

1 Freely and expressively ♩ = 60

(multiphonic...)

(tongue with little pressure)

pp *mp* *ffpp* *mp* *pp*

0.477
init1 bang

0.000
startTimer bang

0.022
alphaValue 0.9;
percGate 0;
cameraMode 2;
zoomOn 0;

2.192
startRender 1,
videoMode 0;
mode 0;
intensity 0.3;
ampIntensity 0.85;
colourGate 3;
zoom 10.867 0;

texture sea1;
scalingOn 1;
rotateOn 0;

videoVolL 130 5000

20"

(finger flutter)

(alternate fingerings)

ppp *pp* *f* *mp* *f* *ff* *ffp* *pp*

9.650
pan2Rotate 4 0 30000

11.204
zoomTo 40.0

40"

mp *f* *mp* *fpp* *mp*

[3.216] flangeCycleOnOff 1

[9.612] pan4LocationL 0.5 0.5 2000

[9.194] scale1 bang

(finger flutter)

1'00"

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

[2.433] zoomTo 50.0

[10.379] flangeCycleOnOff 0

[15.000] flangeFreqL 45 4000

[15.500] scaleC bang

(alternate fingerings)

(alternate fingerings)

1'20"

Energetically and unrelenting ♩ = 112

ff

0.000 pan2LocationL 0.5 0.0 2000

2.000 pan2Rotate 5 1 30000

0.000 percGate 1

0.489 videoRotate 1 60 1;
colourGate 1;
amplIntensity 1.5;
texture stone1;

6.067 alphaValue 0.1

1'30"

mp f *mp ff* *p mf*

1.000 goPMix bang

2.000 goPMix bang

2.500 goPMix bang

4.250 goPMix bang

6.500 goPMix bang

7.750 goPMix bang

1'40"

Musical score for the first system, starting at 1'40". The score is written in bass clef and consists of a single melodic line with a dynamic range from *ff* to *f*. The dynamics are marked as *ff* at the beginning, *mp* in the middle, and *f* at the end. The score is divided into measures by vertical bar lines. Below the staff, there are several MIDI-style event boxes with time stamps and labels: [0.250] goPMix bang, [1.000] goPMix bang, [2.500] goPMix bang, [4.500] goPMix bang, [5.311] alphaValue 0.8, [6.500] goPMix bang, and [7.000] goPMix bang. Arrows point from these boxes to the corresponding measures in the score.

1'50"

Musical score for the second system, starting at 1'50". The score is written in bass clef and consists of a single melodic line with a dynamic range from *ff* to *pp*. The dynamics are marked as *ff*, *mp*, *p*, *p*, *mp*, and *pp*. The score is divided into measures by vertical bar lines. Below the staff, there are several MIDI-style event boxes with time stamps and labels: [0.000] videoRotate 0 0 1, [4.119] percGate 0, and [4.495] zoomTo 100.0. Arrows point from these boxes to the corresponding measures in the score. The text "poco rit..." is written above the staff, indicating a tempo change.

2'05"

pp *ppp* *mp* *pp*

10.000
cue2 bang

8.334
videoVolL 50 4000

2'20" **2** Distant ♩ = 88

(tongue with little air pressure.) (alt. fing.) (multiphonic...)

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

0.000
init2 bang

1.999
videoMode 1;
cameraMode 2;
intensity 0.35;
videoVolL 140 2000;
colourGate 2;
alphaValue 1.0;
ampIntensity 0.8;
texture sea2;

11.113
scale3 bang

2'40"

[alt. fing.] (tongue with little air pressure.) (multiphonic...)

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

[9.630] harmCycleOnOff 1

[9.602] videoRotate 1 60 4

3'00"

$\text{♩} = 92$ (multiphonic...) $\text{♩} = 80$ [alt. fing.]

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

[0.461] zoomTo 90.0

[2.857] intensity 0.5

[15.164] videoRotate 0 0 4; zoomTo 25.0

3'20"

♩ = 92

poco rit...

♩ = 76

[alt. fing.]

Musical notation for the first section, bass clef. It features a series of notes with various dynamics: *mp*, *pp*, *f*, *pp*, *mf*, *mp*, *pp*, *p*, and *pp*. There are also slurs and a 'poco rit...' marking.

mp *pp*

3.720
harmCycleOnOff 0

10.934
harmTransposeL 0 3000

19.500
cue3 bang

2.657
zoomTo 50.0

17.820
videoVolL 80 4000

3'40"

3 Fluid, yet forceful ♩ = 90

(continue the pattern...)

