

Jan Martin Smørdal

2025

Composed for Rei Nakamura

Much of this piece is about the performer's reaction and responses to a classic feedback loop, prepared around the piano. The feedback loop is constructed by a specially designed microphone attached to a plastic pipe, sending the input signal via a mixer to a small distorted guitar amplifier.

The performer needs

- A piano with the lid completely detached
- An extra tall microphone stand, preferably around 2,5-3 meters

- A specially prepared microphone-inside-a-plastic-pipe, to be used as a Pendulum Microphone (P. Mic.) in the piece.

- A small mixer, for controlling the level of the Pendulum Microphone signal
- A small guitar (combo) amplifier, with inbuilt distortion. Preferably a Kustom tube 12A, or similar.
- 4 Aluminium pipes numbered short to long: I (C \ddagger) II III IV.
- Bubble wrap, ca. 2 x 0,5 meters. This is folded and placed on piano bench; The performer its on this the first half of the piece, resulting in a constant soft noise.
- Piece of molton/cloth, c. 0,8 X $\bar{0}$,3 meters, with adhesive tac attached on the orners of the length
- Total cables needed: 1 XLR cable (microphone-mixer), 1 jack cable (mixer-amplifier).

- 3 E-bows, to be positioned on these strings (triggered by the use of the sustain pedal):

All equipment, as well as answers to any questions, can be provided for by the composer: smordal@gmail.com/ +47 996 35 881

SETUP

<u>Above the piano</u> Tall stand with Pendulum Microphone.

Beneath the piano

Amplifier placed centred, with speaker facing up towards the soundbox. The distortion channel is always turned on: full gain, low/comfortable output level.

<u>Right side of the performer</u>

Mixer. The P. Mic. channel is panned all the way to one channel (e.g. left), same channel as the main output sends

to the amplifier. The amplifier's and the mixer's EQ are adjusted quite flat, but adjusted to filter the highest frequencies. Trial and error is the way to finding the best settings.

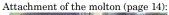
Left side of the performer

Small table for placing E-bows and Aluminium Pipes. The table should have a cloth, or something soft on top, to prevent unintentional sounds during performance.

On keyboard

Placement of Aluminium Pipes (page 3):







Holding the C[‡] pipe, for the glissando technique (page 14):



<u>Notation</u>

Durations, as shown as horizontal brackets over motifs or bars, are highly approximate.

C = Circular motion of either P. Mic. or upper body/torso of the performer. This symbol, continued by a wavy line, indicates an initiating thrust/velocity, with the movement lasting for the length of the wavy line.

There are 4 degrees of thrust/velocities for the P. Mic.:

- *High velocity*. The circular motion is about the breadth of the piano, resulting in a myriad of feedback pitches.

- *Medium velocity*. The circular motion is about half the breadth of the piano, resulting in 2-4 feedback pitches.

- *Minimum velocity*. The circular motion is just somewhat visible, resulting in 1-2 feedback pitches. - *Still*. The P.Mic. is freely hanging, with no visible movements. 1 feedback pitch.

The movement of the P. Mic. will naturally decrease over time resulting in gradually fewer pitches. "... whenever needed ..." is mentioned several places in the score, meaning as it says; the performer push the P. Mic. whenever needed for the P. Mic. to keep the notated velocity. Dynamics for the P. Mic. are controlled by the main level; niente = off / 0%, all dynamic levels (p/f etc) are in relative balance to what is played on the piano.

 \bullet = Non-depressed keys. The performer hit the key(s) without triggering the hammer mechanism (= no pitch); a percussive effect. Also indicates placements of E-bows.

 \times = Other non-key attacks; hitting the wood on the piano, or the Aluminium Pipes with nail(s).

Relative pitches = The performer must find/hear the pitch(es) from the feedback several places in the piece. Relative pitches meaning intervals in relation to the actual sounding pitch(es) from the feedback: 1 = unison, m2 = minor second (up), -M3 = major third (down) etc.

Relative chords = Relative in same manner as described above. The roman numbers indicate steps from the relative feedback pitch; e.g. if the feedback pitch is (approximately) C# the notated bVI 2nd indicates a second inversion of an A major chord. The notated squared notes with durational lines indicates a approximate octave/placement of chords, and also give clue to whether the progression runs up or down in register.

