

# Notation

# : 3/4 sharp

# : 1/4 sharp

♭ : 1/4 flat

*sp* : subito piano

*n* : niente

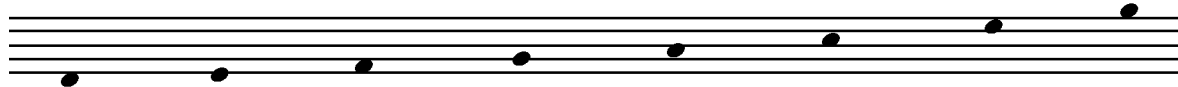
△<sub>2</sub> : triangle pointing up. Computer triggered by computer performer.

▽<sub>35</sub> : triangle pointing down. Computer triggered by instrumental performer (either by amplitude or pitch).

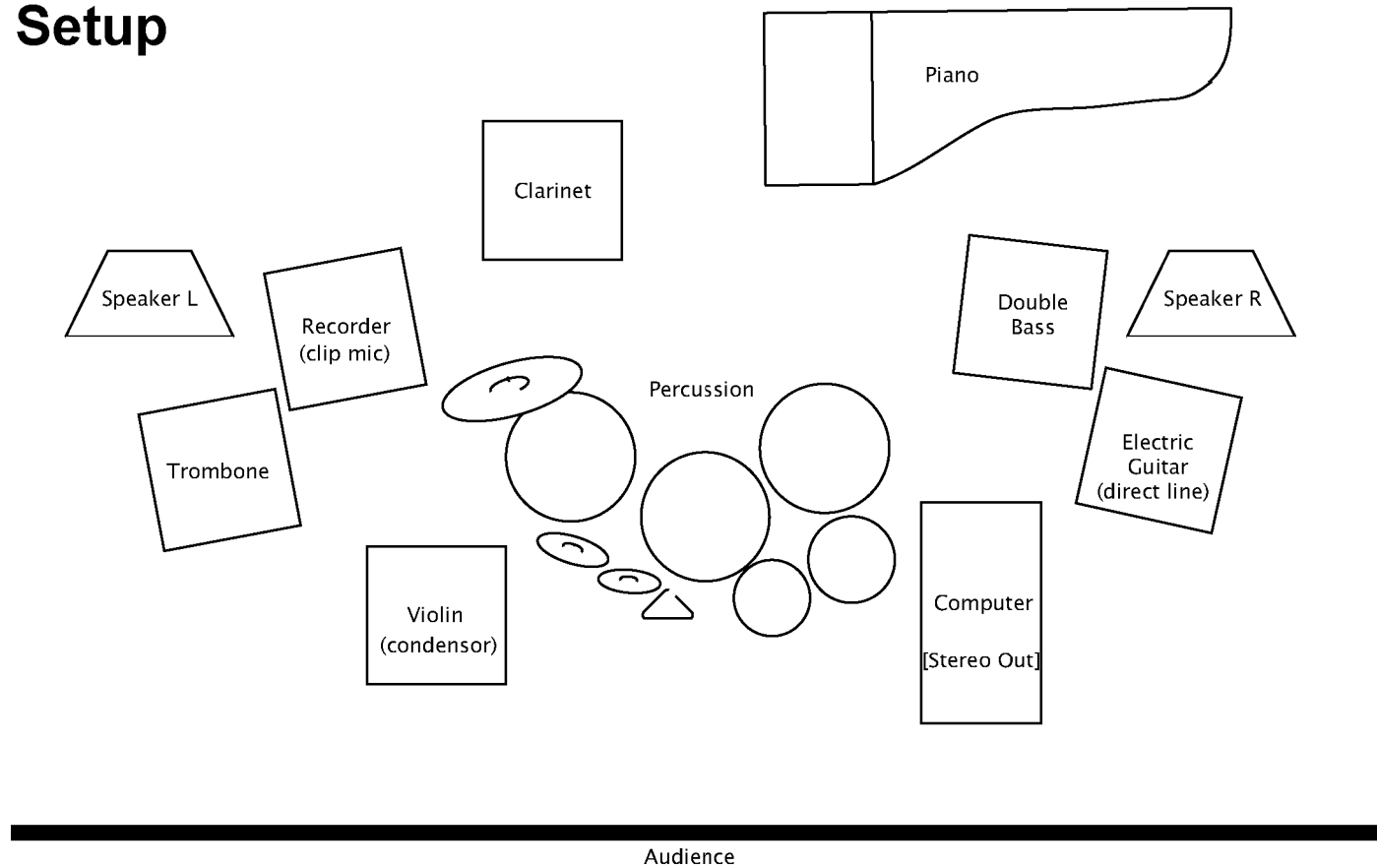
⤿ : Fermatas are shown above specific rests. The performer is free to extend these by up to double the duration.

