

Triangle tone can be understood as a collection of many pitches sounding at once. The prominence of these pitches can be adjusted so a sound is generally higher, lower, broader, or more focused.

Definitions of tone:

Thin = few pitches

Bright = mostly high pitches

Focused = a small range of pitches

Thick = many pitches

Dark = mostly low pitches

Broad = a large range of pitches

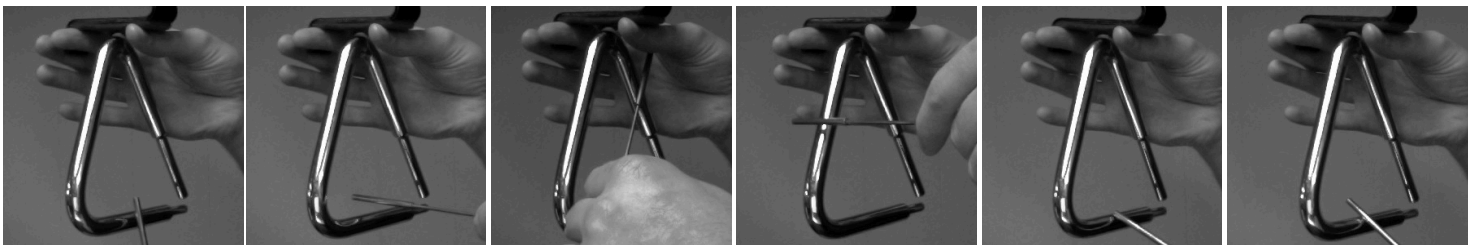
Beater:

Light-weight = thin, bright

Tip of the beater = thin, bright

Heavy-weight = thick, dark

Sweet Spot = thick, dark



Parallel

Perpendicular

Top Corner

Outside

Beater Tip

Sweet Spot

Playing position/angle:

Parallel = broad

Perpendicular = focused

Bottom = broad, thick

Top Corner = bright, thin

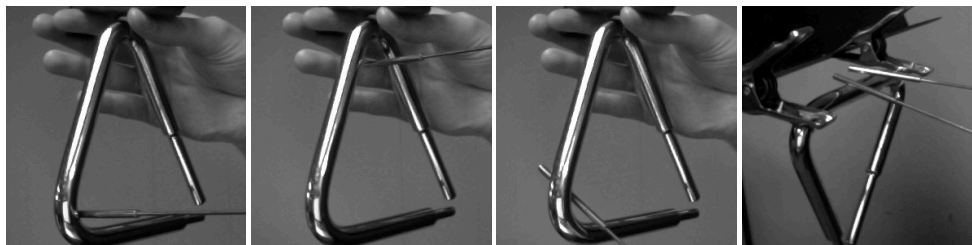
Outside Middle = focused, thick

Rolls and Fast Rhythms:

Rolls are accomplished with rapid single-strokes. This can be done one-handed in either corner or two-handed with the triangle suspended.

Perpendicular position = Choppy, articulate. Good for fast rhythms and “open” rolls.

Almost Parallel = Blended, washy. Good for warm sustain.



Articulate Roll

Blended Roll

Suspended

Embellishments:

Accomplished in the same manner as rolls, with one or two hands.

-It is advisable to play grace notes lighter/softer than regular notes, as on snare drum.

-Accomplished by simply playing louder on regular notes, or by changing tone from light, thin grace notes to dark, thick main notes with beater or position.