
ophelia.mp3

music for the play *hamlet (sun off)* by thomas köck

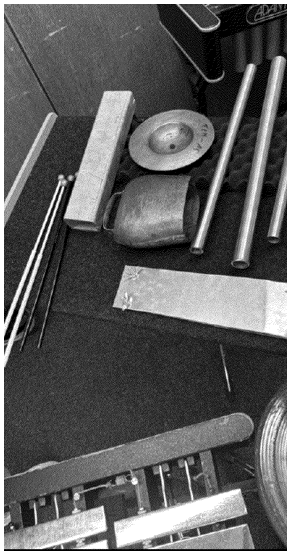
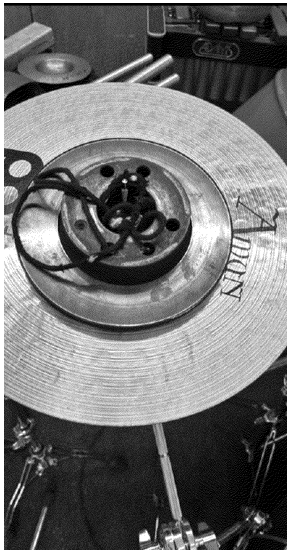
1 drumset
1 glockenspiel
1 oil barrel
1 octave crotales
2 brake discs
1 car wheel rim
assorted tiny metal pieces
  (anvil, scrap metal, screws, bowls, hammer)
different mallets, iron and plastic
wooden sticks
cello bows
1 synthesizer
8 contact microphones
ableton live

player 1

player 2

synth bass






①

One stroke every four quarters against the 5/4 meter; this makes it migrate backward through the bar from measure to measure. Four-bar cycle. Every twelve bars the fast glockenspiel cluster run (fis'-gis'-a'-b') surfaces and rings out.

```
          b1 b2 b3 b4 b5
T1        C  .  .  .  C
T2        .  .  .  C  .
T3        .  .  C  .  .
T4        .  C  .  .  .
```






15
Res.1
Crot.
Dr.s
21
Glsp.
Res.1
Crot.
Dr.s
Bs.D


26
Res.1
Crot.
Dr.s
Bs.D

②

Eight-bar loop. A steady sixteenth grid: hi-hat through T. 51, then the barrel from T. 52. Kick and snare are shifted +/-2 sixteenths against the backbeat, so the groove sounds as if it were slipping.

```
          1e&a 1e&a 1e&a 1e&a
T1        K··· ···· S··· K···
T2        ··K· ···s S··· ····
T3        K··· ···· S··· ····
T4        ···· K··· ·sS· ····
T5        K··· ···· S··· K···
T6        ··K· ···s S··· ··K·
T7        ···· ··S· ···· ····
T8        ···· ·sS· ···· ····
```

K = kick S = snare s = grace note (flam) · = grid sixteenth (hi-hat / barrel)




37
Glsp.
Dr.s
Bs.P
41
Glsp.
Dr.s
Bs.D
Bs.P
45
Glsp.
Dr.s
Bs.P


49
Glsp.
Res.1
Dr.s
Bs.D
Bs.P
53
Glsp.
Res.1
Dr.s
Bs.D
Bs.P


57
Glsp.
Res.1
Dr.s
Bs.D
Bs.P


61
Glsp.
Res.1
Dr.s
Bs.D
Bs.P

③

The same sixteenth figure migrates stroke by stroke from the glockenspiel into the brake drum (notated with x-noteheads).




