

011010100110000101101011011010101100010-----

0100101101100101100001110110011011000110100101101

01101101110111011100110110101101101010101-----

011101000110100001100101001000000111001101100101011

100100111011001100101011100100010000001100011011100

100110000101110011011000011001010111001-----

011101000110100001100101001000000111001101100101011

100100111011001100101011100100010000001100011011100

100110000101110011011000011001010111001-----

011101000110100001100101001000000111001101100101011

100100111011001100101011100100010000001100011011100

100110000101110011011000011001010111001-----

JAKUB KROLIKOWSKI-----

THE SERVER CRASHES

--A MUSIC FOR HURDY-GURDY AND THE BACKGROUND

-----AUDIO FILE

011101000110100001100001011011100110101100100000011
1100101101110111010100100001001000000111011101110010
011010010111010001100101001000000110110101100101001
00000011100000110110001100101011000010111001101100
101001000000110101001100001011010110111010101100010
0110101101110010011011101101100011010010110101101111
011101110111001101101101001010000000110100001101
111011101000110110110000101101001011011000010111001
00011011011101101101-----

[]

It is necessary to use a small sound system to amplify the hurdy-gurdy for balancing the audio volume between the solo instrument and the audio file, as well for use a monitor/aux for the performer.

It is very important to set a volume of the audio file not too silent! The important issue of this piece is to reach balanced combination of the acoustic instrument and the digital accompanying sound.

The rhythm in measures 2-25 can be realized approximatively (ad libitum). Extremely important is to play the exact rhythm in the bars 25-46, 52-56 and realize precisely the rhythmic patterns in the bars 63-94.

The notation of the audio file is symbolic just to make easier following the audio layer.

Many thanks to Malwina Paszek for consulting on notation systems.

Duration time of the piece 3:40

Explanations

Tuning / Accord de la Vielle

A musical staff with three staves. The leftmost staff is labeled "melodic strings / chantrelle" and shows notes g1, g, and c. The middle staff is labeled "trompette strings" and shows notes cl and a. The rightmost staff is labeled "bourdon strings" and shows notes c and C. The bass clef is at the beginning of the staff.

Melodic strings transposition:

Only the 'c'-string is written as transposing a perfect fifth up, while the remaining strings: 'g'-string and the 'g1'-string are written without any transposition.

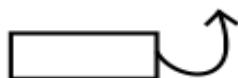
Graphic Symbols:



Play staccato with continuous rotation of the wheel
(while playing *staccato*, it is interspersed with the base sound of the melodic string
(for instance meas. 11)



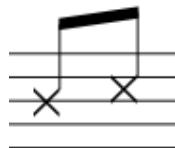
Play each sound separately with the wheel (with stops of the wheel)



Open the tangent box (for instance meas. 51)



Close the tangent box



Key clicks (sound of the keys only, without a regular sound)



Open string



Non-rythmicized tremolando



Rotate the wheel very fast to obtain a harmonics one octave higher



Moving the wheel in two directions forward and backward (*detaché*)

gliss. key.

Glissando on the wooden keyboard (bar 78)

gliss. tgn.

Glissando obtained by pressing the tangents stronger (bar 72)

THE SERVER CRASHES

a music for amplified hurdy-gurdy and the background audio file

Score

Duration 3:40



[M]: ON c

Jakub Królikowski
2022

[Melodic strings]

[T] [B]: OFF

[Tro] [Bou]

Start the file "server_crashes_elec.wav" (metallic, crushed pulse = 60 bpm)

Audio file

[M]

[T] [B]

.wav

(+irregular noises)

[M]

[T] [B]

