

Die Comic Maschine

Tamon Yashima

Version for Percussion, Live-Video and electronics

$\text{♩} = 85$

System 1 (Measures 1-11): live:rec1 (click), black (sinus), live:rec2 (click), black (noise), live (click), black (sinus), live (noise), black (click), play1 (sinus), play2 (noise).
freeze: Augen zu, freeze: Augen offen, freeze: Augen zu, freeze: Augen offen.

System 2 (Measures 12-20): play1 (sinus), play2 (noise), play1 (sinus), play2 (noise), play1 (sinus), rec3 (click), play2 (noise), live (styr), play1 (sinus).
langsam zur Spielposition, Trichter zur Kamera.

System 3 (Measures 21-27): live (live-E), black (Sirene), rec4, black (sinus), play1 (normal), black (Flexaton), black (instrument down).
Augen langsam öffnen, Flexaton *exp. gliss.*

System 4 (Measures 28-34): live (noise), black, live (noise), black, live (noise), black, live (click).
freeze: look in camera, slowly go play position.

System 5 (Measures 35-41): black (Flexaton), play4.
Flexaton *lin.*

System 6 (Measures 42-48): live (noise), black (noise), live (click), black (noise), live (noise), black (sinus), black, play4, live (noise).
freeze, Flexaton *exp.*

Dynamics: *p*, *f*, *exp.*