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APICAL TOPOGRAPHY
SOLO PERCUSSION

FOR MICHAEL CARP

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GUIDE TO THE NOTATION

TIME

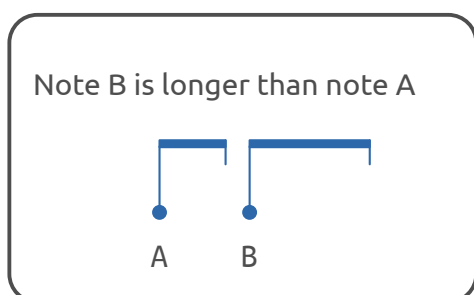
In this score, time is strictly graphically represented in the horizontal domain. Horizontal distances in the score are exactly proportional to duration. For example, a horizontal distance of 2cm represents a span of time twice as long as a horizontal distance of 1cm. The vertical gray dashed lines serve as a guide for the performer in orienting musical events in time. These dashed lines are different from conventional measure lines in that they represent specific points in time. However, the time span between two adjacent gray dashed lines will be referred to as a measure.

The time scale of the piece (tempo) is given in in T=beats_per_minute format at the beginning of the piece and wherever there is a change of time scale. Occasionally a new time scale will be started before the completion of a full measure. In this event, a light gray bracket indicating (with a minus sign) that the measure has been shortened appears above the measure (time is still strictly represented horizontally). Changes in time scale are also highlighted with a cautionary red barline.

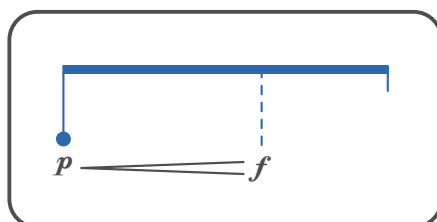
NOTES

A note begins at the point in time designated by the horizontal position of a stem, which is attached to a circular note head. Four different colors are used to distinguish between notes with different metrical and temporal properties: ametric notes (blue), quasi-metric notes (green), metric notes (dark gray), and time-shifted metric notes (purple). Metrical properties are the interpretive inflections (phrasing, accentuation, grouping, etc.) implied by conventional meter and notation.

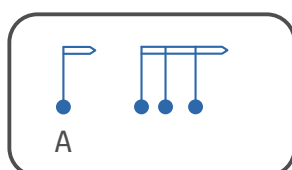
Ametric notes have no metrical properties. An ametric note's duration is graphically represented by the length of its beam. The termination of an ametric note is shown by the horizontal position of a final stem attached to the beam.



A headless dashed stem located between the first and final stems may be used to show a precise point in time, such as the exact temporal location of a dynamic marking.



Ametric notes which are *laissez vibrer* or that quickly decay naturally (for example, a single bongo strike with a snare drum stick) are depicted with a short, hollow, pointed beam and no terminal stem, like note A. In this abbreviated notation, the beam does not reflect duration. Such notes, if temporally close enough, will share a single beam.



Quasi-metric notes retain all the implications of meter and conventional notation, but move freely in time. In other words, *accelerando*, *rallentando*, etc., can be represented graphically.

Dark gray notes are strictly metric. These notes retain all conventional metrical properties. Like all notes stems, gray note stems also indicate the temporal location of the note, thus allowing all types of notes to be used in the same passage.

Time-shifted metric notes derive their tempo from the current master tempo of the music, but are shifted freely in time, out of sync with the master meter. Time-shifted notes may also exist in a different meter than the master meter, while maintaining their tempo relationship to the master tempo.

Grace notes are notated with smaller note heads, narrower beams (w/ 45 degree hash mark), and thinner note stems. They are to be played very quickly, but also freely and smoothly according to the performer's taste. Grace notes are anchored to the principal note, which has a precise temporal location. Thus, the horizontal location of a grace note's stem does not necessarily correspond to its temporal location.



MATERIAL CELLS

apical topography is partly based on cells of source material which reappear at varying degrees of mutation. In order to make some of these structures more immediately apparent to the performer, many are labeled using the following numerical system.





- n.0 (first iteration of a source)
- n.x (x = mutation)
- n.x.y (y = mutation of a mutation)

In particular, this labeling system is designed to help the performer recognize material with identical rhythms/timing. Not every source/mutation relationship is labeled, only those that may not be immediately obvious.

