

# The Navigator

for percussion, harp, piano, violin and cello

with visual accompaniment  
by The Warp Whistle Project

**Paul Schuette**



## Instrumentation

### Percussion

4 Resonant Metals

Drums -

log (or slit) drum

snare drum

kick drum (18" or smaller)

hi-hat

suspended cymbal

Vibraphone (2 bows)

Harp

Piano (E-bow)

Violin

Cello

Duration: 25 minutes

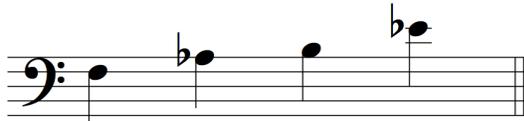
*This work was commissioned by Network for New Music*

## Performance Notes

### Percussion -

Resonate metals can be Thai nipple gongs, almglocken, crotales, pot lids, handbells, etc. or a mixed assortment.

(roughly) pitched to:



- octave displacements which maintain this overall order from low to high are acceptable (lower octaves preferred)

- table / suspended issue

A musical staff for Drums. The staff starts with a double bar line. The first note is on the first line, labeled 'Kick Drum'. The second note is on the second line, labeled 'Snare Drum / Rim Shot'. The third note is on the second space, labeled 'Slit Drum Low / High'. The fourth note is on the third line, labeled 'Suspended Cymbal'. The fifth note is on the third space, labeled 'Hi-hat'. The staff ends with a double bar line.

Log drum - pitches F/Bb (if available)

### Visual Accompaniment -

At the premier performance of the work on Jan. 21, 2017 at the University of the Arts in Philadelphia, PA, a kinetic art installation was created to accompany the music. Subsequent performances of this piece can also be staged with the visual component as a video projection.

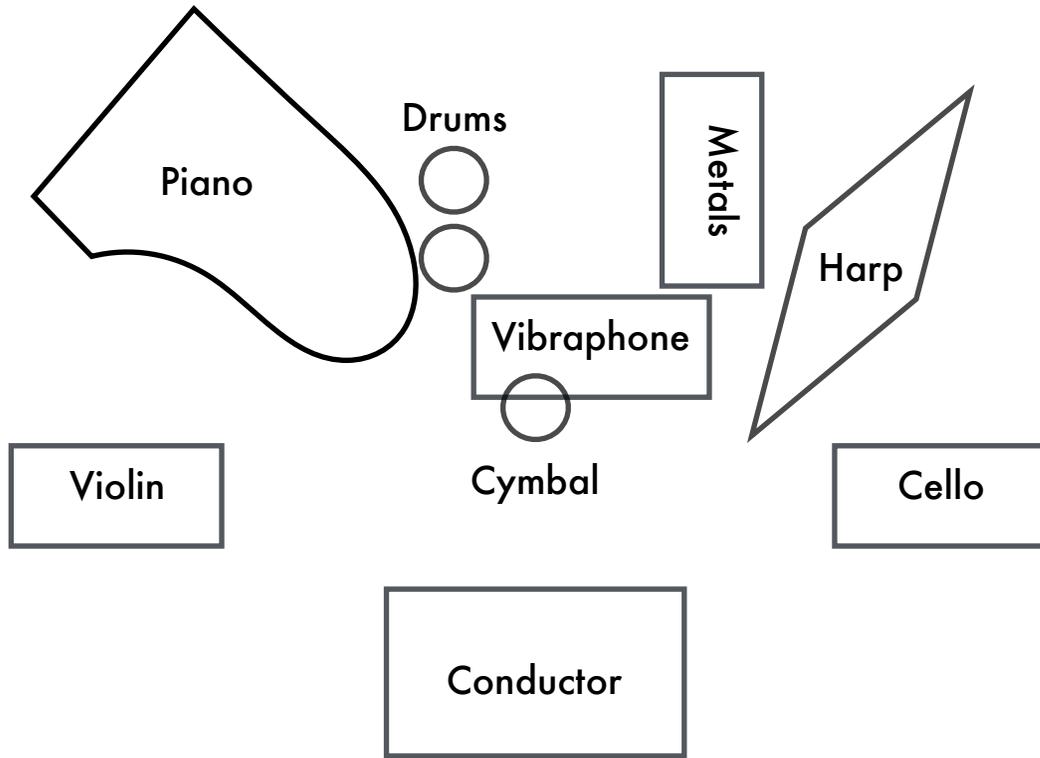
Please contact the composer at [paul.w.schuetter@gmail.com](mailto:paul.w.schuetter@gmail.com) for details.

