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Prism

by Ray Flores

Advanced - 4:44 / 13 - 15 Players

Instrumentation

**Bells, (2) Xylophones, Vibes,
(3) Marimbas (one 5 octave), Chimes, (5) Timpani,
Snare Drum, Concert Bass Drum, (4) Concert Toms,
Woodblock, Triangle, Shaker, Crash Cymbals,
(2) Suspended Cymbals**

Prism

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Allegro ♩ = 160

The musical score is arranged in a multi-staff format. The instruments and their parts are as follows:

- Bells:** Treble clef, 7/8 time signature. Starts with a *ff* dynamic, then changes to *mf* in the fourth measure.
- Vibraphone:** Treble clef, 7/8 time signature. Starts with a *ff* dynamic, then becomes silent in the third and fourth measures.
- Xylophone 1:** Treble clef, 7/8 time signature. Starts with a *ff* dynamic, then changes to *mf* in the fourth measure.
- Xylophone 2:** Treble clef, 7/8 time signature. Starts with a *ff* dynamic, then becomes silent in the third and fourth measures.
- Marimba 1:** Treble clef, 7/8 time signature. Starts with a *ff* dynamic, then changes to *mf* in the fourth measure.
- Marimba 2:** Treble clef, 7/8 time signature. Starts with a *ff* dynamic, then changes to *mf* in the fourth measure.
- Marimba 3:** Treble and Bass clefs, 7/8 time signature. Starts with a *ff* dynamic, then becomes silent in the third and fourth measures.
- Timpani (G, C, E, G):** Bass clef, 7/8 time signature. Starts with a *ff* dynamic, then changes to *mf* in the fourth measure.
- Percussion 1 (Snare Drum, Bass Drum):** Percussion clef, 7/8 time signature. Starts with a *ff* dynamic, then changes to *mf* in the fourth measure.
- Percussion 2 (4 Toms, Chimes):** Percussion clef, 7/8 time signature. Starts with a *ff* dynamic, then changes to *mf* in the fourth measure.
- Percussion 3 (Woodblock, Triangle, Shaker):** Percussion clef, 7/8 time signature. Starts with a *ff* dynamic, then becomes silent in the third and fourth measures.
- Percussion 4 (Crash Cym, 2 Sus Cym):** Percussion clef, 7/8 time signature. Starts with a *ff* dynamic, then changes to *mp* in the fourth measure.

The score is divided into four measures. Measure 1 is in 7/8 time. Measure 2 is in 7/8 time. Measure 3 is in 4/4 time. Measure 4 is in 4/4 time. Dynamics are indicated by *ff* (fortissimo), *mf* (mezzo-forte), and *mp* (mezzo-piano). The score includes various musical notations such as beams, slurs, and accents.

Prism

pg. 2

This musical score is for the percussion section of a piece titled "Prism". It consists of ten staves, each representing a different instrument or group of instruments. The score is divided into four measures, numbered 5, 6, 7, and 8. The key signature is one flat (B-flat), and the time signature is 7/8. The dynamics range from fortissimo (ff) to mezzo-forte (mf). The instruments and their parts are as follows:

- Bells:** Treble clef, 7/8 time. Measures 5 and 6 have a *ff* dynamic. Measure 7 has a *mf* dynamic. Measure 8 has a *mf* dynamic.
- Vibraphone:** Treble clef, 7/8 time. Measures 5 and 6 have a *ff* dynamic. Measures 7 and 8 are silent.
- Xylophone 1:** Treble clef, 7/8 time. Measures 5 and 6 have a *ff* dynamic. Measure 7 has a *mf* dynamic. Measure 8 has a *mf* dynamic.
- Xylophone 2:** Treble clef, 7/8 time. Measures 5 and 6 have a *ff* dynamic. Measures 7 and 8 are silent.
- Marimba 1:** Treble clef, 7/8 time. Measures 5 and 6 have a *ff* dynamic. Measure 7 has a *mf* dynamic. Measure 8 has a *mf* dynamic.
- Marimba 2:** Treble clef, 7/8 time. Measures 5 and 6 have a *ff* dynamic. Measure 7 has a *mf* dynamic. Measure 8 has a *mf* dynamic.
- Marimba 3:** Treble and Bass clefs, 7/8 time. Measures 5 and 6 have a *ff* dynamic. Measures 7 and 8 are silent.
- Timpani (G, C, E, G):** Bass clef, 7/8 time. Measures 5 and 6 have a *ff* dynamic. Measure 7 has a *mf* dynamic. Measure 8 has a *mf* dynamic.
- Percussion 1 (Snare Drum, Bass Drum):** Percussion clef, 7/8 time. Measures 5 and 6 have a *ff* dynamic. Measure 7 has a *mf* dynamic. Measure 8 has a *mf* dynamic.
- Percussion 2 (4 Toms, Chimes):** Percussion clef, 7/8 time. Measures 5 and 6 have a *ff* dynamic. Measure 7 has a *mf* dynamic. Measure 8 has a *mf* dynamic.
- Percussion 3 (Woodblock, Triangle, Shaker):** Percussion clef, 7/8 time. Measures 5 and 6 have a *ff* dynamic. Measure 7 has a *mf* dynamic. Measure 8 has a *mf* dynamic.
- Percussion 4 (Crash Cym, 2 Sus Cym):** Percussion clef, 7/8 time. Measures 5 and 6 have a *ff* dynamic. Measure 7 has a *mf* dynamic. Measure 8 has a *mf* dynamic.

Prism

pg. 3

This musical score is for the percussion section of the piece "Prism" on page 3. It features ten staves for different instruments, all in a 2/4 time signature. The score is divided into measures 9 through 15. A key signature change occurs at measure 14, moving from two flats to one flat. The dynamics range from fortissimo (ff) to piano (p). The Bells and Xylophone 1 parts feature triplet patterns starting in measure 14. The Marimba 1 part has a triplet pattern starting in measure 14. The Timpani part has a triplet pattern starting in measure 14. The Percussion 1 part has a triplet pattern starting in measure 14. The Percussion 2 part has a triplet pattern starting in measure 14. The Percussion 3 part has a triplet pattern starting in measure 14. The Percussion 4 part has a triplet pattern starting in measure 14. The score includes various percussion techniques such as crashes, sus cym, and shakers.

Bells
9 *ff* 10 11 12 13 14 *f* 15

Vibraphone
9 10 11 12 13 14 15

Xylophone 1
9 *ff* 10 11 12 13 14 *f* 15

Xylophone 2
9 10 11 12 13 14 15

Marimba 1
9 *ff* 10 11 12 13 14 *f* 15

Marimba 2
9 *ff* 10 11 12 13 14 *f* 15

Marimba 3
9 10 11 12 13 14 *f* 15

Timpani (G, C, E, G)
9 10 11 12 13 14 *f* 15

Percussion 1 Snare Drum Bass Drum
9 10 11 12 13 14 *f* 15

Percussion 2 (4) Toms Chimes
9 10 11 12 13 14 *f* 15

Percussion 3 Woodblock Triangle Shaker
9 10 11 12 13 14 *f* 15 *triangle (let all notes ring) mp*

Percussion 4 Crash Cym (2) Sus Cym
9 10 11 12 13 14 *f* 15 *p*

Prism

pg. 4

A ♩ = 80

Bells
mp

Vibraphone
mf

Xylophone 1
mp

Xylophone 2
mf

Marimba 1
mp

Marimba 2
mf

Marimba 3
mp

Timpani (G, C, E, G)
mp

Percussion 1 Snare Drum Bass Drum
mp

Percussion 2 (4) Toms Chimes
mp

Percussion 3 Woodblock Triangle Shaker

Percussion 4 Crash Cym (2) Sus Cym
mp *p* *mp*

Measures 16, 17, and 18 are indicated at the top of their respective staves.