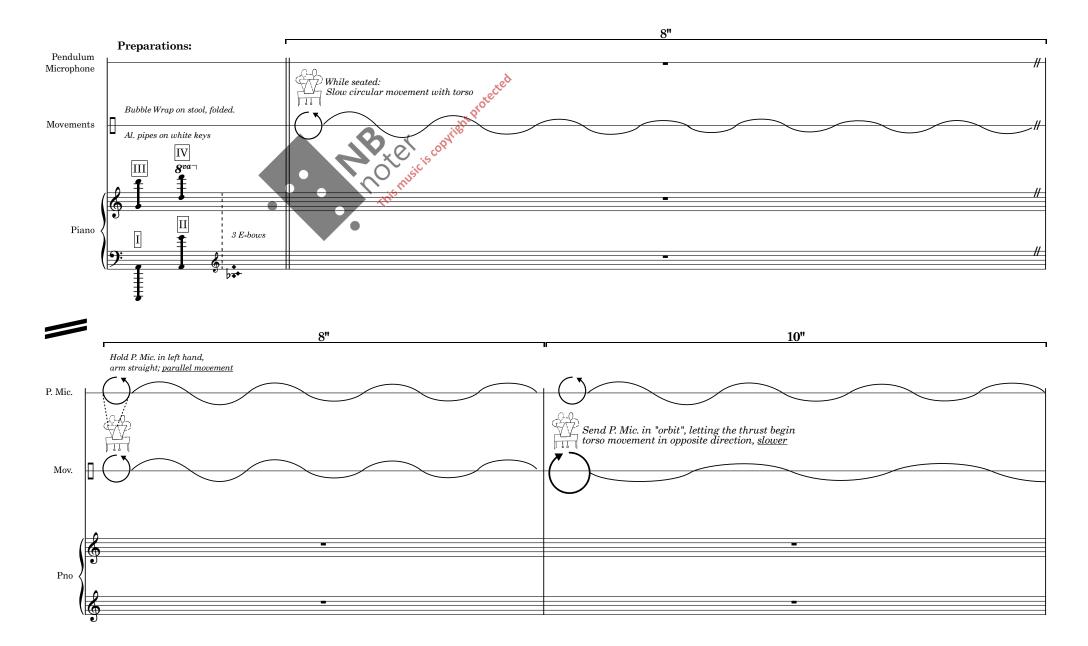
 Δ = major 7th chord no3 / no5 = Exclude the third / fifth of the chord 4 / 2 = the fourth/second replaces the third of the chord (sus-chord)