.wav

[T]: OFF
[B]: ON c, C

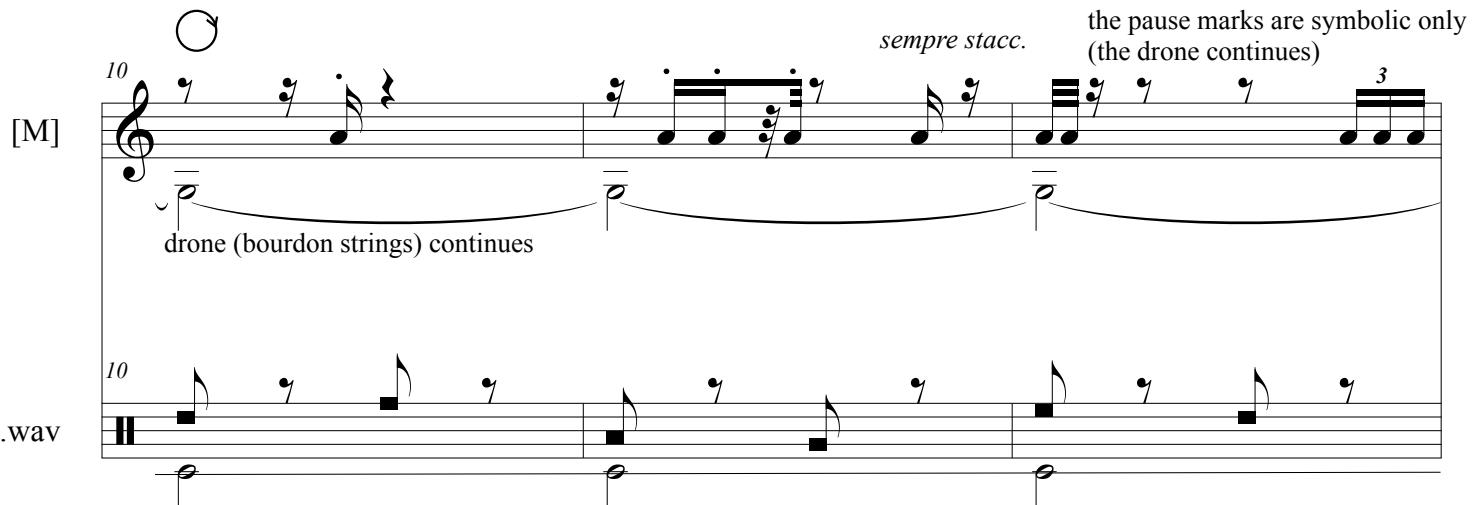
[]

