

eyes may be impaired

by ted moore

piano 4 hands
2 percussionists

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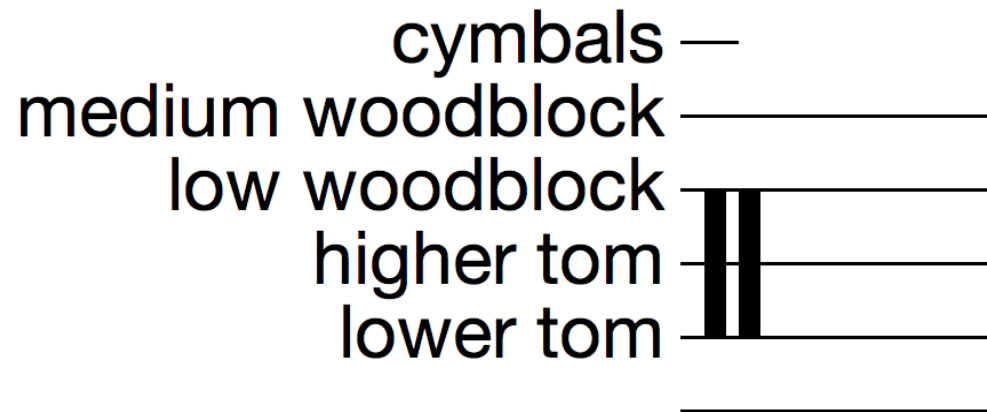
approximately 8 minutes

commissioned by The Walden School
written for Yarn/Wire
based on Plato's *Allegory of the Cave*

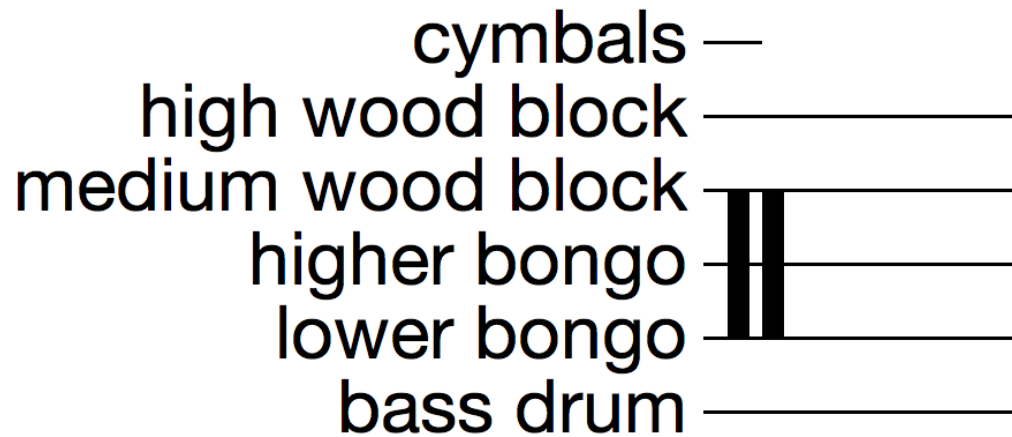
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Percussion 1 Legend:



Percussion 2 Legend:



- * In the percussion parts, an “x” note head indicates a hit on the rim of the drum.
- * If the woodblocks are 4 different pitches, they should be distributed from highest to lowest:
 1. Percussion 2 high woodblock
 2. Percussion 1 medium woodblock
 3. Percussion 2 medium woodblock
 4. Percussion 1 low woodblock

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Ted Moore
(2012)

Inquisitively ♩ = c. 60 *Ponderingly* *molto rit.* -----

Piano 1

Piano 2

Percussion 1

Percussion 2

freely, with fingernail, inside piano 10" *inside piano drumming on strings with hands* 21"

mp *ppp* < *ff* > *ppp*

Frustrated (maintain polyrhythm while slowing)

mf *f* *mp*

f *mf* *f* *mp*

Entire Piece Performance Note:

Any measures or gestures which have a duration indicated above them are to be played out of meter, holding as close as possible to that duration. Since many of these measures contain a crescendo and decrescendo, each half of the gesture should take approximately half of the duration.

