

• **KNOTTED**

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# •KNOTTED

for dancer, light, video, percussion, drumset, electronics

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Duration: 22' 10"

## Performance Notes

### General Notes

- The piece is performed with a click-track.
- Lighting, electronics, click-track and cues must be performed in the same DAW. In order to synchronize the video projection, MTC (midi time code) also should be generated from the DAW.
- Drumset and percussion must be miked and mixed with electronics in order to blend the sounds.
- Stereo speakers must be located in the sides of the projection for electronics and microphones.

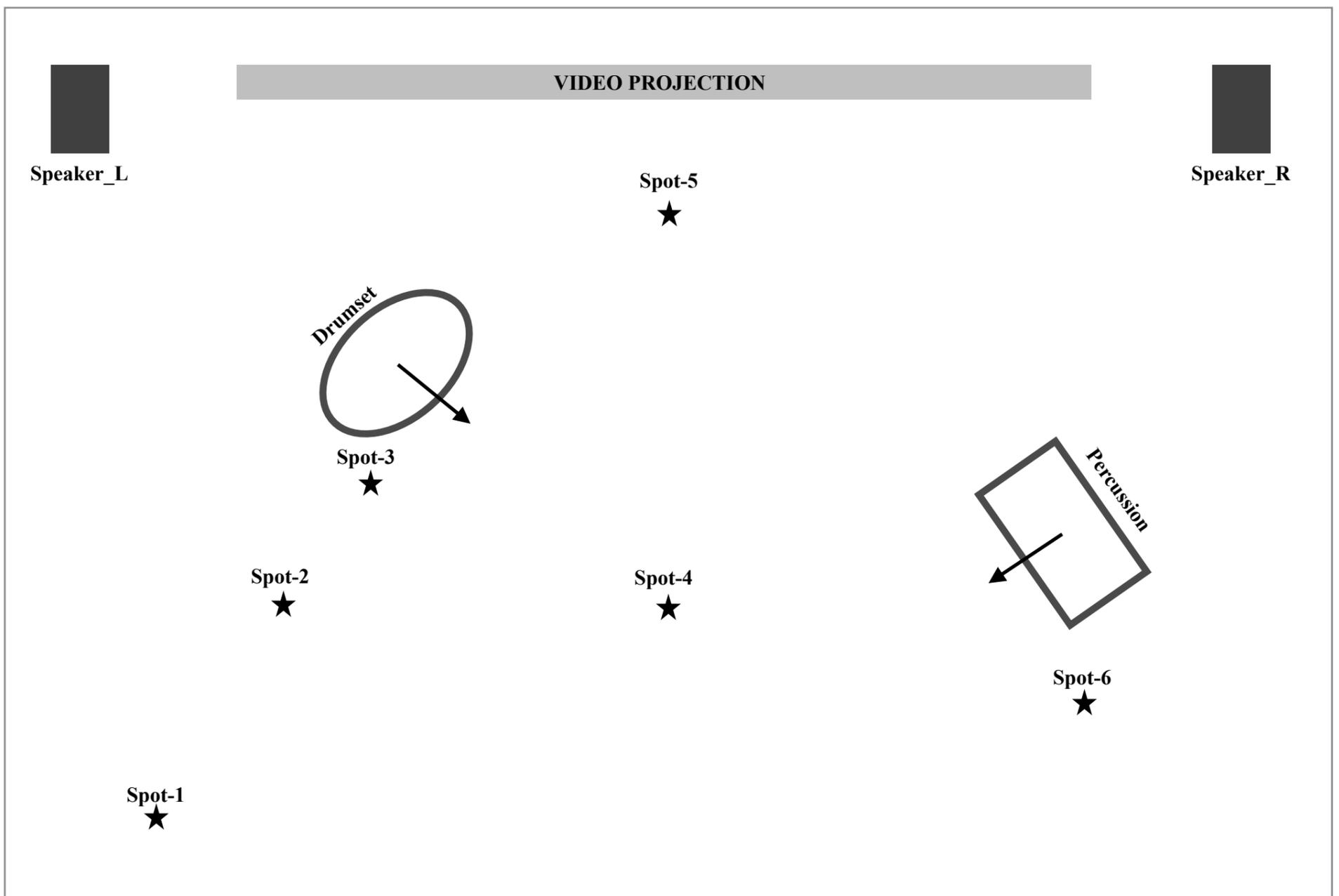
### Notes for Lighting

- The lighting setup must consist of 6 spotlight (for dancer's positions), 2 PAR light (for percussion and drumset) and sufficient light for coloring.
- All equipment must be controllable by DMX protocol.
- In order to control DMX with the DAW, there must be a DMX controller and interface like DMXis.
- The placement of spotlights and PAR lights is demonstrated in the diagram below.
- The programming of lighting must be done according to the directions in the notation with the adaptation to the performance space.

