

# Vimma (2015)

*for Violin, Guitar,  
Percussion and Live-Electronics*

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# INSTRUMENTATION

Violin

Guitar




Percussion

Live-Electronics

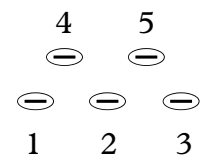
## PERCUSSION INSTRUMENTS

The percussion notation consists of three staves. The first staff contains four measures for Snare Drum, Floor Tom-tom, Low Bongo, and High Bongo. The second staff contains four measures for Cymbal 1, Cymbal 2, Triangle, and Chimes. The third staff contains five measures for Temple Block 1 through Temple Block 5. Each instrument is represented by a specific musical symbol and a corresponding icon above the staff.

### BEATERS

-  = drum stick
-  = brushes
-  = bow

### Temple Blocks -setup (1 = lowest, 5 = highest)



## ELECTRONICS FOR LIVE MIXING

Microphone for Violin

Microphone for Guitar

Microphone for Snare Drum

Microphone for Floor Tom-tom

Microphone for Cymbal 1 (*underneath*)

Microphone for Cymbal 2 (*underneath*)

### Effect units:

Reverb

Flanger

Distortion

Ping-pong delay

# Vimma

**Allegro** ♩ = 70

Damp the string with left hand.

Cracked = Press the bow so hard that the sound breaks.

**A**

1

Tap the body of the instrument with left hand.

sul G  
Cracked

Violin

Musical notation for Violin: Treble clef, 7/16 time signature, *mp* dynamic. The staff contains a series of eighth notes followed by three notes marked with an asterisk and a double dot, indicating a 'Cracked' sound effect.

Live-electronics - Violin

Musical notation for Live-electronics - Violin: Treble clef, 7/16 time signature. The staff contains three notes marked with an asterisk and a double dot, indicating a 'Cracked' sound effect, with *pp* and *mp* dynamics.

Distortion

*pp* ————— *mp*

Golpe

Guitar

Musical notation for Guitar: Treble clef, 7/16 time signature, *mp* dynamic. The staff contains a series of eighth notes.

Live-electronics - Guitar

Musical notation for Live-electronics - Guitar: Treble clef, 7/16 time signature. The staff contains a series of eighth notes.

**Allegro** ♩ = 70

**A**

snare drum (snare off)

Percussion

Musical notation for Percussion: Treble clef, 7/16 time signature, *p* dynamic. The staff contains a series of eighth notes.

Live-electronics - Percussion

Musical notation for Live-electronics - Percussion: Treble clef, 7/16 time signature. The staff contains a series of eighth notes.

8

Vln. *sul G Cracked* *sul G Cracked* *sul G Cracked*

Live-electronics - Vl. *Distortion*  
*pp pp mp pp*

Gtr. *Scratch the strings with plectrum* *Golpe* *Golpe* *Scratch with plectrum*  
*mf*

Live-electronics - Gtr. *Distortion*  
*pp < mp*

Perc.  floor tom tom

Live-electronics - Perc.

16

Vln. *sul tasto* *ord. sul G Cracked*  
*mp* *f*

Live-electronics - Vl. *Distortion*

Gtr. *Scratch with plectrum* *Golpe* *Golpe* *Golpe* *Scratch with plectrum* *ord.*  
*mf* *f* *Distortion*

Live-electronics - Gtr. *Distortion*

Perc.  Bongo low  
*mf*

Live-electronics - Perc.

**B**

arco

22

Vln. *dolce* *pp* *mf*

Live-electronics - Vl.  $\frac{7}{16}$

Gtr. *mp* V VI

Live-electronics - Gtr. Reverb *mp*  $\frac{7}{16}$

Perc. Bongo high Snare drum *pp* Floor tom tom  $\frac{7}{16}$

Live-electronics - Perc.  $\frac{7}{16}$

28

Vln. *pp* *mf*

Live-electronics - Vl.  $\frac{7}{16}$

Gtr. *mp* V VI

Live-electronics - Gtr.  $\frac{7}{16}$

Perc.  $\frac{7}{16}$

Live-electronics - Perc.  $\frac{7}{16}$

36

Vln.  *pp* *mf*

Live-electronics - Vl.  *pp* *mp* *pp*

Flanger

Gtr. 