Prism

pg. 5

This musical score is for the percussion section of the piece "Prism" on page 5. It is written in 3/4 time with a key signature of one flat (B-flat). The score is divided into three measures: 19, 20, and 21. The instruments and their parts are as follows:

- Bells:** Plays a continuous sixteenth-note pattern with a sixteenth rest, marked with a '6' above the staff.
- Vibraphone:** Plays a triplet eighth-note pattern, marked with a '3' above the staff.
- Xylophone 1:** Plays a continuous sixteenth-note pattern with a sixteenth rest, marked with a '6' above the staff.
- Xylophone 2:** Plays a triplet eighth-note pattern, marked with a '3' above the staff.
- Marimba 1:** Plays a continuous sixteenth-note pattern with a sixteenth rest, marked with a '6' above the staff.
- Marimba 2:** Plays a triplet eighth-note pattern, marked with a '3' above the staff.
- Marimba 3:** The upper staff is silent. The lower staff plays a triplet eighth-note pattern, marked with a '3' above the staff.
- Timpani (G, C, E, G):** Plays a pattern of eighth notes and rests, marked with a '3' above the staff.
- Percussion 1 (Snare Drum, Bass Drum):** Features a snare drum roll marked *fp* and a bass drum triplet marked '3'. The dynamic changes to *mf* in measure 20.
- Percussion 2 (4 Toms, Chimes):** Plays a triplet eighth-note pattern, marked with a '3' above the staff.
- Percussion 3 (Woodblock, Triangle, Shaker):** Indicated by vertical tick marks on the staff.
- Percussion 4 (Crash Cym, 2 Sus Cym):** Features a crash cymbal and suspended cymbal pattern, marked with a 'p' dynamic.

Dynamic markings at the bottom of the page are: *p* (measures 19-20), *mp* (measures 20-21), and *p* (measure 21).

Prism

pg. 6

This page of the musical score for "Prism" (page 6) features a variety of percussion instruments. The score is divided into three measures: 22, 23, and 24. The instruments and their parts are as follows:

- Bells:** Measures 22-24 play a continuous sixteenth-note pattern with a sixteenth rest (6/16R).
- Vibraphone:** Measures 22-24 play a melodic line with accents and triplets.
- Xylophone 1:** Measures 22-24 play a continuous sixteenth-note pattern with a sixteenth rest (6/16R).
- Xylophone 2:** Measures 22-24 play a melodic line with accents and triplets.
- Marimba 1:** Measures 22-24 play a continuous sixteenth-note pattern with a sixteenth rest (6/16R).
- Marimba 2:** Measures 22-24 play a melodic line with accents and triplets.
- Marimba 3:** Measures 22-24 play a melodic line with accents and triplets.
- Timpani (G, C, E, G):** Measures 22-24 play a melodic line with accents and triplets.
- Percussion 1 (Snare Drum, Bass Drum):** Measures 22-24 play a rhythmic pattern with accents and triplets.
- Percussion 2 (4 Toms, Chimes):** Measures 22-24 play a rhythmic pattern with accents and triplets.
- Percussion 3 (Woodblock, Triangle, Shaker):** Measures 22-24 play a rhythmic pattern with accents and triplets.
- Percussion 4 (Crash Cym, 2 Sus Cym):** Measures 22-24 play a rhythmic pattern with accents and triplets.

The score includes dynamic markings such as *mp* (mezzo-piano) and *fp* (fortissimo) and various articulations like accents and slurs.

Prism

pg. 7

B ♩ = 160

Bells
f
25 26 27 28 29 30

Vibraphone
29 30

Xylophone 1
f
25 26 27 28 29 30

Xylophone 2
f
25 26 27 28 29 30

Marimba 1
f
29 30

Marimba 2
f
29 30

Marimba 3
f
29 30

Timpani (G, C, E, G)
25 26 27 28 29 30

Percussion 1 Snare Drum Bass Drum
f
25 26 27 28 29 30

Percussion 2 (4) Toms Chimes
f
25 26 27 28 29 30

Percussion 3 Woodblock Triangle Shaker
woodblock
f
25 26 27 28 29 30

Percussion 4 Crash Cym (2) Sus Cym
f
29 30

25 26 27 28 29 30

Prism

pg. 8

C

31 **32** **33** **34** **35** **36**

Bells
mp

Vibraphone
mf

Xylophone 1
mp

Xylophone 2
mp

Marimba 1
mf

Marimba 2
mp

Marimba 3
mp

Timpani (G, C, E, G)
mp

Percussion 1 Snare Drum Bass Drum
mp

Percussion 2 (4 Toms Chimes)
mp

Percussion 3 Woodblock Triangle Shaker
mp

Percussion 4 Crash Cym (2) Sus Cym
p *f* *p* *mf*