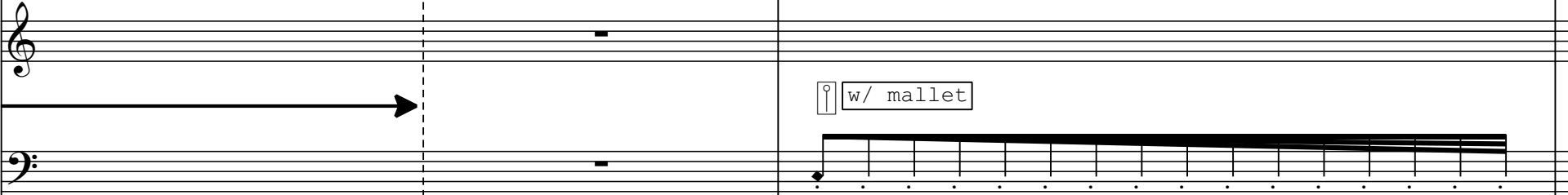
E

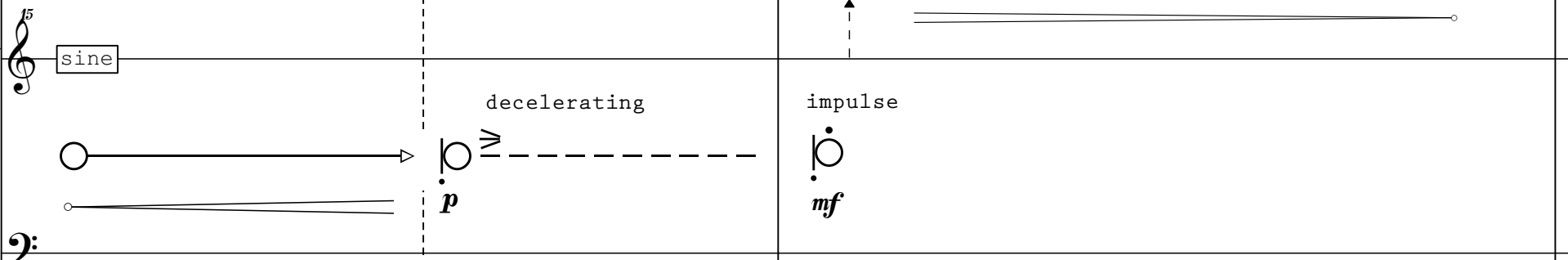
Bouncing
Quick and twitchy

E1

To Toms

Perc. 

Pno. 
10'' 5''

Elc. 
E1

E2

E3

Tom

To Vib.

Perc.

mf

Pno.

(mf)

10''

5''

3''

⁵

Elc.

accelerating/decelerating

(mf)

E2

E3

2. MATTER & MASS

F Flocking
Energetic and pointilistic

p.a.p. più mosso

(F1) **Vibraphone**
medium yarn

Perc. *p*

ord. *p*

individual tempo

individual tempo

3'' 5'' 10''

random impulses

Elc. *p*

(F1)

The musical score is written for three instruments: Percussion (Perc.), Piano (Pno.), and Electric Cello (Elc.). The score is divided into three measures by vertical dashed lines. The first measure has a duration of 3 seconds, the second 5 seconds, and the third 10 seconds. The Percussion part (Perc.) starts with a rest, then plays a series of notes. The Piano part (Pno.) starts with a rest, then plays a series of notes. The Electric Cello part (Elc.) starts with a rest, then plays a series of notes. The score is marked with 'p.a.p. più mosso' and 'individual tempo'.

F2

F3

random notes
a.f.a.p. (sim.)

Perc.

mf

random notes
a.f.a.p. (sim.)

Pno.

mf

10''

10''

10''

cell

Elc.

mf

aperiodic
grains

f

14

F2

F3

The score is divided into three sections by vertical dashed lines. The first section is labeled F2, the second F3, and the third F3. The Percussion part features a dense texture of vertical lines, with a 'random notes a.f.a.p.' instruction and a 'sim.' (simulation) label. The Piano part shows a similar texture, also with 'random notes a.f.a.p.' and 'sim.' labels. The Electric Cello part begins with a 'cell' (musical cell) and a '10'' (10 seconds) duration marker. It includes a 'mf' (mezzo-forte) dynamic and a '10'' marker. The final section of the Electric Cello part is labeled 'aperiodic grains' and 'f' (forte), with a '10'' marker. The score is marked with various dynamics including *mf* and *f*, and includes a '14' at the bottom left.

G2

15

G3

Perc.

p *mp*
Red. sempre

alternate freely between gestures

Pno.

p *mp*
Red. sempre

alternate freely between gestures

30''

cloud

Elc.

p *mp*

G3

H

Dissipation
Fragmentary, scattered

H2

H3

H1 a.f.a.p. → individual tempo molto rit.

Perc. *p* *mp*

Pno. *p* *mp*

8^{vb} *p*

10'' 10'' 20'' 5'' 5''

cloud pulses random grains cell impulse

reverb

Elc. *mp* *p*

H1 **H2** **H3**

I

Agglomeration
Thickening, gradually

12

I 1

(individual tempo)

Perc.

! (individual tempo)

Pno.

mp

Red.

mp

Red.