Live-electronics - Gtr. 

Perc.  *p*

Live-electronics - Perc. 

43

Vln.  *pp* *mp* *pp* *mp*

Live-electronics - Vl.  *pp* *mp* *pp* *mp*

Gtr. 

Live-electronics - Gtr. 

Perc.  *mp*

Live-electronics - Perc. 

49 7

Vln.

Live-electronics - Vl.

Gtr.

Live-electronics - Gtr.

Perc.

Live-electronics - Perc.

55 *sul G*  
*Cracked*

Vln.

Live-electronics - Vl. *Distortion*

Gtr. *f* *Distortion*

Live-electronics - Gtr. *Distortion*

Perc. *mf* *Bongo low* *Bongo high*

Live-electronics - Perc.

57 **C**

Vln. *mf* *sempre simile*

Live-electronics - Vl.

Gtr. *mf*

Live-electronics - Gtr.

Reverb *pp* < *mp*

With one hand scrub the snare skin with circular motion with stick.  
To the other hand change from stick to a brush.

**C**

Perc. *mp*

Live-electronics - Perc.

*mp*

63

Vln.

Live-electronics - Vl.

Gtr.

Live-electronics - Gtr.

Play cymbals with brush. Slow sweeping motion on cymbals.

Perc. Cymbal 1 Cymbal 2 let ring

Live-electronics - Perc.



69

Vln.

Live-electronics - Vl.

Gtr.

Live-electronics - Gtr.

Perc.

Live-electronics - Perc.

*let ring*

*let ring*

*let ring*

73

Vln.

Live-electronics - Vl.

Gtr.

Live-electronics - Gtr.

Perc.

Live-electronics - Perc.

75 **D**

Vln.

Live-electronics - Vl.

Gtr.

Live-electronics - Gtr.

Perc.

Live-electronics - Perc.

81

Vln.

Live-electronics - Vl.

Gtr.

Live-electronics - Gtr.

Perc.

Live-electronics - Perc.

88

Vln. *p*

Live-electronics - Vl.

Gtr. *mp*

Live-electronics - Gtr.

Perc. *pp* Five Temple Blocks

Live-electronics - Perc. *pp*

95

Vln. *f*

Live-electronics - Vl.

Gtr. *f* V Golpe VI

Live-electronics - Gtr.

Perc. *f* (snares on) Snare drum & Floor tom tom

Live-electronics - Perc. *mf* Reverb to snare drum and floor tom tom

102

Vln. *f* **E** *furioso* *ff* Distortion

Live-electronics - Vl. *f*

Gtr. *Golpe* *Golpe* *V* *Golpe* VIII sul D *ff*

Live-electronics - Gtr.

Perc. **E** Bongo high Bongo low

Live-electronics - Perc. *pp*

109

Vln.

Live-electronics - Vl.

Gtr. sul E VIII VIII sul G VIII sul E

Live-electronics - Gtr.

Perc.

Live-electronics - Perc.

115

Vln. 

Live-electronics - VI. 

Gtr. 

Live-electronics - Gtr. 

Perc. 

Live-electronics - Perc. 

120

Vln. 

Live-electronics - VI. 

Gtr. 

Live-electronics - Gtr. 

Perc. 

Live-electronics - Perc. 

124

Vln. 

Live-electronics - Vl. 

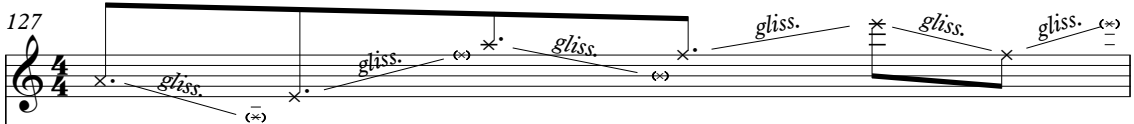
Gtr. 

