

# **It's Skippy!** for percussion, pitch-shifter & video

*Stephen de Filippo* | 2021-2022



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for percussion, pitch-shifter, and video

Duration: 16'21"

-

*for Rebecca Lloyd-Jones*

-

## **Setup:**

Snare Drum  
Shakers x2  
Hi-hat (8"-10")  
Splash Cymbal  
Clown Horn  
Vibraslap  
Slide Whistle  
Counter Bell  
Bells on String  
Ringing Metal Objects (hanging)  
Copper bells x2 (on table)

## **Mallets:**

Timbale sticks  
Skewers/knitting needles  
Hard brush  
Dried grass/reeds  
Hard plastic mallet

# Performance Notes

## General

- Measures are proportional to their respective system. Each system has a different duration
- Each measure (boxed duration) is timed by the electronics and depicted on screen
- Circled times can be synced to the on screen millisecond clock, but these are not as strict
- The UI of the electronics helps synchronise events with the video. Therefore, the device playing the electronics should be on a trap table, so the interface is viewable by the performer

## Technical Setup

- Video screen/projector
- Microphone
- Mixer
- 2-channel speakers
- PC/laptop

Microphone should be placed over the snare drum, but should be able to pick up the other instruments surrounding it.

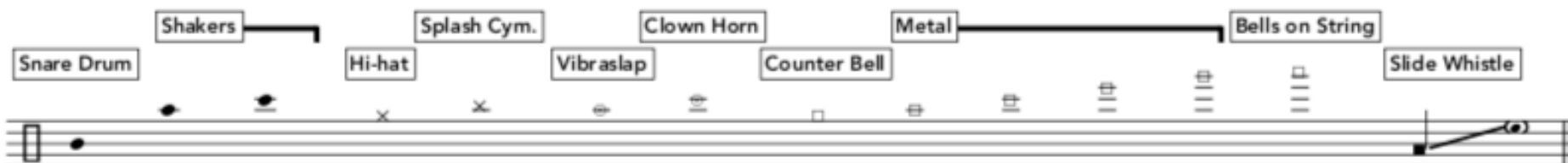
Laptop should be positioned in a way that is viewable to the player, so that they can cue their measures to the scroll-bar on screen.

Video screen/projection to be positioned in such a way that does not obscure the player or performer's setup. Ideally, the video would be positioned next to the performer, at a similar height, so the audience can view both the performer and video. Non-ideal would be placing the video above the performer.

## Mallets, Preparations, Key

| Mallets  | Preparations   |
|--|--|
| <ul style="list-style-type: none"><li>• Timbale Sticks</li><li>• Skewers/knitting needles</li><li>• Hard brush</li><li>• Dried grass/reeds</li><li>• Hard plastic mallet</li></ul> | <ul style="list-style-type: none"><li>• Jingle bells (x2)</li></ul> small metal objects such as: <ul style="list-style-type: none"><li>• rivets</li><li>• metal chains</li><li>• ball bearings</li><li>• nails</li><li>• tin can lid</li></ul> |

## Instrument Key



# Electronics Setup

## SKIPPY.pd Instructions

To run this patch, the user must have a working version of VLC media player and pd-extended. This application can be found for free download at:

<https://puredata.info/downloads/pd-extended>

A link to the PD patch can be found at [www.stephendefilippo.com](http://www.stephendefilippo.com), on the It's Skippy! page.

1. Open SKIPPY.pd  
this will open the patch. You will then be presented with 4 windows: SKIPPY.pd, band, mixer, player
2. Press "open\_VIDEO", then load SKIPPY\_video.mp4  
this will open VLC. The video may begin to play automatically. Pause it, and set it to the beginning of the video. Drag the video window to the screen you are using in the performance. Press "full screen". Volume and output can be controlled in the VLC app. The fixed media component is also contained within the video file
3. Enable "cues"
4. Press "play" in the player window to begin the piece.

