

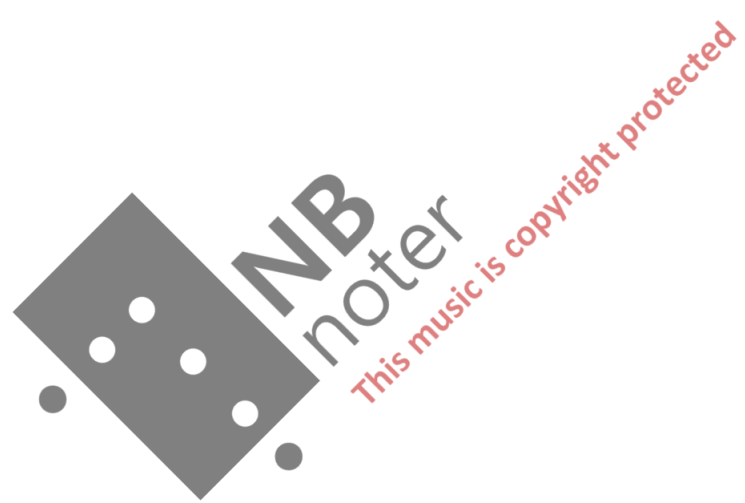
The Forest Concerts

A concert with narrator and interactive performance
for 2 Percussionists and 2 Keyboards

Øyvind Torvund

2022

Full Score



The Forest Concerts

A concert with narrator and interactive performance

Composed for Yarn/Wire

Commissioned by Rainy Days Festival, Philharmonie, in coproduction with Elbphilharmonie Hamburg, The Momentary, Festival Musica Strasbourg, Ultima and Wien Modern

Øyvind Torvund: composition and lyrics

Åshild Kanstad Johnsen: text and illustrations

David Horvitz: interactive performance

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Duration – 45 minutes

The score is in C

Percussion Instruments (shared by the two performers)

Marimba

Xylophone

Vibraphone with motor

Glockenspiel

Drum pad (Roland SPD-SX) with acoustic hi-hat and kick drum

4 Suspended Cymbals of different sizes

2 Timpani (26” and 29”)

Instruments specifically for Percussion 1

Ukulele (tuned gCEA)

Fretless Bass Guitar with small bass amp and reverb effect.

Kick
Drum

Snare

Hi-hat
x

Floor
Tom

Tom
1+2



Foley setup Percussion 1

- Table with various objects and instruments
- Small mixer
- Local monitoring
- Contact microphones
- 1 overhead microphone (Shure SM57 or similar)
- Whammy effect pedal (set to 2 octaves down)
- RAT distortion pedal

Objects

- Big water bowl (with overhead microphone or contact microphone)
- Straw
- Plastic water bottle with contact microphone
- 2 Bicycle bells
- Finger cymbals
- Hand cymbal
- Bird call
- Big ocarina
- Soprano Recorder
- Harmonica
- Slide Whistle
- Lenticular lens (covering approx. 40 cm) Flexatone
- Thin bendable metal plate
- Plastic guiro
- Hand held milk frother with gaffer tape
- Scale of 4 tiny woodblocks
- Sand paper
- Waldteufel
- Big metal ratchet
- Metal rod with rills
- Styrofoam on glass plate
- Hammer on wooden table
- Two small rocks
- Triangle

Keyboard 1

- Piano (Upright or Grand)
- Keyboard with a Harpsichord Virtual Instrument (4 octaves)

Foley Table for Keyboard 1

- Frog Guiro
- Ocarina
- Click Frog
- Comb (used as a guiro on table)
- Thin bendable metal plate
- Metal rod with rills (sawing effect)
- Metal Ruler (ricochet effect)
- Rub styrofoam on glass plate
- Lenticular Lens
- Two rocks
- Bell
- Bike bell
- Box of nails

Foley setup Percussion 2

- Table with various objects and instruments
- Small mixer
- Local monitoring
- Contact microphones
- 1 overhead microphone (Shure SM57 or similar)
- Whammy effect pedal (set to 2 octaves down)
- RAT distortion pedal

Objects

- Branch with leaves
- Bird Call with Water
- Ocarina
- Soprano Recorder
- Slide Whistle
- Lenticular Lens
- Waldteufel
- Toy rattle (wooden Nino Percussion)
- Metal Plate
- Squeeky toy
- Shells
- Styrofoam with glass plate
- Box with small objects
- Box of nails
- Metal Chimes
- High pitched bells
- Bike bell
- Metal ratchet
- Triangle (hanging on stand)
- Electric drill

Keyboard 2

- Piano (Upright or Grand)
- 2 keyboards with Virtual Instruments (4 octaves)

Foley Table for Keyboard 2

- Bird call “Audobon” or similar
- Comb (used as a guiro)
- Thin bendable metal plate
- Metal Ruler (ricochet effect)
- Box of nails
- Lens
- Bike Bell
- Two rocks

The Forest Concerts

Øyvind Torvund
(2022)

♩ = 60

1 – Forest Scenery

Rattle made of shells or similar
a constant movement, creating a sound effect of running water

Narrator

GENERAL NOTE TO ALL 4 PLAYERS:
Vary freely between these modules, make sounds independently, with big pauses in between
as if the sounds are created by wind, rain, leaves, insects and animals

Foley 1

Timpani 2

Foley 3

Foley 4

sand paper

Guiro with super ball

Bird call with water

waldteufel

Wood Block played with milk frother

water drops

branch with leaves on drum

Foley Bird Call with water

Ocarina (random pitch)

Foley waving branch in air

Xylophone like a woodpecker

Frog Guiro

Ocarina (random pitch)

Foley click frog sound

Comb Guiro on table

Metal Plate soft glissando

Audubon bird call

Comb Guiro on table

Metal Plate soft glissando

11

N.

Foley 1

Vib. 2

Foley 3

Foley 4

GENERAL NOTE: Play together from here

20

Whist. 1

Vib. 2

Foley 3

Foley 4

slide whistle

(amplified) thin stick gliss. on resonators

Metal rod zip on table

Ruler (ricochet)

Audubon bird call

Waldteufel

Foley

Frog Guiro

Blow bubbles in water with whammy

Scratching on lens with whammy

Guiro with super ball

Vibraphone cardboard plate gliss. on bars

Thin stick ricochet with whammy

Cymbal in water with whammy

Waldteufel

Bird call with water

sim.

