

1

1

0.272 start bang

0.584 mainGate 1

0.376 sfGate 0; pan1Cycle 1; startTimer bang

0.020 module2Init bang; duration 160

15"

17.250 go1_1 bang

2

30"

(flutter)

mp *mf* *p* *fp* *ppp*

Random Order 3"

3.750
sfGate 3;
pan1Cycle 0

15.250
sfGate 0

45"

Random Order 4"

fp *fp* *pp* *mf* *fp* *ppp*

Random Order 6"

1.322
pan1Cycle 1

4.847
pan2Cycle 1

7.500
go1_2 bang

1'00"

molto accel...

Random Order

7"

Musical notation for the first system, starting at 1'00". The staff contains a sequence of notes with dynamic markings *mp*, *f*, *p*, and *ppp*. A section of notes is enclosed in a box labeled "Random Order" with a duration of 7".

mp

f

p

ppp

0.320

sfGate 2

5.500

go1_3 bang

11.520

sfGate 0

1'15"

Random Order

9"

Musical notation for the second system, starting at 1'15". The staff contains notes with accents and dynamic markings *sfz*, *ppp*, *pp*, *p*, *mp*, and *mf*. A section of notes is enclosed in a box labeled "Random Order" with a duration of 9".

sfz

ppp

sfz

pp

sfz

p

sfz

mp

mf

ppp

0.233

sfGate 1

5.727

pan1Cycle 0

9.274

pan2Cycle 0

13.969

sfGate 0

4

a tempo

1'30"

mp *f* *p* *pp* *p*

gliss. gliss.

1.000 go1_4 bang

1.454 pan1Rand 1;
pan2Rand 1;
pan3Rand 1;
pan4Rand 1

12.515 go1_5 bang

1'45"

f *p* *mf* *pp* *p* *f*

gliss. gliss. (flutter)

11.500 go1_6 bang

2'00"

gliss.

p fp mf pp p ppp

9.500 go1_7 bang

14.000 section 2

2'20"

2

5"

mf p fp mf ppp pp mp pp

gliss.

0.500 go2_1 bang

6

2'40"

Musical score for section 6, 2'40". The score is written on a single staff in treble clef. It begins with a series of notes, followed by a 3-second rest. The dynamics are marked as *mp*, *ppp*, *mp*, *f*, *ff*, *pp*, *mp*, and *pp*. There are two 2.5-second rests. The word "gliss." is written above the final notes. Below the staff are three empty staves for MIDI programming. A box at 1.449 contains the code: `pan1Rand 0; pan2Rand 0; pan3Rand 0; pan4Rand 0`. A box at 10.500 contains the code: `go2_2 bang`. A box at 12.283 contains the code: `pan4LocationL 0.5 0.5 1000`.

3'00"

Musical score for section 3'00". The score is written on a single staff in treble clef. It begins with a glissando, followed by notes with glissando markings. The dynamics are marked as *pp*, *mp*, *pp*, *pp*, *mp*, and *pp*. There is a 2-second rest. The word "gliss." is written above the notes. Below the staff are three empty staves for MIDI programming. A box at 0.822 contains the code: `pan2Cycle 1`. A box at 3.926 contains the code: `harmDelayL 500 2000;`. A box at 8.065 contains the code: `harmOnOff 1; harmVolL 80 3000`. A box at 8.250 contains the code: `matrixPreset 3`. A box at 8.250 contains the code: `pan3Cycle 1`. A box at 10.500 contains the code: `mainGate 0`. A box at 10.827 contains the code: `harmCycleOnOff 1; harmFBL 0.95 6000`. A box at 12.250 contains the code: `pan1Cycle 1`. To the right of the staff, the text "IMPROV (flutter. trem. fast note) [15-20 sec.]" is written.

3'20"

Musical score for 3'20". The score is on a single staff with a treble clef and a key signature of one sharp (F#). It begins with a whole note chord consisting of F#, A, and C. The dynamics are marked *mp* and *f*. Below the staff, there are three control boxes: a box at 17.047 containing "harmCycleOnOff 0; harmFBL 0.65 3000", a box at 21.250 containing "mainGate 1", and a box at 21.249 containing "harmVolL 0 3000".

