

Tanner Jones

derealization, dissociation,
other buzz words for my spiraling

(2021)

for two electric guitars,
percussion, and live electronics

Program Notes

If every composer has a piece about the ongoing pandemic, this is mine.
derealization... is a reflection on mental health in an age of isolation and escapism.

Performance Notes

All Performers:

Tuning: The scordatura tuning indicated at the beginning remains throughout the piece. The score is written as “transposing,” meaning the pitches indicated are not the sounding pitches; play as if in standard tuning.

Proportional Notation: For all but the last 35 measures of movement two, each “measure” is meterless, with timed durations indicated above the measure.

Guitars:

Amplification/Settings: Each player should use a roughly medium-sized amp (1x10”, 1x12”, etc.). Changes in distortion and reverb levels can be controlled onboard or via effect pedals.

Percussion:

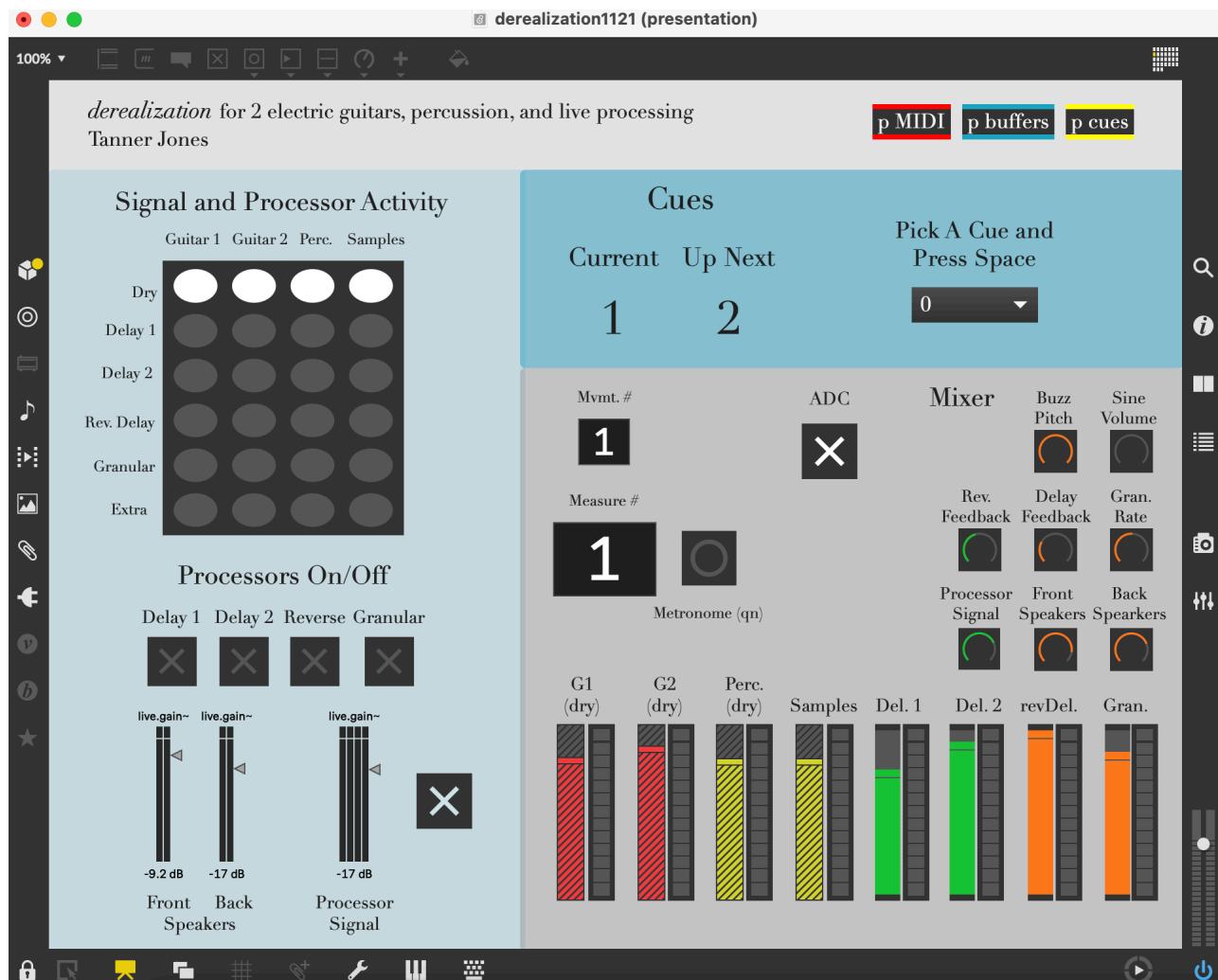
The percussionist is asked to play on a table-top acoustic guitar throughout the piece. Use as cheap a guitar as possible. Drum sticks are required.