Ruler (ricochet)

29 ♩ = 120

Foley 1: Big metal ratchet *f*, Guiro with super ball, Whistling *p*, slide whistle *p*, thin stick gliss on resonators *sim.*, thin stick gliss on resonators *p*, *f*

Vib. 2: *mf*, slide whistle *p*, *f*, *p*, *f*

Whist. 2: *p*

Foley 2: Nino Rattle *mf*, Ruler (ricochet) *f*, Metal rod zip on table *sim.*, Metal rod zip on table *f*, Box of nails shake *sim.*

Foley 3: Ruler ricochet (mellow sound) *f*, *mf*, *f*

Foley 4: *f*, *mf*, *mf*

36 Rubato, Heterophonic

Mt. Pl. 1: *pp*, *f*, *pp*, Foley: Guiro with super ball, Finger cymbal gliss. in water *mf*, Bird call with water *mp*

Mt. Pl. 2: *pp*, *f*, *pp*, Foley: Bird call with water *mp*, Squeaky toy *mf*, Vibraphone thin stick gliss. on resonators *p*

Mt. Pl. 3: *pp*, *f*, *pp*, Foley: Metal rod zip on table *f*, Box of nails shake *f*, Ruler ricochet (bright sound) *mf*

Mt. Pl. 4: *pp*, *f*, *pp*

43

Foley 1: Scratching on lens with whammy *f*, Bird call with water *mp*, Scratching on lens with whammy *f*, Bird call with water *mp*, Scratching on lens with whammy *f*, Finger cymbal gliss. in water *mf*, Waldteufel with whammy *f*, thin stick ricochet whammy *mp*, Bird call with water *mf*

Vib. 2: cardboard plate gliss. on bars *mf*, thin stick (resonators) *mf*, cardboard plate (bars) *mf*, *sim.*, thin stick (resonators) *f*, with cardboard plate on bars *f*, Nino Rattle *mf*

Foley 2: Nino Rattle *mf*, Metal plate bend *p*, *sim.*, Bird call with water *mf*, Lens zip sound *f*, Comb Guiro *f*

Foley 3: *sim.*, *mf*, *f*, Ruler ricochet (mellow sound) *f*

Foley 4: *mf*, *mf*, *f*

52

Oca. 1: Ocarina with whammy *p*, Bird call with water *tr*, blowing bubbles with whammy *sim.*, Water bowl hit with whammy movement *tr*, Slide Whistle *p*, Waldteufel with whammy *f*, Ruler whammy *f*

Foley 2: Metal plate bend *mf*, *sim.*, Metal plate bend + whistle gliss down *p*, Vibraphone with cardboard plate on bars *f*, thin stick resonators *f*, cardboard plate (bars) *mf*

Foley 3: *p*, *p*, *p*, Lens zip scratch *f*, Ruler ricochet *f*

Foley 4: *sim.*, *f*, *p*, Ruler ricochet (mellow sound) *mf*, Ruler ricochet *f*

2 – T Sounds song about things and their sound

$\text{♩} = 90$ *p*

Voice: I found a I found a I found a I ev-en found a a gi-ant

Foley 1: blowing bubbles *mf* ricochet stick with whammy *f* Finger Cymbal in water bowl *mf* Lense Scratch *f > p*

Foley 2: Toy rattle (Nino percussion) *mf* cardboard plate *mf* gliss. on bars *mf* Suspended Cymbal stick friction distorted sound *p < f* Foley shells *f*

Foley 3: metal plate gliss *mf* zip sound lense scratch *p < f* Whistling with vibrato *f* Foley rub styrofoam on glass plate *f*

Piano 2: Melody could be sung by Narrator only, Piano 1 plays chords only (including melody note on chords) *p*

6

V. an ev-en big-ger

Foley 1: Waldeuteufel *f* ricochet drumstick *f*

2: Ocarina Wild arpeggio *p* Foley ricochet drumstick *f*

Oca. 3: Ocarina Wild arpeggio *p* Foley ricochet ruler *f*

Pno 2: Foley *p* ricochet ruler *f*

11

V. I e-ven found two big

Foley 1: *3*

Foley 2: *5* *3* *5*

Foley 3: *3*

Foley 4: *p*

Piano

17

V. look at this It looks like E - - v'ry -

Foley 1 blowing bubbles metal rod with rills, played like guiro on wooden table, high pitch zip glissando zip slide whistle with flutter ricochet stick

Foley 2 empty box with small objects on table Nino Percussion Styrofoam on glass ocarina flutter tongue Vibraphone gliss with cardboard

Foley 3 lense scratch hit two rocks together Frog Guiro Ocarina flutter tongue Finger Snap Whistling vibrato

Pno 2

23

V. -thing has its sound! e - v'ry-thing, e - v'ry-

Foley 1 blow bubbles

Foley 2 Foley high pitched bell Soprano Recorder wild arpeggio Foley Vibraphone

Foley 3 Foley zip ricochet drumstick Piano

Pno 2

♩ = 160

29

V. -thing, e - v'ry-thing, e - v'ry-thing has its sound, e - v'ry-thing has its sound, e - v'ry-thing e - v'ry-thing e - v'ry-thing has its sound

Vib. 2

Pno 1

Pno 2

35

V. some things sounds a bit diz - zy a bit more diz-zy than you Some things sound a bit fuz

W. Bl. Wood Block played with milk frother *mf* Ocarina

Foley 2 Foley shake box of nails *f > p* Soprano Recorder *mf* wild arpeggio

Foley 3 Foley lense scratch *f > p* Ocarina *mf* wild arpeggio

Pno 2

40

V. - zy I would not mind the fuzz from you E-v'ry-thing e-v'ry-thing, e-v'ry-thing, e-v'ry - thing has its sound e-v'ry-

Foley 1 Foley Milk steamer on plastic bottle with distortion *f > p* Waldteufel with whammy *f* lens scratch *f* water bowl with gliss.