Piano 2, Measures 1-3: Glissandi are to be played inside the piano with one's fingernail. They all must start on the lowest note of the piano and can go as high as the performer wishes, but should not exceed 2 octaves.

Piano 2, Measure 4 (and other similar notation): To be played inside the piano, drumming on the strings with alternating hands. Even though the chord indicated is only the keyboard's white notes, the pounding should happen on all the strings contained by the lowest octave (or so) of the piano. The lack of note heads within the rest of the gesture indicates that the exact number of hits and pitches doesn't matter.

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9

$\bullet = c. 60$

Pno. 1

Pno. 2

Perc. 1

Perc. 2

13"

ppp \triangleleft *ff* \triangleright *ppp*

p

f *p*

f

f \triangleleft *f* \triangleright *pp*

f

sus. cym.

3

3

3

3

3

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Secretly

Piano 1, right hand, Measure 20: The performer is to continue playing the four-note motive (descending: half step, whole step, half step) in the right hand through the first part of measure 29. He or she should improvise (in meter) with this motive using any combination of eighth notes, quarter notes, dotted quarter notes, quarter rests, and eighth rests (once the tempo doubles in measure 23, all of the aforementioned durations should be doubled so flow of the improvisation remains and the meter change goes unnoticed by a listener). Initially the performer should begin the motive on an E natural or B sharp, but after four instances of the motive, the performer may begin the motive on any pitch. The course of the improvisation should have the general direction of moving upward in pitch (it should always be above the pitches being played by the left hand).

The musical score consists of four staves:

- Piano 1:** Right hand plays a four-note descending motive (half step, whole step, half step) starting in measure 20. Dynamics range from *f* to *mp*. The left hand plays a bass line with a *p* dynamic. A performance instruction says "pedal down through measure 44".
- Piano 2:** Features a dense texture of notes with dynamics *ppp* and *ff*. A performance instruction says "8" above the staff.
- Percussion 1:** Plays a rhythmic pattern with dynamics *pp* and *f*.
- Percussion 2:** Plays a rhythmic pattern with dynamics *p*, *pp*, *f*, and *pp*. A performance instruction says "8" above the staff.

Percussion 1 & 2, Measure 15: Even though this measure has a duration indicated, the percussion players should simply finish their phrase in meter, while the Piano begins his or her gesture at the beginning of measure 15. Percussion 2 should then begin the bass drum roll 4 seconds after Piano 2 begins drumming inside the piano.

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22 $\bullet = c. 120$ (eighth => quarter)

The musical score consists of four staves. The first two staves are for Pno. 1 and Pno. 2. Pno. 1 has a treble and bass clef. Pno. 2 has a treble and bass clef. The first two staves are for Perc. 1 and Perc. 2, both with snare drum clefs. The score starts at measure 22. Above the first staff, there is a tempo marking: $\bullet = c. 120$ (eighth => quarter). The time signature is 7/4. The first staff (Pno. 1) has a treble clef and a bass clef. The second staff (Pno. 2) has a treble clef and a bass clef. The third staff (Perc. 1) has a snare drum clef. The fourth staff (Perc. 2) has a snare drum clef. The score includes dynamics: *p*, *f*, and *mf*. There are also performance instructions: "Calculating" and "sus. cym.". The score is written in 7/4 time. The first staff (Pno. 1) has a treble clef and a bass clef. The second staff (Pno. 2) has a treble clef and a bass clef. The third staff (Perc. 1) has a snare drum clef. The fourth staff (Perc. 2) has a snare drum clef. The score includes dynamics: *p*, *f*, and *mf*. There are also performance instructions: "Calculating" and "sus. cym.". The score is written in 7/4 time.