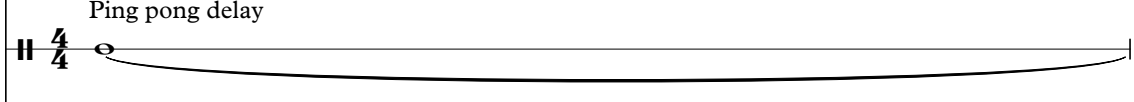
Live-electronics - Gtr. 

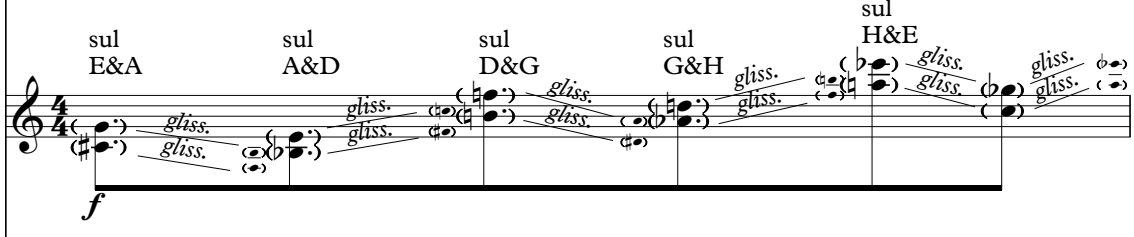
Perc. 

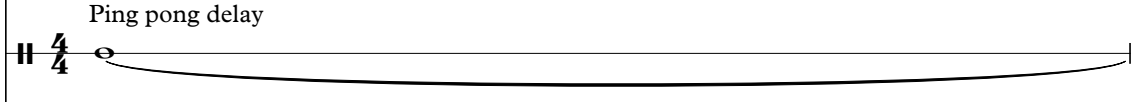
Live-electronics - Perc. 


127


Vln. 

Live-electronics - Vl. 

Gtr. 

Live-electronics - Gtr. 

Perc. 

Live-electronics - Perc. 

128 sul G sul D sul A sul E 15

Vln.

Live-electronics - Vl.

Gtr. sul gliss. E&A sul A&D sul D&G sul G&H sul H&E

Live-electronics - Gtr.

Perc. Bongo high

Live-electronics - Perc.

**F** 129 Col legno battuto

Vln.   
*mf*

Live-electronics - Vl.

Tap the strings with plectrum.  
Damp the strings with left hand.

Gtr. sul pont. sul E & H sul tasto

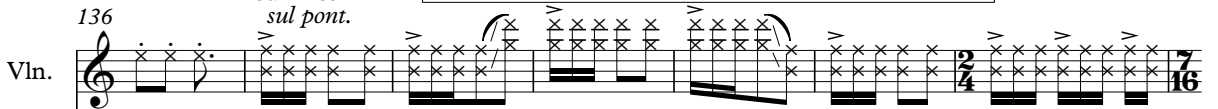
Live-electronics - Gtr.

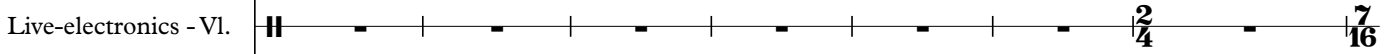
**F** Perc. Triangle

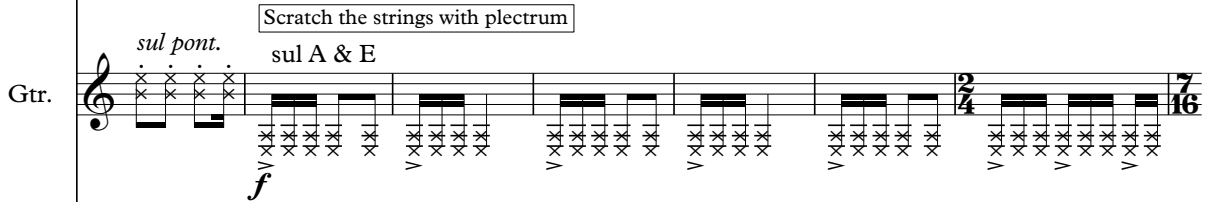
Live-electronics - Perc.   
*p*

**G** crini  
sul A & E  
sul pont.

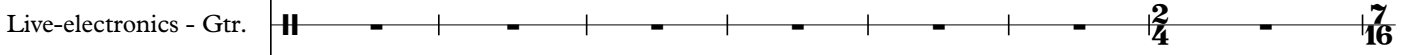
Damp the strings slightly with the first finger of the left hand as if you were playing Flageolet tones from a position of a string where flageolet tones are not usually producing flageolet tones.