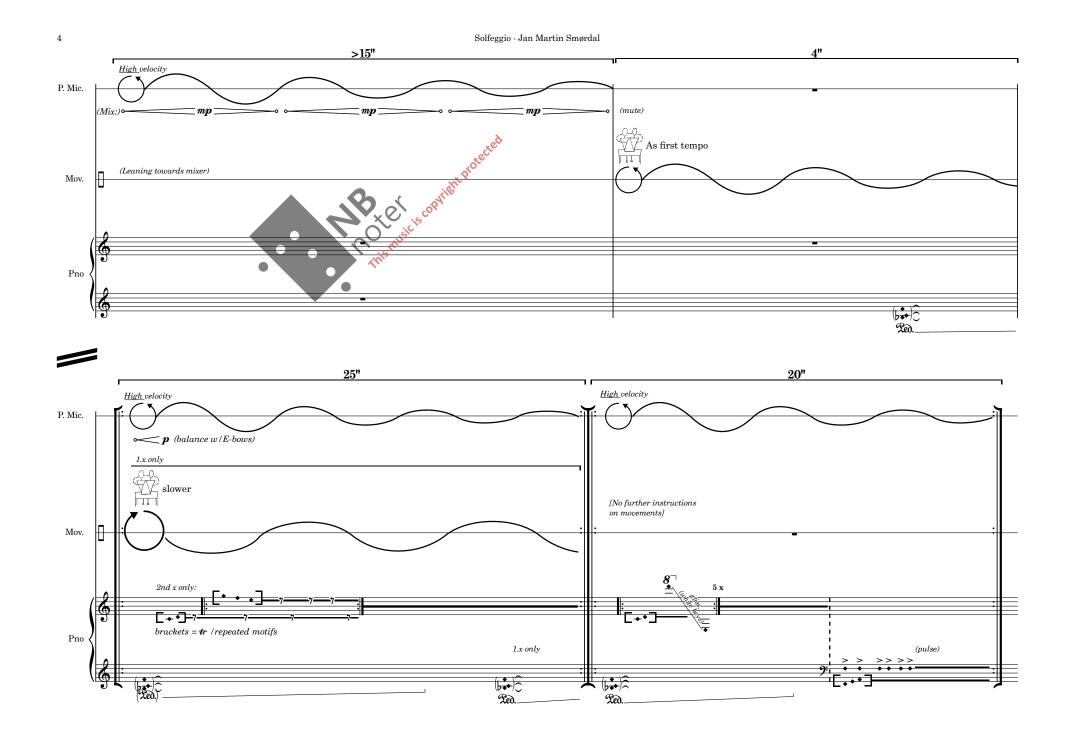
F.a.p. = Fast as possible

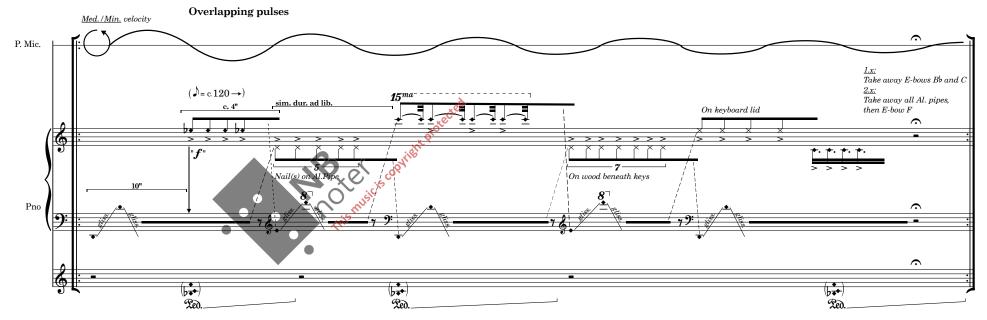
Fundings by Council Norway

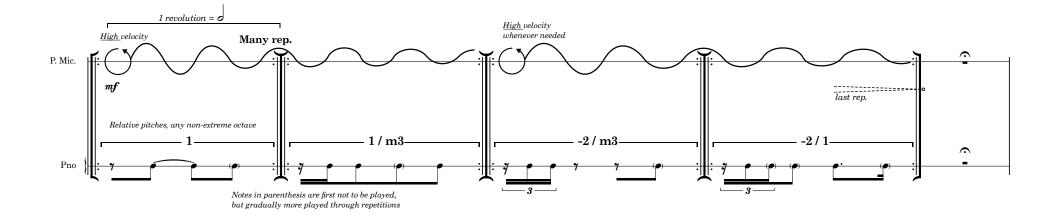


Solfeggio





