

Drops for a group of people

//Alexis Porfiriadis

//2008-09

Drops for a group of people (2008/09) is a score consisting of 21 verbally instructed parts and 20 graphic pages. Performers (at least four persons) are invited to make a group realization of the composition using any amount of this material. The order of actions and their respective timings should be decided collectively prior to the performance. The resultant realization should be the product of a conversation between the performers and it should by no means be decided by one single person. In the case of a large ensemble (more than 10 people) or an orchestra, the players should at first collectively decide the duration of their performance and then they should form subgroups. Each of these should decide for themselves upon the material to be played in the predetermined duration. It is not necessary for each sub-group to know prior to the performance what any other is going to play.

The actions of *Drops* may be combined in any manner (based on the performers' choice), so that an action can continue while another starts, more than one action can be performed simultaneously etc. An action can be repeated by the same person provided that one or more other actions are inserted between repetitions to avoid successive appearances of the same action. The order in which the actions are presented in this score is random and reflects no structural preference on the part of the composer. The duration of the performance of the piece is indeterminate but it should not be less than 5 minutes.

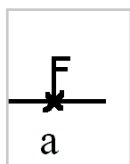
The ensemble should comprise at least four persons. Piano, percussion (or objects), a wind instrument and a string instrument are necessary. More instruments may be added ad libitum, different from the necessary ones or second ones of them. Where there are no specific instructions regarding the number of the performers, the way a *Drop* should be performed (e.g. repeats, order of events, ways of performing given actions) and the dynamics, the performers may decide without any limitations.

Extreme displays and theatrics should be avoided, even in actions where this is not explicitly mentioned. Each version should be agreed on for the specific performance; it may not be rehearsed or played at an earlier performance.



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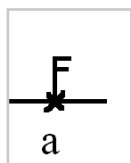
Syllables 1



= speak normally

- Duration: 30 sec – 2 min.

Syllables 2



= speak normally

- The vocal lines may be performed in any direction (left to right, right to left, upwards, downwards). When a line is chosen, it should be performed until it ends.
- Dynamic: ***p***

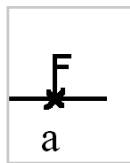
Duration: 30 sec – 2 min.

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Drops (action: *Syllables 2*)



Syllables 3



= speak normally

- The vocal lines may be performed in any direction (left to right, right to left, upwards, downwards). When a line is chosen, it should be performed until it ends.
- Dynamic: ***p***
- Duration: 30 sec - 2 min.

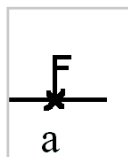
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Drops (action: *Syllables 3*)



Syllables 4

Si	lis	ko	ti	kou	ma	Tho	kos	pou	ma	ssi
de	tsi	pou	na	mis	vro	do	te	los	ti	lis
ris	ro	lou	ka	mi	i	ris	bo	a	na	So
I	nis	ta	ne	cha	dis	gia	ne	le	i	ti
si	so	ssos	lo	lis	sou	kas	ras	xis	a	ri
do	ti	ma	pou	kal	le	louf	a	mi	ko	a
ro	ri	gla	lou	te	i	ti	le	cha	vos	ta
pou	a	ri	I	zas	man	os	xis	lis	a	ssos
los	va	dis	a	a	a	man	gri	ni	ge	a
va	ssi	sta	ko	ge	ki	tze	go	kos	los	le
ssi	la	ma	vos	los	ar	ni	ro	sta	va	xis



= speak normally

- The vocal lines may be performed in any direction (left to right, right to left, upwards, downwards). When a line is chosen, it should be performed until it ends.
- Dynamic: ***p***

Duration: 30 sec – 2 min.

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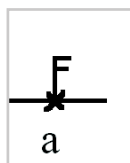
Drops (action: *Syllables 4*)



Whisper 1

Diagram illustrating the notation for the exercise "Whisper 1". The notation consists of a horizontal line with a vertical stem and a crossbar, with an 'F' above and a note name below. The dynamic marking is indicated by a symbol below the note name:

- a* *p*
- ro* *pp*
- Mi* *mf*
- Kal* *mf*
- sas* *mp*
- le* *pp*
- cha* *pp*
- Gri* *mf*
- pou* *mp*
- los* *p*
- xis* *pp*
- te* *pp*
- lis* *mp*
- go* *mf*



= whisper

- Duration: 30 sec – 2 min.

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Drops (action: *Whisper 1*)



High

The musical score consists of three systems, each with two staves labeled '1' and '2'. The notation includes various accidentals (sharps, flats, naturals) and pitch-bending symbols (triangles with arrows) indicating specific pitch adjustments. The score is enclosed in a large rectangular frame with double slashes at the corners.

▪ ▲ = as high- pitched as possible

▪ $\sharp \uparrow$ $\flat \downarrow$ = $\frac{1}{4}$ tone higher (lower)

- At least 2 performers (numbers 1 and 2). May be performed by a larger number of performers (always even in number, i.e. 1, 2, 3 or 4 instruments per voice).
- This card is to be performed by wind or/ and string instrument(s).
- The card should be performed from left to right beginning with the 2 upper lines. It should be performed in its entirety within 2-3 min.