mf

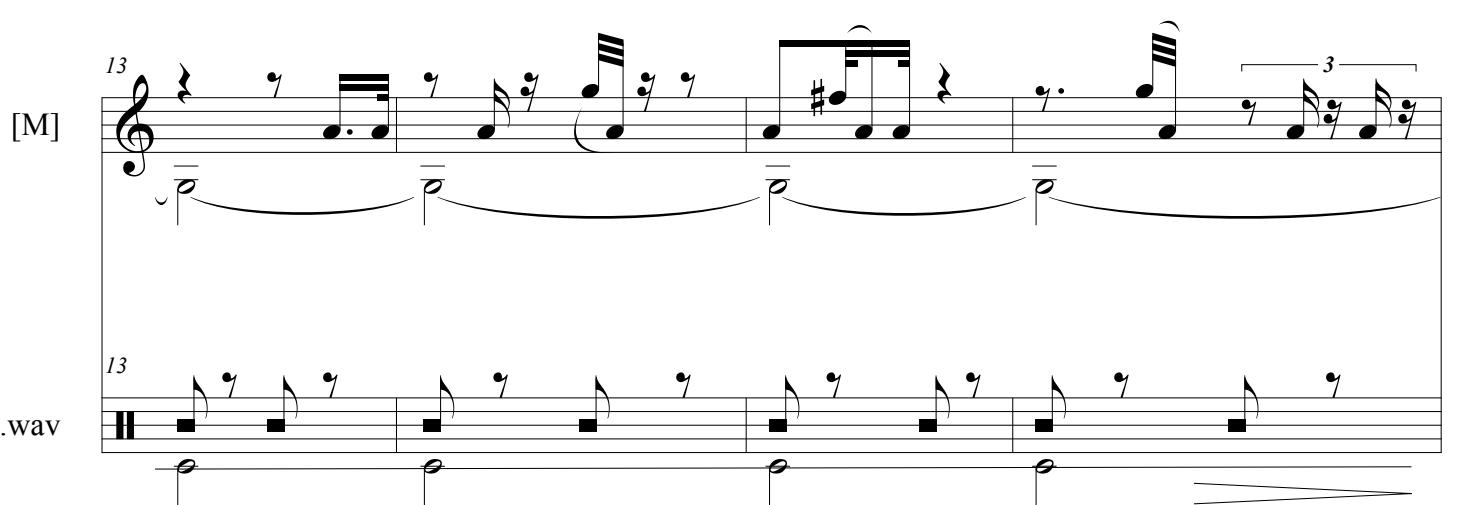
continue

(bass sound)

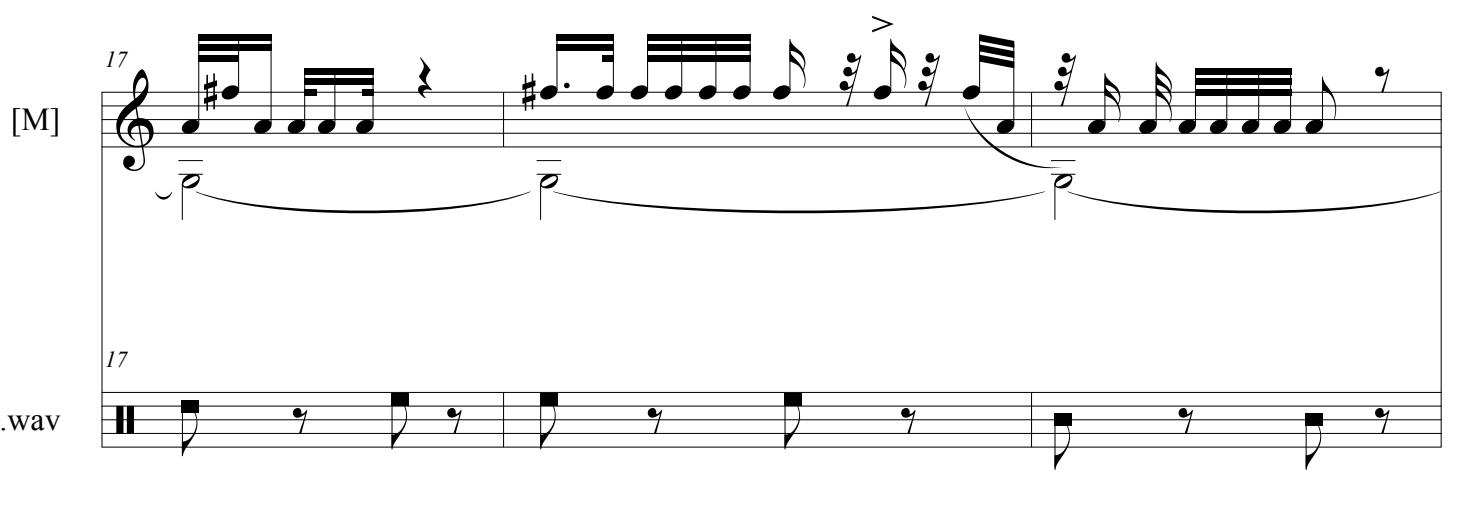
THE SERVER CRASHES

[M] 

.wav

[M] 

.wav

[M] 

.wav

THE SERVER CRASHES

3

[M] 20

.wav 20

fff

ppp (long upcoming bass sound)

[M] 24

f

semper stacc.

