

# Conversations with a Mirror

duration c. 6'30"

p

Etienne Houben

♩ = 60  
*move sticks in simultaneous visual motion to instrument*

Player 1  
*ff*

Player 2  
*ff*  
*\*move sticks in simultaneous visual motion to instrument*

♩ = 60  
*one hand*

*p*

pl. 1  
*f*

pl. 2  
*f*  
*on cup(open)*

*ss-sticking*

(rimshot) \*

*sfz*

swipe head with tip

*mp*

pl. 1  
*f*

pl. 2  
*f*

*sfz*

*sfz*

♩ = 60

pl. 1  
*pp*

pl. 2  
*pp*

*16*

*16*

pl. 1  
*stringe*

pl. 2  
*stringen*

*16*

Conversations with a Mirror

pl. 1  
30

pl. 2  
30

Musical notation for piano 1 and piano 2, measures 30 to 35. The time signature changes from 7/16 to 5/16 and then to 2/4 and 3/4.

pl. 1  
36

pl. 2  
36

*accel.*

*p cresc.*

*p cresc.*

Moderato (♩ = c. 98)

Musical notation for piano 1 and piano 2, measures 36 to 41. Includes performance markings: *accel.*, *p cresc.*, and *Moderato* (♩ = c. 98).

pl. 1  
42

pl. 2  
42

*f*

*f*

Musical notation for piano 1 and piano 2, measures 42 to 47. Includes dynamic marking *f*.

pl. 1  
48

pl. 2  
48

*mf* *f*

1. (rimshot) 2. *sim.*

*mf sfz sfz*

Musical notation for piano 1 and piano 2, measures 48 to 52. Includes dynamic markings *mf* and *f*, and articulation markings *mf sfz sfz*. First ending marked *(rimshot)*, second ending marked *sim.*

pl. 1  
53

pl. 2  
53

*sfz sfz sfz sfz*

*fz cresc. molto..*

*cresc.*

Musical notation for piano 1 and piano 2, measures 53 to 59. Includes dynamic markings *sfz sfz sfz sfz*, *fz cresc.*, and *cresc.*. The tempo is marked *molto..*

Tempo Primo

pl. 1  
60

pl. 2  
60

*fff ff*

*fff ff \* simile (wi)*

*p ff pp (half-open)*

*ff pp*

Musical notation for piano 1 and piano 2, measures 60 to 65. Includes dynamic markings *fff ff*, *fff ff \* simile (wi)*, *p ff pp (half-open)*, and *ff pp*. The tempo is marked *Tempo Primo*.

# II

Moderato ♩ = c. 120

with tension

65

pl. 1

upper stems: pl. 1 (play glock. with one or two mediu

65 *p*

Glck.

65 down stems: pl. 2 (play glock. with one or two me

pl. 2

69

pl. 1

69

Glck.

69

pl. 2

*a tempo*

69

pl. 2

L.V.

73

pl. 1

73

Glck.

73 (first note with pedal)

pl. 2

73

pl. 2

77

pl. 1

with finger (sizzle)

77

Glck.

77 with fingers/hand

pl. 2

*mf*

iihat cup open, bell sound)

*a tempo*

*espress.*

pl. 1

82

Glck.

82 *sim.*

pl. 2

*poco rall..*

hihat cu (open)

L.V.

L.V.

87

pl. 1

87

Glck.

87 *p*

pl. 2

*rit.*

*poco meno m*

*p*

muta: drumstick

muta: drumstick

with tip

92

pl. 1

92

Glck.

92

pl. 2

*swipe*

muta: gong st

*molto*

*dim.*

**Agitato** (c. 136)

97

pl. 1

97

pl. 2

101

pl. 1

101

pl. 2

*p*

*p*

*mf* *sf*

*mp*

*mp*

*p* *cresc.*

*p* *cresc.*

106

pl. 1

106

pl. 2

play with hands

play with hands

111 play with nails

pl. 1

111 play with nails

pl. 2

*mf*

*n*

\* create gliss. in tone by applying pressure with pedale, then gradually loosen it (no sizzle!)  
gliss. up: opposite technique

115

pl. 1

*mf*

115

pl. 2

*mf*

muta sticks

*p*

*fist*

muta sticks

*p*

119

pl. 1

*pp*

*cres*

119

pl. 2

*p*

*pp*

*cresc*

124

pl. 1

*sfz*

124

pl. 2

*sfz*

6

*Groovy*

128  
pl. 1 *ff*  
pl. 2 *ff*

130  
pl. 1  
pl. 2

132  
pl. 1  
*poco meno*  
pl. 2

134  
pl. 1  
pl. 2

137 *muta: medium glock. sticks*  
pl. 1  
Glck.  
pl. 2 *mp*

140

pl. 1

Glck.

pl. 2

140

143

Glck.

pl. 2

143

146

Glck.

pl. 2

146

150

pl. 1

Glck.

pl. 2

150

150

150

(with glock. sticks)

(half time feel)

154

pl. 1

Glck.

pl. 2

*molto..*

*molto..*

*muted drumsticks (subtle!)*

*\*sim.*

*sticks in simultaneous motion to instrument*

(cross-sticking)

159

pl. 1

pl. 2

*sticks in simultaneous motion to instrument*

*Groovy*

165

pl. 1

pl. 2

168

pl. 1

pl. 2

*cresc.*

*cresc.*

171

pl. 1

pl. 2

175  
pl. 1  
3 *ff* 3 3 3

175  
pl. 2  
3 *ff* 3 3 3

*rall.*

3 3 3

179 *moto rall.* ♩ = 60  
pl. 1  
*pp* *ff*

179  
pl. 2  
*pp* *ff*

*accel.*

3 5 3 3

**Agitato** (♩ c. 136)  
182  
pl. 1  
*ff*

182  
pl. 2  
*ff*

12/16

188  
pl. 1

188  
pl. 2

'fall' on head:  
creating deadstroke/  
visual

*fff* *sffz*

*fff* *sffz*

'fall' on head:  
creating deadstroke/  
visual