

Degenerate

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Music

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**Abstract**

Degenerate

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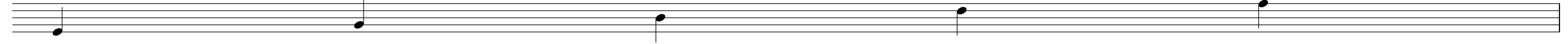
Degenerate is a composition for voice, bass clarinet, double bass, ruler, percussion, electric guitar, bass guitar and drums. The piece draws inspiration from the genre of metal but doesn't directly adhere to the structural and formal conventions associated with it. The idea of indistinct repetition serves as an underlying layer throughout the piece. The instruments reference either the timbre, contour or rhythm of each other's gestures in the different sections. Instruments reach a concentrated state of unison that functions like a breakdown often heard in metal. This state breaks down by decelerating in stages to a very slow tempo.

ಪೂಜಾರಿ  
Sandesh Nagaraj


### Voice (amplified)

This part is written for someone who specializes in various vocal techniques employed in death metal. There is no text specified in the score. The vocalist is free to use any combination of syllables as long as it doesn't form semantic meaning. The voice functions more like a distorted instrument.

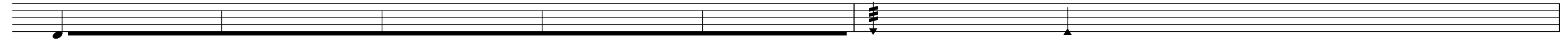
Low growl                                      Low mid growl                                      Mid growl                                      High mid scream                                      High scream



Low overtone squeal/Pig Squeal - Sweep between overtones

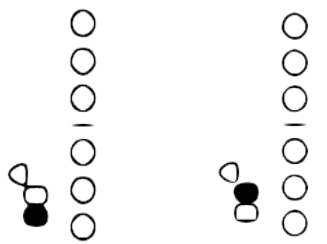


Inhale                                      Exhale  
Vibrate the vocal cord                                      Normal



This is performed using the mouth.

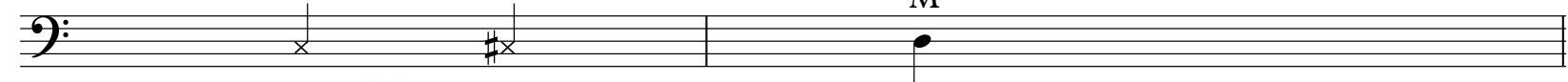
**Bass clarinet (amplified)**



Key clicks

Any multiphonic with the given note as the fundamental

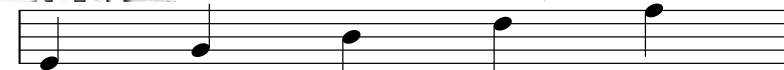
M



### Double bass (amplified)

#### Ruler

Short ruler (sturdy and slightly curved) - A 15cm Charles Leonard Inc ruler or a 30cm ruler can be broken in half.  
Long ruler (slightly flexible) - 20cm M&G ruler.  
Contact mic connected to an amplifier that has an overdrive option.  
Volume pedal.  
Nail buffer block.  
Wodden table.



The rulers are played on a wooden table. A contact mic is stuck to a nail buffer block. This is used as an anchor and the "white silk" portion of the block is pressed down on the back side of the short ruler. The anchor is kept at a fixed position. The lowest note is performed by moving the anchor and the ruler towards the edge of the table. Higher notes are performed by moving the anchor and the ruler away from the edge.

The performer is free to decide the position of the ruler in order to play the low to high notes. The positions don't need to be exact everytime a gesture is played.

The index and middle finger is used to play the ruler. The ruler should sound close to a distorted bass guitar.

Volume pedal is at 0 during rests

Single attack followed by rapid glissandos in and out of the lowest notes

Slide the anchor along the length of the ruler

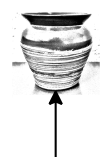
Apply pressure and twist the anchor on the lowest note

Overpressure Low pressure

Volume pedal can be used to emphasize gradual dynamic changes

### Percussion

- Clay tea cup
- Ping pong ball
- Contact mic
- Amplifier
- A medium size hard block of polystyrene
- Wooden plank
- Bass drum



A contact mic is stuck to the bottom end of the tea cup. The mic is connected to an amplifier. A ping pong ball is placed inside the cup.