= 124

.wav 24

(percussion beat) (snare)

(bass drum)

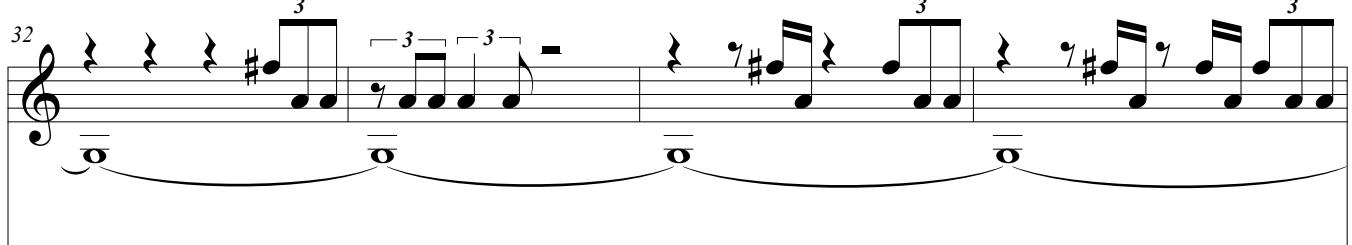
[M] 28

approx.

continue

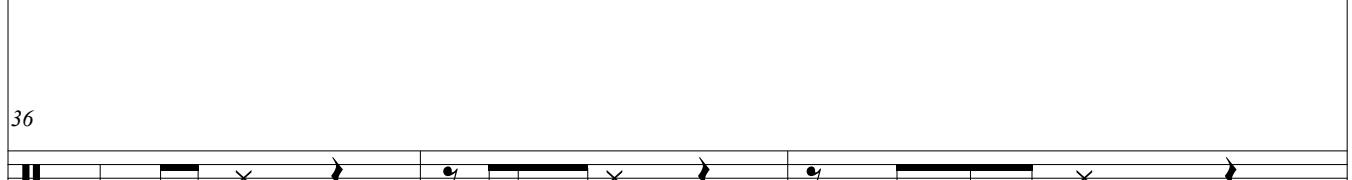
.wav 28

THE SERVER CRASHES

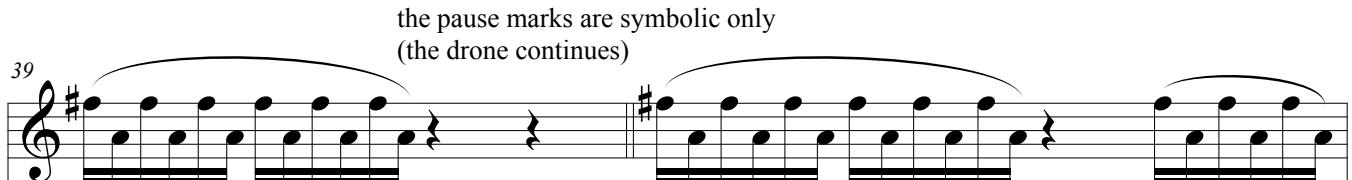
[M] 

.wav 

[M] 

.wav 

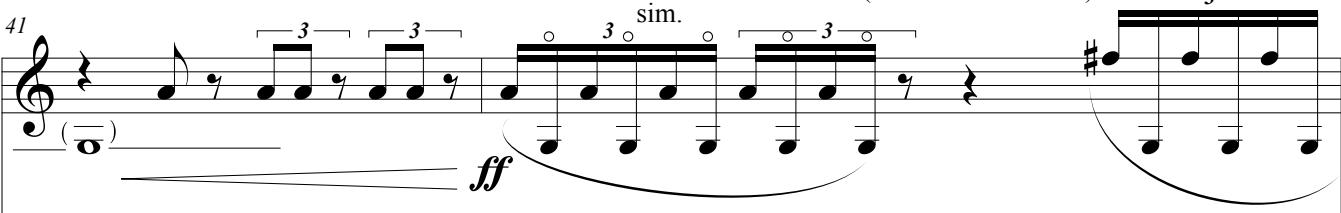
the pause marks are symbolic only
(the drone continues)