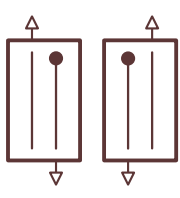
PERCUSSION TECHNIQUES

<p>evenly scrape instrument with beater for duration of the note</p> 	<p>scrape instrument with beater in a repeating back-and-forth motion (tremolo) for duration of the note</p> 	<p>S sequential tremolo (multiple mallets / 1-2-4-3, etc.)</p>
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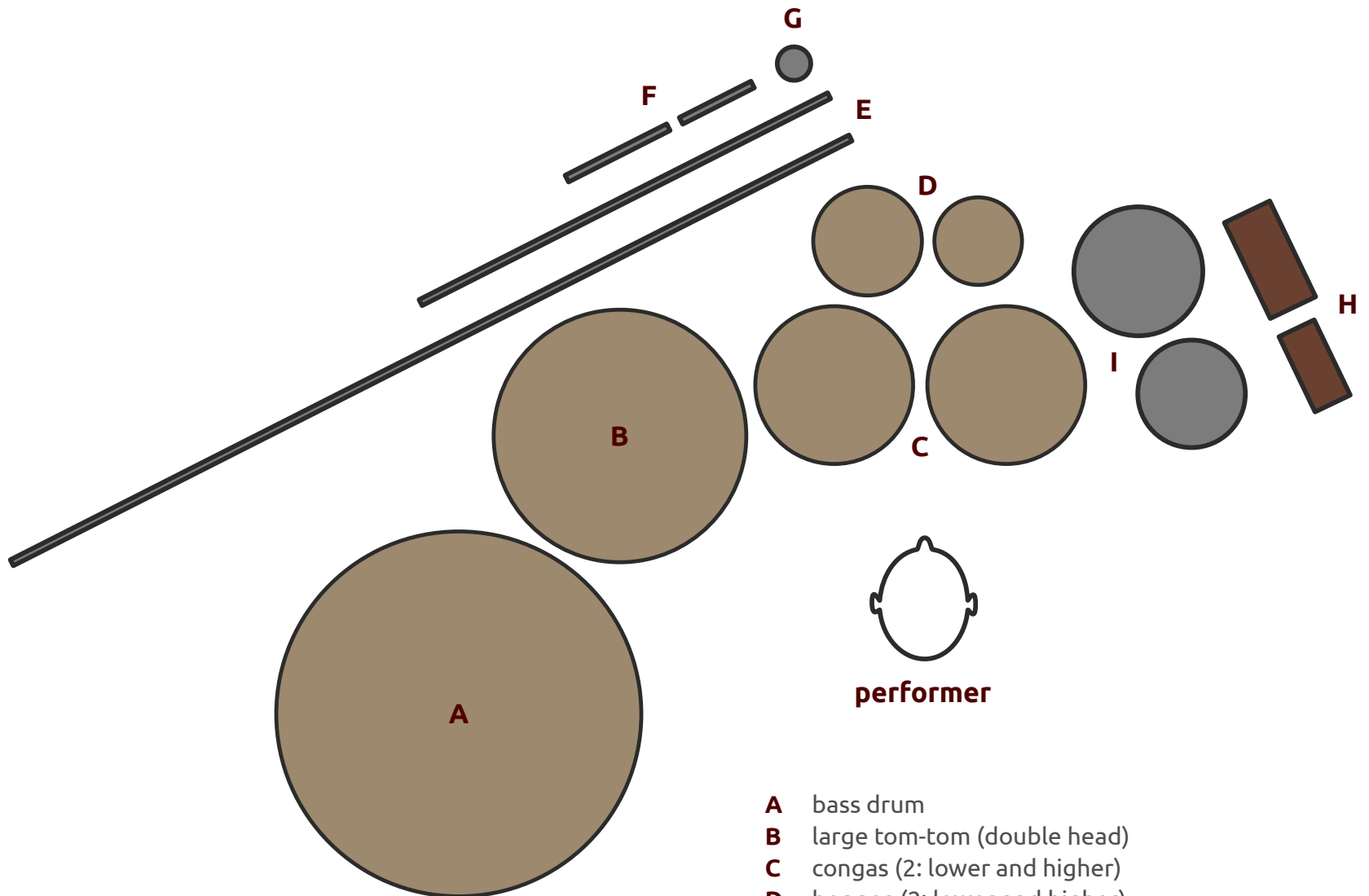
Mallet selection is notated with symbols

 <p>hard plastic mallet</p>	 <p>wire beater</p>	 <p>wire brush</p>	 <p>soft mallet (for smooth tremolo)</p>
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These symbols will be found in pairs of boxes. The left box represents the mallets in the left hand (and their relative position in the hand), and the right box represents the mallets in the right hand (and their relative position in the hand). Arrows attached to the boxes depict the given mallet's correspondence to an up or down stem. An upwards pointing arrow means the mallets is used for "up stem notes" and a downward arrow means the mallet is used for "down stem notes."