### Conductor Click-track -

If the work is to be performed with the video component, the conductor must coordinate the production via a click-track. The audio on the .mov file contains the click-track. As notated in the music, each movement of the click track begins with an empty bar.

# Stage Plot

Installation (or Video)



## Program Notes

### About the work

The Navigator is a hybrid work of art: a staged collision of sonic and visual information. The visual components are inspired by Asa Smith's 19th century astronomical illustrations: outdated planetary charts that served a didactic purpose for his readers. Additional source materials include 1950s science fiction stage sets, clock parts, and mythological scientific instruments. Tensions between the hand-made and the mechanical, illusion and artifice, and function and futility, positions The Navigator as an amalgamation of past representations of ideological futures. Similar to make-believe, the viewer is consumed by an experience on the verge of rupture.

As The Navigator performs its various functions, its true purpose remains enigmatic. While every journey has a destination, The Navigator's priority is the voyage. In "Wind Up", the music is energetic and intricate, influenced by strains of minimalism, yet the question of mechanical malfunction begins early on as kinks enter into the clockwork precision. "Unlock" is a hypnotic journey through nocturnal spaces - pointillistic starbursts of sound map a course out of the darkness and into the light. In the final leg, once a tenuous signal is established, The Navigator is ready to "Transmit" to its final destination.

### In context

In day to day life, we put the material world to use: cars, coffee makers, and cell phones, to name a few. These objects are typically defined by the unique purpose they serve: cars take us places, coffee makers fuel the morning routine, and cellphones . . . do most of the rest. However, philosophers have argued that we never truly see these objects for what they actually are until they break. A broken cellphone no longer able to serve any of its myriad purposes, can be seen for what it truly is: a chocolate-bar-sized piece of glass and aluminum housing an intricate array of precious metals and circuit boards. Without a purpose, the object's techne is revealed.

Historically, art objects have served the purpose of glorifying the spiritual, entertaining the masses, and representing ideals of truth, beauty, and power. . In the early years of the 20th century, with the wheels of modernity in full swing, the purpose, appearance, and function of western art was set on a new course. No longer fixated on mimesis, artists began working in opposition to the dominant trend that art should copy nature. As The Navigator charts its own 21st century voyage, its destination remains a question and, in doing so, imparts something else about its true nature.











Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*f*

*f*

*pp*

*ff*

*pp*

*ff*

*pp*

38



Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

**A**

*f*

*f*

*ff*

*f*

*f*

*p*

*f*

*ff*

*f*

*f*

*ff*

*ff*

*ff*

39

40

41

42

I. Windup

Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*ff* *f* *f* *pp*

*arco* *pizz.*

43 44 45 46



Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*ff* *f* *ff* *pp* *ff* *pp* *ff* *pp*

*arco*

47 48

Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*f*

*f*

*ff*

*pp*

*ff*

*pp*

52



Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*f*

*p*

*p*

*ff*

*pp*

*pp*

*f*

54

55

pizz.



I. Windup

B

Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

65 66 67 68 69 70

*ff* *pp* *ff* *ff* *mf* *ff*

*arco* *pizz.* *arco* *pizz.*

8<sup>va</sup> 8<sup>va</sup>

3



Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

71 72 73 74

*mf* *p* *mf* *p*

*p*

I. Windup

10

Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*ff*

*mf*

*f*

*f*

*f*

*p*

75 76 77 78



Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*ff*

*f*

*mf*

*p*

*f*

*p*

*f*

*p*

79 80 81 82

Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

83

84

85



Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

86

87

88

I. Windup

12

Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*mf*

*ff*

89 90 91



C

Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*mf*

92 93 94

Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

95 96 97



Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

98 99 100 101

*ff*

*ff*

*ff*

*ff*



Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

110 111 112 113 114



Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

115 116 117 118 119

*G# - G# F# - F# D# - D#*

I. Windup

Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

120 121 122 123 124 *ff* 125



Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

126 127 128 *mf* 129 130

Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

131 *ff* 132 133 134 135 136 *p*



Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

137 138 *ff* 139 140 *pp* 141 142 143 *ff*



Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

158 *ff* 159 160 161 162 163 *ff* 164 165 *p*



Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

166 167 *ff* 168 169 170 171 172

# II. Unlock

$\text{♩} = 52$ , ancient    metals - suspended ringing    mallets L.V.