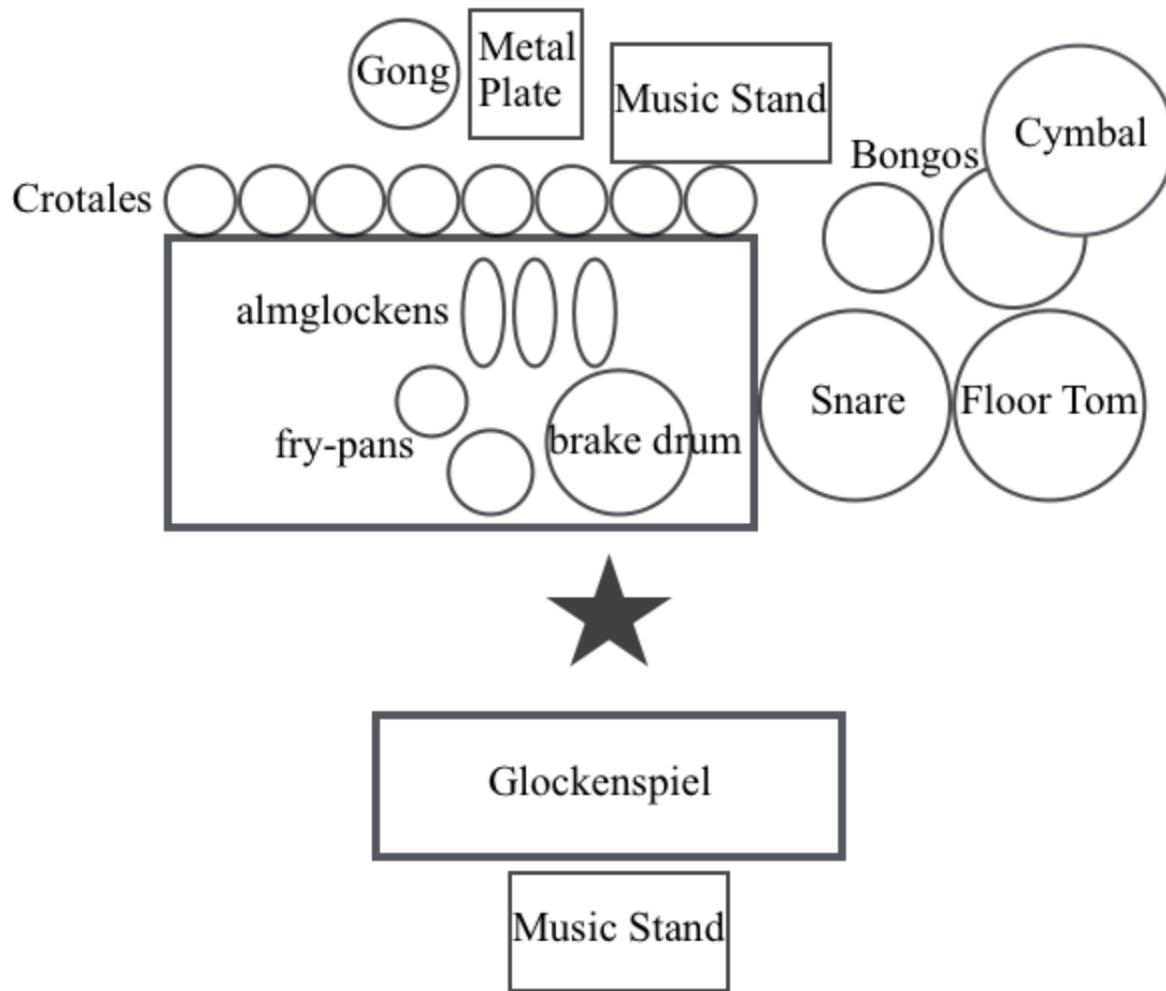
### Notes for Video Design

- There will be a second choreography of the dancer in the video.
- Video designer must shoot the dancer in the black or green box and use these footages for his/her design.
- By following the directions in the score, he/she should create a dialogue between the actual dancer and the dancer in the video.
- The size of the projection must be adjusted to the real size of the dancer.