74
Glsp.
Dr.s
77
Glsp.
Dr.s
Bs.D
80
Glsp.
Dr.s
Bs.D

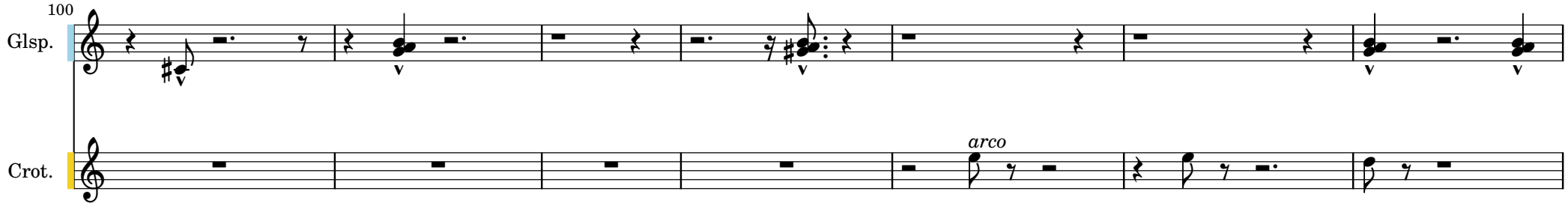

83
Glsp.
Dr.s
Bs.D
86
Glsp.
Dr.s
barrel
Res.2
Bs.D

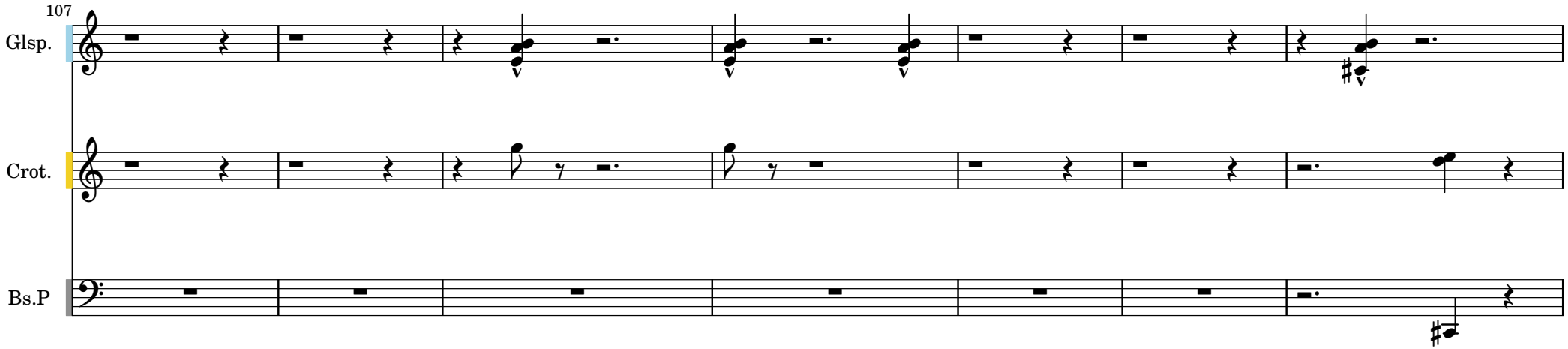

89
Glsp.
Dr.s
Res.2
Bs.D
92
Glsp.
Dr.s
Res.2
Bs.D

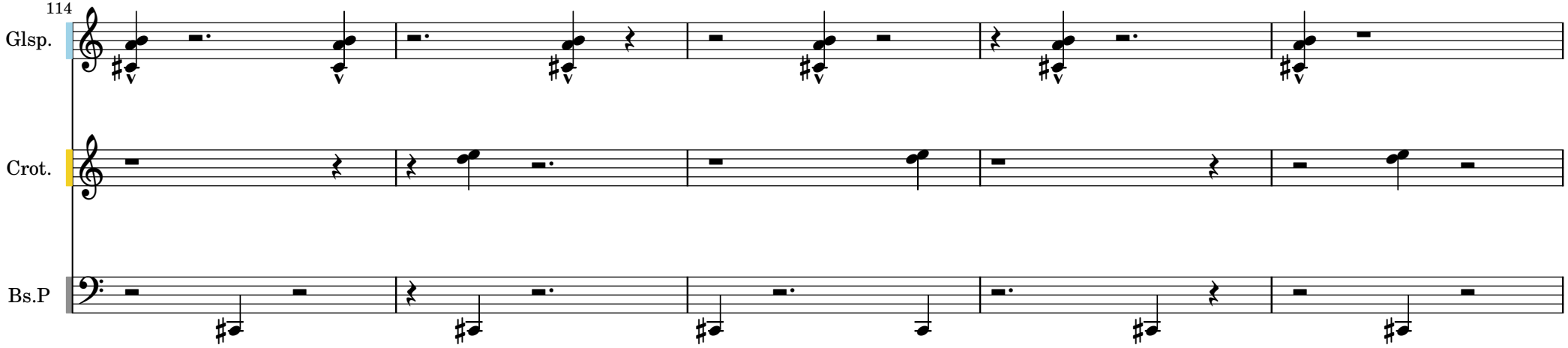


4

Isolated accent chords; the root wanders (g - gis - e - cis) under a fixed a'/b'.




107
Glsp.
Crot.
Bs.P


114
Glsp.
Crot.
Bs.P

5

A migrating four in the accents (>) over a fixed marcato (^) on 1 and 11.
Keep the marcato as an anchor; the rest phases on its own.
The box shows the tom pattern.

```
          1e&a 1e&a 1e&a 1e&a 1e&a
Z1        ^··> ···· >·^· ·>·· ··>·
Z2        ^··· >··· ·>^· ··>· ···>
Z3        ^··· ·>·· ··^· ···> ····
Z4        ^>·· ··>· ··^> ···· >···
Z5        ^·>· ···> ··^· >··· ·>··
```




125
Res.1
Dr.s
Bs.P


128
Res.1
Dr.s
Bs.P

6

Free upswings: short bursts of sound, over the continuing four-over-five.
The snare plays the same pattern as the tom in 5.

```
          1e&a 1e&a 1e&a 1e&a 1e&a
Z1        ^··> ···· >·^· ·>·· ··>·
Z2        ^··· >··· ·>^· ··>· ···>
Z3        ^··· ·>·· ··^· ···> ····
Z4        ^>·· ··>· ··^> ···· >···
Z5        ^·>· ···> ··^· >··· ·>··
```




141
Glsp.
Dr.s
Bs.D
Bs.P
144
Glsp.
Dr.s
Bs.D
Bs.P
147
Glsp.
Dr.s
Bs.D
Bs.P


150
Glsp.
Dr.s
Bs.D
Bs.P
153
Glsp.
Dr.s
Bs.D
Bs.P

7

Static pitch field (Bm9: b-c#-d-f#-a). The glockenspiel plays rising clusters, one chord per bar; from bar 31 the crotales enter (f# minor seventh chord, plastic).



