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# prismatic

*for electric guitar and percussion*  
(2017)

**PERUSAL SCORE**

Addie Camsuzou

## PERFORMANCE NOTES

instrumentation: electric guitar, vibraphone, and crotales

### TUNING

Electric Guitar



all pitches are notated as sounding unless otherwise indicated

Crotales



### NOTATION

Electric Guitar



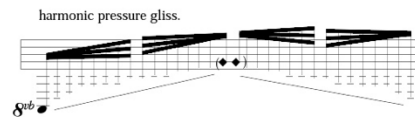
gradually transition between completely muting sound with palm and not muting sound at all



gradually crescendo using volume pedal



play black notes during crescendo at no specific speed but with equal value



with harmonic pressure, glide up and down the A string hitting as many harmonics as possible

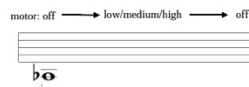


play as if a ricochet; specific rhythms are not important, only the gesture; gradually move from picking strings to tapping strings with fingernails

Vibraphone



pitch bend using mallets; dead stroke



gradually adjust the motor speed while pedal sustains



play as if a ricochet; specific rhythms are not important, only the gesture

- allow all notes to ring unless otherwise specified

Score

# prismatic

for electric guitar and percussion

Addie Camsuzou

$\text{♩} = c. 72$  with brimming energy

Electric Guitar

Percussion

*p* palm mute unmute mute

vibrato

4 unmute mute unmute

7 mute unmute mute

10 unmute mute

13 unmute mute

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E.Gtr. 

Perc. 

E.Gtr. 

Perc. 

*pp* *p* *pp*

E.Gtr. 

Perc. 

*pp* *p* *pp*

E.Gtr. 

Perc. 

E.Gtr. 

Perc. 

*pp* *mp* *pp*

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The musical score is divided into six systems, each with an E.Gtr. (Electric Guitar) and Perc. (Percussion) part. The E.Gtr. part features complex rhythmic patterns with frequent sixteenth-note runs and rests, often marked with a '6' indicating a sixteenth-note group. The Perc. part includes various rhythmic textures, such as eighth-note patterns and rests, with dynamic markings like *pp*, *p*, *mp*, *f*, and *f*. The score includes several time signature changes: 3/4, 4/4, 2/4, 3/4, 3/8, 4/4, 3/8, and 3/4. Performance instructions include 'motor: medium' and 'motor: off' for the Perc. part, and 'arco' for the E.Gtr. part. Dynamic markings are placed throughout the score to indicate volume levels. A large, semi-transparent watermark reading 'PERUSAL SCORE NOT FOR PERFORMANCE' is overlaid diagonally across the entire page.

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The musical score consists of six systems, each with an Electric Guitar (E.Gtr.) and Percussion (Perc.) part. The E.Gtr. part features a complex rhythmic pattern of sixteenth notes, often beamed in groups of six, with various time signatures including 3/4, 2/4, 5/8, and 3/8. The Perc. part includes mallet patterns and arco (arco) sections. Dynamics range from *pp* (pianissimo) to *f* (forte). A large diagonal watermark 'PERUSAL SCORE NOT FOR PERFORMANCE' is overlaid across the score.

**System 1 (Measures 36-38):** E.Gtr. has sixteenth-note patterns with '6' below. Perc. has mallets, starting with *p*, then *f*, *m*, *p*, and *pp*.

**System 2 (Measures 39-41):** E.Gtr. continues with sixteenth-note patterns. Perc. has an arco section with a long note, starting with *p* and ending with *f*.

**System 3 (Measures 42-43):** E.Gtr. continues with sixteenth-note patterns. Perc. has mallets, starting with *p* and ending with *p*.

**System 4 (Measures 44-45):** E.Gtr. continues with sixteenth-note patterns. Perc. has mallets, starting with *m* and *p*.

**System 5 (Measures 46-48):** E.Gtr. continues with sixteenth-note patterns. Perc. has an arco section with a long note, starting with *p* and ending with *f*, followed by mallets starting with *pp*.

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The musical score is divided into four systems, each with an Electric Guitar (E.Gtr.) and Percussion (Perc.) part. The E.Gtr. part features a melodic line with sixteenth-note patterns and rests, often marked with a '6' for a sixteenth-note rest. The Perc. part includes various rhythmic patterns, including sixteenth-note runs and rests, with dynamic markings such as *pp*, *p*, *mp*, *f*, and *sub. p*. The score includes time signature changes from 2/4 to 3/4 and back to 2/4. Performance instructions include 'arco' and 'crotales arco' for the percussion. A 'vibraphone' part is indicated with 'motor: medium' at the end of the score. A large diagonal watermark 'PERUSAL SCORE NOT FOR PERFORMANCE' is overlaid on the page.