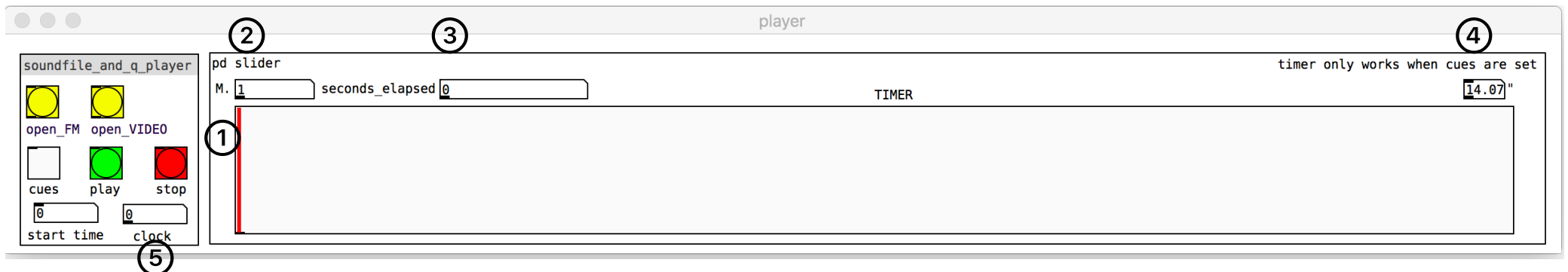
### Optional: initiate electronics through keystroke

In the SKIPPY.pd window, click the "keyinput" box. This will allow you to initiate the electronics by pressing the spacebar key. Or, if you have a USB foot pedal, or other keystroke device, this will be compatible.

## Electronics in performance

The player window helps synchronise performed events with the video. Below highlights the components of the player box:

1. The scrollbar will move from left to right, giving a visual cue of the length of each measure.
2. This box will depict the current measure #
3. This box depicts in milliseconds the time that has elapsed so far in your current measure
4. This box depicts the length of the current measure
5. This clock counts the length of the performance in seconds



# It's Skippy!

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**General Notes**  
 Measures are proportional to their respective system. Each system has a different duration.  
 Each measure [boxed duration] is guided by the scrolling displayed in the patch.  
 Circled numbers can be synced to the milisecond clock, these are not strict  
 Snare drum is off for the entire performance

**A** talk-show

**26.9"** kangaroo call, talk-show continuing... *fade out*

**2.7"**

**Percussion**

**14.07"**

**26.9"** *sfz*  
 stems up: hard brush  
 stems down: dried grass/reeds  
*diegetic, agitato, marsupial-like like the kangaroo rustling around*  
 hit brush down on drum then, explore swirling, crunching, and short swishes w/ brush and dried grass

**7"**

**12"** *p* like kangaroo hopping, muted, non-resonant  
 ricochet hits, anywhere on the drum or rim

*hit anywhere on the drum*

*f rapido, outburst!*

**27.4"**

**11.1"**

**2.4"**

**27"**

**4**

like m.2 swirling  
*p sub.*

**9"**

**23"**

*pp*

like m.3 swirling  
*f*

*p*

*f*

stems up: timbale stick  
 ricochet hits, becoming less frequent, then merging into m. 8

(leave grass on drum)

**B** **70.9"** *fade in* pitch-shifters slowly fade in ... *fade in*

**25"** begin dampening and undampening w/ hand ad lib. exploring releasing and choking the resonance

intermittent accents as rim shots

**59"** drop metal chains, press stroke w/ two hands, becoming a roll



remove chains and grass, single handed, dampening drum


**18"**

**8**

*fppp* *poco a poco* *moving btwn p-mp freely* *sfz* *p* *f* *p* *p-mf* *p*

*secco, bouncing, press stroke should be consistent through to (C)*

23.12"  zoom in  **C** 28.68" 19.7" electronic flickering

**10** drop bells onto the drum  8"



*sfz p-mf* intermittent accents as rim shots

**Metal Objects** stems up: hard plastic mallet  
stems down: shaker  
swipe down the objects, like a glissando

**Shaker** *p* 17"

*pp*

*f* *p* *swelling* *p* *p*






4.1"  fading in  **D** 21.57" 6.45" 17.42" intermittent flashing of skippies

**13** mallets: shakers hit drum or any small objects on drum

*f* outburst *pp* *(pp)* *p* *f*

**Shakers** accel..... ♩ = ca. 208 keep the same rhythm, begin to incorporate the 2nd shaker, then, alternate between the two shakers

1 1/4" hit on the cut-off of the outburst ♩ = ca. 208 alternating

9.6"  15.38" 7.93"  "buongiorno signore" 10.5"   "what's the matter, Skippy?!" 