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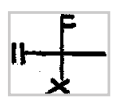
Drops (action: High)



Graphic 1

Graphic 1 displays various musical notation symbols and dynamic markings:

- f**: A vertical line with a dot above it.
- pp**: A horizontal dashed line with a wavy line above it.
- ff**: A vertical line with a dot above it.
- p**: A horizontal line with a wavy line above it.
- mf**: A horizontal line with a wavy line above it.
- mf**: A musical staff with notes and a wavy line above it.
- mf**: A musical staff with notes and a wavy line above it.
- p**: A horizontal line with a wavy line above it.
- ppp**: A horizontal dashed line with a wavy line above it.
- ff**: A horizontal line with a wavy line above it.
- mp**: A musical staff with notes and a wavy line above it.
- pp**: A horizontal line with a wavy line above it.
- ppp**: A musical staff with notes and a wavy line above it.
- ppp**: A horizontal line with a wavy line above it.



= noise



= "hard" noise

- $\frac{\text{high}}{\text{middle}} \text{pitch (indefinite)}$
low

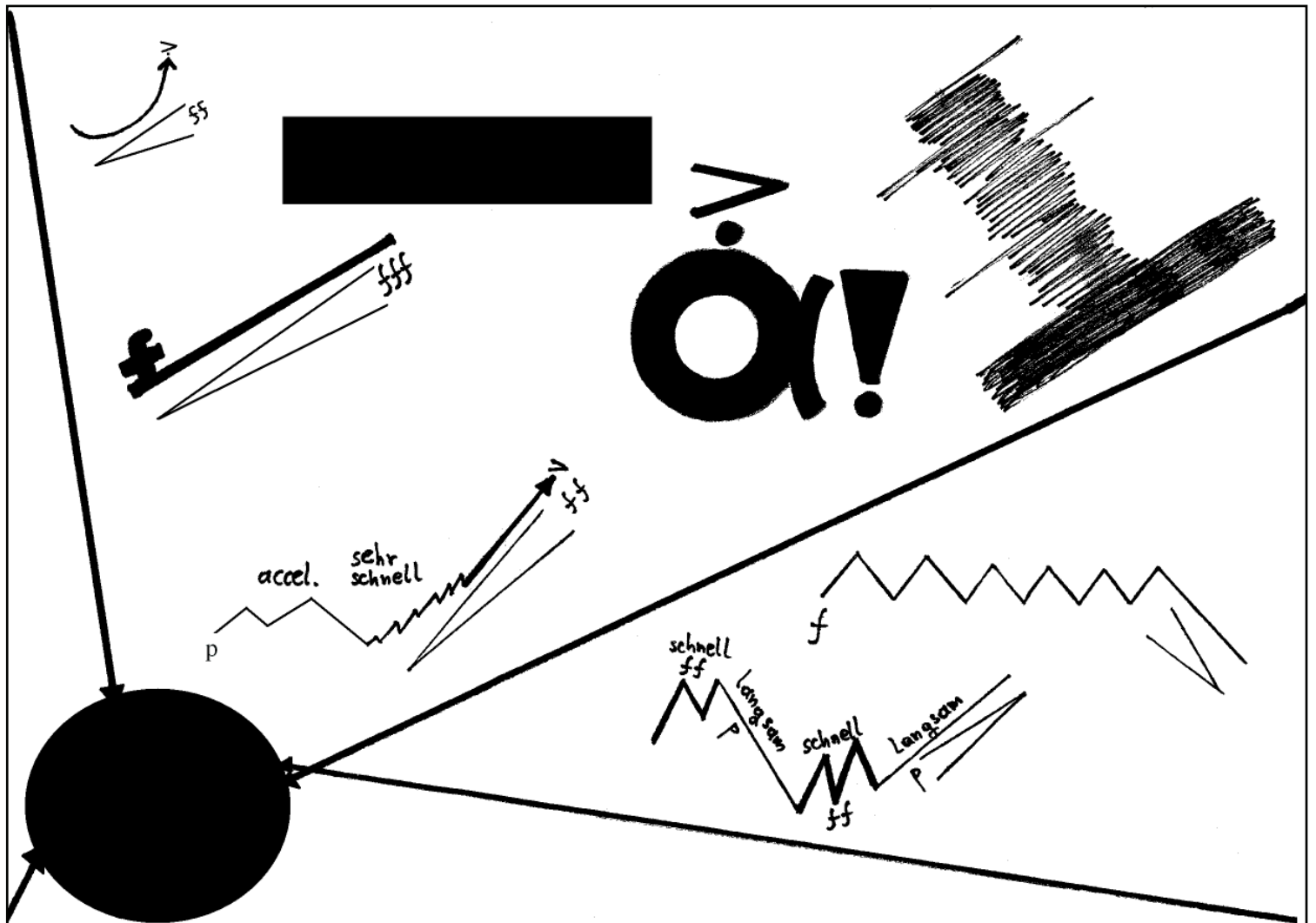
Duration 30 sec – 2 min.

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Drops (action: Graphic1)