Metals

Drums

Vibraphone

Harp

Piano

Violin

Cello

motor off

*p*

L.V. *mf*

\* place E-bow on the strings (1/3) of the indicated pitch, as quietly as possible, approx. 8" from the hammer then pluck middle string (2) and leave E-bow in place E-bow in 'standard mode' (switch to the LEFT)

\*  
+

*Ped.* (down to rehearsal A)

1 2 3 4 5 6 7 8



Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

9 10 11 12 13 14 15 16

Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

arco

*p*

17 18 19 20 21 22 23



Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

arco

*p*

24 25 26 27 28

Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

29 30 31 32



Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

33 34 35 36

Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*ppp*

*pp*

- remove E-bow

(Ped.)

*ppp*

*ppp*

37 38 39 40



A

Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

rattan

*pp*

*pp*

pizz.

*p* pizz.

*p*

41 42

II. Unlock

\* when open, a *ff* hit causes top and bottom cymbals to interact

Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

43 44 45



Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

46 47

II. Unlock

\* cymbal scrape - lightly circle the cymbal with the rattan end of the mallet

Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

48

49

50

*ff*

*pp*

*ff*

*pp*

*p*

*p*



Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

51

52

*ff*

*p*

*ff*

*p*

*f*

*f*

Ped.

Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

53

54

*pp*

*pp*

*ff*

*pp*

*pp*



Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

55

56

*p*

*ff*

Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

57

58

59

*ff*

*pp*

*ff*

*pp*

*pp*

*pp*

*Ped.*



Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

60

61

*ff*

*p*

*p*

Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*ff*

*pp*

*pp*

*pp*

*pp*

*pp*

Ped.

62

63



Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*p*

*ff*

*p*

*ff*

*f*

*f*

64

65

Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*ff*

*ff*

*Ped.*

66

67



**B**

Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*p*

*ff*

*Ped. (down to rehearsal C)*

*L.V. p*

*\* - E-bow, simile*

*f*

*arco*

*harmonic gliss. sul E*

*pp*

*artificial harmonic gliss. sul A*

*pp*

68

\* 'Seagull effect' - set and maintain the indicated interval while glissing downwards begin as high as possible on the indicated string, end as low as possible

II. Unlock

30

Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*pp*

*pp*

sul A

sul D

sul G

sul D

sul G

sul C



Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*pp*

*pp*

Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

85

86

87

*mf*

*mf*

*mf*



Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

88

89

90

*mf*

*f*

Metals

Drum

Vib. *f*

Hp. *f*

Pno. *f*

Vln. *f*

Vc. *ff*

91 92 93



Metals

Drum

Vib. *fff*

Hp. *fff* (Ped.)

Pno. *fff* (Ped.)

Vln. *ff* *fff*

Vc. *fff*

94 95 96

C

Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

97 98 99 100 101 102



Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

103 104 105 106

Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*p* Ped.

*ff*

*ff*

*p*

*p*

107 108 109 110



Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*ff*

*p*

*ff*

*pizz.*

*f* *pizz.*

*f*

*Ped.*

111 112

Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

113

114



Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

115

116

Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*ff*

*ff*

*Ped.*

117

118



Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*ff*

119

120

Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

121

122

Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

123

124

Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

125

*ff*

126



Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

127

*ff*

*p*

*f*

128

Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

\* allow the lowest strings to rattle against each other

'Thunder gliss.'

*fff*

*pp*

*fff*

*fff*

*ff*

*ff*

arco sul pont.

arco sul pont.

Ped.

*ff*

*ff*

129

130

\* forearm cluster  
BLACK KEYS ONLY

Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*mf*

*p*

*mf*

*p*

*fff*

*mf*

*pp*

*fff*

*mf*

*p*

*fff*

*p*

*ff*

*ff*

L.V.

6

3

131

132

133

134

Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

135 136 137 138

*pp* *fff* *mf* *p*

*L.V.*

*mf* *mf* *p*

*Ped.* *Ped.*

*ord.* *p* *p*

*p* *p*

Metals

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

139 140 141 142

*mf* *pp*

*mf* *mf* *pp*

*mf* *p*

*Ped.* *Ped.*

*mf* *p* *p*

*mf* *p*

*L.V.*

# III. Transmit

♩ = 104, lyrical  
metals 1, 3, and 4 (F, B, E<sup>b</sup>) - muted, on table  
metal 2 (A<sup>b</sup>) - suspended, ringing

Metals

Drums

Vibraphone

Harp

Piano

Violin

Cello

motor on, slowly

arco

*pp* *mf* *pp*

*ppp* *simile* *p*

8<sup>va</sup> \* rub both hands on the lowest strings in a circular pattern

*ppp* *pp*

\* on each crescendo, hover around the indicated 'harmonic node' on String I to add a little natural harmonic pitch to the sound - bowing is continuous

Ped.

