

Second Percussion Quartet  
by Erik Carlson  
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Each percussionist plays on a tom-tom, each tuned slightly differently, with a soft mallet.

Each percussionist has 2 microphones – one aimed away from the performer (microphone 1), one aimed directly at the performer's drum (microphone 2).

Each percussionist has a computer (connected to the 2 microphones) running a pd or max patch (which can be provided by the composer).

The patch takes the input of microphone 1 and keeps a running sum of the input sample values (absolute value, so the sum increases steadily).

When the sum reaches a value "S", a visual cue is triggered and the percussionist hits the drum, somewhat gently.

When microphone 2 detects the drum being hit, it resets the sum of microphone 1 to zero.

"S" should be different for each percussionist. "S" should also be a value higher than the sum of each the 4 drums being hit.

Play for as long as desired.