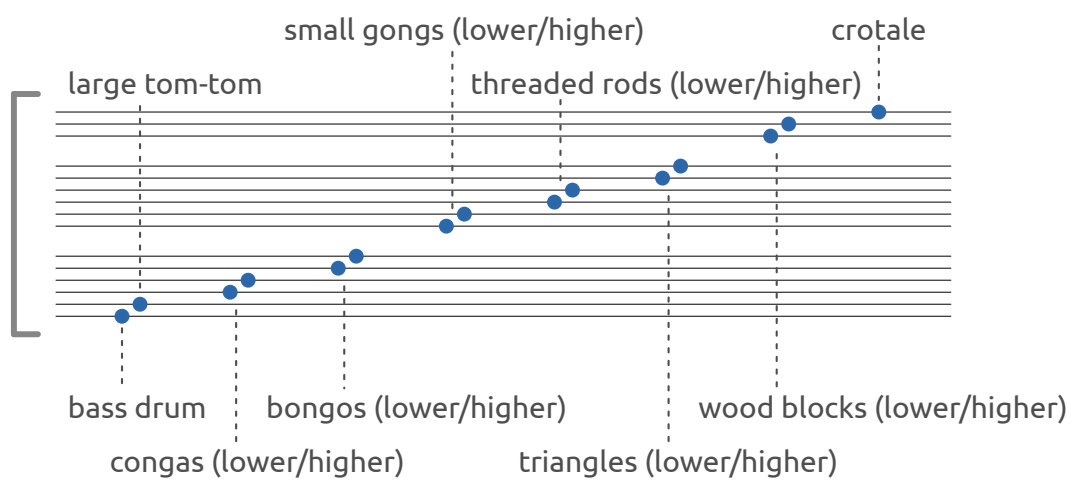
	<p>=</p> <p>Left hand, outside: wire beater, upstem note Left hand, inside: hard plastic mallet, downstem note</p> <p>Right hand, outside: wire beater, upstem note Right hand, inside: hard plastic mallet, downstem note</p>
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PERCUSSION SETUP



- A** bass drum
- B** large tom-tom (double head)
- C** congas (2: lower and higher)
- D** bongos (2: lower and higher)
- E** threaded steel rods (2: lower and higher / 6' and 3')
- F** triangles (2: lower and higher)
- G** crotale
- H** wood blocks (2: lower and higher)
- I** small gongs (2: lower and higher)

Note: suspend rods at nodes, like marimba bars



T=60
(2/4)

mp

1.0

pp

mp

1.1

pp

(pp)

mp

1.2

pp

(pp)

(pp)

f

Musical score for "apical topography" on page 2. The score is organized into six systems of staves.

- System 1:** Features dynamic markings (f) , pp , mp , and f . Time markers 2.0 and 3.0 are present.
- System 2:** Includes dynamic markings pp , mf , n , and mf . It contains two small diagrams of vertical lines with dots at the top.
- System 3:** Includes dynamic markings mp , f , (mp) , and $>$.
- System 4:** Includes dynamic markings pp , (pp) , and f .
- System 5:** Includes dynamic markings mp , f , p , time markers 1.4 and 3.1, and the marking $cresc.$.
- System 6:** Includes dynamic markings f , mp , f , n , and p .

2.3

(tempo reference)

(p) *pp* *f* *mp* *f* *f* *mp* *f*

(mp)

p *f* *mp* *f* *ff*

4.0

ff *p* *cresc.*

(cresc.)-*mf* *p* *mf* *mf* *p* *f* *mf*

3.2

mp *cresc.* *f* *mp* *f* *dim.*

1.4.1

(dim.) *n* *mf* *mp* *mf*

(1.4.1)

(mf) *f* *dim.* *(mp)*

(dim.) *p* *mf* *p*

1.4.2

p *mf*

4.1

mp

3.2.1

f *p* *ffp* *mf* *p* *cresc.*

(cresc.) *f*

p

misurato

mf *p* (*p*) *mf*

mf *p* (*p*)

(change scrape direction)

ff *mf* *mp*

mp cresc.

--- (*cresc.*) --- *f*

ff *mf*

ff *mf*

ff *mf* *ff* *mp*

(*p*) *ff* *mp* (*p*)

1.5.1

mp

fp

mf

(*mp*)

2.4

f

mp

f

pp

f

mp

f

p

f

3

3

1.4.3

3.2.2

f

p

n

f

3

p

mf

RH

2.5

f

p

pp

LH

pp cresc.

mp

LH

Musical notation system 1. Includes a guitar diagram with a blue arrow pointing left, a blue staff with notes, a blue staff with notes and a crescendo hairpin, and a purple staff with notes and a dynamic range from *p* to *f*. A small diagram of two vertical lines with dots is in the top right.