Graphic2



accel. = accelerando
schnell = fast
sehr schnell = very fast
Langsam = slowly

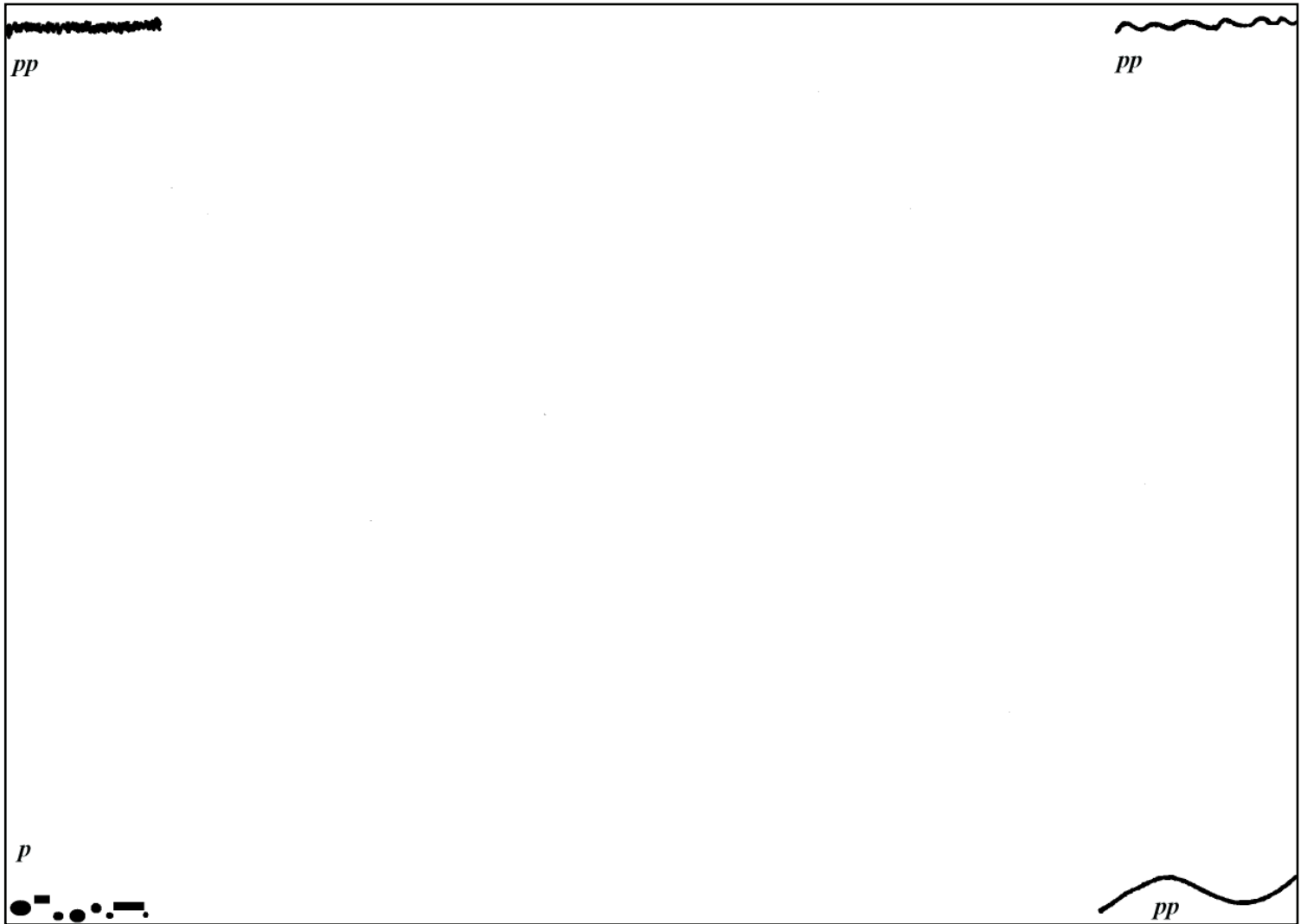
Duration: ca. 2 min

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Drops (action: *Graphic2*)