Foley 2 Foley bow on cymbal distorted sound *p < f* ricochet hit, thin stick *f* Styrofoam styrofoam on glass surface with water *f* Timpani with cymbal placed upside down *p*

Foley 3 Foley lense scratch *f > p* hit two rocks together *f > p* click frog *f*

Pno 2

45

V. -thing has its sound e - v'ry - thing, e - v'ry - thing, e - v'ry-thing has its sound for you

Foley 1 lense scratch *f > p* milk frother on bottle *f* Wood Block (milk frother) *f* Foley lense scratch

Foley 2 Foley Bird call with water *f* Timpani *f* Styrofoam *f* Foley Bird call with water *f* lense scratch

Foley 3 comb guiro *f* Metal Plate *f* Foley hit two rocks together *f* click frog *f*

Pno 2

3 - In The Forest Theme Song

$\text{♩} = 120$

Voice
mf
 Look at me, I'm wal-king here, I'm wal-king with the trees
 Look at us, we're dan-cing here, we're dan-cing with the leaves

Whistling 1
mf

Marimba 1
mf

Xylophone 2
mf

Whistling 2
mf

Whistling 3
mf

Metal Plate 3
mf

Whistling 4
mf

Metal Plate 4
mf

V.
 5
f
 Spen-ding all my li-fe in the for-est the trees have been here be-fore us try to live your

Whist. 1
f

Mar. 1
f *mp* *f*

Xyl. 2
f

Whist. 2
f

Mt. Pl. 3
 Whistling *f* Metal Plate Whistling Metal Plate Whistling

Whist. 4
 Whistling *f* Metal Plate Whistling Metal Plate Whistling

11

V. life in the for - est Look out for mush - room star - dust In! the! Fo - rest May - be I'll grow old here, may - be I'll go

Whist. 1

Mar. 1

Xyl. 2

Whist. 2

3 Metal Plate Whistling

Whist. 4 Metal Plate Whistling

17

V. bald here stan - ding here - In! The! Fo - rest, the leaves are loo - king glor - ious

Whist. 1

Mar. 1

Xyl. 2

Whist. 2

Whist. 3

Mt. Pl. 3

Whist. 4

Mt. Pl. 4

23

Whist. 1

Mar. 1

Xyl. 2

Whist. 2

Whist. 3

Mt. Pl. 3

Whist. 4

Mt. Pl. 4

mf

mf

This block contains the musical notation for measures 23 through 27. The instruments are Whist. 1, Mar. 1, Xyl. 2, Whist. 2, Whist. 3, Mt. Pl. 3, Whist. 4, and Mt. Pl. 4. The notation includes triplets and various dynamics such as *mf*.

28

Whist. 1

Mar. 1

Whist. 2

Whist. 3

Mt. Pl. 3

Whist. 4

Metal Plate

f

pp

pp

pp

This block contains the musical notation for measures 28 through 32. The instruments are Whist. 1, Mar. 1, Whist. 2, Whist. 3, Mt. Pl. 3, and Whist. 4. The notation includes triplets and various dynamics such as *f* and *pp*. A 'Metal Plate' effect is indicated for Whist. 2 and Whist. 4.

4 - Train arriving

$\text{♩} = 90$

Xylophone 1

Drum Set 2

Piano 1

Synthesizer

Moog lead sound

mf

loco

Xyl. 1

Dr. 2

Pno 1

Synth.

A

Xyl. 1

Dr. 2

Pno 1

Synth.

pp *f*

pp *f*

white noise setting

33

$\text{♩} = 90$ $\text{♩} = 120$ $\text{♩} = 90$ $\text{♩} = 120$

Xyl. 1

Dr. 2

Pno 1

Synth.

42 ♩ = 90

Xyl. 1

Dr. 2

Pno 1

Synth.

51

Xyl. 1

Dr. 2

Pno 1

Synth.

5 – Boss Introduces herself

♩ = 100

Drum Set 1

mf

start playing whenever the narrator is talking,
and stop when she pauses. start playing the line from the start
or continue where you left off.

Harpsichord

Keyboard 2

f

Dr. 1

Kbd 2

Dr. 1

Kbd 2

6 – The Real Story about Boss

$\text{♩} = 90$

Drum Set 1

Xylophone 2

Piano 1

like mechanical birds

f

5

Dr. 1

Xyl. 2

Pno 1

9

Dr. 1

Xyl. 2

Pno 1

Synth.

Arturia Mini V3 Living Synth

$\text{♩} = 120$

13

Dr. 1

Xyl. 2

Pno 1

Kbd 2

Keyboard Harpsichord

Dr. 1

Pno 1

Kbd 2

17

Dr. 1

Pno 1

Kbd 2

20

Dr. 1

Pno 1

Kbd 2

23

Dr. 1

Xyl. 2

Pno 1

Kbd 2

27

f

31

Dr. 1

Xyl. 2

Pno 1

Kbd 2

34

Dr. 1

Xyl. 2

Pno 1

Kbd 2

change to Harpsichord setting with softer dynamics

$\text{♩} = 60$

Soprano Recorder

Vibraphone

arco

p

Red.

38

S. Rec. 1

Vib. 2

S. Rec. 3

Kbd 2

p

p

43

S. Rec. 1

Vib. 2

S. Rec. 3

Kbd 2

p

p

7 – Activity: Kicking Canister

When participant A kicks the canister

Piano 1

p

When participant B kicks the canister

Piano 2

p



8 – T-Sound talking

♩ = 100

with brushes

Drum Set 1

mf

Xylophone 2

freely, slight new interpretation each time

Piano 1

mp

Synthesizer

3

Dr. 1

Xyl. 2

Pno 1

Synth.

6

Dr. 1

Xyl. 2

Pno 1

(*Red.*)

Doubled on both keyboards:
Moog lead settings

Synth.

9

Dr. 1

Xyl. 2

Pno 1

Synth.

12

Dr. 1

Xyl. 2

Pno 1

Synth.

15

Dr. 1

Xyl. 2

Pno 1

Synth.

18

Dr. 1

Xyl. 2

Pno 1

Synth.

21

Dr. 1

Xyl. 2

Pno 1

Synth.

24

Dr. 1

Xyl. 2

Pno 1

Synth.