Electronics:

The piece requires 3 dynamic microphones (into an interface), a Max/MSP patch by the composer, and a four-channel speaker system (ideally positioned as FL, FR, BL, BR).

A Max/MSP patch for coordinating measure timing is included. The patch, to be shown on a monitor facing the players, counts each measure throughout the piece based on the time durations in the score. It also displays a metronome (quarter note) for the last 35 measures, which are in time. A version of this patch displays on the controllerist's patch as well.

The electronics part is intended for a controllerist using a Launch Control XL controller. Knobs, sliders, and buttons can be rerouted through the MIDI subpatcher if using a different controller. Cues are advanced via the spacebar or the first (leftmost) button.



transposed score

derealization, dissociation, other buzz words for my spiraling
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i. i am awash with restlessness

Electric Guitar 1

10" —————— 2.5" ——————

light distortion, light reverb

feedback (pickups close to amp) ——————

tuning: c \sharp /g \sharp /d \sharp /g \sharp /c \sharp /c \sharp

heavy distortion, light reverb

feedback (pickups close to amp) ——————

tuning: c \sharp /g \sharp /d \sharp /g \sharp /c \sharp /d

table-top guitar w/ sticks

all strings, over soundhole
(5stroke)

Percussion

tuning: c \sharp /g \sharp /d \sharp /g \sharp /c \sharp /c \sharp

Electronics

set: Del. Vol. 1 = 0, Del. Vol. 2 = 127, Rev. Del. Vol. = 127, Gran. = 64

E.Gtr. 1

E.Gtr. 2

Perc.

Elec.

3 3.5" —————— 2.5" ——————

move to seat

E.Gtr. 1

E.Gtr. 2

Perc.

Elec.

Button 2

Techniques:

- move to seat
- pick scrape slowly from bridge to nut (V, VI) (let ring)
- slide across strings over fretboard (hard pressure) with left stick in pattern indicated
- 5:4

2

6 (8va)

E.Gtr. 1

E.Gtr. 2

Perc.

Elec.

(pattern similar to table-top guitar in m. 2)

Del.Vol.

Button 2

9 (8va)

E.Gtr. 1

E.Gtr. 2

(pick scrape)

Perc.

Elec.

Del.Vol.

Button 2

12 (8^{va}) -

E.Gtr. 1

E.Gtr. 2

Perc.

Elec.

Del. Vol. 127

Button 2 □ □ □ □

ff

all strings, over soundhole

f

5:4

127

15

E.Gtr. 1

E.Gtr. 2

Perc.

Elec.

bar at first fret with left stick
(hammer on hard)

8va -

f

(slide)

(pick scrape)
V, VI

V

3

change Buzz Pitch ad lib. (dial 7A)

Del. Vol. stays at 127 throughout

4

18 (8^{va})

E.Gtr. 1

E.Gtr. 2

Perc.

(change Buzz Pitch) →

Elec.

Button 2

(pick scrape)

x

x

21 (8^{va})

E.Gtr. 1

E.Gtr. 2

Perc.

(change Buzz Pitch) →

Elec.

Button 2

24 (8^{va}) -

E.Gtr. 1

E.Gtr. 2

Perc.

(change Buzz Pitch) ——————>

Elec.

Button 2 □ — □ — | □ — | □ — □ — | □ — □ — □ — | □ — □ — □ — |

27

E.Gtr. 1

E.Gtr. 2

Perc.

all strings, over soundhole

Elec.

6

E.Gtr. 1

f

(pick scrape)
V.VI

E.Gtr. 2

(slide)

Perc.

Elec.

5
change Buzz Pitch ad lib.

Button 2

33 (8^{va})

E.Gtr. 1

E.Gtr. 2

Perc.

(change Buzz Pitch)

Elec.

Button 2

36 (8^{vfa}) - - -

E.Gtr. 1

E.Gtr. 2

Perc.

(change Buzz Pitch) ——————

Elec.

Button 2

39 (8^{vfa}) - - -

E.Gtr. 1

E.Gtr. 2

Perc.

(change Buzz Pitch) ——————

Elec.

Button 2

8

42

E.Gtr. 1

E.Gtr. 2

Perc.

(slide)

all strings, over soundhole

3

(change Buzz Pitch) → set: Buzz Pitch = 0

Gran. Rate 64

Elec.

Button 2

45 (8va)

E.Gtr. 1

E.Gtr. 2

Perc.