Graphic 3



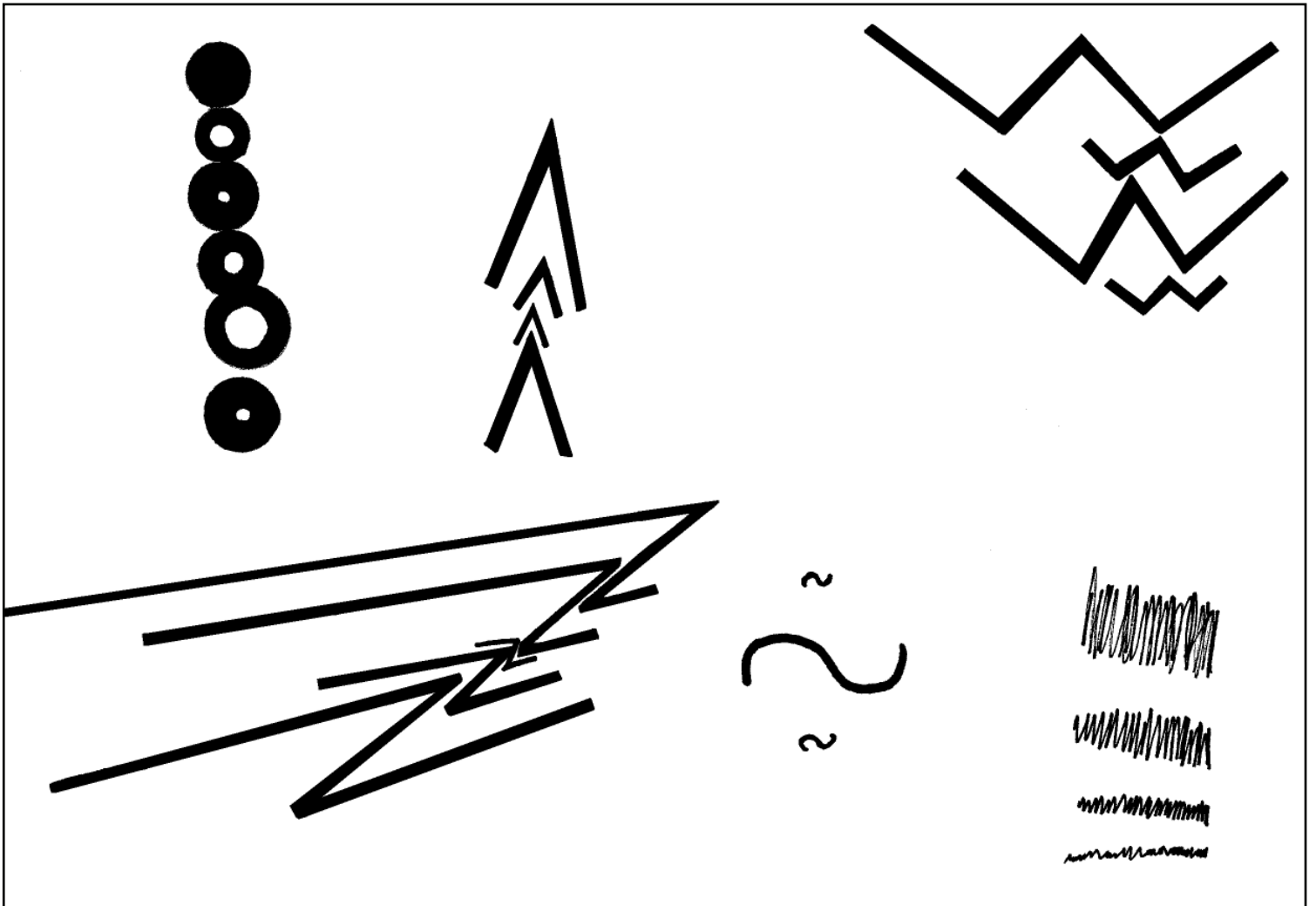
- Duration 30 sec – 1.5 min

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Drops (action: *Graphic3*)



Graphic 4



Duration 30 sec – 3 min.

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Drops (action: *Graphic4*)



Graphic5



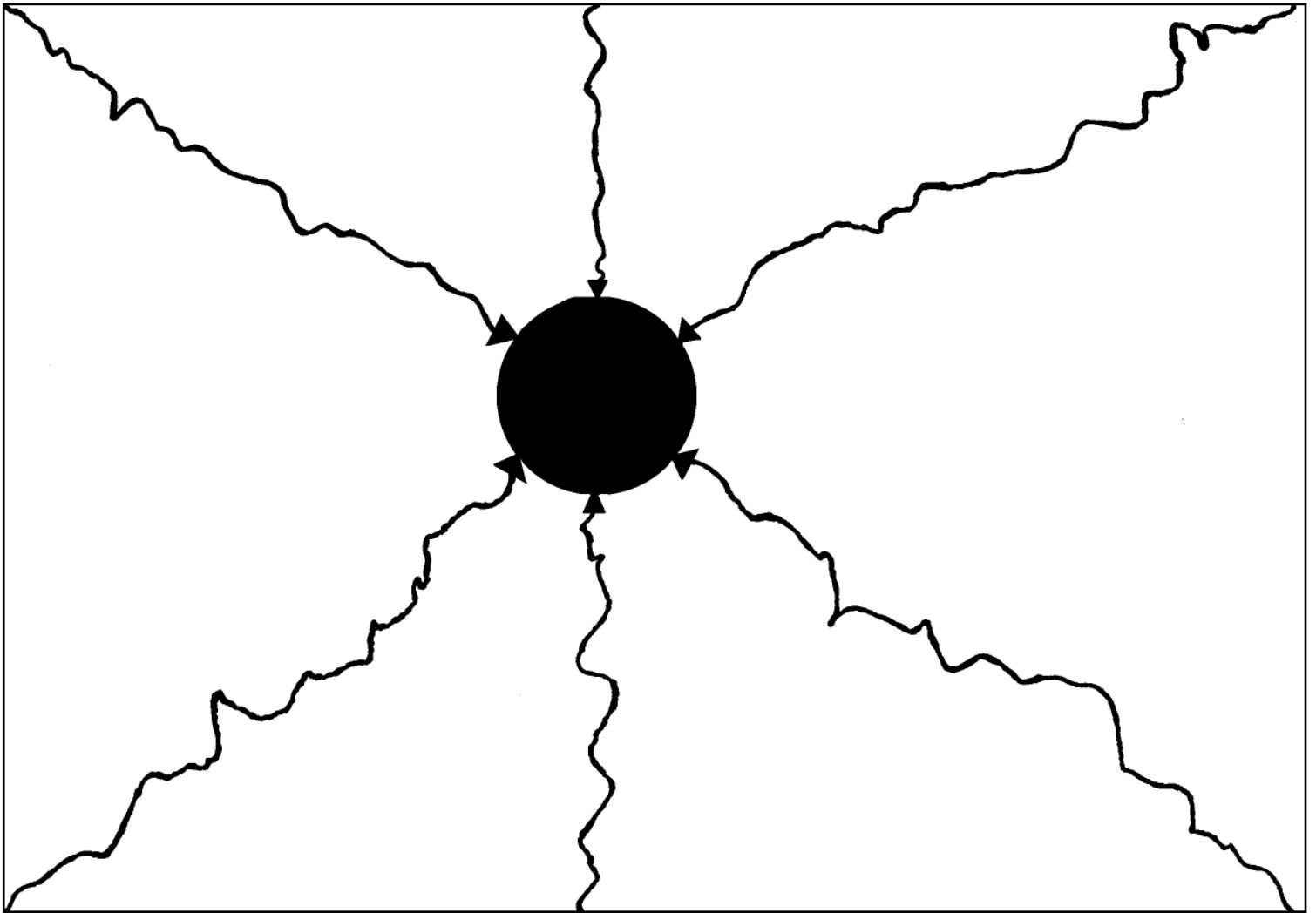
- Duration 1 sec – 15 sec

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Drops (action: *Graphic5*)



