

CARNIVAL OF SOULS

for percussion, video and electronics

José del Avellanal Carreño

2022

Composer's Note

CARNIVAL OF SOULS is a project of intermedial exploration centred in the deconstruction, examination and reinvention of the 1962 film of the same name by Herk Harvey. Combining live music performance, video and sound design, the work constitutes a 'love letter' to cinema (and the horror genre in particular) and an exploration of the relationships between music, narrative and the cinematic image.

This version of the work constitutes the introduction of a longer piece in the making (c. 45-60') which will explore themes such as control and interdependence, the creation of horror in cinema, the scoring of the cinematic image, the celebration of independence artistic creation and the gender and power dynamics present in the film.

Performance Notes

The required percussion lineup for the piece consists of: bass drum, 3 tom-toms, 2 metal blocks, hi-hat, suspended cymbal and a MIDI percussion pad (with at least 6 pads), set up in a drumkit style. The legend of the percussion notation has been included in the first page of the score. For a performance in a relatively large hall, it is recommended that the setup is amplified with a microphone close to the bass drum and a couple of overhead microphones for the rest of the setup.

The piece is to be performed with a click track, included in the same Ableton Live file as the video and electronics.

The placement of the percussion setup should be close to the video screen, without the player or instruments interfering in the projection.

The video, stereo electronics and click track are played from Ableton Live, integrated in a unique file which takes the MIDI percussion pad as input.

The circled numbers 1-6 indicate the specific MIDI pad which should be played. When no number is indicated, there is no need to play a precise pad.

In the 'Cadenza' section, the indications **H** and **S** have been included, indicating the use of hard (drumsticks) or soft mallets, respectively.

The tempo in the 'Cadenza' section is flexible and it should be approached freely. However, to keep in time with the electronics a set of 'warning' clicks have been included at specific points (see in score).

Written in 2022 for Alberto Anhaus

Duration: c. 10'

Winner of the Music Prize from the 2022 WE:NOW International Youth Art Festival

For Alberto Anhaus

CARNIVAL OF SOULS

Short version (for HKB Trafic Festival)

José del Avellanal Carreño

Legend for percussion notation:

- Bass drum
- MIDI pad
- Tom-toms: low, mid, high
- Metal blocks: low, high
- Hi-hat: open, closed, close with foot
- Cymbal: ord., bell

Play BD with finger in the dark, 2 hits, 20" between hits MINIMUM

Opening

♩ = 120

Play BD with finger, 4 hits (wait until cars are running to hit)

Play BD with finger, 2 hits

Play BD, 1 hit with finger, 1 hit with palm (always soft)

Musical notation for measures 1-9. The top staff is labeled 'Click track' and the bottom staff is 'Percussion'. The music is in 3/4 time. Measure 1 is marked 'w. drumsticks'. Measure 4 is marked 'c. 1' 57"'. Measure 7 is marked 'c. 34"'. Measure 9 is marked 'c. 20"'. The notation includes quarter notes and rests on both staves.

Play BD with palm, 1 hit (*p*)

Play BD with palm, 1 hit (*mp*)

Musical notation for measures 10-18. The top staff is 'Click' and the bottom staff is 'Perc.'. Measure 10 is marked '10'. Measure 12 is marked 'c. 9"'. Measure 14 is marked 'c. 11"'. Measure 16 is marked 'c. 5"'. The notation includes quarter notes and rests on both staves.

Musical notation for measures 19-25. The top staff is 'Click' and the bottom staff is 'Perc.'. Measure 19 is marked '19'. The notation includes quarter notes and rests on both staves.

Play BD with palm, 1 hit (*p*)

Musical notation for measures 26-32. The top staff is 'Click' and the bottom staff is 'Perc.'. Measure 26 is marked '26'. The notation includes quarter notes and rests on both staves.

34 $\text{♩} = 100$ $\text{♩} = 120$ $\text{♩} = 160$

Click Perc.

40 $\text{♩} = 120$ $\text{♩} = 140$

Click Perc.

48 $\text{♩} = 120$ $\text{♩} = 90$ $\text{♩} = 120$

Click Perc.

56

Click Perc.

62

Click Perc.

69

Click

Perc.

rimshot

mp *ff*

76

Click

Perc.

close w. foot

f *mp* *f*

♩ = 90 ♩ = 120 ♩ = 140 ♩ = 120

83

Click

Perc.

slightly off (in rhythmic unison with video)

♩ = 140

88

Click

Perc.

close w. foot

rimshot

♩ = 120

93

Click

Perc.

♩ = 160 ♩ = 120 ♩ = 90

97 $\text{♩} = 120$

Click

Perc.

p $5:3$

random and hectic

f *ff*

101

Click

Perc.

c. 15" c. 30"

improvise on toms with soft mallets, short swells imitating the sound of the electronics

Cadenza

107 $\text{♩} = \text{c. } 60 \text{ (with some degree of flexibility)}$

Click

Perc.

w. soft mallets

c. 5" c. 9" c. 5"

warning click 1

p *mp* *f* *pp* *mf*

107

Click

Perc.

warning click 2

mp *f* *p* *ff* *pp*

107

Click

Perc.

warning click 3

Play cymbals and metal blocks to 'introduce' bell

c. 7"

f *ff* *mp* *f* *p* *f* ①

107 warning click 4

Click

Perc.

ff *pp* *ff* *f*

S *H* *S* *H* *S* *3*

107 warning click 5

Click

Perc.

pp *ff* *p* *mf* *pp*

H *S* *3* *S*

107 (♩ = 60)

Click

Perc.

f *p* *f* *mf* *ff*

H *S* *c. 7"* *H*

w. fist *sonore*

109 warning click 6

Click

Perc.

f *p* *p* *ff* *pp* *f* *ff*

111 warning click 7

Click

Perc.

mf *sonore* *f* *ff* *f* *p*

w. fist *3*

111

Click

Perc.

ff

①⑤①⑤①⑤①

w. fist

poco f

113

Click

Perc.

f

p

ff

p

④

⑤①②

ff

f

p < ff

w. fist

tr

116

Click

Perc.

f

p

f

ff

f

più f

tr

3

w. fist

tr

w. fist

w. fist

12.5"

④②④⑤

Opening 2

♩ = c. 120

120

Click

Perc.

large

ff

127

Click

Perc.

rimshot

③

⑥

134

Click

Perc.

140

Click

Perc.