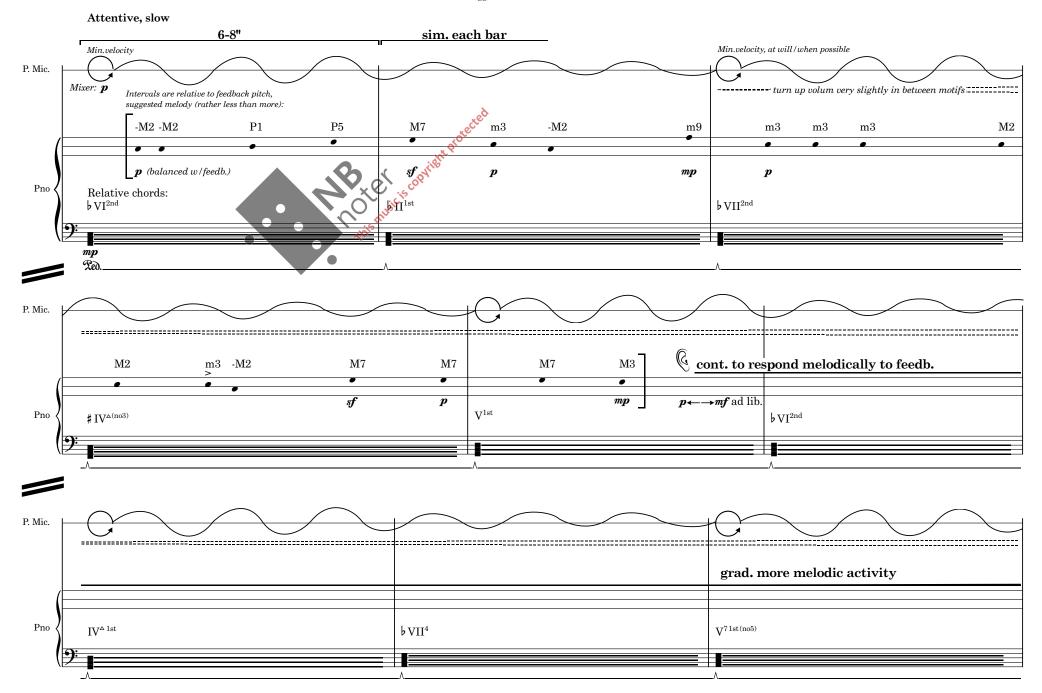


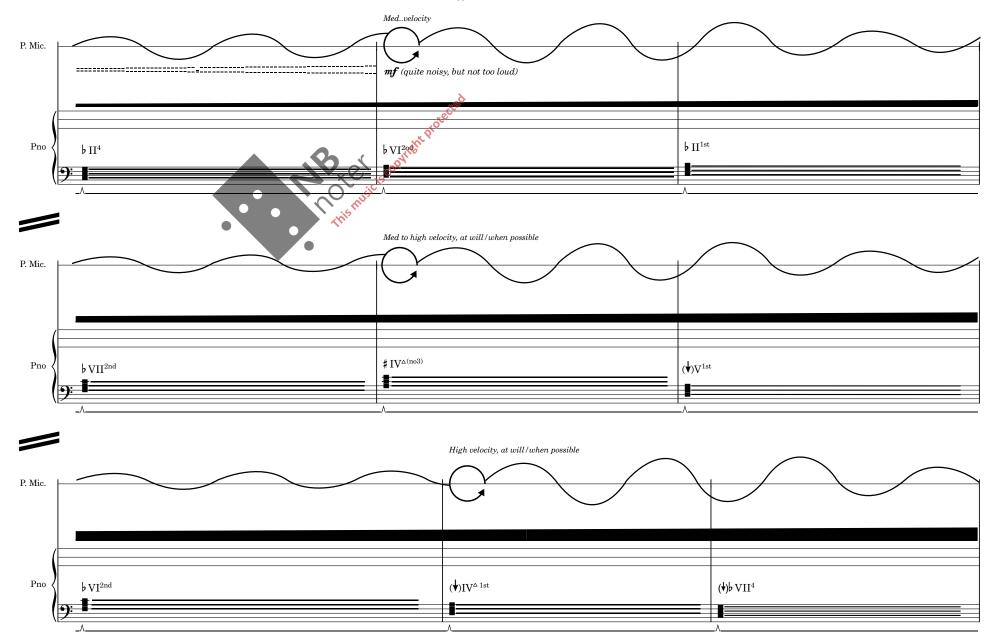


 $\mathbf{5}$

6

Solfeggio - Jan Martin Smørdal

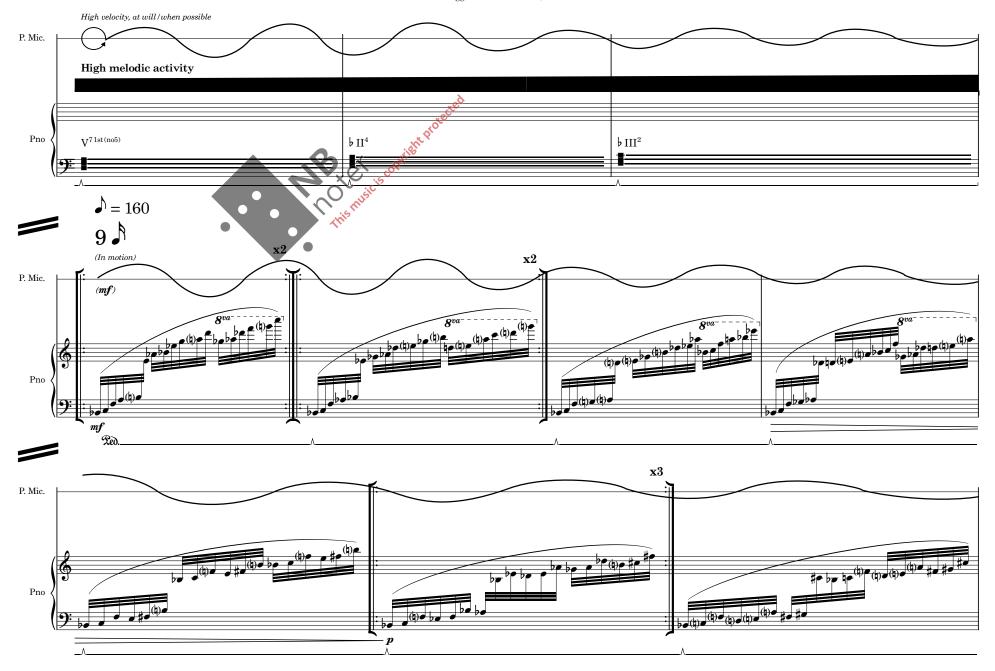


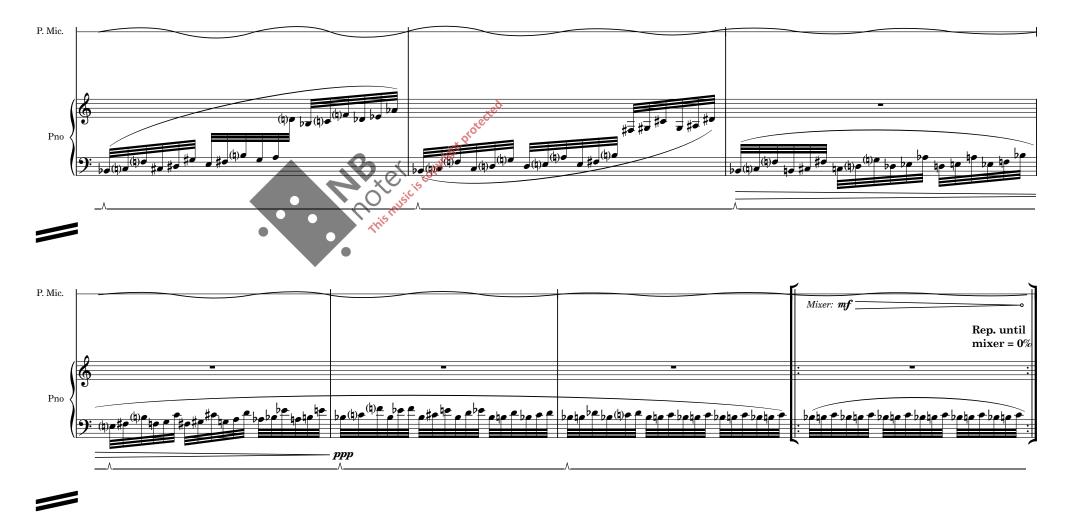