9 – T Sounds song about things and their sound 1

$\text{♩} = 90$ *p*

Voice: I found a I found a I found a I ev-en found a a gi-ant

Foley 1: blowing bubbles *mf* ricochet stick with whammy *f* Finger Cymbal in water bowl *mf* Lense Scratch *f > p*

Foley 2: Toy rattle (Nino percussion) *mf* cardboard plate gliss. on bars *mf* Suspended Cymbal stick friction distorted sound *p < f* Foley shells *f*

Foley 3: metal plate gliss *mf* zip sound lense scratch *p < f* Whistling with vibrato *f* Foley rub styrofoam on glass plate *f*

Piano 2: Melody could be sung by Narrator only, Piano 1 plays chords only (including melody note on chords) *p*

6

V. an ev-en big-ger

Foley 1: Waldteufel *f* ricochet drumstick *f*

2: Ocarina Wild arpeggio *p* Foley ricochet drumstick *f*

Oca. 3: Ocarina Wild arpeggio *p* Foley ricochet ruler *f*

Pno 2: Foley *p* ricochet ruler *f*

11

V. I e-ven found two big

Foley 1: *3*

Foley 2: *5* *3* *5*

Foley 3: *3*

Foley 4: *p*

Piano: *p*

17

V. look at this It looks like E - - v'ry -

Foley 1 blowing bubbles metal rod with rills, played like guiro on wooden table, high pitch zip glissando zip slide whistle with flutter ricochet stick

Foley 2 empty box with small objects on table Nino Percussion styrofoam ocarina flutter tongue

Foley 3 lense scratch hit two rocks together Frog Guiro Ocarina flutter tongue Finger Snap

Pno 2

Vibraphone gliss. with cardboard

Whistling vibrato

23 $\text{♩} = 160$

V. -thing has its sound! e - v'ry-thing, e - v'ry-

Foley 1 blow bubbles Wood Block

Foley 2 Foley high pitched bell Soprano Recorder wild arpeggio Foley Piano

Foley 3 Foley zip ricochet drumstick

Pno 2

29

V. -thing, e - v'ry-thing, e - v'ry-thing has its sound, e - v'ry-thing has its sound, e - v'ry-thing e - v'ry-thing e - v'ry-thing has its sound

Vib. 2

Pno 1

Pno 2

Foley

35

V. some things sounds a bit diz - zy a bit more diz-zy than you Some things sound a bit fuz

W. Bl. Wood Block played with milk frother *mf* Ocarina

Foley 2 Foley shake box of nails *f > p* Soprano Recorder *mf* wild arpeggio

Foley 3 Foley lense scratch *f > p* Ocarina *mf* wild arpeggio

Pno 2

40

V. - zy I would not mind the fuzz from you E-v'ry-thing e-v'ry-thing, e-v'ry-thing, e-v'ry - thing has its sound e-v'ry-

Foley 1 Foley Milk steamer on plastic bottle with distortion *f > p* Waldteufel with whammy *f* Lense scratch *f* water bowl with gliss.

Foley 2 Foley bow on cymbal distorted sound *p < f* ricolchet hit, thin stick *f* Styrofoam styrofoam on glass surface with water *f* Timpani with cymbal placed upside down *p*

Foley 3 Foley hit two rocks together *f > p* click frog *f*

Pno 2

45

V. -thing has its sound e - v'ry - thing, e - v'ry - thing, e - v'ry-thing has its sound for you

Foley 1 lense scratch *f > p* milk frother on bottle *f* Wood Block (milk frother) *f* Foley lense scratch

Foley 2 Foley Bird call with water *f* Timpani *f* Styrofoam *f* Foley Bird call with water *f* lense scratch

Foley 3 comb guiro *f* Metal Plate *f* Foley hit two rocks together *f* click frog *f*

Pno 2

[illegible]

Dr. 1

Kbd 2

The image shows a musical score for two parts: Dr. 1 and Kbd 2. Dr. 1 is represented by a single staff with a continuous eighth-note pattern. Kbd 2 is represented by a grand staff (treble and bass clefs) with a melody featuring triplets and various accidentals. The score is divided into measures by vertical bar lines.

11 – Feeling better now (with the Stars)

Tempo: ♩ = 60
Dynamic: *mp*

Voice
With the stars! With the stars! Out in the fo - rest. With the stars!

Marimba 1
p

Glockenspiel 2
mp

Vibraphone 2
motor on, slow
mp

Piano 1

Keyboard 2

6 spoken freely

V.
Listen! I think this is a new start for me Star-ting all o-ver with my new friends Look up! Stars are,

Mar. 1

Glock. 2

Vib. 2
Ped.

Keyboard
B3 V2
Fake Leslie 05

8

Kbd 2
Synthesizer Mini V3
House Bass II
f

9

V.

Stars are free. Not like we are I thought all hope was gone, lon-ely and help-less and with-out any

Mar. 1

Glock. 2

Vib. 2

Pno 1

Kbd 2

11

V.

I was lost yes Now I raise my head The stars are ev - ery - where

Mar. 1

Vib. 2

Pno 1

Kbd 2

Vocals

Synthesizer

14

V. *Fee - ling be - tter now with the stars! with the stars!*

Mar. 1

Voc. 1 *mp* with the stars with the stars

Glock. 2

Vib. 2 *mp* with the stars with the stars

Voc. 2 *mp* with the stars with the stars

Voc. 3 *mp* with the stars with the stars

Synth.

Voc. 4 *mp* with the stars with the stars

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18

Mar. 1

Vib. 2 *Vibraphone*

Pno 1 *mf*

Synth.

[illegible]

23

Mar. 1

F. S. 2

Pno 1

24

25

26

12 – Activity: Rocks

beat two rocks together, together with the audience.
establish a beat with all the audience participants

Narrator

f

GENERAL NOTE: When a beat is established fade in your pattern, not playing louder than the general dynamic of the rocks

Marimba 1

ppp

Xylophone 2

ppp

ppp

Piano 1

ppp

Piano 2

ppp

13 – Bacalls House

♩ = 80
lightly floating

Ukelele *mf*

Vibraphone 2 with motor on, medium fast speed *mf*

Piano 1 *mf*

Synthesizer Analog Lab V Funky Lead *mf*

==

7

Ukelele *mp*

Voc. 1
m m m m m m m

Vib. 2

Pno 1 *p*

Voc. 3
m m m m m m m

Synth. Mellotron Rubicon Part One Flute Ending

Voc. 4
m m m m m m m

14

Ukelele

Vib. 2

Timp. 2

Pno 1

Synth.

mf

Mellotron



21

Ukelele

Voc. 1

Timp. 2

Pno 1

Voc. 3

Synth.

Voc. 4

mf

mf

mf



28

Ukelele

Timp. 2

Pno 1

Synth.

pp

mf

Piano 15

35

Ukelele

Timp. 2

Pno 1

Synth.

(15)



41

Ukelele

Voc. 1

mp

m m m m m

Vibraphone

Vib. 2

Timp. 2

Pno 1

(8) 8 8 8

Voc. 3

mp

m m m m m

Synth.

