

Serpentine

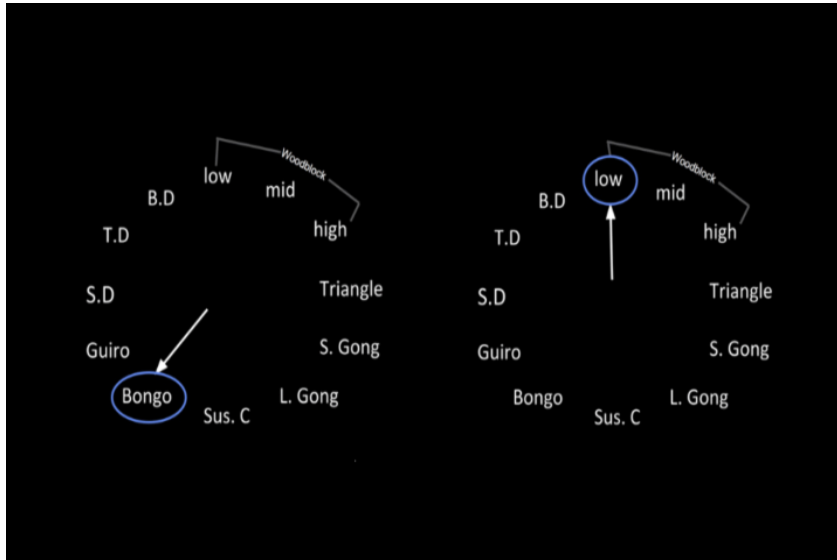
Daniel Portelli

Percussion

Erhu

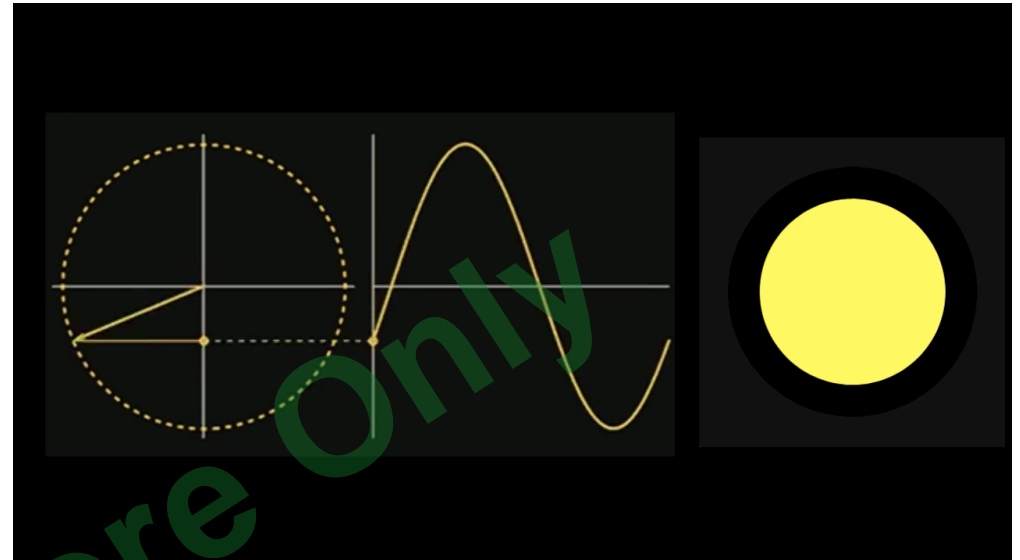
Start with video notation →

duration: 45"



soft mallets

dynamic = *p*



p

change to hard mallets

edge

dist. → ord.