3'40"

Musical score for 3'40". The score is on a single staff with a treble clef and a key signature of one sharp (F#). It begins with a series of chords: a whole note chord (F#, A, C), a half note chord (F#, A, C), and a quarter note chord (F#, A, C). The dynamics are marked *ff*, *f*, *mf*, *p*, *mp*, *pp*, *p*, *pp*, *p*, and *pp*. Below the staff, there are four control boxes: a box at 1.623 containing "harmOnOff 0; matrixPreset 2", a box at 3.381 containing "harmDelayL 150 2000;", a box at 4.750 containing "go2_3 bang", and a box at 7.206 containing "pan1Cycle 0; pan2Cycle 0; pan3Cycle 0".

8

4'00"

IMPROV
30 sec

3"

mp *pp*

2.250 mainGate 0

11.250 mainGate 1

1.483
matrixPreset 4;
flangeOnOff 1;
flangeVolL 100 2000;
flangeCycleOnOff 1;
flangeIntensityL 0.9 3000;
reverbTimeL 7.0 5000

4.440
pan1Rand 1;
pan2Rand 1;
pan3Rand 1;
pan4Rand 1

4'30"

sfz *mf* *sfz* *sfz* *p* *fp* *sfz* *mp* *sfz*

9.028 matrixPreset 2

4.114
flangeVolL 0 2000;
flangeCycleOnOff 0

8.407
flangeOnOff 0

2.844
reverbTimeL 2.5 5000

more relaxed...

5'00"

IMPROV
20-40 sec

0.250 go2_4 bang

0.250 pan1Rand 0;
pan2Rand 0;
pan3Rand 0;
pan4Rand 0

10.750 mainGate 0

12.843 matrixPreset 5;
ringModOnOff 1;
ringModVolL 100 4000;
flangeOnOff 1;
flangeVolL 80 4000;
reverbTimeL 3.5 4000

12.160 pan1RevCycle 1;
pan3RevCycle 1

17.103 sfGate 5;
megaPlayerVolL 90 4000

19.000 pan2Cycle 1;
pan3Cycle 1

energetically

5'20"

1.159 megaPlayerVolL 60 2000

5.396 sfGate 1

0.298 ringModCycleOnOff 1

3.747 flangeCycleOnOff 1

14.28 sfGate 0;
megaPlayerVolL 40 2000

13.326 ringModVolL 0 4000;
ringModCycleOnOff 0

19.087 mainGate 1

19.482 sfGate 2;
matrixPreset 2

19.498 flangeCycleOnOff 0

f < *ff*

10
5'40"

molto rit...

f *fp* *mp* *pp* *pp* *mp* *pp*

gliss. gliss.

0.250
pan1RevCycle 0;
pan3RevCycle 0

2.696
ringModOnOff 0

4.658
sfGate 3

7.500
pan2Cycle 0;
pan4Cycle 0

8.000
go2_5 bang

13.067
sfGate 0

6'00" **3**

pp *ff* *fp* *fp* *p* *ff* *pp* *p* *fp* *fp*

0.000
section 3;
matrixPreset 6

0.750
pan1Rand 1;
pan2Rand 1

4.527
pan3LocationL 0.5 0.5 1000;
pan4LocationL 0.5 0.5 1000

7.899
sfGate 4;
megaPlayerVolL 90 2000

8.000
plnc3 bang

6'15"

fp *pp* *mp* *pp* *mf* *pp*
gliss.

[2.000] plnc3 bang
 [2.245] sfGate 5
 [3.441] harmOnOff 1;
 harmVolL 100 5000;
 harmFBL 0.8 4000;
 [10.640] sfGate 0;
 megaPlayerVolL 40 2000
 [13.500] plnc3 bang

6'30"

pp *mp* *pp* *mp* *pp* *mf* *pp* *f* *pp*

[2.250] plnc3 bang
 [4.050] harmVolL 0 5000;
 harmFBL 0.65 4000
 [5.750] plnc3 bang
 [10.250] plnc3 bang
 [0.250] pan1Rand 0;
 pan2Rand 0