**17** 5.2" improvise polyrhythms between the two shakers

*f* *p* *f* *f* *p* *f* *p* *ff*

shakers as mallets, outburst on drum 3"

put down shakers, remove bells from drum

*becoming agitated*

**E** 40.62" pitch-shifters rising... 15.09"

mallets: timbale sticks  
 ♩ = ca. 304  
 (7") begin dropping bells and other metal pieces ad lib.  
 (12") continue dropping metal, begin dampening drum also  
 (29") *tr*  
 (9") Shaker

21 *f* moving between *p-mf* freely *fp* *f* *p* *mf*

**F** ♩ = ca. 80  
 with every hit a new Skippy will appear on screen

using any technique, hit any combination of:  
 drum rim and copper bells (on table)

23 *mf* *p* *f*

31 *fp* *tr*

5.89"

**G** 17.6" 1.16"

(6 1/2") small flams

39 *f* *p* well-spaced, like kangaroo hopping remove preparations from snare

**H** 11.7" oom-pah oom-pah, carnival music ♩ = ca. 120

**Snare Drum + Hi-hat**  
 stems up: timbale stick  
 stems down: reed brush

41 ♩ = ca. 120

*pp blended with the carnival music*

*p < mf*

*following Skippy on the slide*

*sfz*

*pp*

**I** ♩ = ca. 120

45

*mp in time w/ the music*

12.89" **J** 4.1"

51

*p ————— f sfz*

1.9" 4.2" 3.82" 8.62" 4.5"

54

*p ————— f*

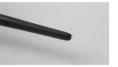




**K** 51.8" toy clicking



moving from head to tail



59 **Clown Horn** *sfz*

10.5" **Shaker** *ppp*  
= ca. 304  
*dove-tailing w/ video's clicking sound*

**Metal** *p*

20.5"

29" incorporate 2nd shaker, alternating, sometimes rapid for a moment *ppp*

41"

47" *pp*



**L** 9.2" skippy begins bobbing

5.6"

6.7"

1.8"

12.02"

8.2"

60 stems up: hand  
stems down: skewer/knitting needle  
= ca. 304

**Counter Bell** *f*

*fp* *fp* *fp* *fp* *f* *pp*

**Bells on String**

moving from rim to dome ad lib (until end of m. 68)

9.8"



14.8"



15.12"



9"

8.08"

66 *p* *fp* *< > swelling* *p* *f* *p* *f*

**Splash Cym., Shaker**

double time

5.9" 8.7" 11.25" 4.72" 8.71"

Counter Bell, Hi-hat  
♩ = ca. 304

stems up: skewer/knitting needle  
stems down: timbale stick

pp poco pp fpp f aggressive fff

hitting wildly

M 1.8" 4.3" 2.3" 6.96" 4.56" 9.56" new image with each hit

both mallets: timbale sticks  
rapid outbursts primarily on drum and cymbals,  
but also incorporating other instruments

ff rapido

Snare Drum rim

hitting in time w/ each image

N 28.33" 6.54" 16.52" 5.08"

♩ = ca. 304

drop a light preparation, not too noisy

rall.....

♩ = ca. 304

begin to improvise counter-rhythms w/ free hand  
continue to mute drum ad lib.

ffp mf p hopping fp moving btwn p-mf ad lib. ff



86 outburst all over drum

*mf* *ff* *p* *f* *fff* noisy

*rapido* *moving btwn mp-f ad lib.*

*tr* *tr*

$\text{♩} = \text{ca. } 304$   $\text{♩} = \text{ca. } 304$

get wilder and wilder, the press stroke becoming more agitated, introducing short outbursts and counter-rhythms

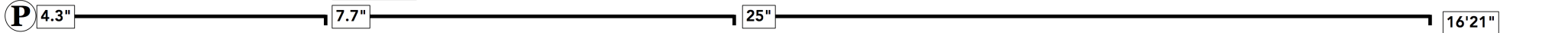


89 drumming fingers on head, increasingly dampening the drum with your free hand

*pp sub.* *mp* *p* *secco* *PPP* *p*

*rall.* *rustle and tap preparations* *put dried grass/reeds on drum*

*tr*



92

Counter Bell

crunch and swirl dried grass on drum

*sfz* *p delicato* *morendo*

Bells on String

*pp*

*z*

*z*

*z*

*z*

*z*

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