

Recursion

For Solo Percussion

(2022)

Kenrick Ho

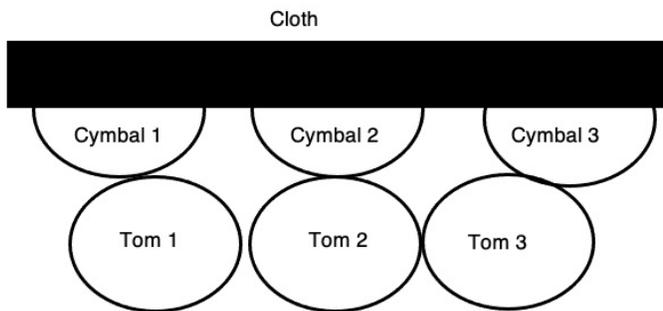
Preface

The title 'Recursion' comes from the recursive approach in its compositional process. A machine learning algorithm starts by analysing the data from the composer's previous compositions to predict stylistically consistent results. The composer then works with the materials to fit within the instrumental idiom, which is multi-percussion in this case. The piece is then tested in a workshop and built upon to form the final score.

Performance notes

The performance of this piece requires 3 tom-toms and 3 cymbals. All cymbals should be half-covered by a large piece of cloth so it can produce 2 kinds of sounds: normal tones and muted. Cross noteheads for cymbals indicate the latter while cross noteheads for tom-toms denote hitting the rim.

The use of hard mallets is recommended. See below for set up plan.



ca. 6'00"

Recursion

For Solo Percussion

Kenrick Ho

♩ = 90

Prepared Cymbals 1 2 3

use hard mallets

Tom-toms 1 2 3

p

3

Cym.

Tom.

5

Cym.

Tom.

f *p* *f* *p*

7

Cym.

Tom.

f

9

Cym.

Tom.

11

Cym.

Tom.

p sempre

14

Cym.

Tom.

17

Cym.

Tom.

20

Cym.

Tom.

f p *f* *p*

23

Cym.

Tom.

f

26

Cym.

Tom.

p *f*

29

Cym.

Tom.

p *f*

32

Cym.

Tom.

p *f* *p* *f*

35

Cym.

Tom.

p *f* *p* *f* *p*

38

Cym.

Tom.

f *p* *f* *p* *f* *p* *f* *p*

41

Cym.

Tom.

f

44

Cym.

Tom.

p *f* *p* *f* *p*

47

Cym. *f p*

Tom.

50

Cym. *f p*

Tom.

52

Cym. **A**

Tom.

54

Cym.

Tom. *fp fp fp < f p f p*

57

Cym.

Tom. *f p*

60

Cym.

Tom. *f*

63

Cym.

Tom.

p

66

Cym.

Tom.

f

69

Cym.

Tom.

f *p*

B

72

Cym.

Tom.

f *p* *f*

75

Cym.

Tom.

p

78

Cym.

Tom.

f *p*

81

Cym.

Tom.

f *p* *f* *p*

84

Cym.

Tom.

f

87

Cym.

Tom.

p *f*

90

Cym.

Tom.

p

93

Cym.

Tom.

f *p*

96

Cym.

Tom.

f *p* *f*

99

Cym.

Tom.

p

102

Cym.

Tom.

f

105

Cym.

Tom.

p

108

Cym.

Tom.

C

110

Cym.

Tom.

f

113

Cym.

Tom.

f

10

115

Cym.

Tom.

117

Cym.

Tom.

p

119

Cym.

Tom.

122

Cym.

Tom.

124

Cym.

Tom.

f

(let it fade)