Gran. Rate 0

Button 2

48 (8^{va}) -

E.Gtr. 1

E.Gtr. 2

Perc.

Elec.

Gran. Rate 127

Button 2 □

This system contains four staves. The first two staves represent electric guitars (E.Gtr. 1 and E.Gtr. 2). The third staff represents a percussion instrument (Perc.). The fourth staff represents electronic controls (Elec.). The score begins at measure 48. The guitars play eighth-note patterns with various accidentals. The percussion part consists of sustained notes with wavy lines, followed by rapid oscillations. The electronic controls show a granular rate setting of 127 and a button labeled 'Button 2' being held down.

51 (8^{va}) -

E.Gtr. 1

E.Gtr. 2

Perc.

Elec.

Gran. Rate 0

Button 2 □

This system contains four staves. The first two staves represent electric guitars (E.Gtr. 1 and E.Gtr. 2). The third staff represents a percussion instrument (Perc.). The fourth staff represents electronic controls (Elec.). The score begins at measure 51. The guitars play eighth-note patterns with various accidentals. The percussion part consists of sustained notes with wavy lines, followed by rapid oscillations. The electronic controls show a granular rate setting of 0 and a button labeled 'Button 2' being held down.

10

54 (8va)

E.Gtr. 1

E.Gtr. 2

Perc.

Elec.

Gran. Rate

Button 2

57

E.Gtr. 1

E.Gtr. 2

Perc.

Elec.

all strings, over soundhole

decrease speed →

buzz roll

60

E.Gtr. 1

E.Gtr. 2

Perc.

Elec.

→ (slow)
fast double stroke roll

decrease speed → (slow)

63

E.Gtr. 1

E.Gtr. 2

Perc.

Elec.

decrease speed →
buzz roll

Del. Fdbk 0

12

66

E.Gtr. 1

E.Gtr. 2

Elec.

Del. Fdbk

127

69

15"

20"

E.Gtr. 1

E.Gtr. 2

Elec.

change amp settings:
light distortion, heavy reverb

change amp settings:
light distortion, heavy reverb

(8)

↓

Del. Fdbk

Ring Vol.

0

0

127

ii. this place was mecca

Electric Guitar 1

randomly select any fret/string indicated with each box;
extremely slow
natural harmonics at frets 7 or 9

fret 9

p

Electric Guitar 2

randomly select any fret/string indicated with each box;
extremely slow
natural harmonics at frets 7 or 9

fret 9

p

9

Delay 1 and 2 Vol.: 0

Ring Vol. 127

Electronics

E.Gtr. 1

frets 5, 7, or 9

4

frets 5, 7, or 9

E.Gtr. 2

frets 5, 7, or 9

4

frets 5, 7, or 9

Elec.

Ring Vol.

grad. increase speed of notes

E.Gtr. 1

frets 9 or 12

frets 5, 7, or 9

grad. increase speed of notes

frets 5, 7, or 9

E.Gtr. 2

frets 9 or 12

frets 5, 7, or 9

grad. increase speed of notes

frets 5, 7, or 9

Elec.

Ring Vol.

E.Gtr. 1

10 (grad. inc. speed)

(grad. inc. speed)

E.Gtr. 2

(grad. inc. speed)

(grad. inc. speed)

Elec.

Del. 1 and 2 Vol. 0

(Ring Vol. remains at 0 for the rest of the piece)

(grad. inc. speed) —————→
frets 7 or 9

13

E.Gtr. 1

(grad. inc. speed) —————→
frets 5, 7, or 9

E.Gtr. 2

Elec.

Del. 1 and 2 Vol. —————→

16 (grad. inc. speed) —————→

E.Gtr. 1

(grad. inc. speed) —————→

E.Gtr. 2

Elec.

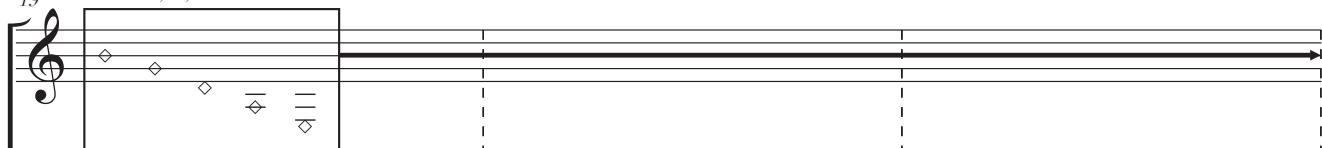
Del. 1 and 2 Vol. —————→

16

(grad. inc. speed) →

frets 5, 7, or 9

E.Gtr. 1



(grad. inc. speed) →

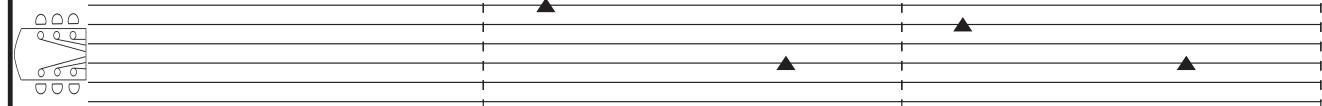
frets 7, 9, or 12

E.Gtr. 2



pluck strings at headstock

Perc.

