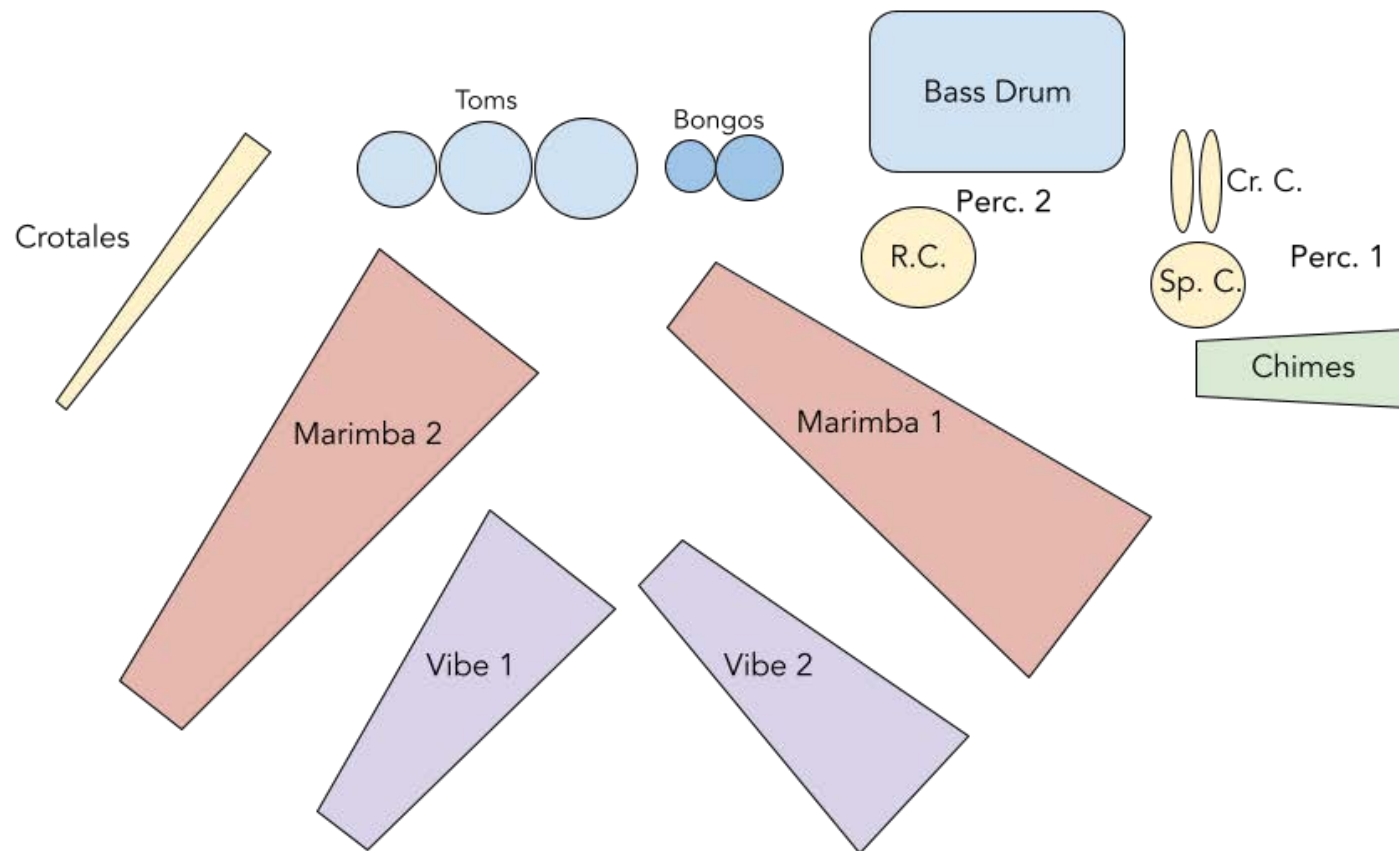




Aria Math

from *Minecraft*
by Daniel "C418" Rosenfield
arranged for percussion by Adam Inouye

Setup Chart





Thanks for playing my piece!
Here's some notes for
performing *Aria Math*
(2024).

