
prismatic

for electric guitar and percussion
(2017)

Addie Camsuzou

PERFORMANCE NOTES

instrumentation: electric guitar, vibraphone, and crotales

TUNING

Electric Guitar



all pitches are notated as sounding unless otherwise indicated

Crotales



NOTATION

Electric Guitar



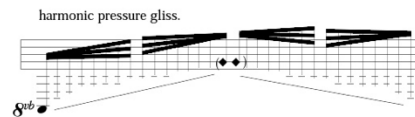
gradually transition between completely muting sound with palm and not muting sound at all



gradually crescendo using volume pedal



play black notes during crescendo at no specific speed but with equal value



with harmonic pressure, glide up and down the A string hitting as many harmonics as possible



play as if a ricochet; specific rhythms are not important, only the gesture; gradually move from picking strings to tapping strings with fingernails

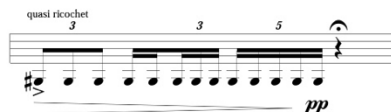
Vibraphone



pitch bend using mallets; dead stroke



gradually adjust the motor speed while pedal sustains



play as if a ricochet; specific rhythms are not important, only the gesture

- allow all notes to ring unless otherwise specified

Score

prismatic

for electric guitar and percussion

Addie Camsuzou

Electric Guitar

palm mute

p 3 3 3 3

unmute

mute

Percussion

vibraphone

E.Gtr.

4

unmute

mute

3 3 3 3 3 3 3 3

Perc.

E.Gtr.

7

unmute

mute

3 3 3 3 3 3 3 3 3 3

Perc.

E.Gtr.

10

unmute

mute

unmute

3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3

Perc.

E.Gtr.

13

mute

unmute

3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3

Perc.

prismatic

2

E.Gtr. 16 *mute* *unmute*

Perc. 16

Detailed description: This system covers measures 16 and 17. The E.Gtr. staff starts in 4/4 time with a 'mute' instruction. It features a sequence of eighth-note triplets, each marked with an 'x' above the notes. At measure 17, the time signature changes to 6/4, and the 'unmute' instruction is indicated by an arrow above the staff. The Perc. staff shows a single bar line in 4/4 and another in 6/4.

E.Gtr. 18

Perc. 18 *motor: off*

Detailed description: This system covers measures 18 and 19. The E.Gtr. staff continues with eighth-note triplets in 6/4 time, then changes to 7/4 at measure 19, and finally to 4/4 at the end of the system. The Perc. staff has a 'motor: off' instruction above it. It features a triplet of eighth notes in 7/4 time, followed by a triplet of eighth notes in 4/4 time. Dynamics include *pp*, *p*, and *pp* with a hairpin.

E.Gtr. 20

Perc. 20

Detailed description: This system covers measures 20 and 21. The E.Gtr. staff continues with eighth-note triplets in 4/4 time. The Perc. staff has a triplet of eighth notes in 4/4 time, marked with a '+' above the notes. Dynamics include *pp* with a hairpin.

E.Gtr. 23

Perc. 23

Detailed description: This system covers measures 23 and 24. The E.Gtr. staff continues with eighth-note triplets, changing from 4/4 to 6/4 at measure 24. The Perc. staff has a triplet of eighth notes in 4/4 time, marked with a '+' above the notes. Dynamics include *p* and *pp* with a hairpin.

E.Gtr. 25

Perc. 25

Detailed description: This system covers measures 25 and 26. The E.Gtr. staff continues with eighth-note triplets in 4/4 time. The Perc. staff has a triplet of eighth notes in 4/4 time, marked with a '+' above the notes. Dynamics include *mp* and *pp* with a hairpin.

E.Gtr. 27 *pp* *mp* *pp*

Perc. 27 *pp* *mp* *pp*

E.Gtr. 29 *pp* *mp* *pp*

Perc. 29 *pp*

E.Gtr. 31 *f* *p*

Perc. 31 *f* *pp*

E.Gtr. 34 *pp* *p*

Perc. 34 *pp* *p* *motor: medium* *p*

E.Gtr. 36 *mp* *pp*

Perc. 36 *mp* *pp*

prismatic

4

The musical score is divided into six systems, each featuring an Electric Guitar (E.Gtr.) and Percussion (Perc.) part. The E.Gtr. part consists of a continuous sequence of triplet eighth notes across all systems. The Perc. part includes various textures: sustained notes, rhythmic patterns, and mallet effects. Dynamic markings such as *p*, *f*, *pp*, *mf*, and *sub. p* are used throughout. Performance instructions like "motor: off" and "arco" are present in the Perc. part.