## STAGE DIAGRAM



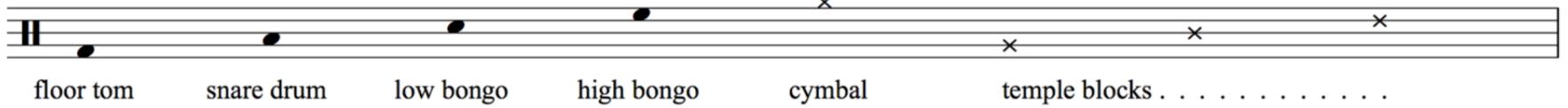
## Percussion Setup



### Setup-1



### Setup-2

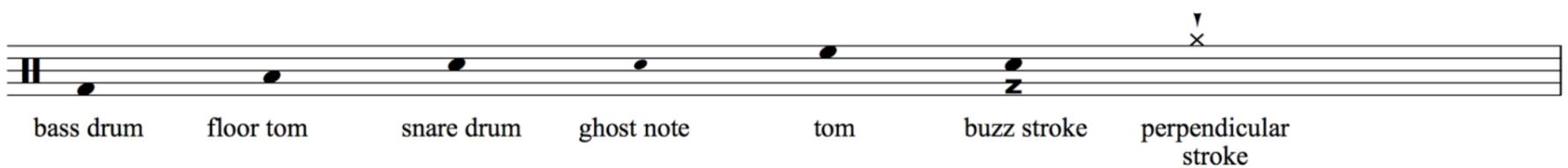
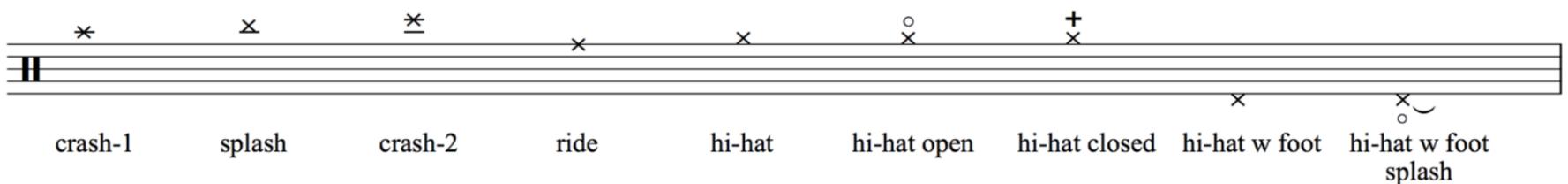


### Crotales (sounds two octave higher than written)



### Glockenspiel (sounds two octave higher than written)

## Drum Setup



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26 27 28 29

Vid. [ ] [ ] [ ] [ ]

Light [ ] [ ] [ ] [ ]

Cue/Click [ ] [ ] [ ] [ ]

Dr. [ ] [ ] [ ] [ ]

Perc. [ ] [ ] [ ] [ ]

mf +pp mf +pp mf +pp mf +pp

sempre l.v.

reverse light fade-in

30 31 32 33

Vid. [ ] [ ] [ ] [ ]

Light [ ] [ ] [ ] [ ]

Cue/Click [ ] [ ] [ ] [ ]

Dr. [ ] [ ] [ ] [ ]

Perc. [ ] [ ] [ ] [ ]

mf +pp mf +pp mf +ppp

ff

Setup-1

D

34 35 36

Vid. [ ] [ ] [ ]

Light [ ] [ ] [ ]

Cue/Click [ ] [ ] [ ]

Dr. [ ] [ ] [ ]

Perc. [ ] [ ] [ ]

f f

Crotales

reverse light off

Spot-3

Dancer should move towards Spot-1

Video-3

+pp

- Sliding different portrait shots from left to right.
- Each portrait should include different gestures.
- Sliding motion should correspond to the rhythm of the electronics.