The center of the palm is used to strike the tea cup to play a low sound and the finger area is used to play a high sound. The ball rattles inside the tea cup when struck.

Strike the cup and shake it by keeping the mouth of the cup closed. Performed rapidly.

Shake the cup by opening and closing the mouth of the cup simultaneously. Performed rapidly.

### Electric guitar

- 6 string electric guitar
- Amplifier with overdrive
- Volume pedal
- Whammy bar

The E, A and D strings are slightly out of tune.

Gtr. unplugged  
Gain - Half, Rev - Full

To. cable  
l.r. reverb

Vol 0-5-0

Turn the volume quickly from 0 to half and back to 0 to produce a loud and rich feedback sound. This volume will need to be adjusted depending on the type of amplifier.

Tap the tip of the gtr. cable using the palm.

whammy bend

The diagrams shows where the harmonic node is plucked within the fret.

Volume pedal is at 0 during rests before and after a gesture.

*f*

3

5:4

**Bass guitar**

5 string electric bass  
Whammy bar

The open strings are slightly out of tune

**Drum set**

Kick    Floor tom    Rim    Snare    Low tom    Rim    High tom    Rim    Hi-hat    Crash    Cymbal stack (Dry)    China    Hi hat pedal

**Seating**

Ruler                  Drums

                         E. Bass                  Db.

                         B. Cl.                                  Perc.

                         E. gtr    Voice

Conductor

**Ending** - Conductor conducts until the end of measure 40 and walks off the stage slowly. Drummer takes charge of the tempo changes starting from measure 41 at 50 bpm. Players may shift their position in order to catch the visual cues from E. gtr and Drums.

# Degenerate

Sandesh Nagaraj

♩=50 "Tight like a technical death metal band"

Score for various instruments including Voice, Bass Clarinet in Bb, Double Bass, Ruler, Percussion, E. gtr, 5-string Electric Bass, and Drum Set. The score is in 5/4 time and includes dynamic markings such as *mp*, *f*, *sempre f*, *mf*, and *mp*.

**Instrumental Details:**

- Voice:** Features triplets and a "slap" technique. Dynamics range from *mp* to *f*.
- Bass Clarinet in Bb:** Includes a "slap" technique and a 5:4 time signature section. Dynamics include *sempre f*.
- Double Bass:** Utilizes "pizz." (pizzicato) and "arco" (arco) techniques. Includes a "pizz." triplet and "arco" triplet. Dynamics include *sempre f*.
- Ruler:** Includes a "To. short ruler" instruction and a "pizz." triplet. Dynamics include *sempre f*.
- Percussion:** Includes a "To. Tea cup" instruction and a "l.v. through rests unless damp sign is indicated" instruction. Dynamics include *sempre f*.
- E. gtr:** Includes instructions for "Gtr. disconnected", "Gain - Full, Rev - Full", "EQ - Half", "Vol 0-5-0", "l.r. reverb", and "To gtr. cable". Includes a "Tap the tip of the cable" instruction. Dynamics include *sempre f*.
- 5-string Electric Bass:** Includes a "Rake with the whammy bar" instruction. Dynamics range from *f* to *mp*. Includes a "sempre molto sul tasto" instruction.
- Drum Set:** Includes a "♩=50" tempo marking. Dynamics range from *f* to *mp*. Includes various rhythmic patterns and time signature changes.

Voice

Musical staff for Voice. It begins with a whole rest. In the second measure, there is a triplet of eighth notes, followed by another triplet of eighth notes. The dynamic markings *mp* and *f* are placed below the first and second triplets respectively, with a hairpin indicating a crescendo.

B. Cl.

Musical staff for B. Cl. It begins with a whole rest. In the second measure, there is a triplet of eighth notes, followed by a 5:4 ratio bracket over a group of notes.

Db.

Musical staff for Db. It begins with a whole rest. In the second measure, there is a whole rest. In the third measure, there are two triplets of eighth notes. Above the first triplet is the instruction "col legno batt." and above the second is "arco".

Ruler

Musical staff for Ruler. It begins with a whole rest. In the second measure, there is a triplet of eighth notes, followed by a 5:4 ratio bracket over a group of notes.

Perc.

