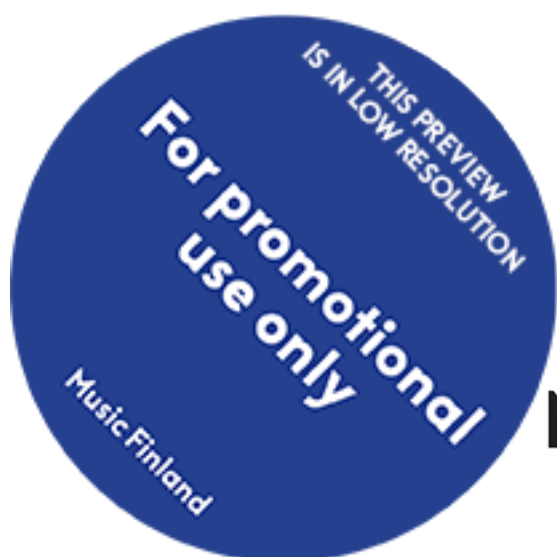


Tapio Lappalainen

# Vimma

for violin, guitar, percussion and  
live-electronics

2015



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# Vimma (2015)

*for Violin, Guitar,  
Percussion and Live-Electronics*


Tapio Lappalainen





INSTRUMENTATION


- Violin
- Guitar
- Percussion
- Live-Electronics

PERCUSSION INSTRUMENTS


  
Snare Drum


  
Floor Tom-tom


  
Low Bongo


  
High Bongo

5


  
Cymbal 1


  
Cymbal 2


  
Triangle


  
Chimes


9

  
Temple Block 1




  
Temple Block 2

  
Temple Block 3

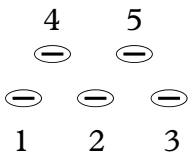
  
Temple Block 4

  
Temple Block 5

BEATERS

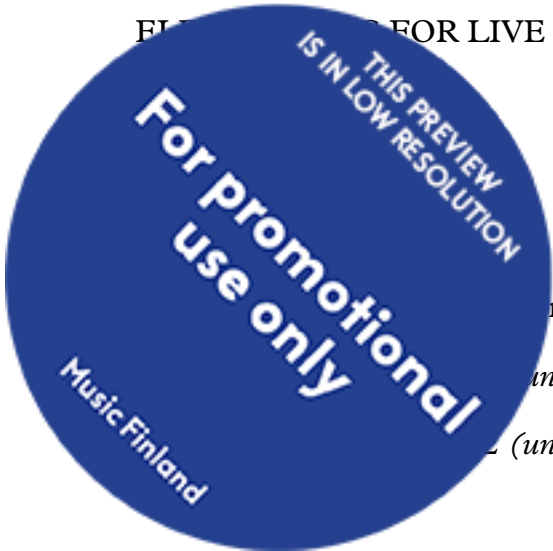
-  = drum stick
-  = brushes
-  = bow

Temple Blocks -setup  
(1 = lowest, 5 = highest)



EFFECTS FOR LIVE MIXING

- Effect units:
- Reverb
  - Flanger
  - Distortion
  - Ping-pong delay



# Vimma

3  
Tapio Lappalainen

**Allegro** ♩ = 70

Damp the string with left hand.

Cracked = Press the bow so hard that the sound breaks.

**A**

1

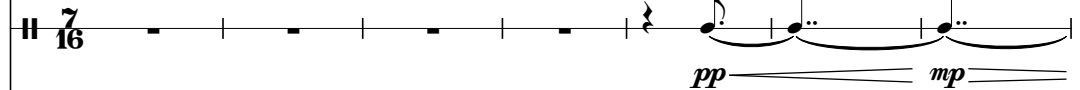
Tap the body of the instrument with left hand.