12
6'45"

IMPROV
longer
section
1'00"

0.070 mainGate 0

0.045 matrixPreset 7; flangeOnOff 1; harmOnOff 1; sfGate 7; megaPlayerVolL 90

11.049 harmVolL 80 3000; flangeVolL 80 2500; flangeCycleOnOff 1; harmFBL 0.8 4000; harmDelay 500 10000; reverbTimeL 6.0 5000

9.653 mainGate 1

8.007 harmTransposeL -700 10000;

22.243 harmTransposeL 700 10000;

14.200 harmCycleOnOff 1; harmDel 18.261 0 7000; reverbTimeL 3.0 6000

1.750 pan1Cycle 1; pan3Cycle 1

11.28 pan2RevCycle 1; pan4RevCycle 1

7'45" gradually more relaxed...

0.346 sfGate 5; megaPlayerVolL 90 3000; harmCycleOnOff 0; harmVolL 0 9000; harmTransposeL 0.4000; harmFBL 0.65 4000

4.807 matrixPreset 6

6.750 plnc3 bang

4.283 flangeCycleOnOff 0

14.750 sfGate 0; megaPlayerVolL 45 3000

7.750 pan1Cycle 0; pan3Cycle 0

fp *pp* *p* *mf* *pp* *p* *mp* *pp*

8'00"

4

13

pp mp ppp p

0.000 section 4; matrixPreset 8

0.216 ringModOnOff 1; flangeOnOff 1; harmOnOff 1;

2.000 sfGate 2; megaPlayerVolL 40 2000

2.250 pan2RevCycle 0; pan4RevCycle 0

12.250 sfGate 3

8'20"

f pp p ppp pp mp

1.750 plnc4 bang

3.456 flangeVolL 80 5000

0.817 pan1LocationL 0.5 0.5 1000; pan2LocationL 0.5 0.5 1000; pan3LocationL 0.5 0.5 1200; pan4LocationL 0.5 0.5 2000

3.261 sfGate 6; megaPlayerVolL 100 3000

13.750 sfGate 0; megaPlayerVolL 50 3000

14
8'40"

pp *p* *pp* *p* *mf* *pp* *p* *ppp*

4.250 flangeVolL 0 5000

7.500 ringModVolL 100 5000

9.750 plnc4 bang

1.750 pan1Rand 1;
pan2Rand 1;
pan3Rand 1;
pan4Rand 1

6.133 sfGate 1

13.008 sfGate 4;
megaPlayerVolL 70 2000

9'00"

mp *mf* *p* *mf* *p* *mp* *mf*

0.694 sustain 1

1.494 delayCycleOnOff 1

4.988 sfGate 0

6.213 ringModVolL 0 5000

8.000 plnc4 bang

9.552 ringModVolL 100 5000;
flangeVolL 100 5000;
ringModCycleOnOff 1;
flangeCycleOnOff 1;
harmVolL 80 5000;
harmFBL 0.8 5000

9'15"

Musical score for 9'15" featuring a treble clef staff with notes and dynamic markings (*f*, *mp*, *f*, *f*, *ff*). Below the staff are three control lines with various parameters:

- Line 1: `pan1Rand 0;`, `pan2Rand 0;`, `pan3Rand 0;`, `pan4Rand 0;` (at 0.750)
- Line 2: `plnc4 bang` (at 6.000), `sustain 0` (at 6.750), `harmCycleOnOff 1` (at 9.720)
- Line 3: `pan1Cycle 1`, `pan2Cycle 1;`, `pan3RevCycle 1;`, `pan4RevCycle 1` (at 11.722)

9'30"

Musical score for 9'30" featuring a treble clef staff with notes and dynamic markings (*ff*, *ff*, *ff*, *ff*, *ff*, *fff*). Below the staff are three control lines with various parameters:

- Line 1: `sfGate 1` (at 0.495), `plnc4 bang` (at 12.250)
- Line 2: `sustain 1` (at 0.000), `harmCycleOnOff 0` (at 7.878), `ringModVoil 0 5000;`, `flangeVoil 0 5000;`, `ringModCycleOnOff 0;`, `flangeCycleOnOff 0;`, `harmVoil 0 5000;`, `harmFBL 0.65 4000` (at 9.849), `sfGate 0` (at 12.360)
- Line 3: `delayCycleOnOff 0;`, `delayTimeL 120 3000` (at 7.750), `sustain 0` (at 12.250)