Musical staff for Perc. It begins with a whole rest. In the second measure, there is a triplet of eighth notes, followed by a 5:4 ratio bracket over a group of notes, and then another 5:4 ratio bracket over a group of notes.

E. gtr

Musical staff for E. gtr. It begins with a whole rest. In the second measure, there is a whole rest. In the third measure, there is a triplet of eighth notes, followed by a 5:4 ratio bracket over a group of notes.

E. Bass

Musical staff for E. Bass. It features a series of eighth notes with 'x' marks above them, indicating fingerings. The notes are grouped with 5:4 ratio brackets. Dynamic markings *f*, *mf*, *f*, *p*, and *mp* are placed below the notes.

Dr.

Musical staff for Dr. It features a series of eighth notes with 'x' marks above them, indicating fingerings. The notes are grouped with 3 and 5:4 ratio brackets. Dynamic markings *f*, *mp*, *f*, *p*, *mp*, *mp* are placed below the notes.

6

Voice: *mp*  $\rightarrow$  *f* (triplets)

B. Cl.: growl (triplets, 5:4)

Db.: arco (triplets)

Ruler: (triplets, 5:4)

Perc.: (triplets, 5:4)

E. gtr.: (triplets, 5:4)

E. Bass: *f*, *mf*, *f*, *mp* (5:4)

Dr.: *f*, *mp*  $\rightarrow$  *f*, *mp*  $\rightarrow$  *mf* (triplets, 5:4)

Voice

B. Cl.

Db.

Ruler

Perc.

E. gtr

E. Bass

Dr.

*mf*

*f*

*f*

*mp*

*f*

*mf*

10

Score for Voice, B. Cl., Db., Ruler, Perc., E. gtr, E. Bass, and Dr. in 7/4 and 1/4 time signatures.

**Voice:** *mp*  $\rightarrow$  *f* (triplets), *f mp*  $\rightarrow$  *f* (triplets)

**B. Cl.:** spectral multiphonic, growl (triplets, 5:4)

**Db.:** arco, sul pont. (triplets)

**Ruler:** (5:4)

**Perc.:** (5:4)

**E. gtr:** (triplets, 5:4)

**E. Bass:** *f*, *p*, *mp*, *mf*, *f* (5:4)

**Dr.:** *f*, *p*, *mp*  $\rightarrow$  *mf*, *mp*, *mp*  $\leftarrow$  *mf*, *mp*  $\leftarrow$  *mf*, *mp*  $\leftarrow$  *mf*, *f* (triplets, 5:4)

12 ♩=40

Score for Voice, B. Cl., Db., Ruler, Perc., E. gtr., E. Bass, and Dr. The score is in 1/4 and 6/4 time signatures, with a tempo of ♩=40. The piece concludes in 5/4 time.

**Voice:** Starts with a rest in 1/4 and 6/4. Enters in 5/4 with a forte (*f*) melodic line, including a five-note phrase.

**B. Cl.:** Rests in 1/4 and 6/4. In 5/4, features a "spectral multiphonic sweep" over a five-note phrase, followed by a forte (*f*) melodic line.

**Db.:** Rests in 1/4 and 6/4. In 5/4, plays "sul pont." (sul ponticello) with an "arco" (arco) marking, followed by a forte (*f*) melodic line.

**Ruler:** Rests in 1/4 and 6/4. In 5/4, plays a melodic line with a forte (*f*) dynamic.

**Perc.:** Rests in 1/4 and 6/4. In 5/4, plays a melodic line with a forte (*f*) dynamic.

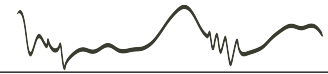
**E. gtr.:** Rests in 1/4 and 6/4. In 5/4, plays a melodic line with a forte (*f*) dynamic.

**E. Bass:** Starts with a forte (*f*) melodic line in 1/4. In 6/4, plays a melodic line with dynamics *p*, *mp*, and *mf*. In 5/4, features a triplet of plucked notes, a "pluck sul pont." marking, and a forte (*f*) melodic line.

**Dr.:** Starts with a forte (*f*) drum pattern in 1/4. In 6/4, plays a triplet of drums with a mezzo-forte (*mf*) dynamic. In 5/4, plays a melodic line with dynamics *p* and *f*.

"Atmospheric"

14



Score for "Atmospheric" (page 7), measures 14-20. The score includes parts for Voice, B. Cl., Db., Ruler, Perc., E. gtr., E. Bass, and Dr.

