

QUATRE JARDINS ZEN

(2008)

for 3 percussionists

Instrumentation

3 percussionists:

I. vibraphone, 7 cowbells, 3 temple bells, glass chimes.

II. gongs , crotales set, very high metal chimes.

III. glockenspiel, 3 temple bells, 3 triangles, metal chimes, rainstick.

This work can be played for only 1 percussionist (percussion I). In this case, it must only be played the jardins zen I, II, III and IV without *attaca* and without the prelude, the interludes and the postlude.

Programme note

Quatre jardins zen is a suite of movements connected through interludes where the heterophonic technique is used as the main discursive element. With the heterophony, music gets a rich, colourful and complex rhythmic contour that offers a great variety of contrasts and transitions. Also, the use of metallic instruments produce a resonant overall sound that connects softly with silence. The vibraphone is the soloist equipped with an extension of cowbells and temple bells, and executes a dynamic discourse full of expression. The rest of the instruments play in the background in a sort of sound continuum that symbolizes the nothingness from where the sound building grows.

Quatre jardins zen is a commission from Ensemble Neopercusión to be premiered on november 4, 2008 at the Guggenheim Museum of Bilbao and it is dedicated to them.

Time of duration

16 minutes (full version)

12 minutes (version for 1 percussionist)

a Neopercusión

Quatre jardins zen

Ramon Humet

Prelude

$\text{♩} = 72$ Sospeso

temple bells  l.v. sempre

gongs  l.v. sempre

glockenspiel  l.v. sempre



4

7

11

rit. poco

attacca

I

♩ = 60 Molto energico

15 cowbells

vibr. motor off sempre

breve

ffsfz *ffsfz* *sfz* *mf* *ff* *ffsfz* *p* *ffsfz* *ffsfz* *mf* *ff* *sfz*

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

mf *p*

accel. → ♩ = 80 ♩ = 60 sub.

mf *f* *mf* *f* *p* *f* *ffsfz* *mf* *p*

f *mf* *p*

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

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

mf *mf* *f* *mf* *f* *mf* *fp* *f*

mf *mf* *mf* *mf* *mf* *mf* *mf* *p*

25

I
25
ffsfz (arco) *ffsfz* *p* *ffsfz* *ffsfz* *sfz* *p*

II
mf *f* *mf*

III
f *p* *p*

28

I
28
fp *mf* *ffsfz* *p* *ffsfz* *ffsfz* *ffp* *ffp* *ffp*

II
mf *p*

III
mf *p* *f* *p* *f* *p* *f*

31

I
31
f *ff* *p* *f* *ffsfz* *mf* *p*

II
(cowbell effect) *mf* *p* *mf* *p*

III
p *ffsfz* *p* *lontano*

$\text{♩} = 60 \text{ sub.}$ rit. poco $\text{♩} = 40$ $\text{♩} = 60$

I mf ppp *lontano* mp pp
 II mf p mf
 III p ppp pp mf

I mf ppp mf $f sfz$
 II p mf $f sfz$
 III ppp p mf p ppp $f sfz$

$\text{♩} = \text{♩} = \text{ca. } 65$

I ppp p ppp $f sfz$
 II pp $f sfz$ pp $f sfz$
 III pp $f sfz$ pp $f sfz$

55

55

I

55

ppp \leftarrow p $\frac{1}{2}$ sc° \leftarrow f_{sub.} \leftarrow 3 \leftarrow 6 \leftarrow ff sfz \leftarrow sfz

f 5 \rightarrow mf

7 \leftarrow f \leftarrow ff sfz

II

pp \rightarrow mf

scrub lv

mf \leftarrow f

III

f sfz \leftarrow sfz

pp \rightarrow 7 \leftarrow fmf \rightarrow p \leftarrow f sfz

58

58

I

secco breve

p < mf p < mf

fmf

secco

p < mf

II

breve

lv. sempre

fmf

p

mf

III

5

p lontano \rightarrow pp

breve

lv. sempre

fmf

p

mf

61

61

I

mf

mf > p

mf

p < mf

3 p

1/2 sc°

II

ppp

III

ppp lontano

p

♩ = ca. 86

I *ff sfz mf p*

(1/2 *scor.*) *scor.*

II *fmf*

III *fmf*

accel. molto \rightarrow ♩ = 120 ♩ = 60 subito

I *mf p ff sfz ff*

II *p ff sfz p*

III *p*

(*scor.*) *1/2 scor.*

I *sfz mf ff sfz ff*

II *mf p (Ab) (Eb)*

III *p pp p*

absolute silence

77 *sfz sfz*

I *ffmf* *ff*⁶ *ffmf* *p* *f* *p* *ffsfz*

II crotales set *p* *L.v. sempre*

III *pp* *p* *pp* *p* *pp*

senza pedale

metal chimes

L.v.

80 *sfz sfz* *sfz* *rit. molto* *sfz mf subito* *ppp* *ppp* *pp*

I *sfz* *ppp*

II *ppp*

III *p* *pp*

L.v.

attacca

Interlude

rit. molto *pp* *p* *pp* *pp* *p* *pp* *pp* *p*

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

II *mf* *pp*

III *f* *pp* *p*

L.v.

attacca

temple bells *glass chimes*

L.v.

rit. molto *pp* *p* *pp* *pp* *p* *pp* *pp* *p*

acc. molto *pp* *p* *pp* *pp* *p* *pp* *pp* *p*

L.v.

attacca