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**Title**

Traceurs

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**Publication Date**

2020

# **Traceurs**

*for four players & video*

2017

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This score is composed of three parts: the instructions with the photographs (see below), a video-score for each player, and an animated video, which is to be projected during the performance of the piece for both the players and the audience to see. This video shows the photograph and the trajectories of the four players. Each player is represented by a circle of a different colour (player 1 is purple, player 2 is green, player 3 is yellow, player 4 is red).

The individual video-score contains each player's instructions with their own animated circle.

During the performance of the piece, players can choose to follow their own video-score or to read from the projected video (in this case, it is recommended that they have their own printed or digital score in hand).

### **Instructions:**

1. Each player reads from their own score and should follow the transparent square path. Player 1 starts the piece alone, followed by Player 2. Player 3 and player 4 enter last but should cue each other to start at the same time.
2. Each player must play every side of the square. Each side is 2 minutes long, making the whole piece 8 minutes long.
3. Each player has its own direction (and, their own numbering) but should always follow the numeration **1-2-3-4**, which is indicated on each side of the square as this:

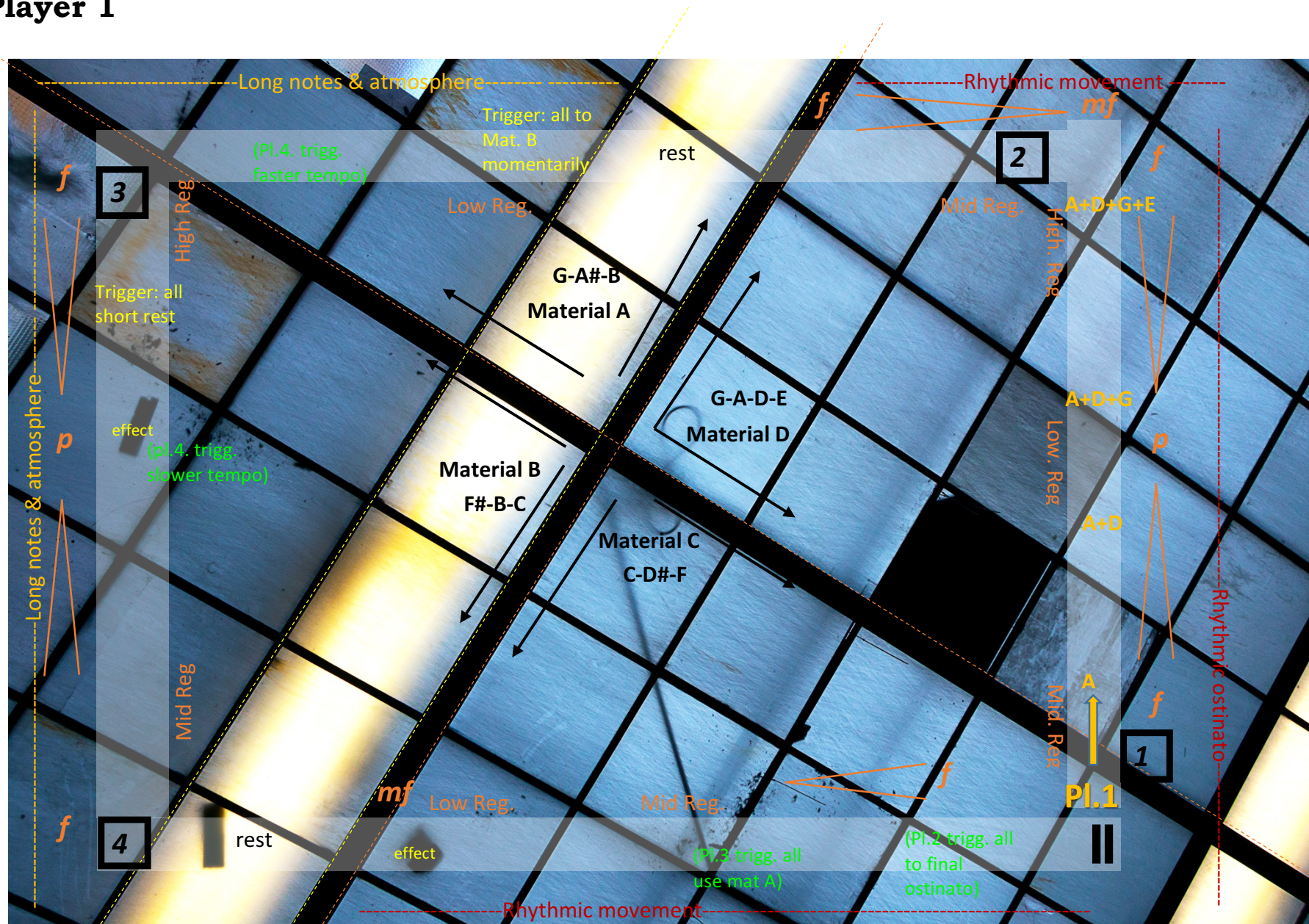


4. The double || line indicates the end of the piece.
5. The piece should begin in a tempo between 100 and 110bpm.
6. Each player has its own indications regarding material, dynamics, register and rests.
7. The yellow diagonal line(lamp), which crosses the image diagonally, indicates rest.
8. The picture is divided in 4 quadrants (**A, B, C** and **D**), each with its own pitch material.
9. Rhythmic ostinato: The right vertical side of the square has a specific development. There is a clear pitch development (adding pitches as indicated on the score) that should be played with a specific rhythmic ostinato that will be provided by the player number 1 (which he/she will choose). This ostinato is free, but should be rhythmic and memorable, since it will be repeated by the rest of the players when they transit that side.
10. Triggers: There are a number of triggers that happen in different moments of the piece. During the first side of every player there are no triggers. The 'triggerer' player will have the trigger instruction in yellow

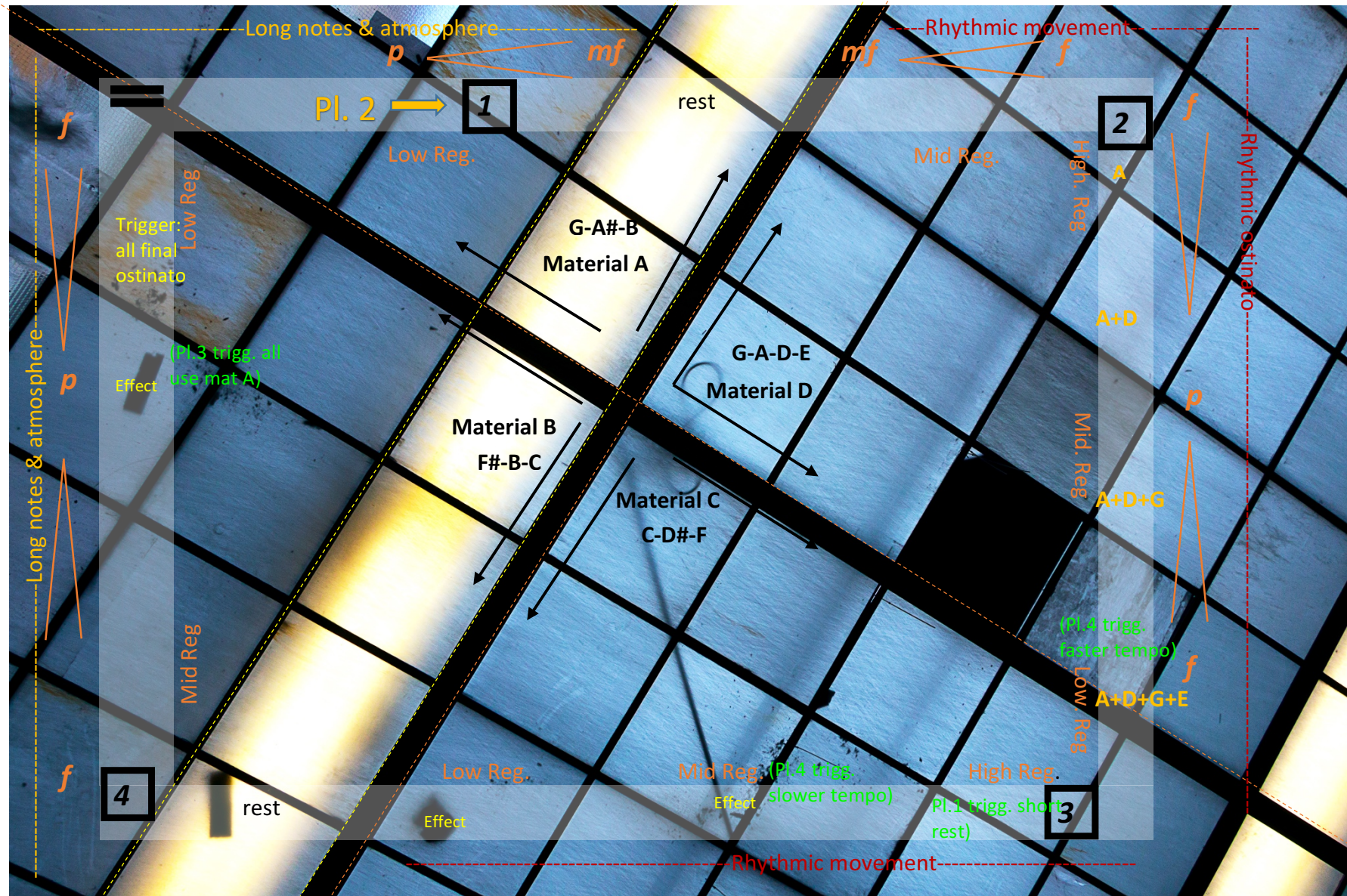
text. The 'followers' of the trigger are cued with a green text cue, but should follow the lead of the 'triggerer'. The different triggers are the following:

- **All to material B trigger:** The 'triggerer' initiates and the rest of the players (**except for the player 2**) use momentarily the pitches from material B. After a brief time, each player returns to their own material.
- **Faster or slower tempo trigger:** The 'triggerer' (always player 4) initiates a faster or slower tempo (as cued in yellow text) and the rest of the players follow. All players should stay in the new tempo until this is changed by a new trigger.
- **All short rest:** The 'triggerer' should cue the rest of the players to coordinate a short rest. All players should go in and out of the rest together.
- **All to material A trigger:** In the final side, the player 3 player will 'trigger' and cue the rest of the players. **All** players should use only material A until the end of the piece.
- **All to final ostinato:** Player 2 will 'trigger' and all players must play the same rhythmic ostinato until the end of the piece.

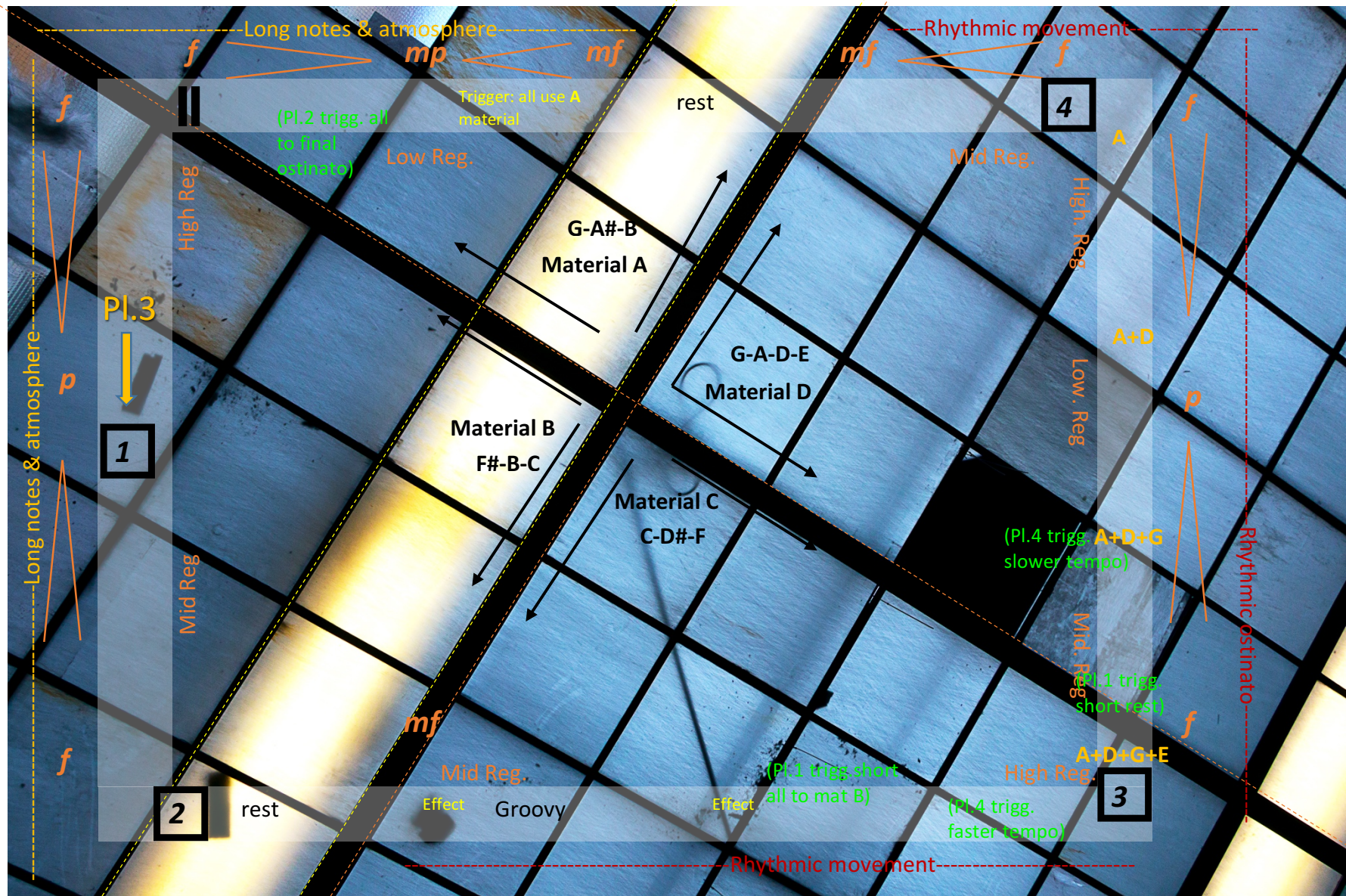
# Player 1



# Player 2



# Player 3



# Player 4