**Voice:** Measures 14-16: *f* overtone squeal. Measure 17: *pp*. Measure 18: *p* (triplets). Measure 19: *p*. Measure 20: *p* (triplets).

**B. Cl.:** Measure 14: *f* (triplets). Measure 17: *p* (triplets). Measure 18: *p* (triplets). Measure 19: *p* (triplets). Measure 20: *p* (triplets). Performance notes: "spectral multiphonic. Harmonics pop out intermittently." and "air".

**Db.:** Measure 14: *f* (triplets), *l.r.*. Measure 17: *f* (triplets), *l.r.*. Measure 18: *f* (triplets), *l.r.*. Measure 19: *p* (triplets), *l.r.*. Measure 20: *p* (triplets), *l.r.*. Performance notes: "col legno batt." (measures 14-16 and 19-20).

**Ruler:** Measure 14: *f* (triplets). Measure 17: *p* (triplets). Measure 18: *p* (triplets). Measure 19: *p* (triplets). Measure 20: *p* (triplets). Performance note: "To long ruler" (measure 14).

**Perc.:** Measure 14: *f* (triplets). Measure 17: *f* (triplets). Measure 18: *f* (triplets). Measure 19: *f* (triplets). Measure 20: *f* (triplets).

**E. Bass:** Measure 14: *f* (triplets). Measure 17: *f* (triplets). Measure 18: *f* (triplets). Measure 19: *f* (triplets). Measure 20: *mf* (triplets). Performance notes: "sempre sul pont." and "sempre l.r." (measures 14-16 and 19-20).

**Dr.:** Measure 14: *f* (triplets). Measure 17: *f* (triplets). Measure 18: *f* (triplets). Measure 19: *mf* (triplets). Measure 20: *mf* (triplets).



21

♩=50

Score for Voice, B. Cl., Db., Ruler, Perc., E. gtr, E. Bass, and Dr. in 6/4 and 5/4 time signatures.

**Voice:** *mp* to *f*. Includes a wavy line above the staff.

**B. Cl.:** *mf* to *f*. Includes a wavy line above the staff and the instruction "add singing. raucous." in two measures.

**Db.:** *mf* to *f*. Includes the instruction "arco" above the staff.

**Ruler:** *mf* to *f*. Includes a wavy line above the staff and a dynamic marking *mp*.

**Perc.:** *mf* to *f*. Includes a wavy line above the staff.

**E. gtr:** *mf* to *f*. Includes the instruction "vol 0-5-0" above the staff.

**E. Bass:** *mp* to *f*. Includes the instruction "whammy slide Sul G" above the staff.

**Dr.:** *f*. Includes a wavy line above the staff.

Tempo: ♩=50. Time signatures: 6/4 and 5/4. Dynamics: *mf*, *mp*, *f*. Performance instructions: "arco", "add singing. raucous.", "whammy slide Sul G", "vol 0-5-0".

"Tight like a technical death metal band"

10

23

Voice *sempre f*

B. Cl. *sempre f* M

Db. *sempre f* sul pont. + c.l.b + arco

Ruler *sempre f*

Perc. To polystyrene rub any edge freely on wooden plank *p* white noise whammy bend

E. Gtr. plug in guitar *sempre molto sul tasto*  $\phi$  *p*

E. Bass *f* *mp* *f*

Dr. *f* *mp* *f* *mp*

The score is written for a 5/4 time signature. It features complex rhythmic patterns with triplets and 5:4 groupings. The Voice part has a melodic line with triplets and 5:4 groupings. The B. Cl. and Db. parts have similar rhythmic patterns, with the Db. part including a 'sul pont.' section and a 'c.l.b + arco' section. The Ruler part has a melodic line with triplets and 5:4 groupings. The Perc. part includes 'To polystyrene' and 'rub any edge freely on wooden plank' with a triplet and 'white noise' and 'whammy bend' with a triplet. The E. Gtr. part has a melodic line with a triplet and 5:4 grouping. The E. Bass part has a melodic line with triplets and 5:4 groupings. The Dr. part has a complex rhythmic pattern with triplets and 5:4 groupings.