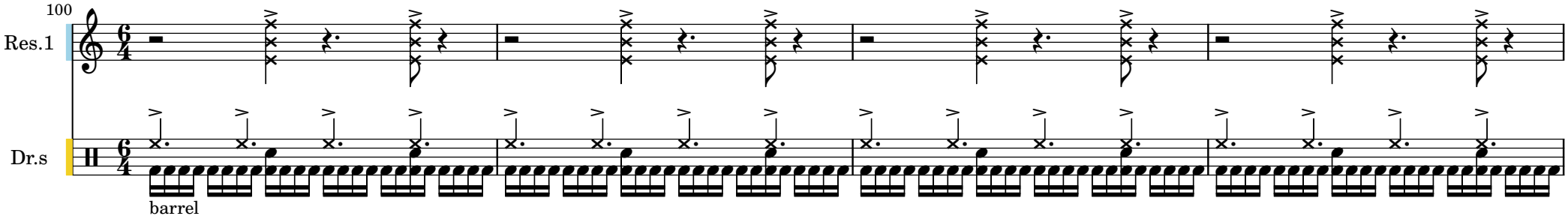

47
Glsp.
Crot.
8
61
Glsp.
SyB
73
Glsp.
Crot.
plastic
SyB

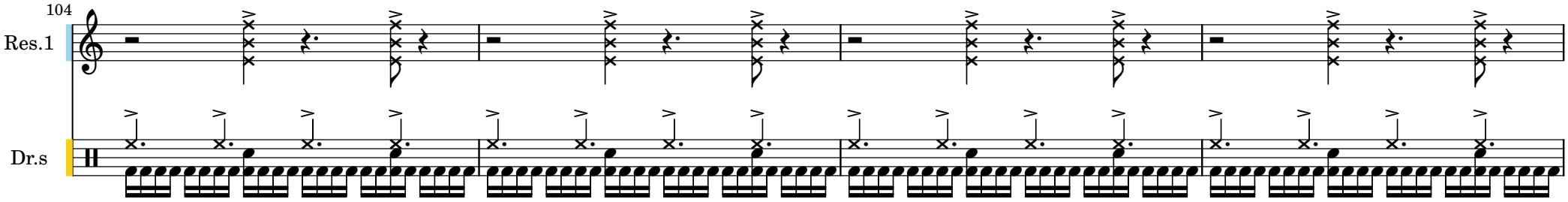

82
Glsp.
Crot.
SyB
91
Glsp.
Crot.
SyB

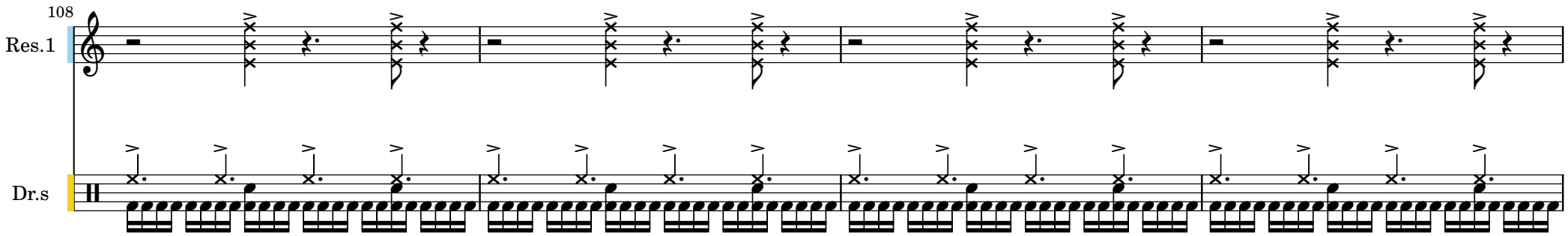
9

Double bass: continuous sixteenths on the kick. The hi-hat lays a four against the six.

```
          1e+a2e+a3e+a4e+a5e+a6e+a
Kick      KKKKKKKKKKKKKKKKKKKKKKKK
Snare     ........S.........S.....
Hihat     x.....x.....x.....x.....
```