Musical notation system 2. A purple staff with notes and dynamics *ff*, *f*, and *ff*. A blue staff with notes and dynamics *f* and *ff*. A purple staff with notes and dynamics *ff*.

Musical notation system 3. A blue staff with notes and dynamics *f* and *ff*. A purple staff with notes and dynamics *ff*.

Musical notation system 4. A blue staff with notes and dynamics *mp* and *ff*. A bracket labeled 5.0 spans the first part of the staff.

Musical notation system 5. A purple staff with notes and dynamics *mp*. A blue staff with notes and dynamics *mp*.

Musical notation system 6. A blue staff with notes and dynamics *(mp)*.

Musical staff with notes and dynamic marking *(mp)*. The staff contains two measures of music, each with a quarter note followed by a half note, both with flags.

Musical staff with notes and dynamic markings *(mp)* and *ff*. A box labeled "5.1" is positioned above the staff. The staff contains two measures of music, each with a quarter note followed by a half note, both with flags. The second measure is followed by a series of notes with stems pointing down, and a *ff* dynamic marking below the staff. To the right of the staff, there are two vertical rectangular boxes.

Musical staff with notes and dynamic marking *mp*. The staff contains two measures of music, each with a quarter note followed by a half note, both with flags.

Musical staff with notes and dynamic marking *(mp)*. The staff contains two measures of music, each with a quarter note followed by a half note, both with flags.

Musical staff with notes and dynamic markings *p* and *mf*. A box labeled "1.4.4" is positioned above the staff. The staff contains two measures of music, each with a quarter note followed by a half note, both with flags. The first measure is followed by a series of notes with stems pointing down, and a *mf* dynamic marking below the staff.

Musical staff with notes and dynamic markings *(mf)* and *pp*. A box labeled "4.2" is positioned above the staff. The staff contains two measures of music, each with a quarter note followed by a half note, both with flags. The first measure is followed by a series of notes with stems pointing down, and a *pp* dynamic marking below the staff. The second measure is followed by a series of notes with stems pointing down, and a *mf* dynamic marking above the staff.

Musical score for piano, consisting of six systems of staves. The score is divided into sections for the Left Hand (LH) and Right Hand (RH).

- System 1:** LH and RH staves. LH starts with a dynamic of *p* and ends with *f*. RH starts with a dynamic of *p*. Fingerings 5.2 and 1.6 are indicated.
- System 2:** LH and RH staves. LH features a triplet of notes marked *f*. RH starts with *p* and ends with *f*.
- System 3:** LH and RH staves. LH features a series of chords marked *ff* and *mf*. RH starts with *mf* and ends with *mp*.
- System 4:** LH and RH staves. LH starts with *mf* and ends with *f*. RH starts with *mp* and ends with *f*.
- System 5:** LH and RH staves. LH features a triplet of notes marked *f*. RH features a triplet of notes marked *(f)*.
- System 6:** LH and RH staves. LH and RH both feature a triplet of notes marked *(f)*.

(*f*)

5.3

mp *ff*

n *cresc.* *mp* *n* *cresc.*

mf *mf-p* *mf* *dim.*

(S) *p* *cresc.* *mf* *mp* *f*

n *f* *p* *pp*

5.4

pp *mf* *mp* *f*

pp *mp*

f *p*

f *f* *f* *f* *f*

(p) *mf* *p* *p* *cresc.*

(f) *mp* *ff* *p*

5.5

Musical score system 1. It features a complex arrangement of notes and rests on a five-line staff. A bracket labeled '1.4.5' spans the first two measures. A second bracket labeled '4.3' spans the last two measures. The dynamic marking *p* is at the beginning, and *(p) cresc.* is indicated below the staff.

Musical score system 2. It shows a continuation of the musical notation. A bracket labeled *(cresc.)* spans the first two measures, leading to a dynamic marking of *f*. The dynamic *mp* is marked below the staff for the subsequent measures.

Musical score system 3. This system continues the musical notation with a dynamic marking of *f* below the staff.

Musical score system 4. It features a series of notes with stems pointing downwards. A dynamic marking of *n* is at the beginning, followed by *cresc.* below the staff.

Musical score system 5. It begins with a dynamic marking of *n* and a *(cresc.)* marking. A bracket labeled *misurato* spans the first five measures. The system concludes with a dynamic marking of *ff*.