

# Glass Drum

for Ha-Yang

Alexander Ness

**A** **B**

laptop improvisation  
with prerecorded material

$\text{♩} = 104$   
on III

30 sec.

Played

Sounds

scordatura  
(see notes)

30 sec.

*f marcato*

on II  
sul pont.

ord.

III II III II

4:3  
*sub. pp*

*sub. f*

4:3

**C**

Played

Sounds

III II

III

II

0

sul pont.

ord.

*sub. pp*

*f*

Sounds

D

Played

Sounds

*sempre f sostenuto*

Played

Sounds

*sub. pp*

*(non trem.)*

Played

Sounds

*sub. ff*

*sub. p legato*

*sub. f energetic*

*harm. gliss.*

Glass Drum

Played

*p*  
*sub.f energetic*  
*pp*  $\curvearrowright$  *f*  
*sub. ff*

Played

*pp electric*  
*f*

Sounds

*f*

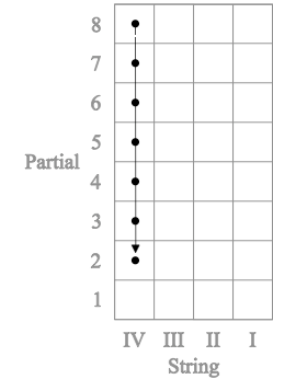
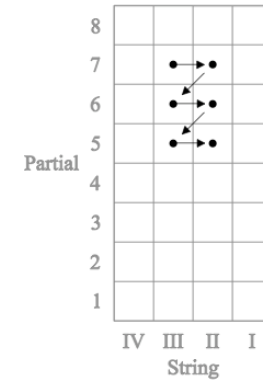
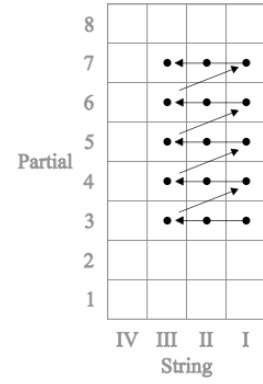
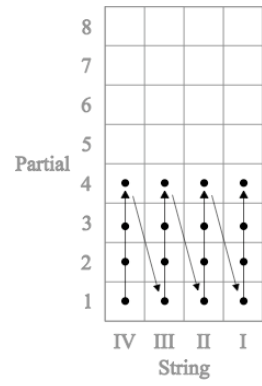
Played

*f*

Sounds

*f*

**F** **Improvisation on the open strings and natural harmonics**  
 The figures are slow and even, but they are not synchronized with the meter. They are separated by uneven pauses. Use the following as models:



Played

*ff* slow, staggered decresc. (2 cycles long)

Sounds

harm. pizz.

arco

Play figures starting in the third part of each cycle as pizzicati.

Continue improvising for two more cycles -----

Played

(pizz.) (arco) (pizz.) (arco)

*pp* but clearly audible

G

Played

*ff* *marcato*

III

I 5 5 5

III

harm. gliss.

sub. *p* *legato*  
*free, as if improvising*

*ff*

Played

*pp*

sul pont.

sub. *f* *energetic*

III

I

Sounds

Played

*sub. mp*

*cresc.*

*ff*

5:4

III

Sounds

5:4

The first system of the score is divided into two main parts: 'Played' and 'Sounds'. The 'Played' part consists of a grand staff (treble and bass clefs) with a tempo marking of  $\text{♩} + \text{♩}$ . It includes performance instructions such as *pizz.* (pizzicato) with fingerings IV, III, II, IV, III, II, IV, III, II; *arco* (arco); *f* (forte) and *ecstatic*; and *sub. p* (subito piano). The 'Sounds' part is also a grand staff with a tempo marking of  $\text{♩} + \text{♩}$ . It features a *tihai* section. Both parts contain complex rhythmic patterns with many beamed notes and slurs, and are marked with the number '5'.

The second system of the score is marked with a Roman numeral 'I' in a box at the beginning. It is divided into 'Played' and 'Sounds' staves. The 'Played' part includes a *sub. mf* (subito mezzo-forte) instruction. Both parts contain complex rhythmic patterns with many beamed notes and slurs, and are marked with the number '5'.

Glass Drum

Played

Sounds

*sfzpp* *ff*

*sfzpp* *ff*

*sub. mp decresc.*

Played

Sounding

*pp*

sul tasto  
on the open strings

Played

Sounding

ord. (I)

*f* *fff* *sfzp*