Musical notation for the second section, bass clef, starting with a 3/4 time signature. It features dynamics: *p*, *mf*, *p*, *pppp*, *mp*, *f*, *p*, and *pp*. There are slurs and a '(continue the pattern...)' marking.

0.000
init3 bang;
cameraMode 1;

13.114
alphaValue 0.05

0.000
videoMode 2;
intensity 0.45;
videoVolL 130 100;
videoRotate 1 10 5;
colourGate 1;
texture stone2;

3.818
scaleC bang

8.335
zoomTo 60.0

4'00"

♩ = 104

ppp f mp f p f p mf mp f p pp ppp f

16.826
videoRotate 0 0 5;
colourGate 3

4'20"

♩ = 120

ff pp f pp mf p ff

0.168
scaleValues .6 .8 1.4 5000

2.340
loadSample cymbal4.aif

5.953
delayCycleOnOff 1

8.499
videoRotate 1 60 7;
colourGate 2

11.131
alphaValue 0.8

17.216
scaleC bang

4'40"

poco rit...

♩ = 90

Musical notation for the first system, bass clef. It features a series of eighth notes with a crescendo hairpin leading to a fortissimo (*ff*) dynamic. This is followed by a half note, then a series of eighth notes with a decrescendo hairpin leading to a pianissimo (*pp*) dynamic. The system concludes with a series of eighth notes and a mezzo-forte (*mf*) dynamic.

9.998
loadSample chimes1.aif

3.507
videoRotate 0 0 7;
colourGate 1

13.059
scaleValues 0.8 2.0 1.3 5000

5'00"

Musical notation for the second system, bass clef. It begins with a piano (*p*) dynamic and a decrescendo hairpin. This is followed by a piano (*p*) dynamic, then a mezzo-piano (*mp*) dynamic with a crescendo hairpin, and finally a pianissimo (*pp*) dynamic with a decrescendo hairpin. The notation includes a fingering instruction "[alt. fing.]" above a series of notes.

7.250
delayCycleOnOff 0

19.000
cue4 bang

11.500
delayTimeL 500 2000

14.500
samplerVoil 0 5000

7.798
scaleValues 1.6 0.8 1.0 5000

13.500
videoVoil 80 5000

4 Introspectively ♩ = 90

5'20"

..... molto vibrato ,
..... m.v. nat.
meno mosso

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

0.000
init4 bang

16.421
ringModCycleOnOff 1

0.000
videoMode 1;
intensity 0.6;
videoVolL 130 1000;
colourGate 2;
amplIntensity 0.7;
texture stone2;

3.563
zoomTo 50.0;
scaleC bang;
cameraMode 1;

10.250
scaleValues 1.8 0.75 0.75 3000

17.000
scaleValues 1.2 1.3 1.4 3000

5'50"

..... m.v. nat.
[alt. fing.]

p *ppp* *pp* *mp* *mf* *f* *fp* *pp* *mf*

9.750
ringModCycleOnOff 0;
ringModVolL 40 5000

20.850
cue5 bang

0.783
zoomTo 20.0;
videoRotate 1 60 4

8.750
scaleValues 1.0 1.0 1.0 4000

16.742
videoRotate 0 0 4

6'20" **5** With extreme contrasts ♩ = 90

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

[0.000] init5 bang
 [0.035] cameraMode 0;
 rotateOn 1;
 zoomOn 1;
 [0.000] videoMode 1;
 intensity 0.5;
 alphaValue 0.09
 amplIntensity 0.6;
 texture sea2;
 [3.095] zoomTo 30.0
 [8.243] pan2Rand 1
 [10.125] videoRotate 1 80 6

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

[4.195] loadSample cymbal3.aif
 [5.233] zoomTo 48.0
 [6.749] videoRotate 0 0 6

6'45"

Musical score for 6'45" in bass clef. The score consists of a single staff with dynamic markings *mf*, *f*, *mp*, *mf*, and *pp*. There are two instances of "[cont...]" in the score. Below the staff are three control lines:

- Line 1: A box labeled "2.758" with "delayCycleOnOff 1" below it, with an arrow pointing to the start of the *f* dynamic section.
- Line 2: A box labeled "7.000" with "loadSample cymbal2.aif" below it, with an arrow pointing to the start of the *pp* dynamic section.
- Line 3: A box labeled "1.898" with "scaleValues 1.0 1.5 0.7 4000" below it, with an arrow pointing to the start of the *mf* dynamic section.