[M] 

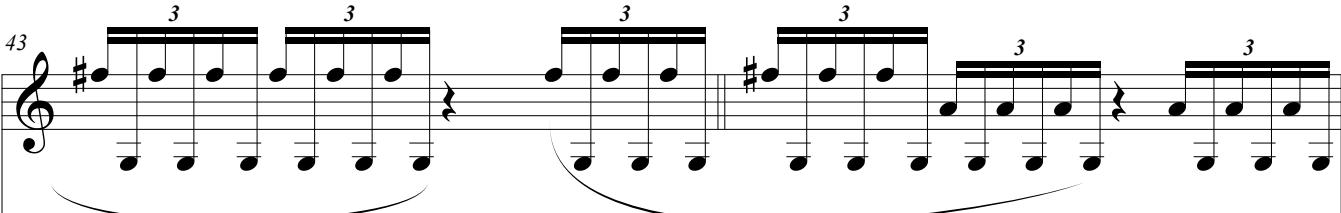
.wav 

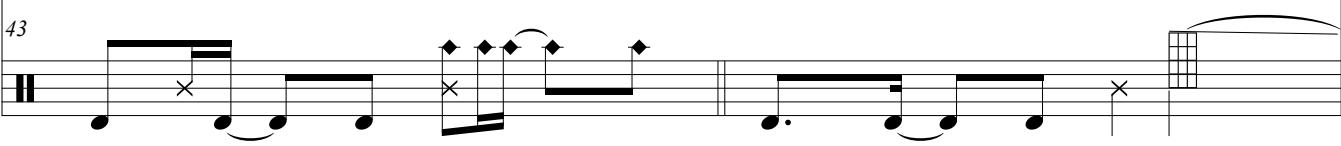
THE SERVER CRASHES

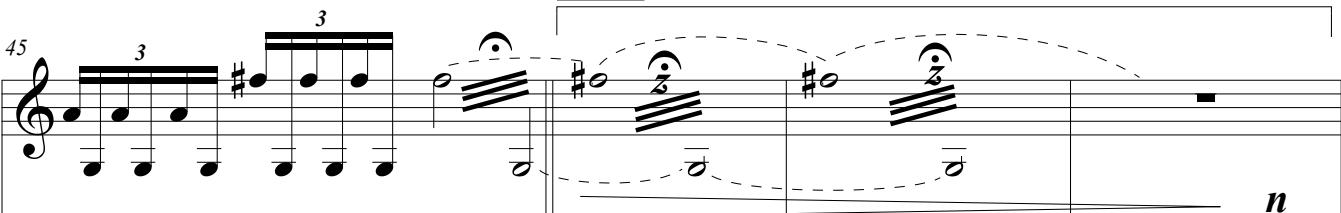
5

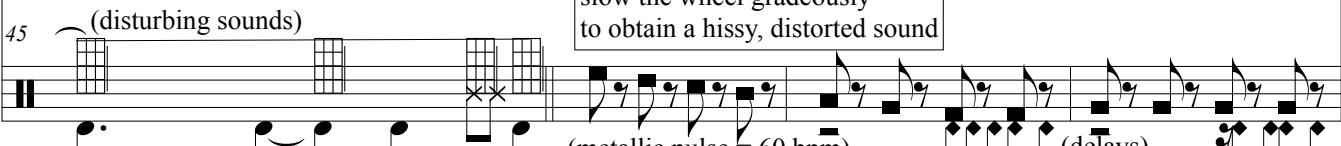
[M] 41 (the drone continues) 

.wav 

[M] 43 

.wav 

[M] 45 

.wav 

$\bullet = 60$ 12 sec.

slow the wheel gradually
to obtain a hissy, distorted sound

(disturbing sounds)

(metallic pulse = 60 bpm)

('synth')

(delays)