Graphic 6



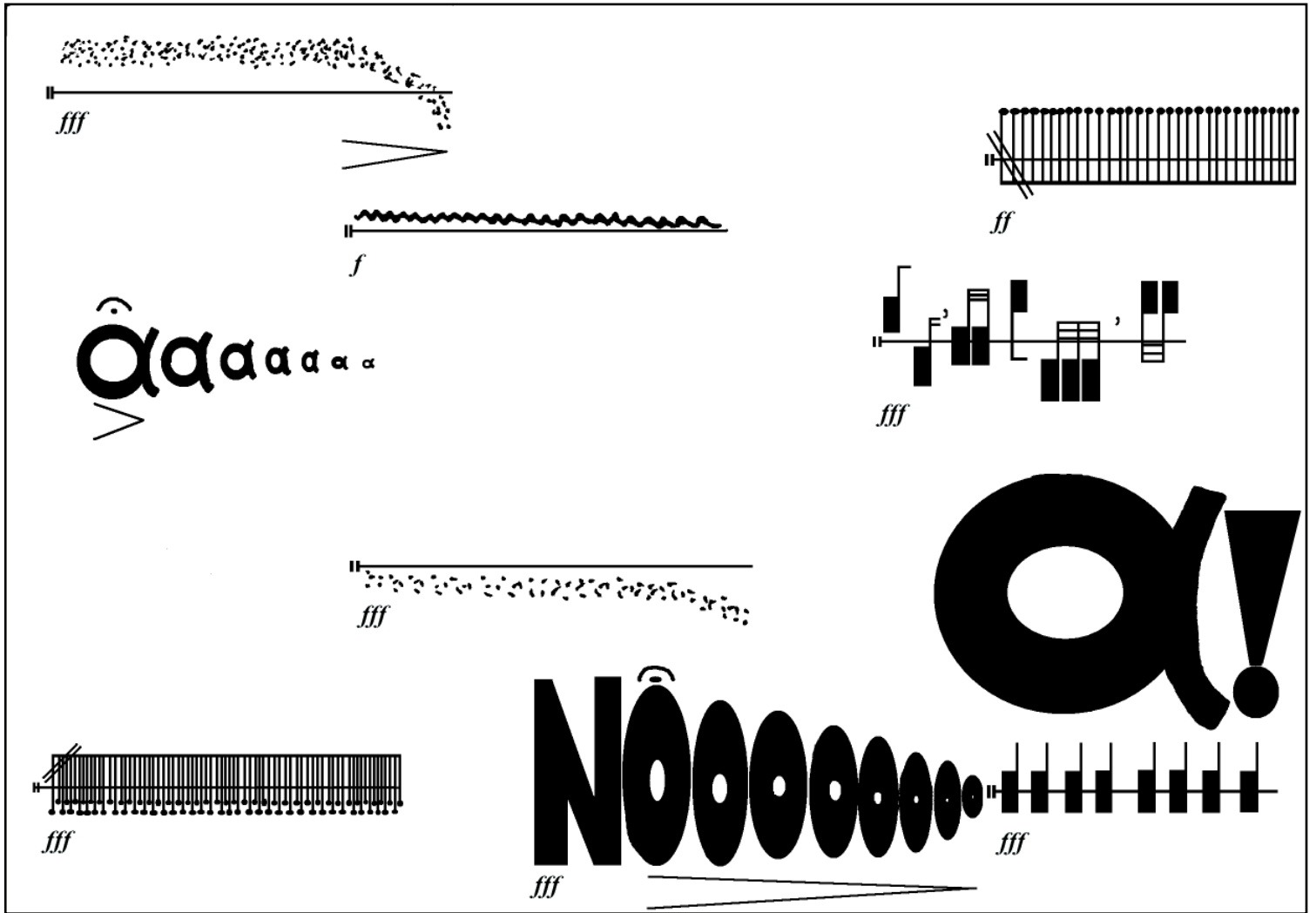
- At least 6 musicians
- Duration 5 sec – 30 sec

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Drops (action: *Graphic6*)