Instrumentation (9 Players):

Marimba 1 (5.0)
Marimba 2 (5.0)
Vibraphone 1 (3.0)
Vibraphone 2 (3.0)
Crotales
Bongos
Concert Toms
Percussion 1 (*Chimes, Splash
Cymbal, Crash Cymbal*)
Percussion 2 (*Ride Cymbal,
Bass Drum*)

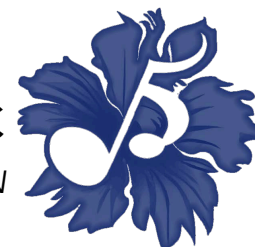
This piece is my tribute to the video game *Minecraft*, a simple game about building with blocks. I enjoy the simplicity of the game, and how it embodies the idea of limitations breeding creativity.

To play off that, I wanted to do a piece in a minimalist style, taking the opening motive from the piece and using that as the basis for development through phasing and other ideas throughout the piece.

Please note: this piece was simply a passion project, and is not commercially published. I am not responsible for any illegal performances or recordings of this arrangement.

ADAM INOUE MUSIC

ARTISTRY THROUGH PERCUSSION



Aria Math

Composed by Daniel "C418" Rosenfield

Arranged by Adam Inouye

$\text{♩} = 84$ >

Marimba *p* *cresc.* *mf*

Marimba

Vibraphone *p* *mf*

Vibraphone

Crotales

Bongos

Concert Toms

Chimes

Splash Cymbal

Crash Cymbal

Ride Cymbal

Bass Drum

The musical score for 'Aria Math' is written for a percussion ensemble. The tempo is set at 84 BPM, indicated by a quarter note symbol. The key signature has one sharp (F#). The score consists of 8 measures. The Marimba part is in the bass clef and features a melodic line with accents and a dynamic change from piano (p) to mezzo-forte (mf) via a crescendo. The Vibraphone part is in the treble clef and features a melodic line with accents and a dynamic change from piano (p) to mezzo-forte (mf) via a crescendo. The other instruments (Crotales, Bongos, Concert Toms, Chimes, Splash Cymbal, Crash Cymbal, Ride Cymbal, and Bass Drum) are marked with rests throughout the piece.

20

Mrm. *f*

Mrm. *f*

Vib. *f*

Vib. *f*

Crot. *p* *mp*

Bon.

C. Toms

Cme. *p*

Sp. Cym.

Cr. Cym.

R. Cym.

BD

B

38

Mrm. *mf*

Mrm. *f* *mf*

Vib.

Vib. *f* *p*

Crot.

Bon.

C. Toms

Cme.

Sp. Cym.

Cr. Cym.

R. Cym.

BD %

57

Mrm. (Bass): Continuous sixteenth-note pattern.

Mrm. (Treble): Chordal accompaniment with eighth notes.

Vib. (Treble): Continuous sixteenth-note pattern.

Vib. (Bass): Rest.

Cro. (Treble): Rest in measures 57-58, then a melodic line starting in measure 59 with a *mf* dynamic.

Bon. (Bass): Continuous eighth-note pattern.

C. Toms (Bass): Continuous eighth-note pattern with accents (*v*) on measures 57, 59, and 62.

Cme. (Treble): Rest.

Sp. Cym. (Bass): *f* in measure 57, *mf* in measure 58, *f* in measure 59, *mf* in measure 60, *f* in measure 61, and rest in measure 62. Includes *l.v.* markings.

Cr. Cym. (Bass): Rest.

R. Cym. (Bass): Rest.

BD (Bass): Eighth-note pattern in measures 57-58, rest in measure 59, eighth-note pattern in measure 60, eighth-note pattern in measure 61, and rest in measure 62.

2024