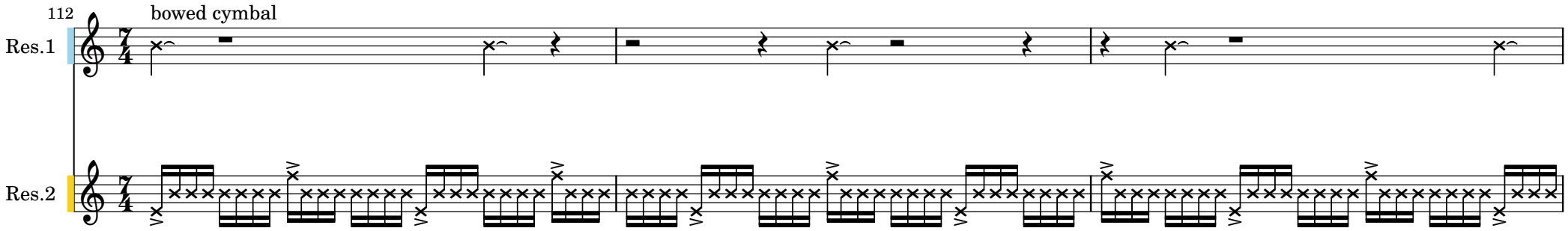


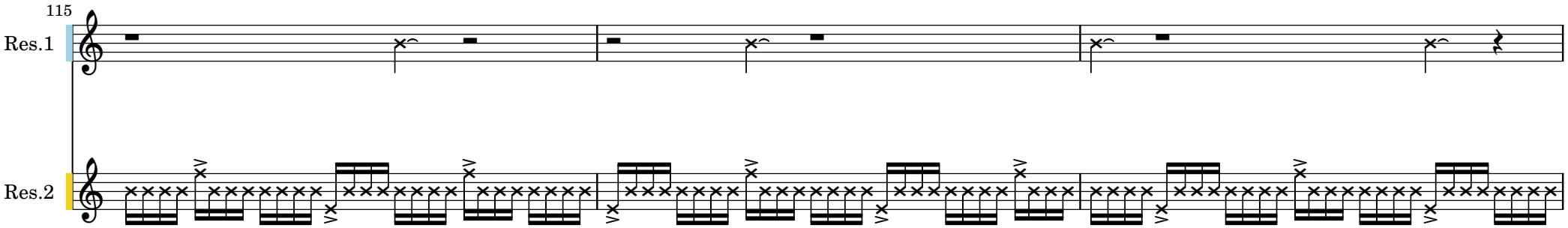


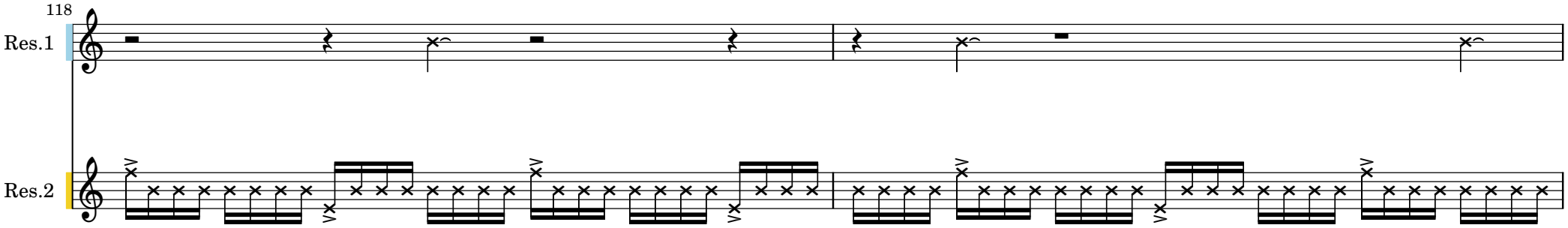


10

Resonator 2 runs in continuous sixteenths over a set of three metals, the accents forming a four-pulse against the seven - really soft, no metal mallets. Resonator 1 bows a 5-pulse over it (x-noteheads).




115
Res.1
Res.2


118
Res.1
Res.2

11

Always the same beat; it only breaks out now and then, and the break is free. Above it the glockenspiel runs a five-bar pattern against the eight-bar drum loop. You can add subtle variations to the looping pattern.

```
1-4     1e+a2e+a3e+a4e+a  1e+a2e+a3e+a4e+a  1e+a2e+a3e+a4e+a  1e+a2e+a3e+a4e+a
Kick    K·········K···K·  K··K·····K·····  K·········K···K·  K·····K···K·····
Snare   ····S·······S···  ····S·······S···  ····S·······S···  ·············S···
Hihat   0···0···0···0···  ···0···0···0···  ···0···0···0···  ··0···0···0···

5-8     1e+a2e+a3e+a4e+a  1e+a2e+a3e+a4e+a  1e+a2e+a3e+a4e+a  1e+a2e+a3e+a4e+a
Kick    K·········K···K·  K··K·····K·····  K·········K··K··  K···K·········K·
Snare   ····S·······S···  ····S·······S···  ····S·······S···  ········S·······
Hihat   ·0···0···0···0··  0···0···0···0···  ····0···0···0·  ···0···0···0··
```

0 = open hi-hat (marks the five-pulse) bars 4 and 8 = the free break, notated as examples




124
Glsp.
Dr.s
SyB

12

Resonator 1: loose metal parts; the rhythm is an approximation.




