

# Ricochet

for viola and live electronics

(2020)

Matthew Wiggins

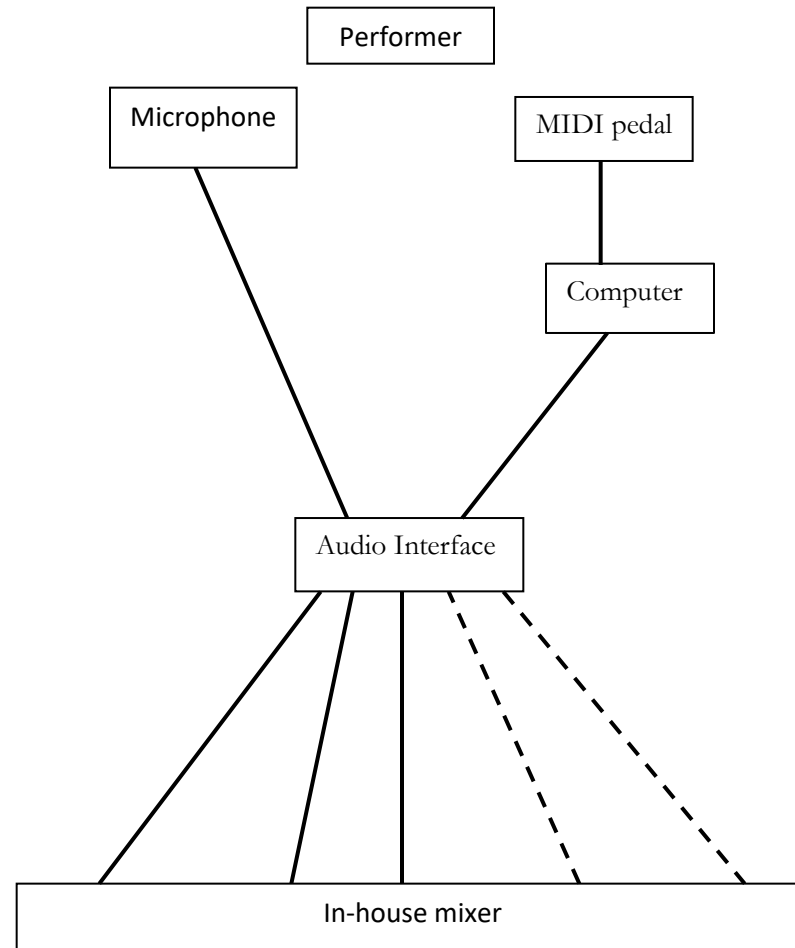


## Technical requirements

- 1 contact microphone
- 2 speakers for stereo output
- 1 MIDI pedal (or spacebar) to trigger cues
- 1 computer
- 1 audio interface
- Max patch for piece (contact at [mwiggins135@gmail.com](mailto:mwiggins135@gmail.com) for patch)

This piece can either be presented with the performer controlling all electronics with a sound engineer triggering the electronics. It is recommended to have a sound engineer in either scenario to balance all effects and processing before the performance.

## General set-up:



From left to right

1. Electronics left
2. Electronics right
3. Viola
4. Reverb left (optional)
5. Reverb right (optional)





# Ricochet

for viola and live electronics

Matthew Wiggins

♩ = 60  
sul pont.

Viola

Cue

1. START: effects off

2. AM and FM

3. Granulation

4. AM, FM, and fixed media

*pp* *mp* *sfz* *pp* *f*

normale

sul pont.

[1]

Cue

5. AM, FM, fixed media granulation

normale

*p*

[1]

Cue

6. AM, FM, fixed media resonant filter

*p* *mf* *f*

[1] *sul pont.,<sub>1</sub>* *fp* *ff* *p* normale

Cue 7. Granulation 8. Granulation, AM FM, and fixed media

[1] *f*

Cue 9. AM, FM fixed media

[1] *p* *f* *p* *f*

Cue 10. fixed media granulation resonant filter



sul pont.

[1]

Musical notation for track 11, featuring a series of notes with 'v' (vibrato) markings and a dynamic marking of 'ffp'.

Cue

11. fixed media  
AM and FM

[1]

Musical notation for track 12, featuring a series of notes with dynamic markings of 'f', 'p', 'f', and 'pp'.

Cue

12. fixed media  
granulation, AM, FM,  
resonant filter

[1]

normale

Musical notation for track 13, featuring a series of notes with dynamic markings of 'ff', 'ffp', 'mf', and 'f'.

Cue

13. Resonant filter,  
granulation, AM,  
FM

[1] *mf* *p* *pp* *ff* *f* sul pont.

Cue

14. Resonant filter; fixed media, granulation

15. fixed media, granulation, AM and FM

Detailed description: This system contains a single musical staff in treble clef. It begins with a series of sixteenth notes, followed by a half note, then a dotted half note, and finally a series of quarter notes. Dynamics are marked as *mf*, *p*, *pp*, *ff*, and *f*. A 'sul pont.' instruction is placed above the staff. Below the staff is a cue line with two cue points: one at the start of the *p* dynamic and another at the start of the *ff* dynamic.

[1] normale *mf* *p* *mf*

Cue

Detailed description: This system contains a single musical staff in bass clef. It features a series of notes with dynamics *mf*, *p*, and *mf*. A 'normale' instruction is placed above the staff. Below the staff is a cue line with one cue point at the beginning of the *mf* dynamic.

[1] sul pont. *p* *pp*

Cue

16. granulation, resonant filter, AM and FM

17. fixed media, resonant filter, AM and FM

18. END: effects and fixed media fade out

Detailed description: This system contains a single musical staff in bass clef. It starts with a series of notes, followed by a wavy line, and ends with a series of notes. Dynamics are marked as *p* and *pp*. A 'sul pont.' instruction is placed above the staff. Below the staff is a cue line with three cue points: one at the start of the *p* dynamic, one at the start of the *pp* dynamic, and one at the end of the staff.