Mellotron

Voc. 4

mp

m m m m m

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47

Whist. 1

Ukelele

Voc. 1

Vib. 2

Sus. Cym. 2

Timp. 2

Pno 1

Whist. 3

Voc. 3

Synth.

Whist. 4

Voc. 4

pp *mf*

loco *pp*

m m m m m

m m m m m

m m m m m

m m m m m

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54

Ukelele

Voc. 1

Vib. 2

Pno 1

Voc. 3

Synth.

Voc. 4

61

Ukelele

Voc. 1

Vib. 2

Pno 1

Voc. 3

Synth.

Voc. 4

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Mellotron

mf

mf

mf

mf

ppp

f

The first system of musical notation for 'The Rose Tree' consists of two staves. The top staff is a treble clef with a single whole note G4. The bottom staff is a bass clef with a single whole note G2. A large red watermark 'Copyright protected' is overlaid diagonally across the page.

[illegible]

14 – The Misunderstanding Song

Tempo: ♩ = 110

Piano 2

V.

Foley 1

Foley 2

Foley 3

Pno 2

When i say She thinks I mean a When

bell sound hit on water bowl

high pitched bells l.v.

bell

Scratching on lens with whammy

Scratching on lens

When i say She thinks I mean a When

V.

I talk a-bout a she thinks I mean a there's some-things she is mis-sing mix-ing up

Foley 1

Timpani

Mt. Pl. 3

Pno 2

I talk a-bout a she thinks I mean a there's some-things she is mis-sing mix-ing up

Waldteufel

Timpani

Ocarina

Metal Plate

Finger cymbal gliss in water

29

V. this with this thing It's like we are stuck in a it feels like a

Foley 1 Guiro with super ball Thin stick ricochet with whammy Cymbal in water with whammy Big metal ratchet

Vib. 2 Vibraphone cardboard plate gliss. on bars Foley Water bird whistle Vibraphone thin stick gliss. on resonators

Foley 3 Ruler (ricochet) short long sim. Ocarina tr Foley Frog Guiro

Pno 2 this with this thing It's like we are stuck in a it feels like a

38

V. mix - ing up hard to des - cribe the dif - ference bet - ween and

Foley 1 Waldteufel Guiro with super ball Wood Block played with milk frother Foley Cymbal in water with whammy

Vib. 2 thin stick gliss. on resonators sim. p < f

Foley 3 Box of Nails (shake) Metal rod zip on table Frog Guiro

Pno 2 mix - ing up hard to des - cribe the dif - ference bet - ween and

15 – A museum is more than a building

♩ = 60

a museum is more than
a building it could be
something like waves
adrift on an ocean

Narrator

4/4

2 Suspended Cymbals
freely tremolo with independent crescendos

Suspended Cymbal 1

4/4

pp

2 Suspended Cymbals
freely tremolo with independent crescendos

Suspended Cymbal 2

4/4

pp

Piano 1

mf

Piano 2

f

8

8

Sus. Cym. 1

3

mp

Sus. Cym. 2

mp

Pno 1

8

Pno 2

8

Sus. Cym. 1

4

Sus. Cym. 2

Pno 1

8

Pno 2

8

5

Sus. Cym. 1

Sus. Cym. 2

Pno 1

Pno 2

6

Sus. Cym. 1

Sus. Cym. 2

Pno 1

Pno 2

7

N.

Sus. Cym. 1

Sus. Cym. 2

Pno 1

Pno 2

waves adrift
on an ocean

Fretless Bass
approximate pitches

10

Bass

mf

Vib. 2

Vibraphone

Red.

Pno 1

f

8

Keyboard

mellotrone setting
flute

Kbd 2

Synth.

Buchla Easel V
Shooting Stars

mp

12

N.

or the raindrops
could do a little dance

Bass

Marimba

mp

Vib. 2

motor on

mf

Red.

Pno 1

mf

8

Synthesizer

Keyboard

mellotrone setting
flute

Synth.

15

Mar. 1

Vib. 2

Pno 1

Kbd 2

with bow

15

16

17

18

Mar. 1

Vib. 2

Pno 1

Kbd 2

f

8

7

18

19

20

Bass

Xyl. 2

Pno 1

Pno 2

approximate pitches
freely glissando like muffled talking

mf

f

p

8

7

20

21

23

Bass

Xyl. 2

Pno 1

Pno 2

mf

f

f

And.

27

N.

Bass

Foley 2

Pno 2

f

Foley
blow bubbles in water
through whammy effect

when it is raining
and you hear a
distant flute orchestra
down by the sea

31

Mar. 1

Xyl. 2

Pno 1

Kbd 2

mf

mf

mf

ppp

like raindrops
mute by pressing on each hit, vary dynamics freely

like raindrops
mute by pressing on each hit, vary dynamics freely

vary dynamics freely

Mellotron Flutes
very distant

35 (8)

Mar. 1

Xyl. 2

Pno 1

Kbd 2

35 (8)

36 (8)

37 (8)

38 (8)

39 (8)

Mar. 1

Xyl. 2

Pno 1

Kbd 2

39 (8)

40 (8)

41 (8)

42 (8)

43 (8)

Mar. 1

Xyl. 2

Pno 1

Kbd 2



47 (8)

Mar. 1

Xyl. 2

Pno 1

Kbd 2

16 – Cellphone Alarms

♩ = 130

Marimba 1

Glockenspiel 2

Vibraphone 2

Foley 2

Foley 3

Synthesizer

Moog Lead

bike bell

bike bell

f

muted

6

3

3

9

Mar. 1

Vib. 2

Keyboard

Jup 8 V4

Hohner Lead

Foley 3

Synth.

p

f

sfz p

sfz p

sfz p

sfz

p

sfz sfz p

sfz p

sfz

17

Mar. 1

Glock. 2

Foley

Foley

Bike Bell

Synth.

3

3

17 – Distraction Song

♩ = 180

f

Voice

Do you real-ly think I have an ea-sy life? Do you think I wear py-ja-mas like a

Drum Set 1

f

Xylophone 2

f

Piano 1

Synthesizer

6

V.

bum all day Well it isn't al-ways ea-sy to have fun! My life is filled with things that dis-tracts me from fun yes

Dr. 1

Xyl. 2

11

V.

some-one al-ways asks me to pick up this and wash up this and buy me this and get me that and

Dr. 1

Xyl. 2

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16

V. ans-wer this and write me back and I can't have fun with all these di-di-di-di-di-di-di-di! Di-di-di-di-di-di-di-di-di-di-di-dis

Dr. 1

Xyl. 2

21

V. -tra-ctions!

Dr. 1

Xyl. 2

Synth. Moog type Bass *mf*

27

Dr. 1

Xyl. 2

Synth.