6'55"

Musical score for 6'55" in bass clef. The score consists of a single staff with dynamic markings *ppp*, *mf*, *ff*, and *p*. There are two instances of "[cont...]" in the score. Below the staff are three control lines:

- Line 1: A box labeled "2.239" with "matrixData 0 14 1." below it, with an arrow pointing to the start of the *mf* dynamic section.
- Line 2: A box labeled "7.499" with "pan2Rand 0" below it, with an arrow pointing to the start of the *p* dynamic section.
- Line 3: Two boxes: "1.744" with "zoomTo 45.0" below it, with an arrow pointing to the start of the *ppp* dynamic section; and "6.743" with "scaleC bang" below it, with an arrow pointing to the start of the *ff* dynamic section.

7'05"

Musical score for the first system, starting at 7'05". The notation is in bass clef with a key signature of two flats. It features a melodic line with dynamic markings *mp*, *mf*, *f*, and *p*. The phrase is marked with "(cont...)" at the beginning and end. Below the staff are three MIDI controller tracks: the first contains a "matrixData 0 14 0." object at 4.037; the second contains a "loadSample chimes2.aiff" object at 6.250; the third contains "texture stone4" at 5.483 and "scale3 bang" at 7.036.

7'15"

Musical score for the second system, starting at 7'15". The notation is in bass clef with a key signature of two flats. It features a melodic line with dynamic markings *ff*, *pp*, *p*, and *pp*. The tempo marking "meno mosso" is present above the staff. Below the staff are three MIDI controller tracks: the first contains a "zoomTo 60.0" object at 2.019; the second contains a "delayCycleOnOff 0" object at 2.975 and a "loadSample chimes1.aiff" object at 7.365; the third contains an "alphaValue 0.5" object at 6.250 and a "scaleC bang" object at 7.000.

14
7'25"

Musical notation for the first system, featuring a bass clef and a series of notes with dynamic markings.

p

mf

p

pp

mf

pp

6.612
pan3Rand 1;
pan4Rand 1;
pan1Rand 1;

2.525
videoRotate 1 50 1

6.940
colourGate 2

7'40"

Musical notation for the second system, featuring a bass clef and a series of notes with dynamic markings.

mf *p* *mf*

fff

p

ppp

mp

pp

14.000
cue6 bang

9.750
pan3Rand 0;
pan4Rand 0;
pan1Rand 0;

1.999
colourGate 3

4.465
zoomTo 40.0

7.118
videoRotate 0 0 1

12.000
videoVolL 110 4000

6 With increasing independence ♩ = 80

7'55"

mf p mf mf mp f mp p f

[0.000] init6 bang

[0.000] cameraMode 1; rotateOn 0; zoomOn 0; texture stone1; baseColour 0.7

[-0.016] mode 0; videoMode 3; intensity 0.1; videoVolL 130 1000; colourGate 1; amplIntensity 1.2; alphaValue 0.8

8'05"

♩ = 96

ff f ff

[1.316] scale1 bang

[7.231] delayCycleOnOff 1

16
8'20"

♩ = 84

ff *p* *pp* *mp* *mf* *f* *mp* < *f*

3.674
loadSample cymbal1.aif

8.150
scaleC bang

9.250
alphaValue 0.05

8'35"

ff *p* *mf* *mf* *ff* *fff*

0.597
flangeFreqL 7 6000

0.134
texture sea1;

1.990
videoMode 4

4.753
scale2 bang

7.031
delayCycleOnOff 0

11.000
cue7 bang

9.634
alphaValue 0.8

9.285
amplIntensity 1.25

8'45" **7** Frantically $\text{♩} = 100$

short notes and rapid passages should be played as if struggling

Musical score for the first system, featuring a treble clef staff with dynamic markings (*ff*, *mf*, *f*, *f*, *mp*, *ff*, *p*) and MIDI control boxes:

