

Hilmar Thórdarson

Artic Circles

Concert in three movements for
Percussion and Chamber Orchestra

1. Fok - Adagio con misterioso
2. Marr - Leggero e giocoso, ma non troppo
3. Glit - Allegro e vivace



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Solo Percussion

5 Cymbals

12" Splash

18" Crash

20" Chinese

22" Ride

28" Crash

2 Tam Tams

large, medium

3 Thunder sheeds

1 Bass drums

1 Tenor Drum

Woodblocks

Templeblocks

Ensemble

Flute

Oboe

Clarinet

Bassoon

French Horn (practice mute)

Trumpet (practice mute, wah wah - harmon mute, straight mute)

Trombone (bucket mute, plunger mute)

Piano (bowing hair to bow the piano strings)

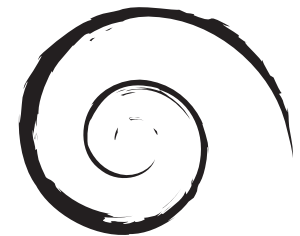
Violin I

Violin II

Viola

Violincello

Double Bass



Duration c.a. 21 min.

1st Movement - Marr.

Conductor is using "light" baton that can be seen in the dark.

All players should be located at their base sitting down (see illustration).

Pno. D.B and Cello do not move (by obvious reason).

When the soloist gives a sign all other players stand up and start playing and move slowly in circles as shown in illustration.

Soloist (or conductor) gives a clear message "queue" when each player starts to play.

The Piano starts with the soloist at the very beginning, then cello, DB etc.

Lights in different colors are on each base for each player. Lights differ in colour when player is playing or not playing. Spotlights also make two circles on the stage for the players to follow.

At the end of the 1st movement Woodwind players go slowly to their bases and sit down. Other players stand still when the woodwinds are seated.

2nd Movement - Fok

Bassoon starts playing when soloist gives a clear signal, with Theatrical act. Standing players start to move when soloist gives a signal and move in the same path as before. Soloist gives a clear signal when the players should play their short solo. Soloist can now move is wearing a marching bass drum and interact with players including giving them signals.

Spotlights are on each player, light differ when player plays his melodic material (solo phrase)