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26

Pno. 1

Pno. 2

Perc. 1

Perc. 2

Searching

f

pp

mp

f

The musical score is arranged in four staves. The top two staves are for Pno. 1 and Pno. 2. Pno. 1 has a treble clef and a dotted line above it. Pno. 2 has a bass clef. The bottom two staves are for Perc. 1 and Perc. 2, both with a snare drum clef. The score begins at measure 26. Pno. 1 starts with a whole note chord in the right hand and a half note in the left hand, marked *f*. Pno. 2 has a whole rest in both hands until measure 27, then a melodic line in the right hand starting with *pp* and moving to *mp* by measure 29, and a bass line in the left hand with *f* dynamics. Perc. 1 and Perc. 2 play a complex rhythmic pattern with accents and triplets.

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Piano 1, Measure 32: Once this measure is reached the performer should continue alternating these two chords, accelerating and decelerating between about eighth notes and sixteenth notes (sometimes reaching a little faster or a little slower). These "swells" in tempo should be out of time and unrelated to any other performers' tempo or rhythm. Each "swell" should take between about 3 to 5 seconds to complete.

Agitated

Pno. 1

Pno. 2

Perc. 1

Perc. 2

p *mp* *mf* *ff* *ff* *mf*

8^{va} *(sim.)*

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33 ^(8va) continue playing out of meter, with swells in the tempo

Pno. 1 *mf* *f*

Pno. 2 *f* *ff*

Perc. 1

Perc. 2 *f* etc., swells in volume

Percussion 2, Measure 33: Swell between about *f* and *mf* taking about 3 to 5 seconds per swell.

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37 (♩ = c. 120) ^{8^{va}}

Pno. 1

Pno. 2

Perc. 1

Perc. 2

Brashly!

fff *f* *fff* *mp*

3" 21"

fff *p* *f* *mp* etc., swells in volume

about 10" china cymbal

8^{va}

Piano 2, Measure 38: The downbeat should be a mashing of all of the keys (white and black) in the lowest octave of the keyboard. Then (on beat three) he or she should play inside the piano (as before).

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$\text{♩} = \text{c. } 60$
8^{va}

43

Pno. 1

Pno. 2

Perc. 1

Perc. 2

8^{va}

accel.

pp

mp

p < f > f

mf

mp

p

pp

with some randomly placed accents

mp

ff

mp

Detailed description of the musical score: The score is for a piece titled "eyes may be impaired". It features four staves: Pno. 1 (two staves), Pno. 2 (two staves), Perc. 1 (one staff), and Perc. 2 (one staff). The tempo is marked as approximately 60 beats per minute (♩ = c. 60). The key signature has three sharps (F#, C#, G#). The time signature is 3/4. The score begins at measure 43. Pno. 1 has a melodic line with slurs and accents, starting with a piano (*pp*) dynamic and moving to mezzo-piano (*mp*) later. Pno. 2 provides harmonic support with chords and single notes. Perc. 1 plays a rhythmic pattern with dynamic markings *p < f > f*, *mf*, *mp*, *p*, and *pp*. Perc. 2 plays a similar rhythmic pattern with dynamic markings *mp*, *mp*, *ff*, and *mp*. There are performance instructions: "8^{va}" with a dashed line above the first two staves, "accel." with a dashed line above the Pno. 1 staff, and "with some randomly placed accents" with a dashed line above the Perc. 2 staff. A bracket labeled "8^{va}" spans the first two staves of Perc. 2.

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55 *to about quarter = 108 rit.* $\text{♩} = \text{c. } 116$ *In the style of Bach, Unassumingly*

The score consists of four staves. The top two staves are for Pno. 1 (treble and bass clefs) and Pno. 2 (bass clefs). The bottom two staves are for Perc. 1 and Perc. 2 (snare drum clefs). The key signature is three sharps (F#, C#, G#). The tempo is marked as 'to about quarter = 108 rit.' and the metronome marking is '♩ = c. 116'. The Pno. 1 part starts with a melodic line in the right hand and a bass line in the left hand. Dynamics include *f*, *p*, and *mf*. A 'no pedal' instruction is present. The Perc. 1 part has a single note marked *ppp*. The Perc. 2 part has a series of chords marked with a circled *mf*.