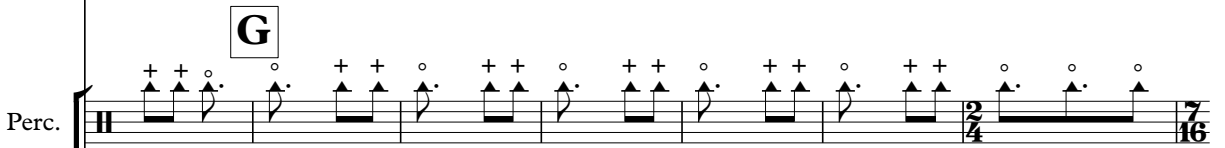
Vln. 136 

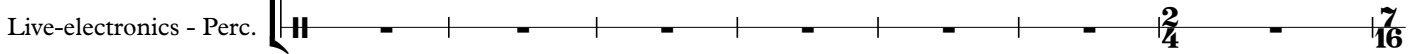
Live-electronics - Vl. 

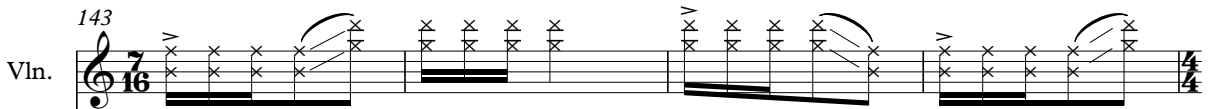
Gtr. *sul pont.* **f** 

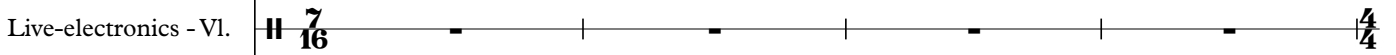
Scratch the strings with plectrum

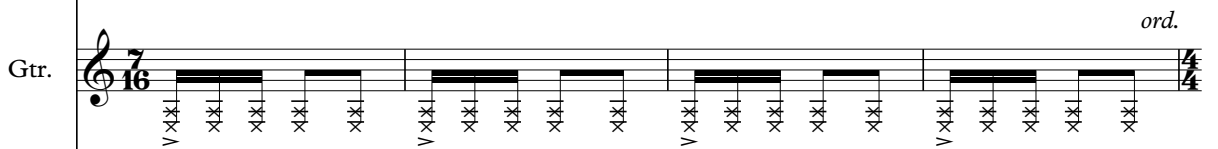
Live-electronics - Gtr. 

Perc. **G** 

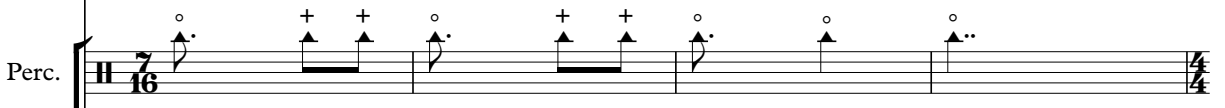
Live-electronics - Perc. 

Vln. 143 

Live-electronics - Vl. 

Gtr. *ord.* 

Live-electronics - Gtr. 

Perc. 

Live-electronics - Perc. 



147

Vln. *sul G sul D sul A sul E*

Live-electronics - Vl. Ping-pong delay

Gtr. *sul E&A sul A&D sul D&G sul G&H sul H&E* Scratch the strings with plectrum *sul A & E*

Live-electronics - Gtr. Ping-pong delay *pp*

Perc. Chimes let ring

Live-electronics - Perc.

150

Vln. *pp ff*

Live-electronics - Vl. *pp mf* let ring

Gtr. *play behind the saddle* *ord.* *mp ff*

Live-electronics - Gtr.

Perc. Snare drum (snare on) & floor tomtom *pp ff* choke

Live-electronics - Perc.