

## MUS417 — ORCHESTRATION

### Study Guide for Exam 3 — chapters 9–12, 15

The exam will include short answer questions and a short scoring exercise.

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#### INSTRUMENTS

For each instrument (horn, trumpet, trombone, euphonium, tuba + auxiliaries + unpitched and pitched percussion on separate list), know the following:

Range and registral colors

Transposition (if any — know the common ones) — pg. 789

Names in English, French, German, and Italian — pg. 793

Clef(s) used

Mutes used

Physical limitations and strengths

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#### TECHNIQUES / TERMS

Know idiomatic usage of and how to notate the following:

Overtone series

Pedal tones

Wa-wa

Rip

Glissando

Articulation / tonguing

Trigger

Cuivré

Bells up

Stopped horn vs. muted horn

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#### CONCEPTS

##### **Roles played by brass in orchestra:**

Melody — unison doubling, octave doubling, color (doubling or not)

Accompaniment — pedal, sustained (chordal), rhythmic ostinati

Counterpoint — between woodwinds, section vs. section (vs. strings or brass)

Textures — usually saved for climaxes / used as section / sometime solo/doubling for color

##### **Roles played by percussion in orchestra:**

Punctuation — accenting various aspects of music

Accompaniment — rhythmic underpinning, bass reinforcement (timpani)

Counterpoint — sometimes between woodwinds, section vs. section (vs. strings or brass)

Textures — usually doubling or interjecting

## Percussion List

### Pitched Percussion

*Timpani* – 4 drums, timpani mallets (fuzzy), staccato sticks (hard)

Ext. Tech. – 1 Cymbal on timp roll, 2 center hit, 3 mute

C2 – Bb2

E2 – D3

A2 – G3

C3 – G3

*Glockenspiel/Bells*, plastic mallets, brass mallets

G3 – C6, sounds G5 – C8

*Xylophone*

F3 – C7, sounds F4 – C8

*Vibraphone*

Ext. Tech. – 1 Bowing, 2 pitch bend (if possible for percussionist), 3 motor on

F3 – C7

*Marimba*

(F2) A2 – C7

*Tubular Bells*

C4 – F5

### Non-Pitched Percussion

Multiple instruments written on each part, accentuation/keep tempo

*Tom toms*

- Pitched but not emphasized to fit key
- 1 – 6 toms, usually 3 or 4

*Snare Drum*

- Crushed (quiet), open (louder), buzz rolls
- Flam
- Drag (2 note, 3 note, 4 note, ect...)
- Rim shot

- Play on rim/shell
- Stick shot (multiple ways + pitch bend)
- Turn snare on/off

### *Auxiliary Percussion*

- Wood block
- Sleigh Bells
- Maraca
- Clave
- Tambourine
- Shaker (egg shaker, etc..)
- Cowbell
- Ratchet
- Vibraslap
- Flexatone
- Whip
- Wind Chimes
- Bell Tree
- Brake Drum
- Guiro

### *Cymbals*

- Suspended Cymbal (rolls/hits/bow)
- Crash Cymbals
- High Hat

### *Bongos (rolls/hits)*

- Written on two different lines/spaces on staff
- Hands or sticks

### *Tamtam*

- Rolls
- Hits (warm it up before loud strikes)
- Bowing
- Scrape

### *Triangle*

- Different sized beaters, bigger = louder and fuller (dynamics)
- Hits/rolls

### *Bass Drum (hits/rolls)*