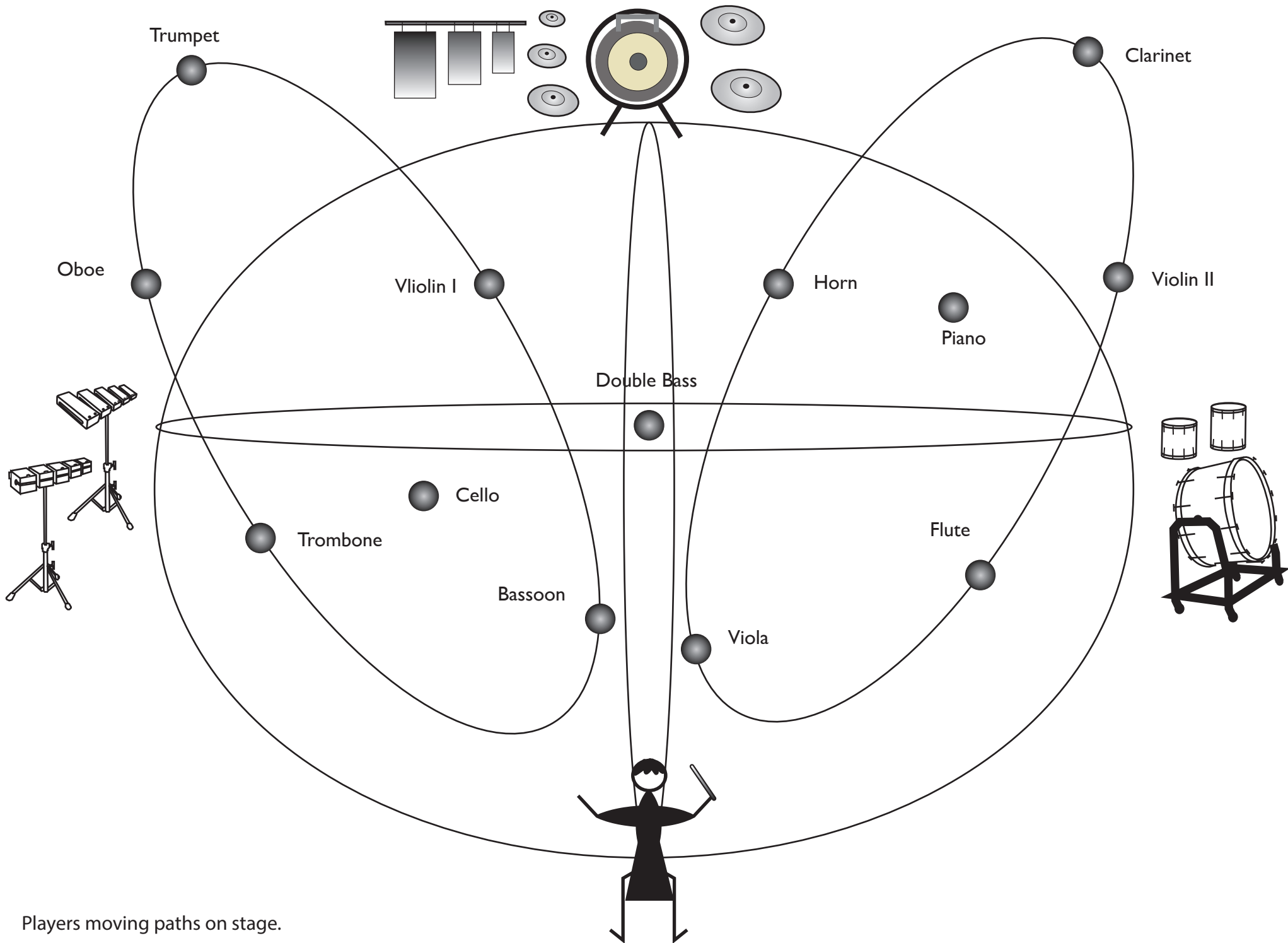
3rd Movement - Glit

All performers are seated at their base (see illustration) Soloist moves around the same path (circles) as the players did before. Wood blocks are hanging on soloist in a belt as he/she for him to be able to walk.