37 38 39

Vid. [ ]

Light [ ]

Cue/Click [ ]

Dr. [ ]

Perc. [ ]

reverse light fade-in

*f* *pp* *sim.* *Setup-1* *mp*

40 41 42

Vid. [ ]

Light [ ]

Cue/Click [ ]

Dr. [ ]

Perc. [ ]

reverse light off

Spot-1

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

**F**

43 44 45 46

Vid. [ ]

Light [ ]

Cue/Click [ ]

Dr. [ ]

Perc. [ ]

reverse light fade-in

strobe effect

Dancer should move towards Spot-6

*f* *mf* *pp* *mf* *sf* *mf*

**G**

**Video-4**

- Divide the screen horizontally into two parts.
- Put the legs of the dancer below and the torso above.
- Create four variations of the legs and the torso.
- Create an illusion of independent moving parts of the body.
- Create a polyrhythm between four variations.
- Add random glitches.

47 48 49

Vid. [Timeline with markers at 47, 48, 49]

Light [Timeline with "reverse light off" at 48]

Cue/Click [Timeline with rhythmic ticks]

Dr. [Timeline with notes, *f*, and a dynamic marking *mp* at 48]

Perc. [Timeline with notes, *f*, and dynamic markings *mp* and *cresc. . poco a poco . . . . .*]

50 51 52

Vid. [Timeline with markers at 50, 51, 52]

Light [Timeline with "reverse light fade-in" at 52]

Cue/Click [Timeline with rhythmic ticks]

Dr. [Timeline with notes, *ppp*, and a dynamic marking *f* at 52]

Perc. [Timeline with notes, *f*, and dynamic markings *ppp* and *f*]

**H**

53 54 55 56

Vid. [Timeline with markers at 53, 54, 55, 56]

Light [Timeline with "reverse light off" at 54, "reverse light fade-in" at 55, and "Dancer should move towards Spot-5" at 55]

Cue/Click [Timeline with rhythmic ticks]

Dr. [Timeline with notes, *ff*, *fpp*, and "snare off" at 55]

Perc. [Timeline with notes, *ff*, *mp*, and *sim.*]

Setup-2

free polyrhythmic playing with skin instruments

57 58 59

Vid.

Light

Cue/Click

Dr.

Perc.

free polyrhythmic playing between toms, snare, kick

*mp*

*sim.*

60 61 62 63 64 65

Vid.

Light

Cue/Click

Dr.

62 2 3 4

gradually higher intensity

66 67 68 69 70

Vid.

Light

Cue/Click

Dr.

68 2 3 4 69 2 3 4

highest intensity

reverse light off

Spot-5

*f*

I

Video-5 - Use one of the facial expression of the dancer.

71 72 73

Vid. [ ] [ ] [ ]

Light [ ] [ ] [ ]

Cue/Click [ ] [ ] [ ]

Dr. [ ] [ ] [ ]

Perc. [ ] [ ] [ ]

Dancer should stay at Spot-5

Spot-5

Dancer should move towards Spot-1

snare off

*pp* *f*

*f/imp*

74 75 76

Vid. [ ] [ ] [ ]

Light [ ] [ ] [ ]

Cue/Click [ ] [ ] [ ]

Dr. [ ] [ ] [ ]

Perc. [ ] [ ] [ ]

reverse light fade-in

*f*

Crotales

Setup-1

*sff* scratch w/metal

*sff*

77 78 79 80 81 82

Vid. [ ] [ ] [ ] [ ] [ ] [ ]

Light [ ] [ ] [ ] [ ] [ ] [ ]

Cue/Click [ ] [ ] [ ] [ ] [ ] [ ]

Dr. [ ] [ ] [ ] [ ] [ ] [ ]

Perc. [ ] [ ] [ ] [ ] [ ] [ ]

strobe

strobe

reverse light off

Spot-1

*pp* *mf* *pp* *f*

Setup-2

Setup-1

**K**

**Video-6**

- Sliding different portrait shots from left to right.
- Each portrait should include different gestures.
- Sliding motion should correspond to the rhythm of the electronics.
- This version should be faster than video-3

Musical score for Video-6, measures 83-86. The score includes staves for Video (Vid.), Light, Cue/Click, Drums (Dr.), and Percussion (Perc.).