sul G  
Cracked

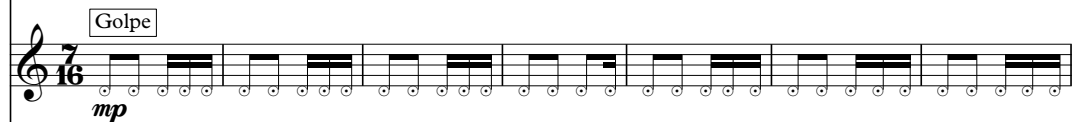
Violin



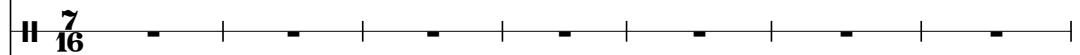
Live-electronics - Violin



Guitar



Live-electronics - Guitar



**Allegro** ♩ = 70

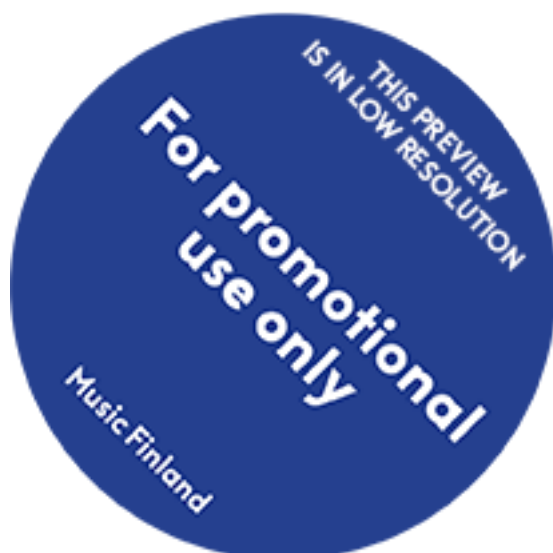
**A**

snare drum (snare off)

Percussion



Live-electronics - Percussion



8

Vln. *sul G Cracked* *sul G Cracked* *sul G Cracked*

Live-electronics - Vl. *Distortion*  
*pp pp mp pp*

Gtr. *Scratch the strings with plectrum* *Golpe* *Golpe* *Scratch with plectrum*  
*mf*

Live-electronics - Gtr. *Distortion*  
*pp < mp*

Perc. ☐ floor tom tom

Live-electronics - Perc.

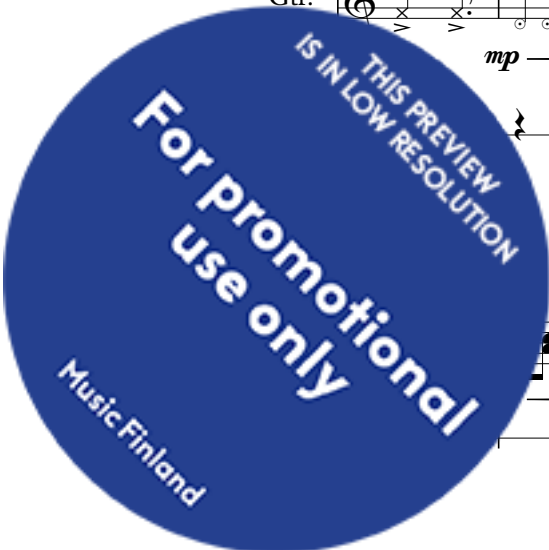
16

Vln. *sul tasto* *ord. sul G Cracked*  
*mp f*

Live-electronics - Vl. *Distortion*

Gtr. *Scratch with plectrum* *Golpe* *Golpe* *Golpe* *Scratch with plectrum* *ord.*  
*mp f* *Distortion*

*Bongo low*  
*mf*



**B**

arco

22

Vln. *dolce* *pp* *mf*

Live-electronics - Vl.  $\frac{7}{16}$

Gtr. V VI *mp*

Live-electronics - Gtr. Reverb *mp*

Perc. Bongo high Snare drum Floor tom tom *pp*

Live-electronics - Perc.  $\frac{7}{16}$

28

Vln. *pp* *mf*

Live-electronics - Vl.

Gtr. V *mp*

Live-electronics - Gtr.

Perc. *pp*

Live-electronics - Perc.

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36

Vln.

Live-electronics - Vl.

Gtr.

Live-electronics - Gtr.

Perc.

Live-electronics - Perc.

*pp* *mf*

Flanger

*pp* *mp* *pp*

*p*

43

Vln.

Live-electronics - Vl.

*pp* *mp* *pp* *mp*

*mp*

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49

Vln. *f* 7

Live-electronics - Vl.