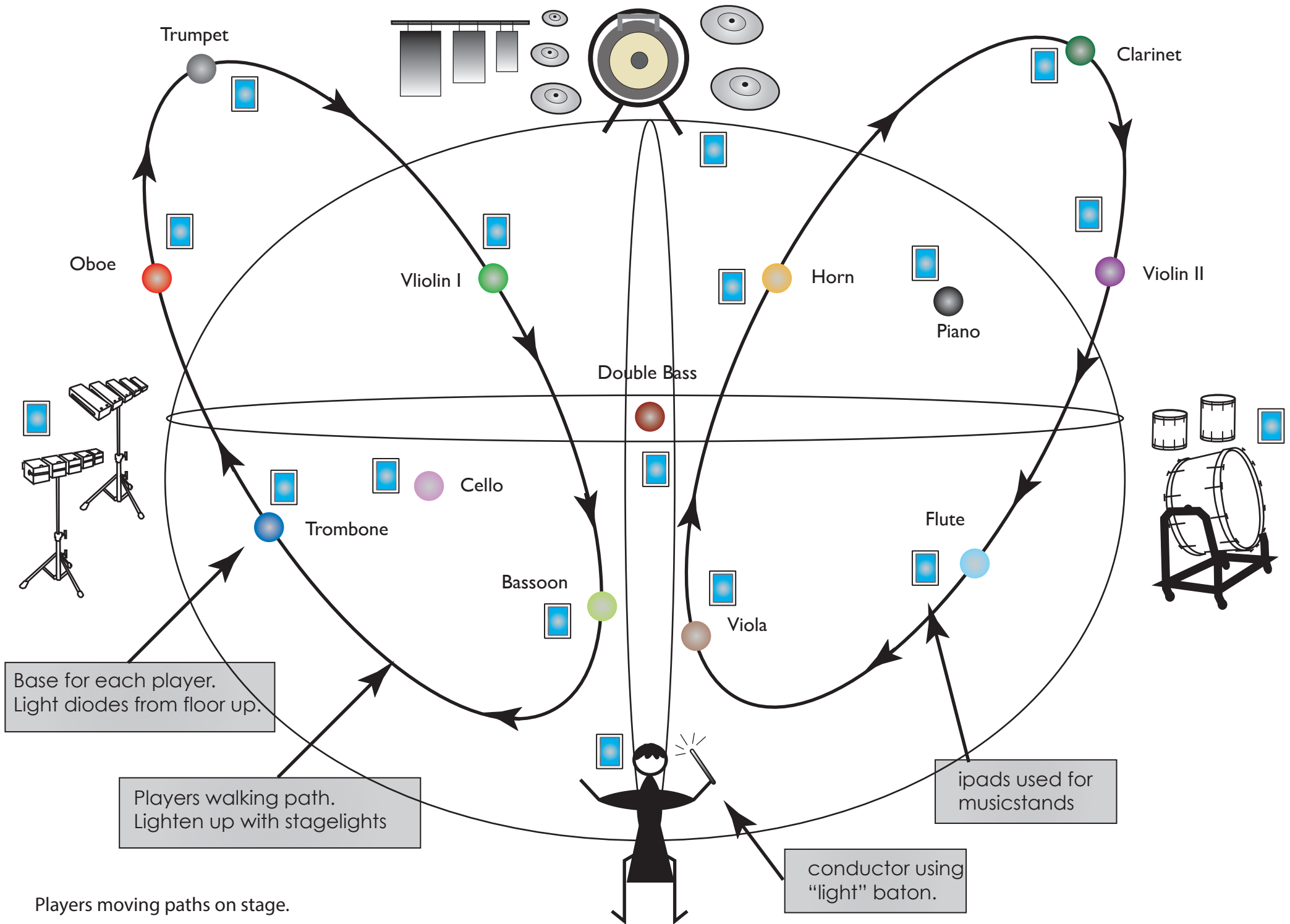
The walk can vary in tempo (rhythm) and include pauses (standing still). Soloist moves gradually faster and faster as the density of playing increases. At the end soloist is moving furiously.

Lights are static on the players while they blink on the percussionist following her steps (move with her).

Lights vary in colour brightness (dark red - light red) in sink with the velocity.



Players moving paths on stage.



Base for each player. Light diodes from floor up.

Players walking path. Lighten up with stagelights

ipads used for musicstands

conductor using "light" baton.

Players moving paths on stage.

Artic Circles

First movement - Fok

Hilmar Thórdarson 2012-13

♩ = 55

Adagio con misterioso

Flute

Oboe

Clarinet in Bb

Bassoon

Horn in F

Trumpet in C

Trombone

Cymbals

TamTam/Thunder Sheet

Piano

Violin I

Violin II

Viola

Violoncello

Double Bass

Chinese 20" Crash sizzle 18"

p *move slightly from center to the edge* *move from the edge to center* *hit the Tam tam with a metal pin Senza mizura* *poco niente* *move slightly from center to the edge*

Bowed string *p* *Hold pedal down all the way through*

Adagio con misterioso

♩ = 55

Empty musical staves for the first system, consisting of four staves (two treble and two bass).

Empty musical staves for the second system, consisting of four staves (two treble and two bass).

Musical notation for the third system. The top staff is a percussion part with notes for Ride 28", Ride 22", and Splash 12". The bottom staff is a piano part. Annotations include "move from the edge to center" with arrows, "mp", "hit the Tam tam with a metal pin Senza mizura", and "poco".

Empty musical staves for the fourth system, consisting of four staves (two treble and two bass).