Graphic7



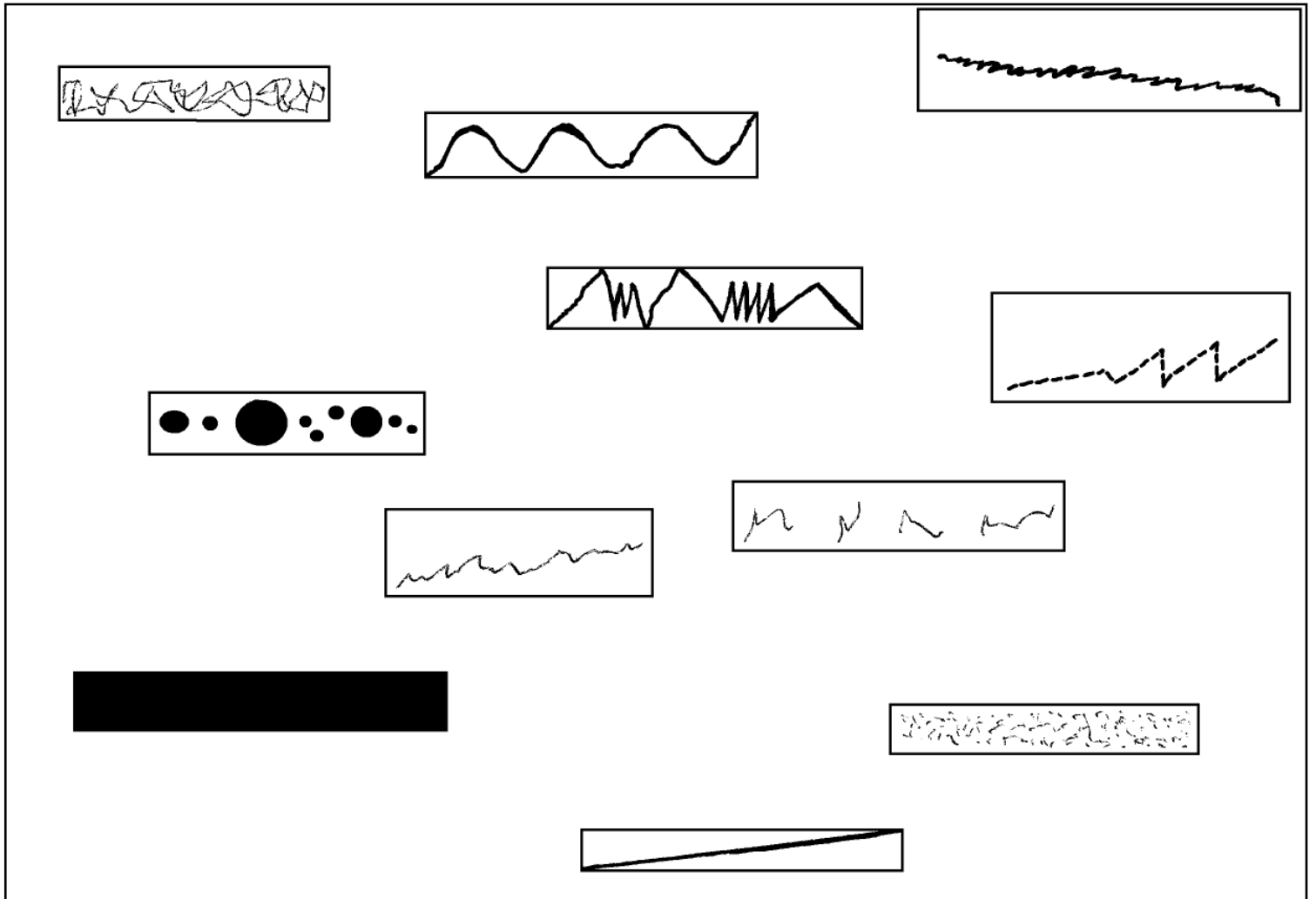
Duration 1 – 2 min

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Drops (action: *Graphic7*)