- Vid.:** Measures 83, 84, 85, and 86 are marked with circled numbers. A bracket spans from measure 83 to 86.
- Light:** A note in measure 86 is labeled "reverse light fade-in".
- Cue/Click:** Consists of diagonal slashes throughout the measures.
- Dr.:** Features various drum notations including snare and cymbal hits.
- Perc.:** Includes a melody line with dynamics *mf* and triplet markings (3).

Musical score for Video-6, measures 87-92. The score includes staves for Video (Vid.), Light, Cue/Click, Drums (Dr.), and Percussion (Perc.).

- Vid.:** Measures 87, 88, 89, 90, 91, and 92 are marked with circled numbers.
- Light:** A note in measure 91 is labeled "strobe".
- Cue/Click:** Consists of diagonal slashes, with a sequence of notes labeled "90 2 3 4" in measure 90.
- Dr.:** Features various drum notations including snare and cymbal hits.
- Perc.:** Includes a melody line with dynamics *f*, *mf*, and *ff*. A section is labeled "Crotales w/arco".

**Video-7**

- Put five whole bodies (not distorted) horizontally ordered.
- Each whole body should include different speeds and gestures.

Musical score for Video-7, measures 93-98. The score includes staves for Video (Vid.), Light, Cue/Click, Drums (Dr.), and Percussion (Perc.).

- Vid.:** Measures 93, 94, 95, 96, 97, and 98 are marked with circled numbers.
- Light:** Notes in measures 93 and 96 are labeled "reverse light off" and "reverse light fade-in" respectively. A note in measure 93 is labeled "Spot-6".
- Cue/Click:** Consists of diagonal slashes throughout the measures.
- Dr.:** Features various drum notations including snare and cymbal hits.
- Perc.:** Includes a melody line with dynamics *pp* and *f*. A note in measure 94 is labeled "to timpani mallet".



117 118 119 120 121 122 123 fade out 124

Vid. [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

Light [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

Cue/Click [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

Dr. [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

Perc. [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

yellow daylight color composition fade in

125 126 127 128 129 130 131

Vid. [ ] [ ] [ ] [ ] [ ] [ ] [ ]

Light [ ] [ ] [ ] [ ] [ ] [ ] [ ]

Cue/Click [ ] [ ] [ ] [ ] [ ] [ ] [ ]

Dr. [ ] [ ] [ ] [ ] [ ] [ ] [ ]

Perc. [ ] [ ] [ ] [ ] [ ] [ ] [ ]

sudden flash

dark blue + pale yellow color composition

127 2 3 4 128 2 3 4

w/mallet (accel.)

ppp mf ppp

Setup-1

mf

132 134 135 136

Vid. [ ] [ ] [ ] [ ]

Light [ ] [ ] [ ] [ ]

Cue/Click [ ] [ ] [ ] [ ]

Dr. [ ] [ ] [ ] [ ]

Perc. [ ] [ ] [ ] [ ]

sudden flash

134 2 3 4

w/sticks

f mf mp

f mf

137 139 140 141 142

Vid. [ ] [ ] [ ] [ ] [ ]

Light [ ] [ ] [ ] [ ] [ ]

Cue/Click [ ] [ ] [ ] [ ] [ ]

Dr. [ ] [ ] [ ] [ ] [ ]

Perc. [ ] [ ] [ ] [ ] [ ]

139 2 3 4

Crotales w/arco

ppp mp

143 144 145 146

Vid. [ ] [ ] [ ] [ ]

Light [ ] [ ] [ ] [ ]

Cue/Click [ ] [ ] [ ] [ ]

Dr. [ ] [ ] [ ] [ ]

Perc. [ ] [ ] [ ] [ ]

Setup-2

(accel.)

mp ppp

ppp mf 3 6 5 5 ppp

**Video-9** - Put three portraits of the dancer.  
 - Each portrait should be shots from different angles.  
 - Heads of the dancer are shaking at different speeds.