THE SERVER CRASHES

[M] ON c, g, g1 [T]: OFF [B]: OFF

from bar 51
ON 3 strings (the pitches apply to g-string only)
key clicks (without regular sound)

pp

(delays) (phone sound crescendo)
(delays)

ff simultaneously as possible with the audio background

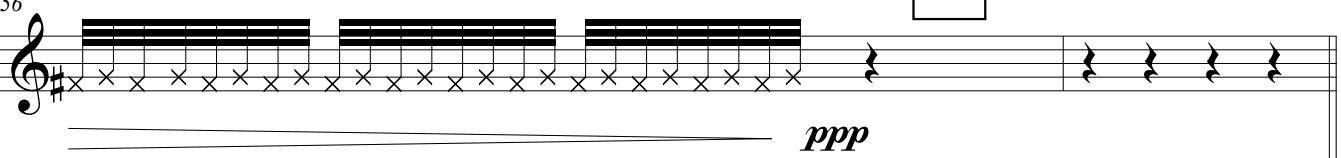
(phone keypad beeps)

approx.

THE SERVER CRASHES

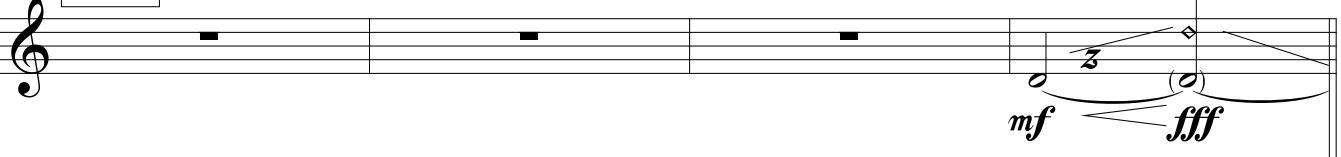
7

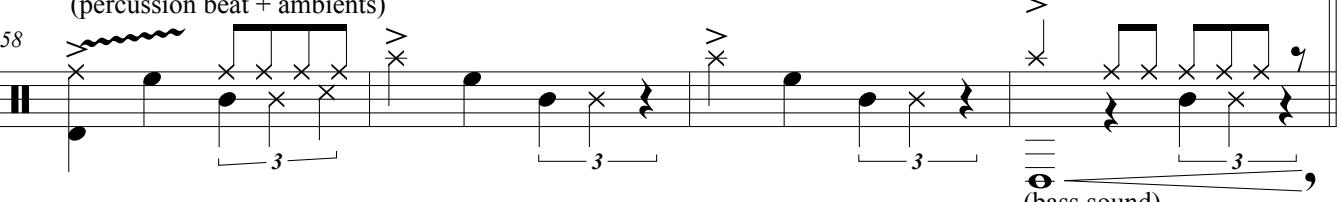
56 (approx.)

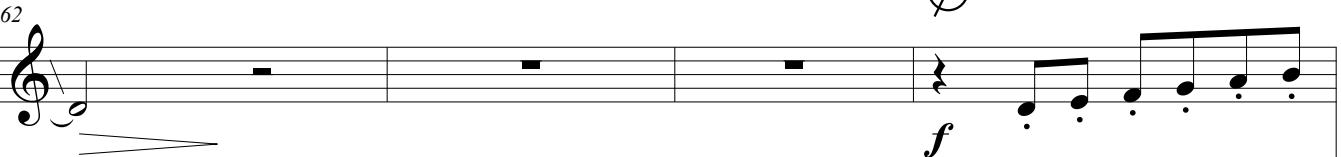
[M] 

.wav 

58 
[M]: OFF c (ON g, g1)

[M] 

.wav (percussion beat + ambients) 
(bass sound)

62 

.wav (fat distorted beat + amb) 

THE SERVER CRASHES

66

[M]

.wav

70

[M]

[T]

[B]

70

.wav

73

[M]

[T]

[B]