33

Dr. 1

Xyl. 2

Pno 1 *mf*

Synth.

39

Dr. 1

Xyl. 2

Pno 1

Synth.

p *f*

p *f*

p *f*

p *f*

44

Dr. 1

Foley 2

Synth.

Foley

f

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50

Dr. 1

Voc. 1

Voc. 2

Voc. 3

Synth.

Voc. 4

spoken:

Dis - tra - ctions!

Vocals

spoken:

Foley

spoken:

Dis -

spoken: Vocals

Dis - tra - ctions!

spoken:

Dis - tra - ctions!

spoken:

Di - stract-tions!

Dis-

18 – Cellphone Alarms 1

♩ = 130

Marimba 1

Glockenspiel 2

Vibraphone 2

Foley 2

Foley 3

Synthesizer

Moog Lead

bike bell

bike bell

f

muted

6

3

3

9

Mar. 1

Vib. 2

Foley 3

Synth.

Vibraphone

Glockenspiel

Keyboard

Jup 8 V4

Hohner Lead

p

f

sfz p

sfz p

sfz p

sfz

p

sfz sfz p

sfz p

sfz

16

Mar. 1

Glock. 2

Foley 3

Synth.

Foley

Foley

3

3

19 – Activity: Dancing

General note: The audience participants are controlling the tempo and dynaics of these phrases
The dynamics and the shape of the glissando are controlled by the movement of the danicing participants

1

Timpani

with hanging triangle
touching
timpani skin

vary length and
speed of the *gliss.*

Harmonica

Ocarina

with whammy effect

with whammy effect

Ocarina

2

Timpani

with hanging triangle
touching
timpani skin

vary length and
speed of the *gliss.*

Harmonica

Ocarina

with whammy effect

with whammy effect

Ocarina

Keyboard 1

Sound Setting:
Filter movement

(hold key until next module)

Metal Plate

Keyboard 2

Sound Setting:
Arp 2600 V3 Big Daddy
Filter movement

(hold key until next module)

Oca. 1

5

with whammy effect

Foley
Metal ruler

Kbd 2

NB
noter
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20 – Hardware store

Tempo: ♩ = 152

Measure 1: short sawing sounds

Measure 2: zip sound

Measure 3: metal rod with rills

Measure 4: metal guiro

Measure 5: hammering nails

Measure 6: electric drill

Measure 7: Piano

Measure 8: 1st time only

Measures 9-12: (Repeat of measures 1-4)

Measure 13: Drum Set

Measure 14: Xylophone

Measure 15: Pno 1

Measure 16: Keyboard Harpsichord

Measure 17: Kbd 2

Measure 18: Moog Type Bass

Measure 19: Foley hammering nails

Measure 20: Foley electric drill

Measures 21-24: (Repeat of measures 13-16)

Measure 25: V.

Measure 26: Drum Set

Measure 27: Xyl. 2

Measure 28: Kbd 2

Measure 29: Go-ing to the

Measures 30-33: (Repeat of measures 25-28)

29

V. Hard - ware - store think I'm go-ing cra-zy Go-ing to the Hard - ware - store

Dr. 1

Xyl. 2

Kbd 2

35

V. — when things are get-ting cra-zy

Dr. 1

Xyl. 2

Kbd 2

Foley electric drill Xylophone Foley Xylophone Foley Xylophone

41

Dr. 1

Xyl. 2

Pno 1

Kbd 2

Moog Type Bass

49

Dr. 1

Xyl. 2

Pno 1

Kbd 2

56

Dr. 1

Xyl. 2

Pno 1

Kbd 2

Foley electric drill

64

Dr. 1

Foley 2

Pno 1

Kbd 2

Xylophone

Moog Type Bass

$\text{♩} = 120$

Dr. 1

Suspended Cymbal

p

sim.

p

Marimba

Suspended Cymbal

Marimba

Suspended Cymbal

mp < *f*

mp < *f*

Vib. 2

Vibraphone motor on

mf

Pno 1

mf

Red.

Kbd 2

83

Marimba

mp < *f*

mp < *f*

p — *f*

p — *f*

Vib. 2

Pno 1

Red.

93

Mar. 1

p — *f*

p — *f*

Vib. 2

9

Pno 1

Red.

21 – T-Sound finds...a machine

♩ = 180
glissando

Xylophone 1

Foley 2

Piano 1

Synthesizer

6

Xyl. 1

Foley 2

Pno 1

Synth.

12

Xyl. 1

Foley 2

Pno 1

Synth.

18

Xyl. 1

Foley 2

Pno 1

Synth.

26

Xyl. 1

Foley 2

Pno 1

Synth.

22 – Activity: Conducting

$\text{♩} = 90$

General Note: The tempo of this section is controlled by a participant from the audience who is conducting the quartet.

Xylophone 1

Drum Set 2

Piano 1

Synthesizer

$\text{♩} = 90$

Xyl. 1

Dr. 2

Pno 1

Synth.

17

Xyl. 1

Dr. 2

Pno 1

Synth.

=

26

Xyl. 1

Dr. 2

Pno 1

Synth.

23 – T-Sound running back to the forest

$\text{♩} = 100$

with brushes

Drum Set 1

mf

Xylophone 2

freely, slight new interpretation each time

Piano 1

mp

Red.

Synthesizer

3

Dr. 1

Xyl. 2

Pno 1

Synth.

6

Dr. 1

Xyl. 2

Pno 1

(*Red.*)

Doubled on both keyboards
Moog Lead synth sounds

Synth.

NB
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9

Dr. 1

Xyl. 2

Pno 1

Synth.

12

Dr. 1

Xyl. 2

Pno 1

Synth.

(2nd.)

15

Dr. 1

Xyl. 2

Pno 1

Synth.

18

Dr. 1

Xyl. 2

Pno 1

Synth.

21

Dr. 1

Xyl. 2

Pno 1

Synth.

24

Dr. 1

Xyl. 2

Pno 1

Synth.

