Maria Kallionpää

Trinity Mania

for piano, toy piano, midi keyboard, and electronics

2010



Copyright © by the Composer

No part of the publication may be copied or reproduced to any form or by any means without the prior perpission of the composer

Distribution:
Music Inland
Music Library
Unit Kekkesen katu 2 C, of floor
FI-00 00 he sinki
Finland

musiclibra amus finland.fi
www.musicfarand.fi
yew.musicfarand.fi

Maria Kallionpää

Trinity Mania (2010)

for piano, toy piano, midi keyboard, and electronics



Trinity Mania, rider

- midi keyboard (at least one octave)
- grand piano
- toy piano
- Audio interface (+Firewire or USB cabel)
- PA system
- Macintosh computer

Trinity Mania (2010): Performing instructions

"Trinity Mania" is a composition for three keyboard instruments and one performer. To allow the performer reach all of them, the toy piano shoud be placed diagonally on the right side of the piano. It should be put slightly lower or approximately on the same height as the piano keyboard: it can be placed on a small table. The keyboard should be on top of the toy piano. Toy piano and midi keyboard should mostly be played with the right hand. Rather than an actual instrument, the midi keyboard functions as a midi controller that the pianist uses for triggering the samples. Thus, the upper "electronics" line on the score does NOT indicate the sonic result but merely which key(s) of the midi keyboard should be pressed down; the two lines below describe the approximate functions of the electronics. However, they are not intended as an accurate notation of the electronic part but mainly to function as cues for the performer. Each white key between c1-b1 activates a different sample. The electronic system will run on Max/MSP or by using the standalone player. The electronic part and acoustic sounds should seamlessly mix together. Because various passages of the work do not have a time signature, the rhythmical details (and in some passages also accurate pitch material) are often up to the performer. The notation combines traditional and relative notation. The performer needs to find the balance between a regular performance situation and improvisation.

Samples List

The effect samples of "Trinity Mania" can be controlled by pressing the keys of a MIDI keyboard within the range of an octave; they have been organised consecutively from (1-8) on the keys of a C major scale.

- 1. C: single chord in staccato
- 2. D: high pitched repetition
- 3: E: melodic fragment
- 4. F: chord repetition in crescendo
- 5. G: chord repetition in crescendo (modulated)
- 6. A: Low, long individual sounds (pedaled sounds of piano played backwards)
- 7. B: High, long, individual sounds (pedaled sounds of piano played backwards)

Program Note

The main idea of Trinity Mania is to combine three different instruments (piano, toy piano and electronics) in one "super instrument". Instead of forming separate identities, each instrument is supposed to combine the others. The presence of only one performer underlines this approach: the parts is in charge at the instrumental lines simultaneously. The composing process of this work start during my residual period in Benin, West Africa, where I got inspired by the rhytmic structure of African must a was particularly interested in using complex and controlled poly bythic patterns and a che same time maintaining improvisational freedom. Although not direct base in African music, Trinity Mania is an abstract and subtle study of these characteristics.

Ausic Finland

Trinity Mania

Maria Kallionpää (2010)

Lentissimo. Misterioso. Tempo ad lib.































































































