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An Analysis of the Original Composition Prisms

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PRISMS

FOR STRING ORCHESTRA AND PERCUSSION

ANTHONY CATALFANO
**INSTRUMENTATION**

VIOLINS - 4 parts 8 or more players

VIOLINS II - 4 parts 8 or more players

VIOLAS - 4 parts 4 players

CELLOS - 4 parts 4 players

BASSES - 4 parts 4 players

PIANO

CELESTE - 1 player

PERCUSSION

<table>
<thead>
<tr>
<th>Instrument</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>Glockenspiel</td>
<td>Chimes</td>
</tr>
<tr>
<td>Vibraphone</td>
<td>Tam Tam</td>
</tr>
<tr>
<td>Xylophone</td>
<td>Maracas (3 sets)</td>
</tr>
<tr>
<td>Marimba</td>
<td>3 Timpani</td>
</tr>
<tr>
<td>3 Triangles</td>
<td>Metal Wind Chimes</td>
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**EXPLANATION OF SYMBOLS**

X indicates hissing sound or knocking (on body of instrument) as specified in the score. For each X player is to knock or hiss from one to five times in that approximate part of the measure. X-X indicates that the player is to hiss or knock as many times as possible within the designated time span.