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24 – Soundscape of the Cave and surroundings

$\text{♩} = 52$

with very wet spring reverb

Fretless Bass

p

pp

p

water drops in bowl
with Cathedral reverb

Ocarina
imitate water drops with Ocarina and other instruments

Foley 2

p

imitate sound of water drops

Metal Plate 3

pp

imitate water drops with Ocarina and other instruments

Ocarina 4

p



25 – Bacalls short phrase

♩ = 60
NOTE: A SHORT MUSIC WHICH BOSS INTERRUPTS

Suspended Cymbal 1
Suspended Cymbal 2
Piano 1
Piano 2

pp
pp
mp *f*
mp

Red.
Red.

Sus. Cym. 1
Sus. Cym. 2
Pno 1
Pno 2

mp
mp
Red.
Red.

26 – T-Sound presents the machine 1

$\text{♩} = 180$

Xylophone 1

Piano 1

Synthesizer

mf *f* *glissando* *mf*

This block contains the first system of the musical score, measures 1 through 6. It features three staves: Xylophone 1, Piano 1, and Synthesizer. The tempo is marked as quarter note = 180. Xylophone 1 begins with a mezzo-forte (mf) section, followed by a forte (f) section with a glissando, and ends with another mf section. Piano 1 and Synthesizer have corresponding mf and f sections.

Xyl. 1

Pno 1

Synth.

p

This block contains the second system of the musical score, measures 7 through 14. It features three staves: Xyl. 1, Pno 1, and Synth. All three instruments begin with a piano (p) section. The notation includes various rhythmic patterns and dynamics.

Xyl. 1

Pno 1

Synth.

This block contains the third system of the musical score, measures 15 through 22. It features three staves: Xyl. 1, Pno 1, and Synth. The notation continues with various rhythmic patterns and dynamics.

27 – The Stone is Singing

$\text{♩} = 110$

beat two rocks together

Foley 1

mf

Vibraphone

p *sempre*

Red.

Marimba 2

mp

Metal Plate 3

beat two rocks together

mf

Metal Plate 4

beat two rocks together

mf

9

V.

mp

I'm a Stone I'm a

Vib. 1

Mar. 2

Mt. Pl. 3

Piano

mp

Red.

Mt. Pl. 4

17

V.

Rock this is my Song I once was part of a

Vib. 1

Mar. 2

Pno 1

Red.

25

V. moun - tain - top, but a gla - cier cracked me off and let me loose I'm free

Vib. 1

Mar. 2

Pno 1

(Ped.)

32

V. free just like a rock can be and now I'm sin - ging Sin - ging rock a

Vib. 1

Mar. 2

Pno 1

(Ped.)

39

V. stone can have fee - lings a stone can be sad A stone can be hap - py Em - bra - cing

Vib. 1

Mar. 2

Pno 1

(Ped.)

46

V. life Mee - ting o-ther ston - es and sticks and bones

Vib. 1

(Red.)

Mar. 2

Pno 1

(Red.)



54

V.

Vib. 1

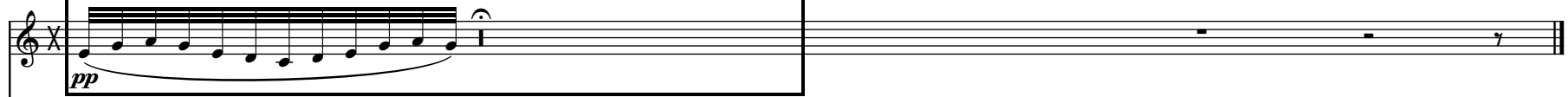
Mar. 2

Pno 1

28 – Mushroom Computer

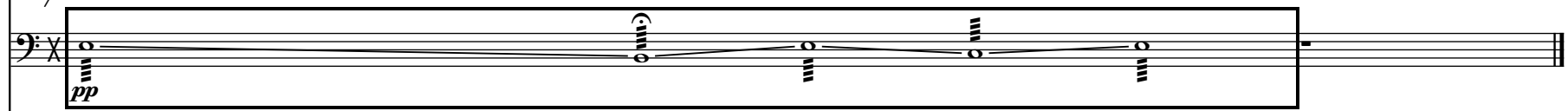
with whammy effect, 2 octaves down
blending in with electronic samples from keyboard 2

Ocarina 1



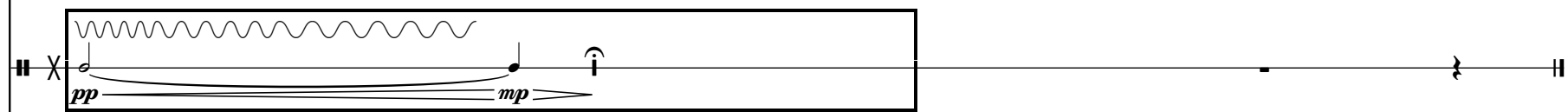
with large ride cymbal placed upside down on timpani skin

Timpani 2




uneven shake

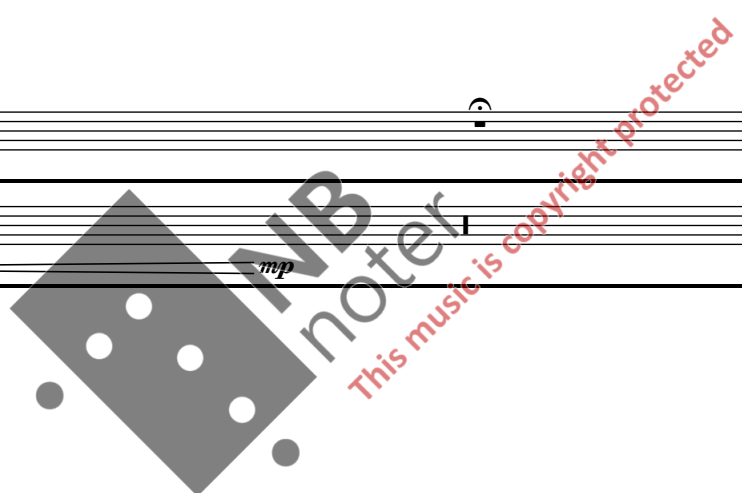
Metal Plate 3



sample of bubbly electronic arpeggios
lasting throughout this section

Keyboard 2





29 – Cellphone Alarms 2

♩ = 130

Marimba 1

Glockenspiel 2

Vibraphone 2

Foley 2

Foley 3

Synthesizer

Moog Lead

bike bell

bike bell

f

muted

6

3

3

9

Mar. 1

Vib. 2

Keyboard

Jup 8 V4

Hohner Lead

Foley 3

Synth.