7

8

Solfeggio - Jan Martin Smørdal

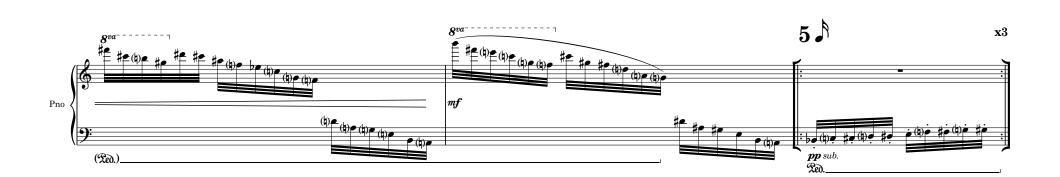


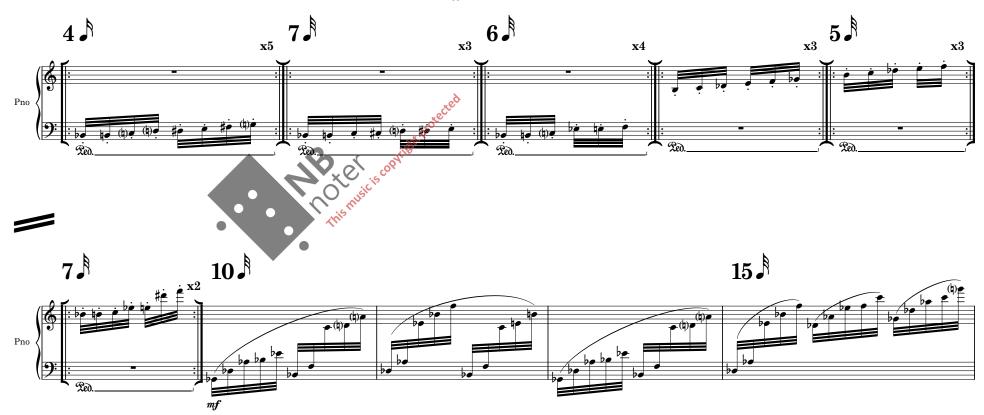


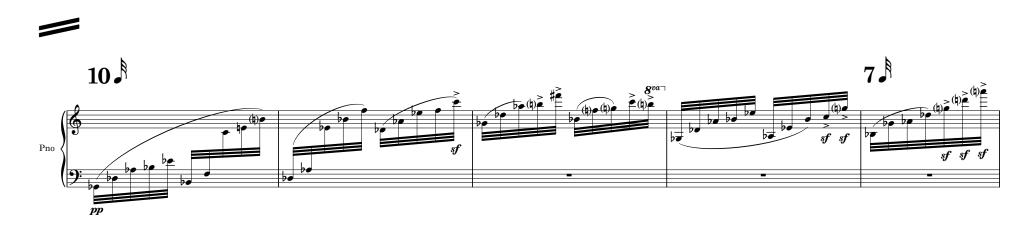












11