- [0.000] init7 bang
- [0.000] percGate 1; texture stone3; baseColour 0.4
- [0.000] mode 0; videoMode 1; intensity 0.6; amplIntensity 1.0; zoomTo 48.0
- [2.839] videoRotate 1 60 5
- [5.447] scaleC bang
- [8.000] RANDMET 0; PIPE_GATE 3

8'55"

Musical score for the second system, featuring a bass clef staff with dynamic markings (*f*, *mp*, *p*, *ff*, *ff*, *mp*) and a MIDI control box:

- [3.250] loadSample tam3.aif

18

9'05"

Musical score for the first system, starting at 9'05". The score is written in bass clef with a key signature of one sharp (F#). It features a melodic line with dynamic markings *mf*, *ff*, *mf*, *ff*, and *p*. The score is accompanied by three MIDI tracks:

- Track 1: `loadSample tam4.aif` at 4.347
- Track 2: `RANDMET 0;`
`PIPE_GATE 3` at 2.229
- Track 3: `colourGate 3` at 0.403 and `videoRotate 0 0 5` at 3.046

9'15"

Musical score for the second system, starting at 9'15". The score continues in bass clef with a key signature of one sharp (F#). It features a melodic line with dynamic markings *mf*, *p*, *ff*, and *fff*. The score is accompanied by three MIDI tracks:

- Track 1: `loadSample tam2.aif` at 5.440
- Track 2: `METON 1;`
`PIPE_GATE 0` at 7.000
- Track 3: `zoomTo 25.0` at 4.108

9'25"

Musical score for the first system, starting at 9'25". The score consists of a main staff and three control lines. The main staff is in treble clef with a key signature of one sharp (F#) and a 3/4 time signature. It contains a melodic line with dynamics *mp*, *p*, *mf*, *mp*, *p*, and *mf*. The control lines include:

- Line 1: `flangeCycleOnOff 1` at 0.408, `ringModCycleOnOff 1` at 5.763, and a '2' at the end.
- Line 2: `alphaValue 0.05` at 0.250, `texture stone1` at 3.705, and `zoomTo 48.0` at 6.730.

9'35"

Musical score for the second system, starting at 9'35". The score consists of a main staff and three control lines. The main staff is in bass clef with a key signature of one sharp (F#) and a 3/4 time signature. It contains a melodic line with dynamics *p*, *mf*, *ff*, and *mp*. The control lines include:

- Line 1: `alphaValue 0.85` at 1.415, `videoRotate 1 80 2` at 2.646, and `colourGate 1` at 5.134.
- Line 2: A '3' at the end.

20
9'45"

Musical score for the first system, featuring a bass line with dynamics *f*, *mf*, and *mp*. The score includes MIDI automation boxes for video effects and a ring modulation effect.

- 0.168: fog 1
- 1.100: zoomTo 30.0
- 2.750: ringModCycleOnOff 0
- 3.639: videoRotate 0 0 2

10'00"

poco rit...

Musical score for the second system, featuring a bass line with dynamics *p* and *ppp*. The score includes MIDI automation boxes for flange, formant, and video effects, along with a 'cue8 bang' annotation.

- 0.341: flangeCycleOnOff 0
- 5.237: pan1LocationL 0.5 0.5 1000;
pan2LocationL 0.5 0.5 1500;
pan3LocationL 0.5 0.5 2000;
pan4LocationL 0.5 0.5 3000
- 8.500: fmVoil 0 8000
- 11.340: RANDMET 0;
percGate 0;
- 14.032: videoVoilL 60 5000
- 16.250: cue8 bang

(tongue with little air pressure.)

8 Smooth and expressive ♩ = 64

10'15"

(tongue with little air pressure.)

(multiphonic...)

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

0.000
init8 bang

0.000
cameraMode 0;
rotateOn 1;
texture sea3;
zoomOn 1;

0.018
mode 0;
videoMode 0;
intensity 0.65;
videoVoL 130 2000;
videoRotate 1 80 3;
colourGate 2;
amplIntensity 0.4

2.628
alphaValue 0.05

6.676
zoomTo 34.0

9.130
fog 0;

10'35"

(multiphonic...)

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

7.264
harmCycleOnOff 1

10.000
zoomTo 45.0;
scale2 bang