147 148 149 150

Vid. [ ] [ ] [ ] [ ]

Light [ ] [ ] [ ] [ ]

Cue/Click [ ] [ ] [ ] [ ]

Dr. [ ] [ ] [ ] [ ]

Perc. [ ] [ ] [ ] [ ]

mf pp

pp

3 bars

-back lighting off  
 -just side lighting and instruments' lighting on

dense, pointilistic impro. on snare drum

3 bars

pp

dense, pointilistic impro. on snare drum

3 bars

pp



**Video-10** - A variation of Video-4  
- Use fast-cuts.

168 169 170

Vid. [ ] [ ] [ ]

Light [ ] [ ] [ ]

Cue/Click [ ] [ ] [ ]

Dr. [ ] [ ] [ ]

Perc. [ ] [ ] [ ]

-back lighting off  
-just side lighting and instruments' lighting on

back to color composition

dense, pointilistic impro. on snare drum

pp

Setup-2

dense, pointilistic impro. on snare drum

pp

171 172 173 174 175

Vid. [ ] [ ] [ ] [ ] [ ]

Light [ ] [ ] [ ] [ ] [ ]

Cue/Click [ ] [ ] [ ] [ ] [ ]

Dr. [ ] [ ] [ ] [ ] [ ]

Perc. [ ] [ ] [ ] [ ] [ ]

ppp

mf

sf sf

pp 5 5

Setup-1

176 177 178

Vid. [ ] [ ] [ ]

Light [ ] [ ] [ ]

Cue/Click [ ] [ ] [ ]

Dr. [ ] [ ] [ ]

Perc. [ ] [ ] [ ]

strobe effect

5

3

f pp

scratch

6 6

mf pp

Setup-2

**Video-11** - Another variation of Video-4  
- Use fast-cuts in a more progressive way.

179 180 181

Vid. [ ] [ ] [ ]

Light [ ] [ ] [ ]

Cue/Click [ ] [ ] [ ]

Dr. [ ] [ ] [ ]

Perc. [ ] [ ] [ ]

-back lighting off  
-just side lighting and instruments' lighting on

back to color composition

dense, pointilistic impro. on snare drum

*pp*

dense, pointilistic impro. on snare drum

*pp*

182 185 186

Vid. [ ] [ ] [ ]

Light [ ] [ ] [ ]

Cue/Click [ ] [ ] [ ]

Dr. [ ] [ ] [ ]

Perc. [ ] [ ] [ ]

flash

instruments' lighting fade out

warm color composition (yellow + red) gradually warmer till m. 209

stick on stick

*f*

*ppp* ————— *f*

187 188 189 190 191 192

Vid. [ ] [ ] [ ] [ ] [ ] [ ]

Light [ ] [ ] [ ] [ ] [ ] [ ]

Cue/Click [ ] [ ] [ ] [ ] [ ] [ ]

Dr. [ ] [ ] [ ] [ ] [ ] [ ]

Perc. [ ] [ ] [ ] [ ] [ ] [ ]

top line: w/metal butt of brush  
bottom line: w/brush - circular

scratch

*p*

**Setup-1**

*p*

193 194 195 196 197

Vid. [ ] [ ] [ ] [ ] [ ]

Light [ ] [ ] [ ] [ ] [ ]

Cue/Click [ ] [ ] [ ] [ ] [ ]

Dr. [ ] [ ] [ ] [ ] [ ]

Perc. [ ] [ ] [ ] [ ] [ ]

198 199 200 201 202 203

Vid. [ ] [ ] [ ] [ ] [ ] [ ]

Light [ ] [ ] [ ] [ ] [ ] [ ]

Cue/Click [ ] [ ] [ ] [ ] [ ] [ ]

Dr. [ ] [ ] [ ] [ ] [ ] [ ]

Perc. [ ] [ ] [ ] [ ] [ ] [ ]

206 207 208

Vid. [ ] [ ] [ ]

Light [ ] [ ] [ ]

Cue/Click [ ] [ ] [ ]

Dr. [ ] [ ] [ ]

Perc. [ ] [ ] [ ]

208 2 3 4

6

*mp*

Q

209 210 211 212 213

Vid.

Light

Cue/Click

Dr.

Perc.

strobe

same color composition as m. 130

choke

Crotales

*ff* *pp* < *f* *sf* *pp* < *f* *sf* *mp* *f*

214 217 218 219 220

Vid.

Light

Cue/Click

Dr.

Perc.

strobe

217 2 3 4

3

3

Crotales

*pp* < *ff* *sf* *sf* *sf* *mp* *f*

*pp* < *f* *mp* *f*

221 222 223 224 225

Vid.

Light

Cue/Click

Dr.