(10''

(5'')

— (15'')

15

accelerating

Elc.

accumulating texture

random pitches

mp

I 1

12

I3

I4

molto rit.

1.s. To T.t. Tam-tam 1.v.

Perc. *mf* *pp* *f* *p*

Pno. *mp* *mf* *p* *ff* 1.s. 15^{mb}

5'' 5'' 10'' 5''

15 chord dense cluster

Elc. *mp* *f* *ff*

I3

I4

J1

To Tub. B.

Tubular Bells

1.s.

Perc.

Pno.

individual tempo

(ff)

1.s.

f

Red.

10''

5''

10''

5''

dense cluster

chord

Wide chord

Elc.

mf

J1

J2

The score is divided into two sections, J1 and J2, separated by a vertical dashed line. Section J1 (measures 1-4) features a Percussion part with a single hit in measure 1, a Piano part with a series of vertical bars of varying heights (measures 1-4) and a 'dense cluster' icon in measure 1, and an Electronic part with a 'dense cluster' icon in measure 1. Section J2 (measures 5-8) features a Percussion part with a single hit in measure 5, a Piano part with a series of vertical bars of varying heights (measures 5-8) and a 'chord' icon in measure 5, and an Electronic part with a 'chord' icon in measure 5. The score includes various musical notations such as dynamics (ff, f, mf), articulation (accents, slurs), and sound icons (vertical bars, clusters, chords). The Percussion part is marked with a 'Perc.' label and a 'Perc.' icon. The Piano part is marked with a 'Pno.' label and a 'Pno.' icon. The Electronic part is marked with an 'Elc.' label and an 'Elc.' icon. The score is divided into two sections, J1 and J2, with various musical notations including dynamics, articulation, and sound icons.

J3

J4

Glockenspiel

1.s.

1.s.

To glock.
+ tub.

 15ma^{-1} ϕ

p

Tub .

 $15ma^{-}$

p

15mb

Perc.

Pno.

mp

mp

 ϕ

5''

(5')

(5'')

wide dissonance

Elc.

(mf)

p

J3

J4

K	Cycles Mechanical and rhythmic
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K

Cycles

Mechanical and rhythmic

(K2)

(K3)

medium yarn

synchronize w/ electronics

(K1)

To vib.

Perc.

Pno.

Elc.

synchronize w/ electronics

mp

(10'')

(10'')

$$- (10''')$$
$$- (10''')$$

clock

tonal drone

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sequence

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middle register

looping

mp

(K2)

(K3)

(K1)

L Spirals
Out of control

(L2)

(L3)

(L1)

Perc. *chromatic glissando poss.*

Pno. *chromatic glissando poss.*

Elc. *accelerating and rising*

gliss.

f

f

mf

10''

5''

5''

10''

(L2)

(L3)

The score is divided into three horizontal sections labeled L1, L2, and L3 at the top and bottom.
 - **L1:** Percussion (Perc.) has a long horizontal line with an arrow pointing right. Piano (Pno.) has a treble and bass staff; the treble staff has a long horizontal line with an arrow, and the bass staff has a chromatic glissando marked 'chromatic glissando poss.' and 'f'. Electric Cello (Elc.) has a single note with a fermata, marked '10'''.
 - **L2:** Percussion has a chromatic glissando marked 'chromatic glissando poss.' and 'gliss.', ending with a fermata, marked 'f'. Piano has a chromatic glissando marked 'chromatic glissando poss.' and 'f', ending with a fermata. Electric Cello has a line starting from the L1 note and rising linearly, marked 'accelerating and rising'.
 - **L3:** Percussion has a chromatic glissando marked 'f', ending with a fermata. Piano has a long horizontal line with an arrow. Electric Cello has a single note with a fermata, marked 'mf' and '10'''.
 Between the sections, there are three circles containing '10''', '5''', and '5''', and another '10''' at the end of L3.

M Flux
Fluctuating, wavering

M1

Perc. *mf* *Red.* *gliss.*

Pno. *sf* 1.v. *Red.*

Elc. *mf* *Red.*

motor on
slow → random

on strings
quickly

seq stops
bass drone

oscillating pitch

10'' 5'' 10''

M1

M2

M3

molto rubato

W.B. +
Toms

w/ sticks

To W.B. + Toms (sticks)

Perc.

erratic rhythm (ad lib.)

mf

sim.

on strings

rapid gliss.
erratic rhythm

mf

sim.

Pno.

10''

5''

5''

10''

modulation increasing

(●) ———→

Elc.

random swoops

f

M2

M3

N Turbulence
Chaotic and aggressive

	(N1)	(N2)	(N3)
Perc.	W.B. + Toms sticks	a.f.a.p. (ad lib.)	
Pno.	on strings gliss fast ad lib.	<i>ff</i>	a.f.a.p. (ad lib.) ord.
	<i>Red.</i> 5''	<i>fff</i> 10''	10''
Elc.	15 (f)	increasing randomness	chaos <i>ff</i>
	(N1)	(N2)	(N3)

0 Vortex
Collapsing

02 accel.

01

To G.C.

Perc.

G.C.

choke

sub. n

Pno.

ff

mf

f

pp

fff

sub. n

15mb

Red.

10''

5''

5''

1''

3-5''

intensifying and accelerating

total silence

Elc.

sub n

fff

01

02

P

Coda (stasis)
Tranquil and lost, fading...