## Percussion notation

oil drums:                      ride      toms:                      crash cymbals:  
low      mid      high      cymbal      low      high      low      high



# Ensemble Setup



## Microphones

Violin	: condensor
Recorder	: clip dynamic
Electric Guitar	: line out
Percussion	: condensor
Piano	: dynamic

# the vapor collisions

for mixed ensemble and computer

Henry Vega

vl'n and perc parts for section 1

A ♩ = 95

The score is divided into three systems, each with three staves: computer, percussion, and violin.

**System 1 (Measures 1-9):**  
- **computer:** A single staff with a note in the first measure and rests thereafter.  
- **percussion:** Starts with a 3/4 time signature, then changes to 4/4, 5/4, and 4/4. Features triplets and a quintuplet. Dynamics include *sfz*, *mp*, and *p*. A marking "mallets: soft" is present.  
- **violin:** Starts with a 3/4 time signature, then changes to 4/4, 5/4, and 4/4. Features slurs and accents. Dynamics include *sfzmp*, *p*, *fp*, and *mp*.

**System 2 (Measures 10-16):**  
- **computer:** A single staff with a note in the first measure and rests thereafter.  
- **percussion:** Starts with a 4/4 time signature, then changes to 5/4, 4/4, 5/4, and 4/4. Features triplets. Dynamics include *mf* and *f*.  
- **violin:** Starts with a 4/4 time signature, then changes to 5/4, 4/4, 5/4, and 4/4. Features slurs and accents. Dynamics include *sl.*

**System 3 (Measures 17-24):**  
- **computer:** A single staff with a note in the first measure and rests thereafter.  
- **percussion:** Starts with a 4/4 time signature, then changes to 5/4, 4/4, 5/4, and 4/4. Features triplets and a quintuplet. Dynamics include *mp*.  
- **violin:** Starts with a 4/4 time signature, then changes to 5/4, 4/4, 5/4, and 4/4. Features slurs and accents. Dynamics include *sl.*

B

cpu

perc. <sup>24</sup> *p* *f*

vin. <sup>24</sup> *sl.* *sl.* *sl.* *sl.* *sl.* LPzz LPzz

cpu

perc. <sup>31</sup> *sfz* *p*

vin. <sup>31</sup> LPzz LPzz LPzz *sl.* *sl.* *sl.* *sl.*

cpu

perc. <sup>38</sup> mallets: ends of sticks *mp*

vin. <sup>38</sup> *sl.* *sl.* *sl.* *sl.* *p* *mp*

45

cpu

perc.

45

3

5

3

45

*mp* *mp* *< fp* *mp < fp* *p < fp > mp* *fp*

51

cpu

perc.

51

3

mallets: medium rubber

*f*

51

*f*

sul tasto

*mp-p*

57

cpu

perc.

57

5

*f* *> mf* *f*

3

3

3

57

*mp-p* *> n* *mp-p* *s* *> n* *mp* *> n* *f* *mp*

C

61  
cpu  
63  
perc.  
63  
vln.

mf sfz sp pp p pp p p

Detailed description: This system covers measures 61 to 71. The CPU part is mostly silent. The Percussion part starts at measure 63 with a series of eighth notes, including triplets and slurs. The Violin part begins at measure 63 with a series of notes, some slurred and some with accents. Dynamics include *mf*, *sfz*, *sp*, *pp*, *p*, and *pp*.

72  
cpu  
72  
perc.  
72  
vln.

sfz fp p

Detailed description: This system covers measures 72 to 81. The Percussion part continues with eighth notes and slurs, featuring a quintuplet in measure 78. The Violin part has long slurs and some notes with accents. Dynamics include *sfz*, *fp*, and *p*.

79  
cpu  
79  
perc.  
79  
vln.

f mp mp f fz sp > n

Detailed description: This system covers measures 82 to 91. The Percussion part features eighth notes with slurs and accents, including triplets and a sextuplet. The Violin part continues with slurred notes and accents. Dynamics include *f*, *mp*, *fz*, *sp*, and *n*.

D

cpu

perc. 85

vln. 85

*mf* *sfz* *f*

cpu

perc. 91

vln. 91

*f* *mf* *f* *mf* *f*

E

cpu

perc. 97

vln. 97

*mf* *sfz* *f*

100

cpu

perc.

100

*f* *f* *f*

5 3 3

5 6 3

sl. sl. sl. sl. sl.

100

vin.

*ff* *ff* *mf* *f*

108

cpu

perc.

108

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

3 3 3 5 5

3 3 3 5 5

108

vin.

*mf* *sp* *sfz* *mf* *mp* *mp* *mp*