49  
E.Gtr.  
Perc.

51  
E.Gtr.  
Perc.

53  
E.Gtr.  
Perc.

55  
E.Gtr.  
Perc.

58  
E.Gtr.  
Perc.

vibraphone  
motor: medium

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E.Gtr. 61 *mf* *p* *m* *mf*  
muted guitar part with sixteenth-note patterns and dynamic markings. Includes 'mute' and 'unmute' instructions.

Perc. 61  
Percussion part with a bass drum and snare drum pattern.

E.Gtr. 64 *p* *mf* *mf* *mf*  
Muted guitar part with sixteenth-note patterns and dynamic markings. Includes 'mute' and 'unmute' instructions.

Perc. 64 *p* *f*  
Percussion part with a crotchet (crot.) and vibraphone (vib.) part. Dynamic markings *p* and *f*.

E.Gtr. 67 *mp* *pp*  
Muted guitar part with sixteenth-note patterns and dynamic markings.

Perc. 67 *p* *f*  
Percussion part with a crotchet (crot.) and vibraphone (vib.) part. Dynamic markings *p* and *f*.

E.Gtr. 71 *p* *pp*  
Muted guitar part with sixteenth-note patterns and dynamic markings.

Perc. 71 *vib.*  
Percussion part with a vibraphone (vib.) part.

E.Gtr. 75 *mp* *pp*  
Muted guitar part with sixteenth-note patterns and dynamic markings.

Perc. 75 *p* *f*  
Percussion part with a crotchet (crot.) and vibraphone (vib.) part. Includes 'motor: off' instruction. Dynamic markings *p* and *f*.



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freely, out of strict time (♩ = c. second)

**79**  
E.Gtr. *p* *f* *p* *f* *sim.*  
Perc. *f* *f* *sim.*  
enter before perc. reaches peak volume

**87**  
E.Gtr. *ma*  
Perc. motor: high → off

**96**  
E.Gtr. *p* *f* *sim.*  
Perc. motor: medium → off motor: medium → off motor: low

**104**  
E.Gtr. *f* *p*  
Perc. motor → off motor: high → off *crot.* *p*

**111**  
E.Gtr.  
Perc. *f* *f* *vib.* *crot.*

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pp notes in any order for c. 20 seconds with steady  
repeating notes as necessary to keep ringing

121

E.Gtr.

Perc.

129

E.Gtr.

Perc.

134

E.Gtr.

Perc.

142

E.Gtr.

Perc.

148

E.Gtr.

Perc.

harmonic pressure

gradually add on vibraphone

motor: off → high → medium → off

mallets

play notes in any order, repeating as necessary

$\bullet = c. 56$  meditative

low → off → low → off

mallets  
quasi ricochet 3 3

arco

3 5

*pp* *f* *pp*

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The musical score is divided into four systems, each with an Electric Guitar (E.Gtr.) and Percussion (Perc.) part. The score includes various performance techniques and dynamic markings.

- System 1 (Measures 153-156):**
  - E.Gtr.:** Measures 153-156. Measure 153 has a dynamic of *mf*. Measure 154 has a dynamic of *f*. Measure 155 has a dynamic of *pp*. Measure 156 has a dynamic of *pp*.
  - Perc.:** Measures 153-156. Measure 153 has a dynamic of *mf*. Measure 154 has a dynamic of *f*. Measure 155 has a dynamic of *pp*. Measure 156 has a dynamic of *pp*.
- System 2 (Measures 157-160):**
  - E.Gtr.:** Measures 157-160. Measure 157 has a dynamic of *mf*. Measure 158 has a dynamic of *mf*. Measure 159 has a dynamic of *mf*. Measure 160 has a dynamic of *p*.
  - Perc.:** Measures 157-160. Measure 157 has a dynamic of *mf*. Measure 158 has a dynamic of *mf*. Measure 159 has a dynamic of *mf*. Measure 160 has a dynamic of *p*.
- System 3 (Measures 159-160):**
  - E.Gtr.:** Measures 159-160. Measure 159 has a dynamic of *mp*. Measure 160 has a dynamic of *pp*.
  - Perc.:** Measures 159-160. Measure 159 has a dynamic of *mp*. Measure 160 has a dynamic of *pp*.
- System 4 (Measures 160-160):**
  - E.Gtr.:** Measure 160. Dynamic is *p*.
  - Perc.:** Measure 160. Dynamic is *p*.

Performance techniques and markings include: *arco*, *cro.*, *vib.*, *quasi-het*, *mallets*, *tap strings*, *motor: off*, *medium*, and *off*. Dynamic markings include *mf*, *f*, *pp*, *mp*, and *p*. Rhythmic markings include 3, 5, and 6.