Gtr.

Live-electronics - Gtr.

Perc.

Live-electronics - Perc.

55 *sul G*  
*Cracked*

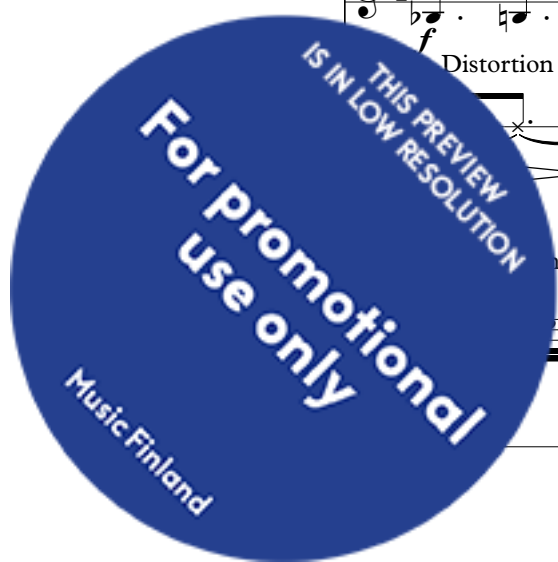
Vln.

Live-electronics - Vl. *Distortion*

Gtr. *f* *Distortion*

Bongo high

7/16



57 **C**

Vln. *mf* *sempre simile*

Live-electronics - Vl. **7**/**16**

Gtr. *mf* III IV IX

Live-electronics - Gtr. **7**/**16** *pp* *mp*

Reverb

Perc. **7**/**16** *mp*

Flanger

Live-electronics - Perc. **7**/**16** *mp*

With one hand scrub the snare skin with circular motion with stick.  
To the other hand change from stick to a brush.

63

Vln.

Live-electronics - Vl.

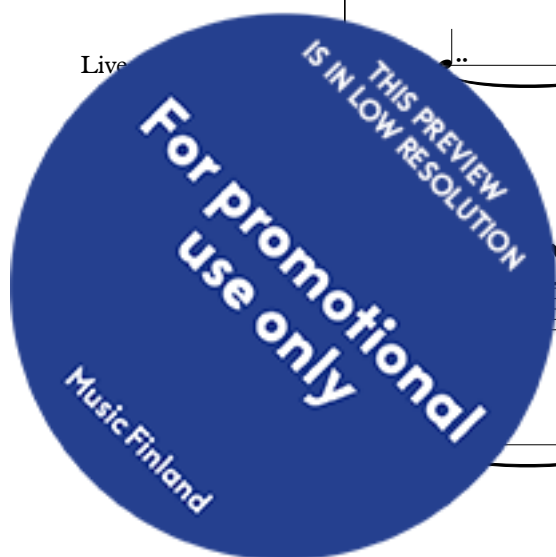
Gtr.

Live

Play cymbals with brush. Slow sweeping motion on cymbals.

Cymbal 1 Cymbal 2

let ring let ring



69

Vln.

Live-electronics - Vl.

Gtr.

Live-electronics - Gtr.

Perc.

Live-electronics - Perc.

let ring

let ring

let ring

73

Vln.

Live-electronics - Vl.

Gtr.

7/16

7/16

7/16

7/16

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75 **D**

Vln.

Live-electronics - Vl.

Gtr.

Live-electronics - Gtr.

Perc.

Live-electronics - Perc.

Play cymbal with Contrabass bow.

Cymbal 2

Cymbal 1

let ring

let ring

Distortion and Reverb

*pp*

*pp*

81

Vln.

Live-electronics - Vl.

Gtr.

Chimes

Slow hand movement.

let ring

Play cymbal with Contrabass bow.

Cymbal 2

let ring

Distortion and Reverb

*pp*

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88

Vln. *p*

Live-electronics - Vl.

Gtr. *mp*

Live-electronics - Gtr.

Perc. *pp* Five Temple Blocks

Live-electronics - Perc. *pp*

95

Vln. *f*

Live-electronics - Vl.