System 1 (Measures 38-39):
E.Gtr.: Triplet eighth notes in 7/4 and 6/4 time signatures.
Perc.: Measure 38 has a sustained note with "motor: off" above it. Measure 39 has a sustained note with "arco" above it. Dynamics: *p* to *f*.

System 2 (Measures 40-41):
E.Gtr.: Triplet eighth notes in 6/4 and 4/4 time signatures.
Perc.: Measure 40 has a sustained note with *p* below it. Measure 41 has rhythmic patterns with *f* below it. Measure 42 has mallets with *pp* below it.

System 3 (Measures 42-44):
E.Gtr.: Triplet eighth notes in 6/4, 4/4, and 5/4 time signatures.
Perc.: Measure 42 has a rhythmic pattern with *p* below it. Measure 43 has a sustained note with *pp* below it. Measure 44 has a sustained note with *pp* below it.

System 4 (Measures 45-47):
E.Gtr.: Triplet eighth notes in 5/4, 6/4, 4/4, and 6/4 time signatures.
Perc.: Measure 45 has a sustained note with "arco" above it and *p* below it. Measure 46 has a sustained note with *f* below it. Measure 47 has a sustained note with *p* below it. Measure 48 has rhythmic patterns with *f* below it. Measure 49 has mallets with *p* below it.

System 5 (Measures 48-49):
E.Gtr.: Triplet eighth notes in 6/4 and 5/4 time signatures.
Perc.: Measure 48 has a rhythmic pattern with *mf* below it. Measure 49 has a sustained note with *sub. p* below it.

The musical score is divided into systems, each with an Electric Guitar (E.Gtr.) and Percussion (Perc.) part. The E.Gtr. part features a melodic line of eighth notes with triplet markings (3) and dynamic markings of *f*, *p*, and *mp*. The Perc. part includes various rhythmic patterns, including triplets and sixteenth-note runs, with dynamic markings of *pp*, *p*, *mp*, and *f*. Specific performance instructions include "arco" for the Perc. part and "mallets" for a section of the Perc. part. The score also includes a section for "crotales" in the Perc. part, marked with a key signature of one sharp (F#) and dynamic markings of *f* and *p*. The overall structure is complex, with multiple time signature changes and dynamic shifts throughout the piece.

prismatic

6

E.Gtr. 62 *sub. p*

Perc. 62

E.Gtr. 65 *f* *mf* *p* *mf*

Perc. 65

E.Gtr. 68 *p*

Perc. 68

E.Gtr. 71 *mp* *pp*

Perc. 71

E.Gtr. 75 *p* *pp*

Perc. 75

79

E.Gtr.

Perc.

mp *pp*

crot.

p *f*

83

E.Gtr.

Perc.

vib. motor: off

p

89 freely, out of strict time (o = c. 6 seconds)
enter before perc. reaches peak volume

E.Gtr.

Perc.

p *f* *p* *f* sim.

f *p* *f* sim.

p *f* sim.

100

E.Gtr.

Perc.

p

motor: high → off

motor: medium → off

motor: medium

109

E.Gtr.

Perc.

f sim.

motor: low

motor: high → off

E.Gtr. 116

Perc. 116

E.Gtr. 125

Perc. 125

E.Gtr. 135

Perc. 135

E.Gtr. 139

Perc. 139

E.Gtr. 148

Perc. 148

154

E.Gtr. *f*

Perc. arco mallets quasi ricochet 3 3 5 crot. vib. arco mallets 3 *f* *pp* *f*

160

E.Gtr.

Perc. 5 crot. vib. arco mallets 3 5 *pp* *f* *pp*

164

E.Gtr. quasi ricochet tap strings 3 5 6 *mf* *p*

Perc. crot. vib. mallets 3 5 *mf* *p*

167

E.Gtr. 3 *mp* 5 6 *pp* tap strings

Perc. arco mallets 5 *mp* *pp* arco off → medium → off *p*

Detailed description: This musical score is for a piece titled 'prismatic' on page 9. It features two staves: Electric Guitar (E.Gtr.) and Percussion (Perc.). The score is divided into three systems, each starting at a specific measure number (154, 160, and 164). The E.Gtr. part includes various techniques such as 'quasi ricochet', 'tap strings', and 'arco'. The Perc. part includes techniques like 'mallets', 'crot.', 'vib.', and 'arco'. Dynamics are indicated by *f*, *pp*, *mf*, and *p*. The time signature changes from 3/4 to 4/4 and back to 3/4. The Perc. part at the end of the system (measures 167-168) includes a dynamic marking *p* and a technique instruction 'arco off → medium → off'.