Pno. 1

Pno. 2

Perc. 1

Perc. 2

eyes may be impaired

67

Pno. 1

Pno. 2

Perc. 1

Perc. 2

f *subito p*

pppp

The musical score consists of four staves. Pno. 1 and Pno. 2 are piano parts. Perc. 1 and Perc. 2 are percussion parts. The score is in 4/4 time with a key signature of three sharps (F#, C#, G#). Pno. 1 and Pno. 2 both start with a forte (f) dynamic and transition to piano (p) dynamics. Perc. 1 is mostly silent, while Perc. 2 plays a rhythmic pattern of eighth notes with accents. A pppp dynamic marking is present at the bottom of the page.

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76

Pno. 1

Pno. 2

Perc. 1

Perc. 2

The musical score consists of four staves. The top two staves are for Pno. 1 (treble and bass clefs) and Pno. 2 (bass clefs). The bottom two staves are for Perc. 1 and Perc. 2, both marked with a double bar line. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4. Measure 76 starts with a treble clef and a key signature of three sharps. The Pno. 1 part features a melodic line with eighth and sixteenth notes, while the Pno. 2 part provides a bass line with eighth notes. The percussion parts are currently silent.

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Triumphantly!

The musical score consists of four staves. The top two staves are for Piano 1 (Pno. 1) and Piano 2 (Pno. 2). The bottom two staves are for Percussion 1 (Perc. 1) and Percussion 2 (Perc. 2). The key signature is three sharps (F#, C#, G#) and the time signature is 4/4. Measure 86 is marked with a 'v' (accents) and a 'f' (forte) dynamic. The Perc. 1 staff has a glissando marked 'Happily' with the instruction 'with fingernail inside the piano as indicated' and a 'pp' (pianissimo) dynamic. The Perc. 2 staff has a china cymbal marked 'ppp' (pianississimo) and 'mp' (mezzo-piano) dynamics.

Percussion 1, Measure 88: The performer is to move to the piano and play glissandi inside the piano with one's fingernail. All glissandi must (1) be downward, (2) take place in the upper register of the piano, where there are no dampers, and (3) start within the highest perfect fifth of the piano. Each glissando should take around 2 or 3 seconds with a short pause in between for resetting. This should be quiet and delicate, barely audible with the concurrent piano parts, but audible once the texture thins around measure 96.

Piano 1, Measure 96: The performer is to, again, improvise with the four-note pattern (descending: half step, whole step, half step), however, this time it should be out of meter using any durations he or she wishes (however, none longer than a whole note at quarter = 116). The rhythm should be unrelated to any other performers' tempo or rhythm. The performer can start the four-note pattern on any pitch he or she wishes. Over the course of the improvisation, the performer should deviate from the half step, whole step, half step pattern, using any combination of half steps and whole steps that he or she wishes. The course of the improvisation should have the general direction of moving upward in pitch (it should always be above Piano 2). Once Piano 2 completes measure 107, Piano 1 should continue for about 8 more seconds. The last "version" of the motive played must be the highest four notes on the piano, descending chromatically, which signals the end of measure 108.

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Capriciously

95 continue to play 4 note pattern as indicated -----

The score consists of four staves. The top two staves are for Piano 1 and Piano 2. The bottom two staves are for Percussion 1 and Percussion 2. The key signature is three sharps (F#, C#, G#). The time signature is not explicitly shown but appears to be 4/4 based on the notation. Measure 95 is marked with a dashed line and the instruction 'continue to play 4 note pattern as indicated'. Piano 1's improvisation starts in measure 96. Piano 2's part begins in measure 95 with a dynamic of *p*, then *pp*, and *ppp* in subsequent measures. Percussion 1 is empty. Percussion 2 has a rhythmic pattern of chords in measures 95-108.

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105

Pno. 1

Pno. 2

Perc. 1

Perc. 2

pppp

ff *ppp*

Joyous 21" (or longer)

8"

13"

The last measure can be of any duration the performer wishes, but must be at least 21 seconds. However long it is, the durations of the crescendo and decrescendo should be the same (for symmetry).