Hypothermia for bass drum
Mattias Hållsten, 2020

The setting for the piece is a gran cassa and a speaker paired with two microphones. The speakers and
the microphones are placed on either side of the drum, creating two feedback loops running through the
drum. The fundamental frequency of the resulting sound will be what is notated as C.

The parts that are notated in the score are as follows:

- **Bass drum**  What the percussion player does.
- **Sine waves**  Sine waves generated by a computer.
- **Feedback**   The two feedback loops.
- **Shō**        Sawtooth waves generated by a computer, the chords derived from the Japanese
                 mouth-organ Shō.
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Bass drum

Sine waves

Feedback

Shō

\[ \text{Bd.} \]

\[ \text{Sin.} \]

\[ \text{Fbk.} \]

\[ \text{Shō} \]
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(Room for silence)

Shō

Fbk.

Sin.

Bd.

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(Room for silence)

Shō

Fbk.

Sin.

Bd.

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(Room for silence)

Shō

Fbk.

Sin.

Bd.
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Slow trill

Press hard against the drum skin
After sine waves have been re-tuned

Press softly against skin with mallet

(Room for silence)

Press softly against skin with mallet

(Add ge)
Gradually change speed

Bd.

Sin.

Fbk.

Shō

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