Graphic8



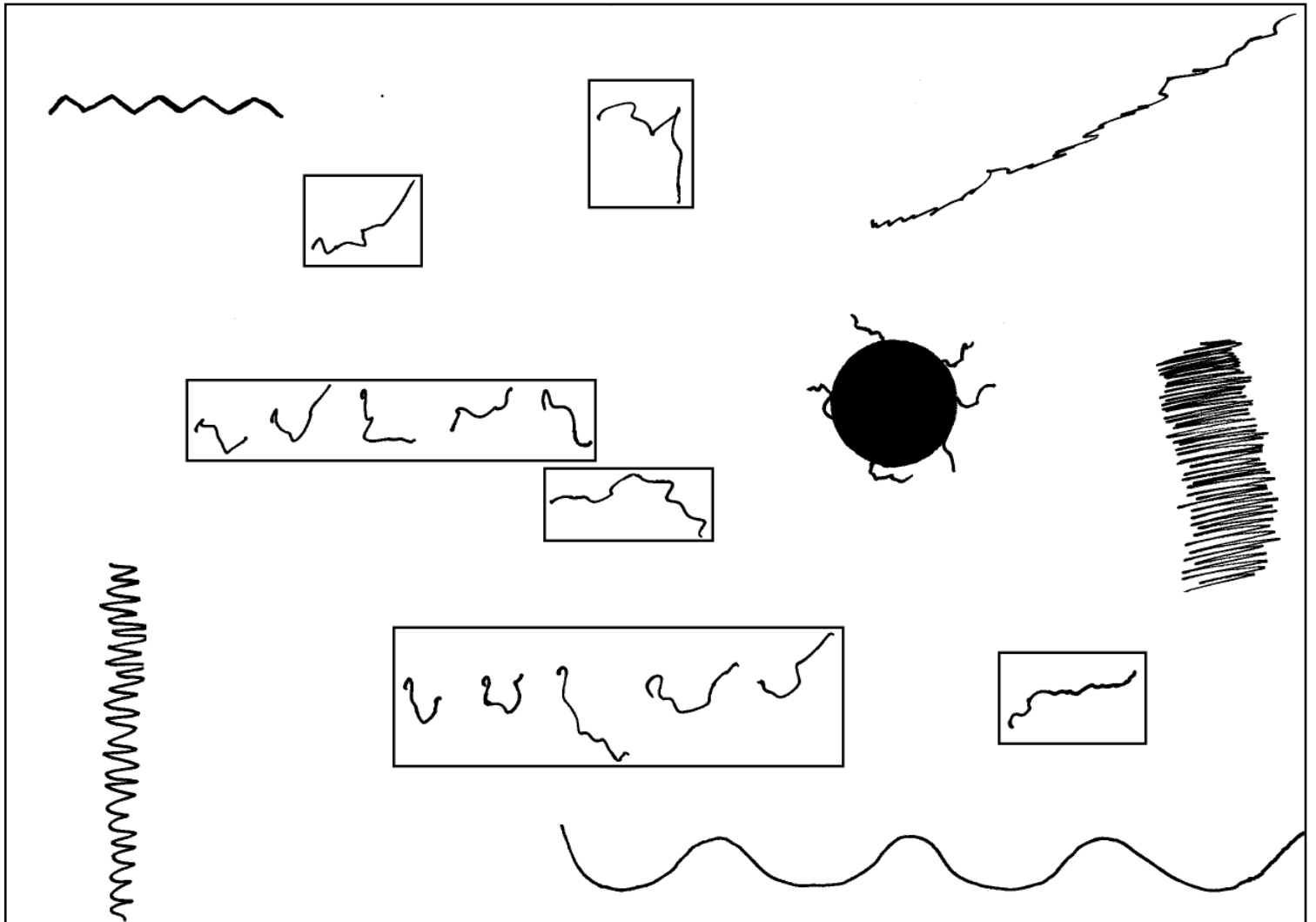
Duration: ca. 2 min

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Drops (action: Graphic8)



Graphic 9



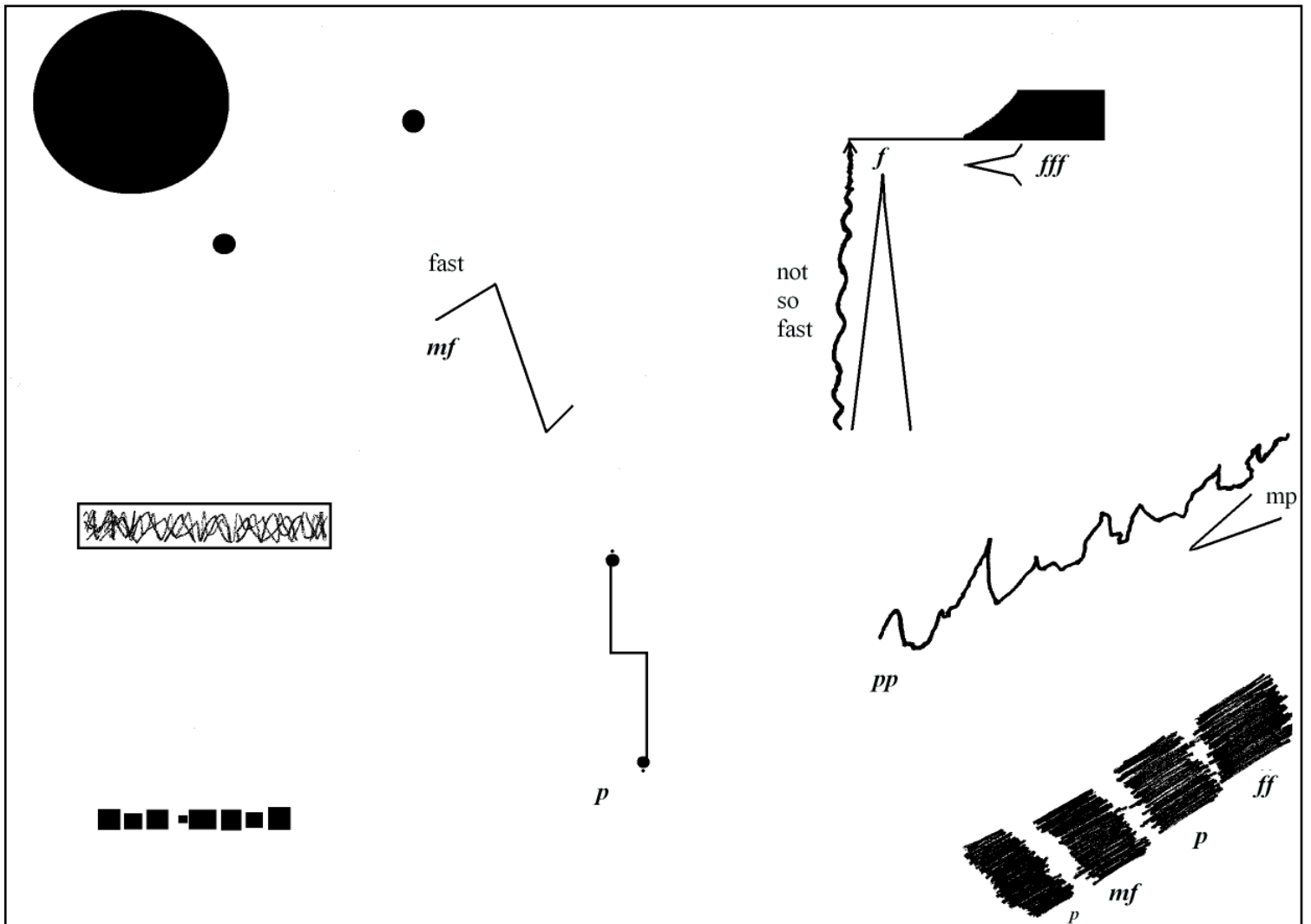
Duration: ca. 2 min

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Drops (action: *Graphic9*)



Graphic 10



Duration 1 – 2 min

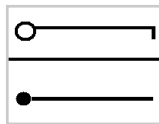
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Drops (action: *Graphic10*)

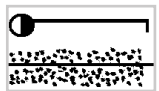


Wind

The musical score consists of four staves. The first staff begins with a dynamic of *f* and includes a triplet of notes. The second staff features a dynamic of *f* and includes a section marked 'ord' and 'Mph1'. The third staff includes dynamics *p*, *pp*, *p*, *Mph2*, *pp*, *mf*, *pp*, *f*, *p*, and *p > ppp*. The fourth staff includes dynamics *mp*, *f*, *p*, *f*, *ppp*, *pp*, *p*, and *pp*. The score is filled with various musical notations including slurs, accents, and performance markings.