Musical notation for the fifth system. The top staff is a piano part with notes and slurs. The bottom staff is a bass part with notes and slurs. Annotations include "sul pont. senza vibrato", "p", and "sul pont. flag senza vib.".

tr
p poco-p p
p tr

mp p poco-p p p 3 3 5 7 f
niente pp poco
move slightly from center to the edge
hit the Tam tam with a metal pin
Senza mizura

senza vib.
sul pont.
p poco p p
senza vib.
sul pont.
p

Marr

2nd movement

♩ = 108

Leggero e giocoso, ma non troppo

Musical score for woodwinds, percussion, and piano. The score is in 4/4 time and consists of 16 measures. The instruments are: Flute, Oboe, Clarinet in Bb, Bassoon, Horn in F, Trumpet in C, Trombone, Tenor Drum, Med. Bass Drum, Large Bass Drum, and Piano. The Flute part has dynamics *pp* and *p*. The Clarinet in Bb and Bassoon parts have dynamics *pp* and *p*. The Piano part is marked with a *p* dynamic. The percussion parts are marked with a *p* dynamic. The score is divided into two systems of 8 measures each.

♩ = 108

Leggero e giocoso, ma non troppo

Musical score for strings. The score is in 4/4 time and consists of 16 measures. The instruments are: Violin I, Violin II, Viola, Violoncello, and Double Bass. The score is divided into two systems of 8 measures each.

Horn

Musical score for Horn and Percussion, measures 10-19. The score includes staves for Horn, Percussion, and Piano. The Horn part features a melodic line with dynamics *mp* and *poco cresc...*. The Percussion part includes a soft bass drum stick with dynamics *mp* and *poco cresc...*. The Piano part provides harmonic support with various chords and textures.

Cello

Viola

Trumpet

20

mf

mf

mf

mf

after Viola con sord.

mf

mf

after Horn senza sord.

mf

after Cello senza sord.

mf

Glit

3rd movement

♩ = 116

Allegro e vivace

The score is for the 3rd movement of 'Glit', marked 'Allegro e vivace' with a tempo of 116 beats per minute. The music is in 4/4 time and features a complex, multi-measure rhythmic pattern. The woodwind section includes Flute, Oboe, Clarinet in Bb, Bassoon, Horn in F, Trumpet in C, and Trombone. The percussion section includes Bass Drum (with a specific playing instruction: 'drag rubber ball or superball over the skin'), Wood Blocks, and Temple Blocks. The string section includes Violin I, Violin II, Viola, Violoncello, and Double Bass. The Clarinet in Bb part has a dynamic marking of *p* and a box labeled 'Clar.' above it. The Bass Drum part has dynamic markings of *pp* and *p*. The Piano part is marked with *pp*. The score consists of 12 measures, with various time signatures (4/4, 7/8, 4/4, 7/8, 4/4, 7/8, 4/4, 7/8, 4/4, 7/8, 4/4, 7/8) and rests throughout.

10

Musical score for a 3rd movement, page 2. The score consists of 10 systems of staves. The first system has 4 staves (two treble and two bass). The second system has 3 staves (one treble and two bass). The third system has 2 staves (one treble and one bass). The fourth system has 4 staves (two treble and two bass). The fifth system has 5 staves (two treble, one bass, and two more bass). The sixth system has 4 staves (two treble and two bass). The seventh system has 5 staves (two treble, one bass, and two more bass). The eighth system has 4 staves (two treble and two bass). The ninth system has 4 staves (two treble and two bass). The tenth system has 4 staves (two treble and two bass). The music is in 7/8 time and features complex rhythmic patterns and melodic lines.

WB.

Tbn.

Hrn.

Tpt.

Viola.

The musical score consists of 11 staves. The top four staves are for strings (Violin I, Violin II, Viola, and Violoncello/Double Bass). The fifth and sixth staves are for Wood Blocks I and II. The seventh and eighth staves are for Horns and Trombones. The ninth and tenth staves are for Trumpets and Percussion. The eleventh staff is for the Double Bass. The score is in 7/8 time and features a variety of rhythmic patterns and dynamics, including *p* (piano) markings. Vertical dashed lines indicate the entry points for the Wood Blocks I, Horns, Trombones, and Trumpets.