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Program Notes

I am an avid reader of comic books and one of my all-time favorite series is *Planetary* by Warren Ellis and John Cassaday. One of the main characters in the series is The Drummer, a man who can control the flow of energy and information with drumsticks. By drumming on computers, televisions, or electrical panels The Drummer can move, shape, and bend the forces to his liking. This piece does a similar thing with chaotic and random synth textures becoming transformed and shaped as the percussion soloist plays. In addition to the synth textures, I've used recordings of my father and I doing some carpentry work in his garage on summer. The power tools (and our captured conversations) are another stream in this "control and shape things" metaphor.

Performance Notes

The cues for the patch are listed in the score, advance the sections as you see fit but be sure to allow enough time for each section to develop (with the exceptions of cues 3 and 4 and cues 12 and 13 which should come relatively close to each other).

Let's Keep
it That Way
(2014)

for percussion soloist
and live electronics

UNSAFE BULL MUSIC

CUE 1	“Okay, ready?” - wild synth blip texture	CUE 8	Handsaw stuttering begins back to woods, hectic and frantic gestures
CUE 2	Radial arm saw begins strike resonant metal once; begin short bursts of gestures on wooden instruments. Make only small amounts of growth/shape in the line. Match the randomness and chaos of the synth texture		Phrases added: See that little notch, here? Not the same as regular screws? That little deal is a self-starter... Drywall screw has a bugle top... And a drywall screw doesn't have a doober-dabber.
CUE 3 CUE 4	begin adding drums to the short gestures, keep the gestures mainly wood-based increase activity	CUE 9	“Here's a question for ya,” Voices stop, synth blips emerge in counterpoint to handsaw stuttering Back to drums, frenetic and building, scrambling until 255
CUE 5	Synths fade, “I don't know why, every once in a while...” strike resonant metals in a manner similar to the electronic sounds, uncoordinated	CUE 10	blips fade, saw groove remains, drill texture begins (a lot longer, more power) roll on metals, drums, woods, quick shifts between instruments
CUE 6	power drill fragments, synths fade in, “Now, if I'm at 1 inch I should be at 3 and 7/8ths” Use drums (short bursts, similar to earlier wood gestures)	CUE 11	intensifies drill, handsaws fade
CUE 7	Drums change to rudiment-style gestures, increase in length Synth blips destabilize. Conversation fragments start. Continue to play ad lib. Speak fragments of the text as if you were in the recording. You may choose anything that you hear spoken, maintaining the basic inflection of the recorded voices. Vocal pauses such as “um, ah, and, but” are welcome and encouraged. Pausing between words, as if searching for the right phrase, is also encouraged. Some of the more common phrases are: What side would you prefer out? They are both good sides. This is almost a better side. Yeah, the darker? Yeah, okay, mm-hmm. On these, are you getting the... That's a good point. We do need to orient these properly. Because, we uh, I'm going to flip this over... And then I need to... No, um...	CUE 12	increase activity, mixed-material rolls are encouraged
		CUE 13	most active! saw fades, drills/metallic chords added lots of activity on metals, scraping/scrambling/less resonant sounds
		CUE 14	“Three and seven-eighths” *whistling* drills stop
		CUE 15	metallic ringing remains transition to resonant metal sounds, bring the energy down until fade-out
		CUE 16	END (sound off)