Air coloured with pitch



Half air tone



Slap or tongue ram

Mph1 ή Mph2

Multiphonics

- Drop "wind" is written for wind instrument/instruments
- Should be performed from left to right.

It may be performed in its entirety, or partially.

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Drops (action: Wind)



Letters

Diamond symbol: *PPP*
 Double bar symbol: *PPP*
 <S> symbol: *PP*
 X symbol: *PPP*
 <h> symbol: *PPP*
 <f> symbol: *PP*
 <Θ> symbol: *PPP*
 <#> symbol: *PPP*
 <#> symbol: *PPP*
 X symbol: *PPP*
 <#> symbol: *PPP*

- # ↑
 ↓ b

= ¼ tone higher or lower
- <h> = "h" like "h"ome
- <Θ> = «th" like "th"eater
- <f> = "f" like "f"ire
- <S> = "s" like "s"top
- X = noise

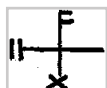
Duration 2-3 min.

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Drops (action: Letters)



Score



= noise



= "hard" noise

- high
middle pitch (indefinite)
low

- This card includes time-space notation and should be performed accordingly, taking into account the temporal relationships between the 6 melodic lines. It should be read from left to right and performed by at least 4 performers who will select collectively prior to the performance, the melodic line which they shall perform.

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Drops (action: Score)



Love

think of someone you love a lot

play something (s)he would like
for about 2 minutes

Colours

6 colours

black – red – white – blue – yellow – green

let each player choose individually (prior to the concert) one colour and
play what (s)he feels about that particular colour

with eyes closed
for about 3 minutes

Yes or No

during the performance of a *Drop*
ask yourself if you really want to be where you are.

if the answer is yes, continue

if it is no
you can leave the stage for 1 or 2 minutes

Instruments 1

let's play a few notes, slowly
pp for about 3 minutes

during the performance ask yourself if you would like to play on a
different instrument

if the answer is yes, request it politely and it shall be given to you!

Faster!

play as fast as you can!
suddenly, stop

listen to the others
then start again trying to play faster than them!
always play *pp*

for about 2 minutes

Strings 1

play *arco* anywhere on the instrument
apart from its strings

without tension
without strain
with absolute concentration

for about 2 minutes

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Drops (actions: *Instruments 1 – Faster! – Strings 1*)



Action 1

play *arco* on areas and objects that you have never played on
for at least 2 minutes

you don't have to be a string player!

Piano

a tremolo with the palm of one hand on the lower piano strings

a glissando with the inside of the fingers

a whisper, facing the lowest region inside the piano

a constant caress of the middle region of the piano with the inside of the
fingers of both hands

always depressing the right pedal

always *pp*

for about 3 minutes

Piano and Percussion

an ongoing tremolo inside the piano, on various kinds of
percussion

moves slowly, changes regions and timbres

it is friendly, has no internal tension

its dynamics are always *ppp-pp*

an ongoing tremolo for at least 2 minutes

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Drops (actions: Action 1 – Piano – Piano and Percussion)



Wind and piano

let the wind player move slowly towards the piano
let the pianist keep the right pedal depressed

let the wind player play very fast and in a very high region
inside the tail end of the piano

for about 1 minute

Strings 2

at least two strings playing

too many notes

the tempo is too fast
the dynamics are too soft

each player sonically so close to one another
that no one can distinguish
who is playing what...

for at least 1 minute

Silence

let us pause for 1 minute

holding the instruments
as if we are about to play in the very next second!

Mobile chord

someone may start playing a note
without tension or strain

let the remaining players follow him
as and when each feels the need to

let the notes last long
and let them change when we feel we heard them long enough
let us continue playing this mobile chord
without tension, without strain, without rests

using any technique we wish

for about 3 minutes

Action 2

let's move slowly and calmly towards the piano

let everyone choose an action (prior to the concert)
inside - outside the instrument or on the keyboard

and let them play this once, when they feel ready

then, let us return, slowly and calmly to our places

total duration up to 3 minutes

Action 3

let's move slowly and calmly towards the percussion section

let each performer choose individually an action on a percussive instrument (prior to the concert)

and execute it once, when they feel ready

then let us return slowly and calmly to our places

total duration up to 3 minutes

Try to hear

play notes / sounds / noises of long duration

play so softly that your neighbor can hardly hear

try to hear what everyone is playing

show that effort by listening and carefully looking at the other musicians

for about 3 minutes

Whisper 2

let us whisper

each one to oneself

for a minute

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Drops (actions: *Action 3 – Try to hear – Whisper 2*)



Sing

let's all move around the piano

let the pianist keep the right pedal depressed
and let's all sing, leaning inside the tail end of the piano,
one note each, creating a chord

and then maybe another note, and another, and another...

let the chord continue

for at least 3 minutes

Wind 2

play one note at a time

play *pp* in the following way:

hold the note until your breath starts running out

then hold it for a little bit longer...
until you really cannot hold it any more

for about 2 minutes

Rage

close your eyes
feel rage
feel pain
show it
by playing 3 notes at most

Instruments 2

Caress, kiss, clean, smell, your musical instrument.

Show us how much you love it

without words

but with joy and love towards it.

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Drops (actions: *Sing – Wind 2 - Rage*)