14 **"Atmospheric"**  $\text{♩} = 40$

31

**Voice**  
*mp* *pp* grunt  
 muffled cover mouth

**B. Cl.**  
 Low thumb keys  
 All tone holes open  
*mp* *pp* *mp* *mp* *pp*

**Db.**  
 c.l.b.  
 arco  
*mp* *pp* *mp* *pp* arco

**Ruler**  
 To long ruler  
*mp* *pp* twist

**Perc.**  
*mp* *pp*

**E.Gtr**  
 To cable  
 Vol - 1  
*p*

**E. Bass**  
 sempre sul pont.  
 sempre l.r.  
*mp*

**Dr.**  
 To mallets  
*mp*



♩ = 60

**m/**

♩ = 50

**Drummer takes charge. Players shift position.  
Conductor walks off stage slowly**

Voice

40

free of tempo

*sempre f*

Choose fragments from the two figures and improvise.  
Get progressively wilder through each tempo change.

free of tempo

*sempre f*

Choose fragments from the two figures and improvise.  
Get progressively wilder through each tempo change.

Detune E string

*sempre f*

♩ = 60

♩ = 50

*sempre f*

*sempre f* with a soft mallet slightly off center

Detune E, A and D strings

*sempre f*

*sempre f*

*sempre f*

♩ = 60

♩ = 50

Take charge

*sempre f*

B. Cl.

free of tempo

*sempre f*

*arco*

*sempre f*

*sempre f*

*sempre f*

*sempre f*

*sempre f*

*sempre f*

*sempre f*

*sempre f*

Db.

*sempre f*

*sempre f*

*sempre f*

*sempre f*

*sempre f*

*sempre f*

*sempre f*

*sempre f*

Ruler

*sempre f*

*sempre f*

*sempre f*

*sempre f*

*sempre f*

*sempre f*

*sempre f*

Perc.

*sempre f*

*sempre f*

*sempre f*

*sempre f*

*sempre f*

*sempre f*

E. Gtr.

*sempre f*

*sempre f*

*sempre f*

*sempre f*

*sempre f*

E. Bass

*sempre f*

*sempre f*

*sempre f*

Dr.

*sempre f*

*sempre f*

*sempre f*

*sempre f*

*sempre f*

*sempre f*

*sempre f*

*sempre f*

*sempre f*

*sempre f*

*sempre f*

*sempre f*

*sempre f*

Choose fragments from the two figures and improvise.  
Get progressively wilder through each tempo change.

Choose fragments from the two figures and improvise.  
Get progressively wilder through each tempo change.

Sync w/guitar

3

5:4

Sync w/guitar

3

5:4

Sync w/guitar

3

5:4

Sync w/guitar

3

5:4

Sync w/guitar

3

5:4

Cue instruments

3

5:4

+arco

3

5:4

3

5:4

3

5:4

3

5:4

3

5:4

3

5:4

3

5:4

3

5:4

3

5:4

3

5:4

3

5:4

3

5:4

3

5:4

3

5:4

3

5:4

3

5:4

3

5:4

3

5:4





\*All instruments sync w/drums

48

Sync w/drums

♩ = 10

♩ = 150

Voice

Musical staff for Voice, showing a series of notes and rests. A bracket above the staff indicates a triplet of notes.

B. Cl.

Musical staff for B. Cl., showing notes and rests. A bracket above the staff indicates a triplet of notes.

Db.

Musical staff for Db., showing notes and rests. A bracket above the staff indicates a triplet of notes. The text "Detune string" is written below the staff.

Ruler

Musical staff for Ruler, showing notes and rests. A bracket above the staff indicates a triplet of notes.

Perc.

Musical staff for Perc., showing a series of notes and rests. A bracket above the staff indicates a triplet of notes.

E. Gtr.

Musical staff for E. Gtr., showing notes and rests. A bracket above the staff indicates a triplet of notes. The text "Detune strings" is written below the staff.

E. Bass

Musical staff for E. Bass, showing notes and rests. A bracket above the staff indicates a triplet of notes. The text "Detune B string" is written below the staff.

Dr.

Musical staff for Dr., showing a complex rhythmic pattern with various note values and rests. A bracket above the staff indicates a triplet of notes. The text "Cue instruments" is written above the staff. The text "Sticks" and "Mime" are written below the staff. The text "One Two Three Four Yell count off with sticks" is written below the staff. The text "ff" is written below the staff.

One Two Three Four Yell count off with sticks

ff