Vibraphone

Glockenspiel

f

p

sfz p

sfz p

sfz p

sfz

p

sfz sfz p

sfz p

sfz

Foley

17

Mar. 1

Glock. 2

Foley 3

Synth.

Foley

3

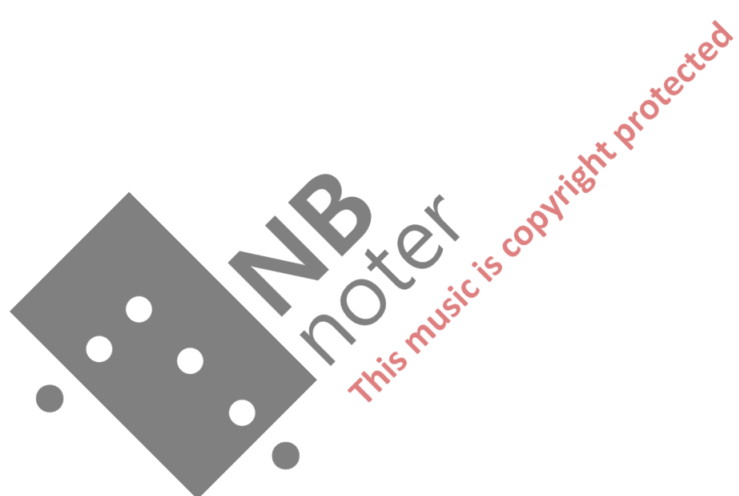
30 – The sounds of the internet

Super Ball on guiro with whammy effect set to 2 octaves up

Foley 1 $\frac{4}{4}$ *mf*

Super Ball on guiro with whammy effect set to 2 octaves up

Foley 2 $\frac{4}{4}$ *mf*



31 – Feeling better now (With the Stars) part 2

♩ = 60

Marimba 1

Glockenspiel 2

Vibraphone 2

Piano 1

Keyboard 2

B3 V2
Fake Leslie 05

Keyboard

Synthetizer

Mini V3
House Bass II

5

Mar. 1

Glock. 2

Vib. 2

Pno 1

Kbd 2

(Keyb.)

(Synth.)

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The musical score is for a piece titled "31 – Feeling better now (With the Stars) part 2". It is in 4/4 time with a tempo of 60 beats per minute. The score is arranged for a variety of instruments: Marimba 1, Glockenspiel 2, Vibraphone 2, Piano 1, Keyboard 2, B3 V2 (Fake Leslie 05), Keyboard, Synthetizer, Mini V3 (House Bass II), Mar. 1, Glock. 2, Vib. 2, Pno 1, and Kbd 2. The score is divided into two systems. The first system (measures 1-4) features Marimba 1 with a piano (p) dynamic, Glockenspiel 2 and Vibraphone 2 with mezzo-piano (mp) dynamics, Piano 1 with a piano (p) dynamic, and Keyboard 2 with mezzo-forte (mf) dynamics. The second system (measures 5-8) features Mar. 1, Glock. 2, Vib. 2, Pno 1, and Kbd 2. The Kbd 2 part includes sub-parts for (Keyb.) and (Synth.). A large watermark "NB noter" and the text "This music is copyright protected" are overlaid on the score.

Mar. 1

Mar. 1

Mar. 1

Synthesizer

[illegible][illegible]

27

Mar. 1

F. S. 2

Pno 1

28

29

30

32 – Cellphone Alarms 3

♩ = 130

Marimba 1

Glockenspiel 2

Vibraphone 2

Foley 2

Foley 3

Synthesizer

Moog Lead

bike bell

bike bell

f

muted

6

3

3

9

Mar. 1

Vib. 2

Keyboard

Jup 8 V4

Hohner Lead

Foley 3

Synth.

p

f

sfz p

sfz p

sfz p

sfz

p

sfz sfz p

sfz p

sfz

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17

Mar. 1

Glock. 2

Foley

Foley

Bike bell

Synth.

3

3

33 – The Forest Concerts

General note: The audience participants are controlling how these modules are played.
The Tempo is controlled by the conductor. The dynamics and the shape of the glissando are controlled by the dancers.
The accents from the kicking canister activity can reposition the downbeat of the patterns.
When changing from one instrument to another, start from a soft dynamic with a gradual crescendo lasting a couple of beats.
When ending a module, choose between a gradual fade out over some beats or an abrupt stop.

Foley 1

water drops

Whistling

slide whistle

Harmonica
with whammy effect

Timpani 2

with upside down
large ride cymbal
placed on timpani skin vary length and
speed of the *gliss.*

Foley

Metal ruler

Ocarina
with whammy effect

Keyboard 1

Sound Setting:
Arp 2600 V3
Moguee
Knob movement, assign "Transpose" button
(hold key until next module)

Metal Plate 3

Foley 3

metal ruler
vary length

Keyboard 2

Sound Setting:
Arp 2600 V3 Big Daddy
Filter movement
(hold key until next module)

Whistling

Keyboard

Foley 1

5

Metal ruler

Bass

Timp. 1

with hanging triangle
touching
timpani skin

vary length and
speed of the *gliss.*

Whist. 2

Whistling

slide whistle

Mt. Pl. 3

Kbd 2

34 – In The Forest Theme Song Snowy Version

♩ = 120

Glockenspiel 2

Vibraphone 2

Finger Snap 2

Piano 1

Keyboard 2

Mellotron
Stereo Strings

Triangle

f

Red.

10

Glock. 2

Vib. 2

F. S. 2

Kbd 2

20

Glock. 2

Vib. 2

F. S. 2

Kbd 2

This musical score is for a piece titled "34 – In The Forest Theme Song Snowy Version". It is written for a 3/4 time signature with a tempo of 120 beats per minute. The score is divided into three systems, each separated by a double bar line. The first system (measures 1-9) includes parts for Glockenspiel 2, Vibraphone 2, Finger Snap 2, Piano 1, and Keyboard 2. The second system (measures 10-19) includes Glock. 2, Vib. 2, F. S. 2, and Kbd 2. The third system (measures 20-24) includes Glock. 2, Vib. 2, F. S. 2, and Kbd 2. The score features various musical notations including notes, rests, and dynamic markings such as *f* and *Red.*. A large, semi-transparent watermark reading "MB noter" and "This music is copyright protected" is overlaid on the middle system.