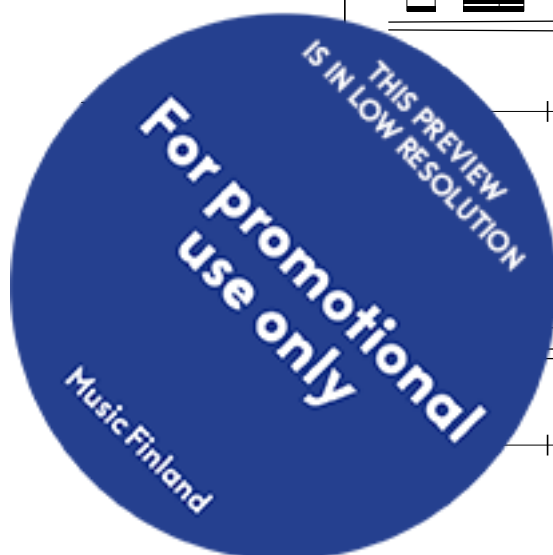
Gtr. *f* V Golpe VI

*f*

(snares on) Snare drum & Floor tom tom

*mf* Reverb to snare drum and floor tom tom

*mf*



102

Vln. *f* *Distortion* *ff* *f* *furioso* **E**

Live-electronics - Vl.

Gtr. *Golpe* *Golpe* *V* *Golpe* *ff* *VIII sul D*

Live-electronics - Gtr.

Perc. **E** *Bongo high* *Bongo low*

Live-electronics - Perc. *pp*

109

Vln.

Live-electronics - Vl.

*sul E VIII* *VIII sul G* *VIII sul E*

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115

Vln.

Live-electronics - Vl.

Gtr.

Live-electronics - Gtr.

Perc.

Live-electronics - Perc.

VII IX sul G VIII

120

Vln.

Live-electronics - Vl.

Gtr.

Live-electronics - Gtr.

Perc.

Live-electronics - Perc.

sul E VIII sul D VIII

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124

Vln.

Live-electronics - Vl.

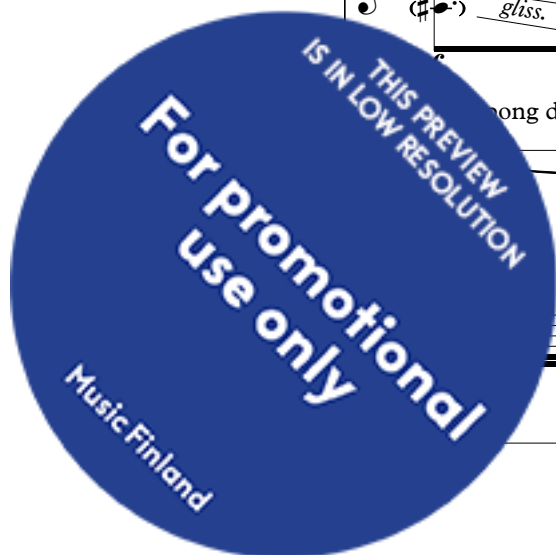
Gtr.

Live-electronics - Gtr.

Perc.

Live-electronics - Perc.

VIII sul E

[illegible]





**G**

crini

sul A & E  
sul pont.

Damp the strings slightly with the first finger of the left hand as if you were playing Flageolet tones from a position of a string where flageolet tones are not usually producing flageolet tones.

136

Vln.

Live-electronics - Vl.

Gtr.

sul pont.

Scratch the strings with plectrum

sul A &amp; E

**f**

Live-electronics - Gtr.

Perc.

**G**

Live-electronics - Perc.

143

Vln.

Live-electronics - Vl.

Gtr.

ord.

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147

Vln. *sul G sul D sul A sul E*

Live-electronics - Vl. Ping-pong delay

Gtr. *sul E&A sul A&D sul D&G sul G&H sul H&E* Scratch the strings with plectrum *sul A & E*

Live-electronics - Gtr. Ping-pong delay *pp*

Perc. Chimes let ring

Live-electronics - Perc.

16 17

150

Vln. *pp ff*

Live-electronics - Vl. *pp mf* let ring

Gtr. *play behind the saddle* *ord.* *mp ff*

Snare drum (snare on) & floor tomtom *pp ff* choke

16