73

.wav

THE SERVER CRASHES

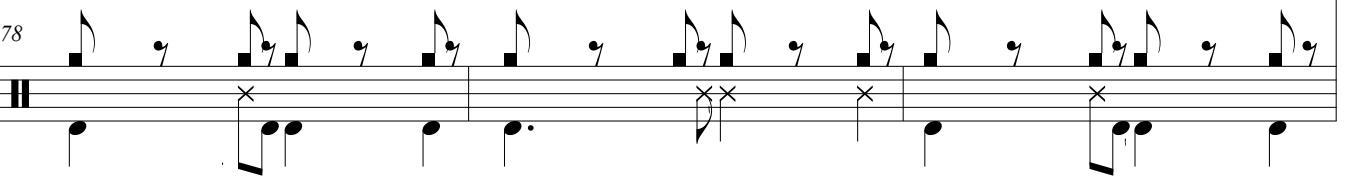
9

78 *gliss. tgn.*

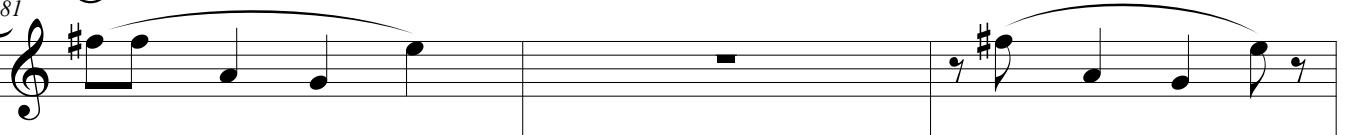
[M] 

[T]: ON c1, a

(beat faster, tempo the same)

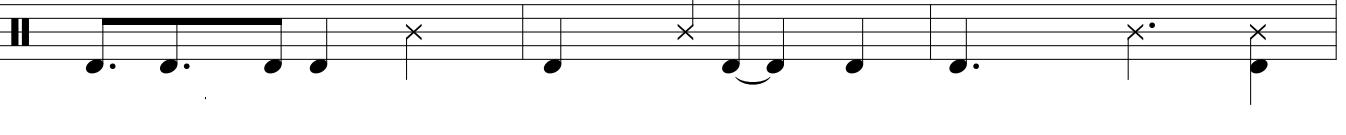
.wav 

81

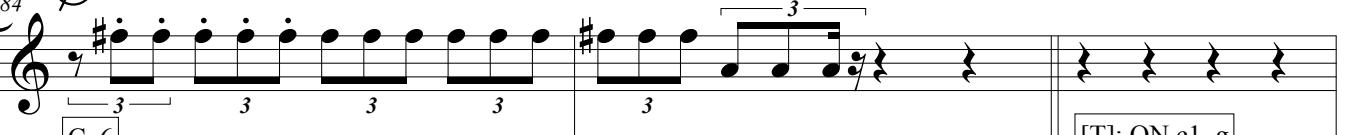
[M] 

[T] [B] 

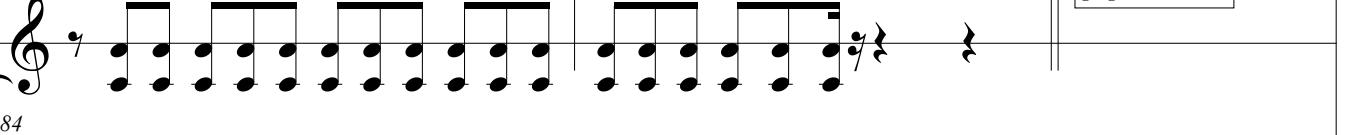
81

.wav 

84 sim.

[M] 

C. 6

[T] [B] 

[T]: ON c1, g
[B]: OFF

84

.wav 

10

THE SERVER CRASHES

[M] [T] [B]

87

fff ff

.wav

[M] [T] [B]

91

C. 6 ff

.wav

[M] [T] [B]

93

molto rit. tempo ad lib.

[T]: OFF slow the wheel gradeously to obtain a hissy, distorted sound

n

.wav