**f**

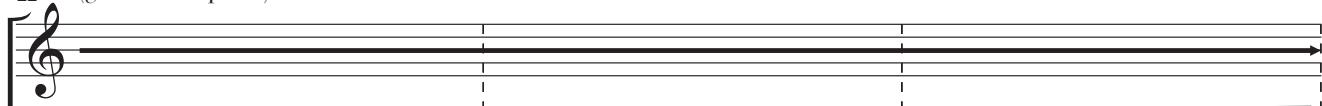
Elec.

Del. 1 and 2 Vol.

127

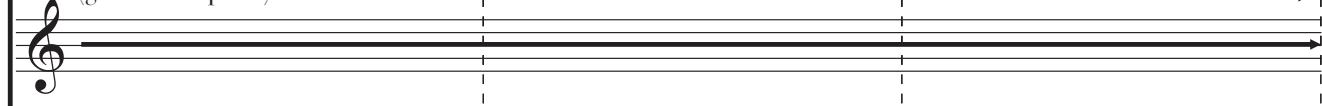
22 (grad. inc. speed) →

E.Gtr. 1

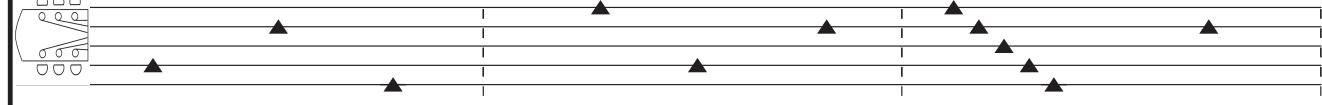


(grad. inc. speed) →

E.Gtr. 2



Perc.



Elec.

Del. Fdbk. 0

(Delay 1 and 2 Vol. remains at 127 for the rest of the piece)

(grad. inc. speed) —————
frets 5, 7, 9, or 12

25

E.Gtr. 1

(grad. inc. speed) —————
frets 5, 7, 9, or 12

E.Gtr. 2

Perc.

Elec.

28 as fast as possible

E.Gtr. 1

E.Gtr. 2

Perc.

Elec.

127

18

31

30"

E.Gtr. 1

E.Gtr. 2

Perc.

Elec.

Del. Fdbk.

0 (sound continues) - - - - -

32 in time $\text{♩} = 54$

(9)

E.Gtr. 1

f

E.Gtr. 2

mf

(10)

Elec.

35

E.Gtr. 1

E.Gtr. 2

Elec.

(7)

38

E.Gtr. 1

E.Gtr. 2

Elec.

3

(d)

(d)

hammer-off

20

(5) (9) (12)

E.Gtr. 1

41 (♩) (♩) (♩)

E.Gtr. 2

Perc.

Elec.

hammer-off

pluck strings at headstock

f

44 (♩) (9) (5) (9)

E.Gtr. 1

E.Gtr. 2

Perc.

Elec.

gradually tune down all tuning pegs

→

Del. Fdbk. 0

47

E.Gtr. 1

E.Gtr. 2

Perc.

Elec.

(detune) —————→

50

E.Gtr. 1

E.Gtr. 2

Perc.

Elec.

(detune) —————→

22

E.Gtr. 1

E.Gtr. 2

Perc.

Elec.

Del. Fdbk.

53

(9) - 3 - 3 - 3 -

(7) - 3 - 3 -

(5) - 3 -

(7) - 3 -

(9) - 3 -

(12) -

(9) - 3 -

(7) - 3 -

(12) -

3

ff

(9) - (12)

127

56

E.Gtr. 1

E.Gtr. 2

Elec.

Rev. Del. Fdbk. 0

59

E.Gtr. 1

E.Gtr. 2

Elec.

Rev. Del. Fdbk.	
Del. Fdbk.	127

(d)

62 (9)

E.Gtr. 1

E.Gtr. 2

Elec.

Rev. Del. Fdbk.	127
Del. Fdbk.	0

(12)

65

E.Gtr. 1

E.Gtr. 2

Elec.

Rev. Del. Fdbk.	
(Del. Fdbk.: 0)	0

30"

15"