Perc.

strobe

3 3

Crotales

*sf* *ppp* *fff* *ff* *ff/pp*

226 227 228

Vid. [ ] [ ] [ ]

Light [ ] [ ] [ ]

Cue/Click [ ] [ ] [ ]

Dr. *mf* *sf ppp* *fff*

Perc. *ff*

strobe

229 230

Vid. [ ] [ ]

Light [ ] [ ]

Cue/Click [ ] [ ]

Dr. *mf*

Perc. [ ] [ ]

**R**

231

Vid. [ ]

Light [ ]

Cue/Click [ ] [ ] [ ]

Dr. *ff/pp* *sim.*

Percussion *ff* *p*

-color composition fade out  
-instruments' lighting fade in

edge → center → edge (sim.) 7 bars

%100 density → %70 density

-use all metals in the whole setup  
-create an effect like breaking objects 7 bars

Improvisation



246

Vid.

Light

Cue/Click

Dr.

Percussion

40"

1 2 3 4 son 2 3 4

-begin to add toms  
-short smooth gestures

-begin to add short fragments  
of the following groove

247

Vid.

Light

Cue/Click

Dr.

Perc.

instruments' spots off  
spot-6

X8

-snare off, impro with pulse  
-play occasionally  
-create polyrhythmic groupings

mf

plate  
or  
gong skin

mf

metal

248

Vid.

Light

Cue/Click

Dr.

Perc.

1st repeat  
2nd repeat  
3rd repeat

X3

accel.

♩ = 150  
→  
♩ = 180  
♩ = 210

249 250 251 252 253 254

Vid.

Light **accel.**  $\text{♩} = 240$

Cue/Click

Dr.

Perc.

Keep up with the acceleration as long as possible. So a scattered phrase will come up.

Keep up with the acceleration as long as possible. So a scattered phrase will come up.

255

Vid. spot-6 off  
drumset spot full  
side color comp. on (less)

Light

Cue/Click 20" 8" 8 7 6 5 4 3 2 1

Dr. **-solo improvisation**  
**-w/accents on kick, snare, toms**  
*> > > > sim.*

Perc. *f* *ff* *ppp*

256

Vid.

Light percussion spot full  
Dancer should move towards Spot-3

Cue/Click 40" 4 3 2 1

Dr. **Improvisation**

Perc. **Improvisation**

*p*

**-use all cymbals in the setup**  
**-create timbral richness**  
**-play very less, create space**  
**-react to percussion**

**-use all metals in the whole setup**  
**-timbral richness**  
**-play very less, create space**  
**-react to drums**

257

Vid.

Light

Cue/Click

Dr.

Perc.

20"

1 2 3 4 son 2 3 4

-begin to add toms  
-short smooth gestures

-begin to add short fragments  
of the following groove

258

Vid.

Light

Cue/Click

Dr.

Perc.

instruments' spots off  
side lighting off  
spot-3

accel.  
x6

-impro with pulse  
-play occasionally  
-create polyrhythmic groupings

*mf*

*mf*

259

260

261

262

263

264

Vid.

Light

Cue/Click

Dr.

Perc.

♩ = 160 accel.

♩ = 196



273 274 275

Vid. 4/4 5/4 4/4

Light percussion spot full 5/4 4/4  
Dancer should move towards Spot-4

Cue/Click 4/4 5/4 4/4

Dr. 4/4 5/4 4/4

Glock. *Breathing* sempre l.v. *mp* *pp*

276 277 278

Vid. 6/4 4/4

Light 6/4 4/4

Cue/Click 6/4 4/4

Dr. 6/4 4/4

Glock. 5 3

279 280 281

Vid. 4/4 5/4 4/4

Light 4/4 5/4 4/4

Cue/Click 4/4 5/4 4/4

Dr. 4/4 5/4 4/4

Glock. 3 5 3 *mp*

282 283 284 285

Vid. 4/4 3/8 4/4

Light 4/4 3/8 4/4

Cue/Click // // // // // // // // // // // // // //

Dr. 4/4 3/8 4/4

Glock. 4/4

286 287 288

Vid.

Light

Cue/Click // // // // // // // // // // // // // //

Dr. 3/8

Glock. 3/8

289 290 291

Vid.

Light

Cue/Click // // // // // // // // // // // // // //

Dr. 3/8

Glock. 3/8

*molto rit.* . . . . .

w/bow

*mf*  
freeze the posture  
till the end

*p* 3

