



Tones used in the piece

23.01.2023

The Diamond Marimba - Piece

What I like the most about the Diamond Marimba is the rough wooden sound. The fact that with the effects of weather and temperature the wood and therefore its resonances are affected made me want to include that into my piece.

I was choosing four different ratios/tones to work with. I was trying out all kinds of combinations of tones and ended up using the four that are highlighted in the image above, since I liked the timbre that the tones create when they are played together. I am using frequency and amplitude modulation on the different tones to get an even more detuned and irregular sound quality to imitate the resonances of the wood affected by different factors such as temperature.

I used the Octatrack to play the samples. Working with samples enabled me to point out different sample positions, to use as well the hitting sounds (when the mallets hit the wood) as another element to enhance the rough wooden sound in my piece.

With the Octatrack I was creating sequences and arpeggios where I varied the probability, such that the rhythm is less static. I was playing with attack and release to change the quality of the sound. It makes the sequences sounding from percussive to almost pad-like.

For the piece I wanted to weave different layers of sequences and arpeggios together, such that you get absorbed in the rhythm of the dissonant and booming sounds of the Marimba.

Since I did not play the Marimba live, I was making use of different possibilities in my DAW, such as spatialization and a little processing. I played around with a delay to add another rhythm and I used some multiband dynamics to point out different frequency bands.



Playing the samples of the Diamond Marimba with the Octatrack

Each of the four samples I had on two slots on the Octatrack to be able to have the same tone in two different textures and rhythms, modulated or not.

For the piece itself I worked with the addition and subtraction of rhythms, as well as with different modulation depths for frequency and amplitude.

It appealed to me most to play around with the sound quality of the Diamond Marimba. I wanted to enhance the sound characteristics of the wood it is made of, the resonances of each block and what kind of sound quality and atmospheres can be created with the combination of different tones.