14
Res.1
Dr.
SyB
19
Dr.
SyB
23
Res.1
Dr.
SyB

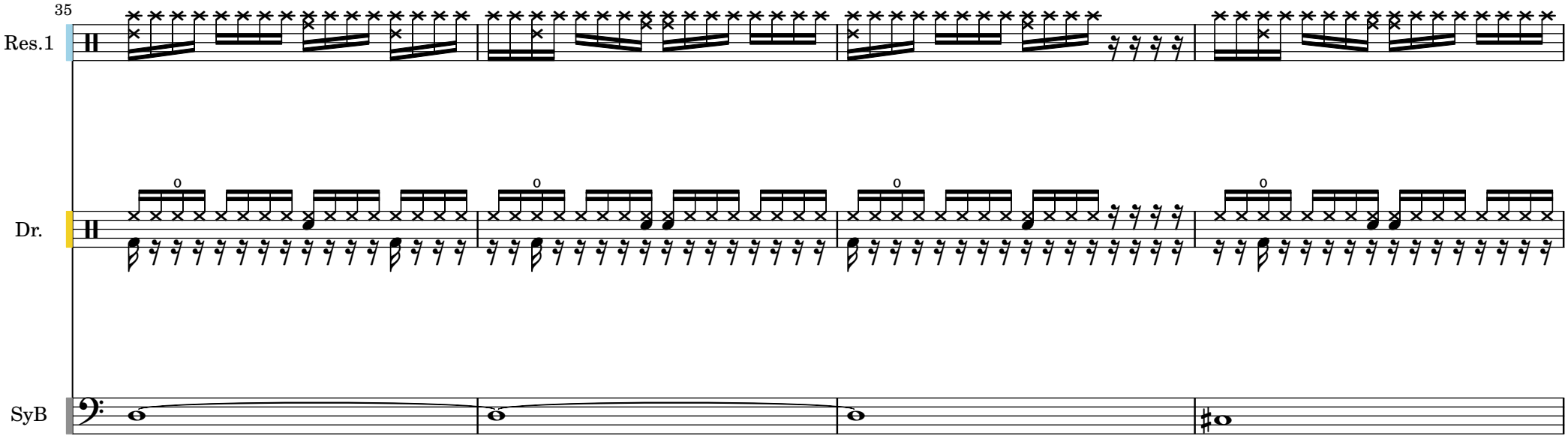

27
Res.1
Dr.
SyB

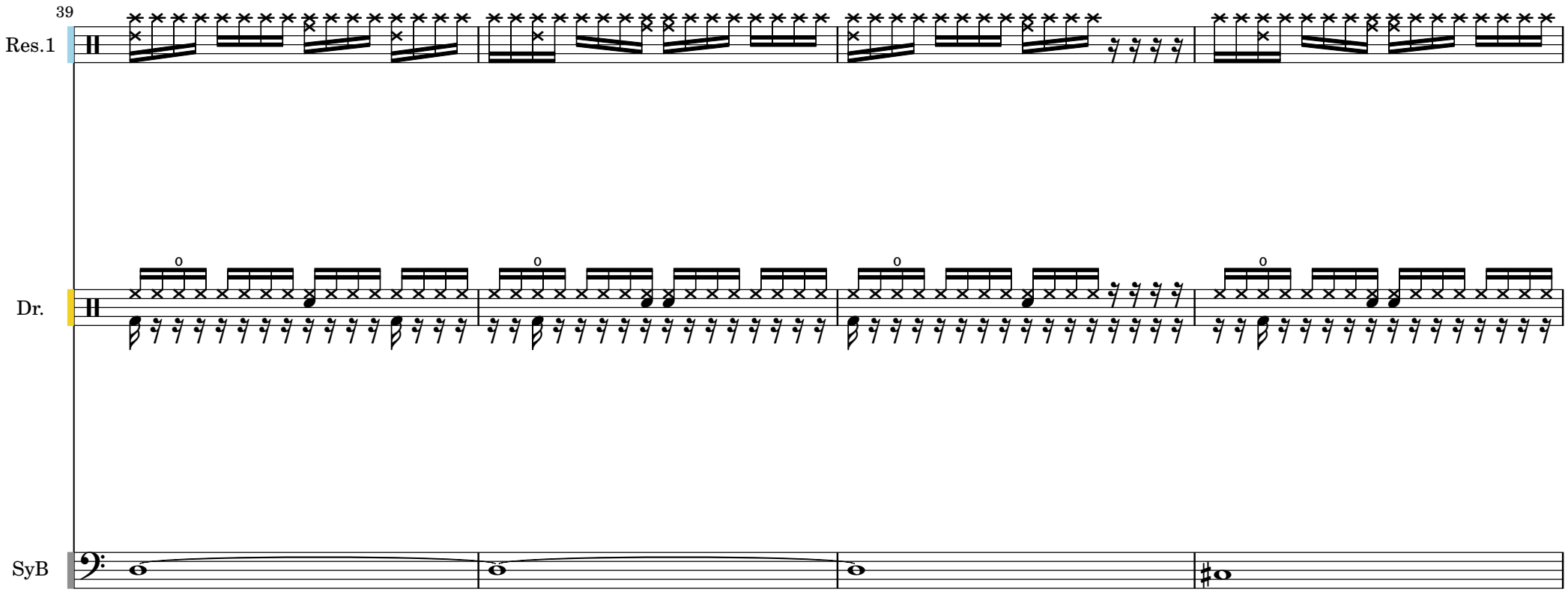

31
Res.1
Dr.
SyB

13

Resonator 1 is doubling the drum beat on different metal pieces.

```
        1e+a2e+a3e+a4e+a  1e+a2e+a3e+a4e+a  1e+a2e+a3e+a4e+a  1e+a2e+a3e+a4e+a
Kick    K···········K···  ··K·············  K···············  ··K·············
Snare   ········S·······  ·······SS·······  ········S·······  ·······SS·······
Hihat   xx0xxxxxxxxxxxxx  xx0xxxxxxxxxxxxx  xx0xxxxxxxxx····  xx0xxxxxxxxxxxxx
```




39
Res.1
Dr.
SyB

14

Glockenspiel: a high glitter cell over the driving bass. You can add subtle variations to the looping pattern.

```
         1e+a2e+a3e+a4e+a  1e+a2e+a3e+a4e+a  1e+a2e+a3e+a4e+a  1e+a2e+a3e+a4e+a
Kick     ··K···········K·  ···········K··K  ··K···········K·  ···········K··K
Snare    ··········S·····  ··········S·····  ··········S·····  ··········S·····
Hihat    xxxxxxxxxxxxxxxx  xxxxxxxxxxxxxxxx  xxxxxxxxxxxxxxxx  xxxxxxxxxxxxxxxx
```

occasionally play snare one 16th later



15

The glockenspiel repeats one figure; the displacements are built into it, as if the machine were stuttering.
It can be played as written - it does not have to be. What matters is the effect. Free interpretation.
The notation is here to make it easier, not to be followed literally.
The run from the opening returns at intervals.




15
Glsp.
Res.2
SyB
20
Glsp.
Res.2
SyB
25
Glsp.
Res.2
SyB


30
Glsp.
Res.2
SyB
35
Glsp.
Res.2
SyB
40
Glsp.
Res.2
SyB


45
Glsp.
Res.2
SyB
50
Glsp.
Res.2
SyB
55
Glsp.
Res.2
SyB


60
Glsp.
Res.2
65
Glsp.
Res.2
71
Glsp.
Res.2
77
Glsp.
Res.2