\* attempt to transition to ord. pitch seamlessly

*dolce*

*ppp* *p* *ppp* *p* *ppp*

*ppp* *p* *ppp*

\* 'Air Noise' - mute the indicated strings with the L.H. create a 'white noise' effect by applying light bow pressure

5 6 7

Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*p*

*ppp* *pp*

8<sup>va</sup>

*p*

*legato - free bow*

*p* *ppp* *p* *ppp* *p*

8 9 10 11 12 13 14 15

Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

arco

*pp* *mf* *pp*

*ppp*

simile *ppp* *p*

*ppp*

*ppp* *p* *ppp*

8<sup>va</sup>

Ped.

16 17 18 19 20 21 22 23



A

Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*ppp* *p*

*ppp*

*p*

8<sup>va</sup>

Ped.

*p* *ppp* *p* *ppp* *p*

24 25 26 27 28 29

Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

arco

*pp* *mf*

*ppp*

*simile* *ppp* *p*

*ppp*

*ppp* *p* *ppp*

*ppp* *ppp* *p* *ppp*

30 31 32 33 34 35 36 37



Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*pp*

*ppp* *p*

*ppp*

*mf*

*p*

*p* *ppp* *mf*

38 39 40 41 42 43 44 45



Metal

Drum

Vib. mallets *p* Ped. Ped. Ped.

Hp. *mf*

Pno. Ped. Ped. Ped. Ped.

Vln. *mf*

Vc. *mf*

63 64 65 66 67 68 69 70 *p*



Metal

Drum

Vib. Ped.

Hp.

Pno. *p* Ped.

Vln.

Vc.

*mf* *p* *mf* *p* *mf* *p* *mf*

71 72 73 74 75 76 77 78

Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

arco

*pp* *mf* *pp*

*ppp* *p*

*pp*

*ppp* *p* *ppp* *p*

*p* *ppp* *p* *ppp* *p*

79 80 81 82 83 84 85



C

Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*mf* *pp*

*ppp* *p* *f*

*p* *f*

*ppp* *p* *f*

86 87 88 89 90

Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

91 92 93 94 95

*f* *p* *p* *ppp*

Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

96 97 98 99

*pp* *mf* *pp* *ff* *ppp* *p* *ppp* *p* *ppp*

bisbigl. ord.

dist.

dist.

\* gradually unmute strings and apply increasing bow pressure for an increasingly distorted (dist.), grating, scratch tone sound

Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

103 104 105 106 107

*pp* *pp* *ff*

*p* *ff*

*pp*

*f* *p* *ppp* *p* *f*

*f* *p* *ppp* *p* *f*

8va ord. 'air noise' dist.

Ped. ord. 'air noise' dist.

ord. 'air noise' dist.

ord. 'air noise' dist.

Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

108 109 110 111 112 113 114

*pp* *pp* *ff*

*pp* *ff*

*f*

*p* *ppp* *p* *ff*

*p* *ppp* *p* *ff*

8va ord. 'air noise' dist.

Ped. ord. 'air noise' dist.

ord. 'air noise' dist.

ord. 'air noise' dist.

\* grind to a halt! no pitch

Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

115 116 117 118



Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

119 120 121 122 123

Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

124 125 126 127 128 129 130



Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

131 132 133 134 135 136

Metal *ff*

Drum *pp*

Vib.

Hp. *ff*

Pno. *pp*

Vln. pizz. *ff*

Vc. pizz. *ff*

137 138 139 140 141 142 143 144



Metal

Drum *mf* *ff* *pp* *pp*

Vib. *ff*

Hp. *mf* *p* *mf* *mf*

Pno. *p* *ff*

Vln. arco sul pont. *mf* ord. *p*

Vc. arco sul pont. *mf* ord. *p*

145 146 147 148 149

Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*p*

*ff*

*pizz.*

150 151 152 153 154 155 156



Metal

Drum

Vib.

Hp.

Pno.

Vln.

Vc.

*pp*

*pp*

*pp*

157 158 159 160 161 162