16
9'45"

Musical score for the first system, starting at 9'45". The score is written on a single staff in treble clef. It begins with a measure of eighth notes in a minor key, marked *mp*. This is followed by an 8-second rest, indicated by a dashed line with an arrow. The music resumes with eighth notes in a major key, marked *mp*. This is followed by a 6-second rest, also indicated by a dashed line with an arrow. The piece concludes with a final measure of eighth notes, marked *pp*. Below the staff, there are four boxes containing MIDI event data:

- Box 1: [0.250] sfGate 7; megaPlayerVolL 90 3000
- Box 2: [3.000] pan1Cycle 0; pan2Cycle 0; pan3RevCycle 0; pan4RevCycle 0
- Box 3: [8.250] sfGate 6; megaPlayerVolL 90 3000
- Box 4: [8.250] sfGate 6; megaPlayerVolL 90 3000

10'00"

Musical score for the second system, starting at 10'00". The score is written on a single staff in treble clef. It begins with a measure of eighth notes, marked *mp*. This is followed by a long, sweeping melodic line that rises and then falls, marked *mf*. This is followed by a measure of eighth notes, marked *mp*. This is followed by a measure of eighth notes, marked *p*. This is followed by a 5-second rest, indicated by a dashed line with an arrow. The piece concludes with a final measure of eighth notes, marked *ppp*. Above the staff, the text "poco a poco rit..." is written. Below the staff, there are four boxes containing MIDI event data:

- Box 1: [0.000] sfGate 0; megaPlayerVolL 40 3000
- Box 2: [3.151] pan1Rand 1; pan2Rand 1; pan3LocationL 0.5 0.75 2500; pan4LocationL 0.5 0.25 3000
- Box 3: [5.500] plnc4 bang
- Box 4: [6.218] flangeVolL 100 3000; flangeCycleOnOff 1

18

11'00"

p *mf* *pp* *mp* *p* *mp*
gliss.
 0.000 go5_1 bang
 0.000 sfGate 3
 4.500 pan1Cycle 0
 pan2RevCycle 0;
 8.268 harmOnOff 1;
 harmCycleOnOff 1;
 harmVolL 80 4000
 8.720 sfGate 2
 12.250 go5_2 bang
 11.232 pan1Rand 1
 pan2Rand 1;
 pan3Rand 1;
 pan4Rand 1;
 13.250 sfGate 1

11'20"

pp *p* *mp* *pp* *p*
gliss.
 5.500 go5_3 bang
 5.250 sfGate 0
 8.053 harmVolL 0 6000;
 harmCycleOnOff 0
 12.500 go5_4 bang
 ♩ = 80

11'40"

Musical score for the first system, starting at 11'40". The notation is on a single staff in treble clef. It begins with a glissando (gliss.) over a series of notes, followed by a dynamic marking of *mp*. The dynamics then shift to *pp*, then *mf*, and finally *p*. There are two more glissando markings. The dynamics conclude with *mp* and *pp*. Below the staff, there are three boxes with arrows pointing to specific time points: a box at 4.062 labeled "harmOnOff 0", a box at 7.750 labeled "sfGate 7; megaPlayerVolL 90 3000", and a box at 8.000 labeled "go5_5 bang".

12'00"

12'45"

Musical score for the second system, starting at 12'00". The notation is on a single staff in treble clef. It begins with a dynamic marking of *p*. A tempo marking of $\text{♩} = 72$ is present. The dynamics then shift to *mp* and finally *ppp*. There is a glissando marking. Below the staff, there are three boxes with arrows pointing to specific time points: a box at 3.000 labeled "go5_6 bang", a box at 8.125 labeled "sfGate 0; megaPlayerVolL 40 3000; fmVolL 20 2000", and a box at 12.500 labeled "pan1Rand 0; pan2Rand 0; pan3Rand 0; pan4Rand 0".