

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"

*mp* (flutter) *mf* *p* *fp* *ppp*

Random Order 3"

3.750  
 sfGate 3;  
 pan1Cycle 0

15.250  
 sfGate 0

45"

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

Random Order 4" Random Order 6"

1.322  
 pan1Cycle 1

4.847  
 pan2Cycle 1

7.500  
 go1\_2 bang

1'00"

*molto accel...*

Random Order

7"

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

0.320 sfGate 2

5.500 go1\_3 bang

11.520 sfGate 0

1'15"

Random Order

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  
gol\_7 bang

14.000  
section 2

2'20"

2

5"

gliss.

*mf p fp mf ppp pp mp pp*

0.500  
go2\_1 bang

6

2'40"

Musical score for section 6, 2'40". The score is written on a single staff with a treble clef. It features a melodic line with various dynamics and articulations. The dynamics are marked as *mp*, *ppp*, *mp*, *f*, *ff*, *pp*, *mp*, and *pp*. There are three fermatas: one at 3" (marked *ppp*), one at 2.5" (marked *ff*), and one at the end (marked *pp*). The word "gliss." is written above the final notes. Below the staff are three empty staves for MIDI programming. The first staff contains a box at 1.449 with the text: `pan1Rand 0;`  
`pan2Rand 0;`  
`pan3Rand 0;`  
`pan4Rand 0`. The second staff contains a box at 10.500 with the text: `go2_2 bang`. The third staff contains a box at 12.283 with the text: `pan4LocationL 0.5 0.5 1000`.

3'00"

Musical score for section 3'00". The score is written on a single staff with a treble clef. It features a melodic line with glissandos and dynamics. The dynamics are marked as *pp*, *mp*, *pp*, *pp*, *mp*, and *pp*. The word "gliss." is written above several notes. There is a fermata at the end marked 2". To the right of the staff, the text "IMPROV ( flutter. trem. fast note) [ 15-20 sec. ]" is written. Below the staff are three empty staves for MIDI programming. The first staff contains a box at 0.822 with the text: `pan2Cycle 1`. The second staff contains a box at 3.926 with the text: `harmDelayL 500 2000;`. The third staff contains a box at 8.065 with the text: `harmOnOff 1;`  
`harmVolL 80 3000`. The fourth staff contains a box at 8.250 with the text: `matrixPreset 3`. The fifth staff contains a box at 10.500 with the text: `mainGate 0`. The sixth staff contains a box at 10.827 with the text: `harmCycleOnOff 1`  
`harmFBL 0.95 6000`. The seventh staff contains a box at 8.250 with the text: `pan3Cycle 1`. The eighth staff contains a box at 12.250 with the text: `pan1Cycle 1`.

3'20"

Musical score for 3'20". The score is on a single staff with a treble clef. It begins with a treble clef and a key signature of one sharp (F#). The music consists of a few notes, including a half note G#4 and a quarter note A4. Dynamics are marked as *mp* and *f*. Below the staff, there are three boxes with arrows pointing to specific time points: 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. It begins with a treble clef and a key signature of one sharp (F#). The music consists of several measures of music, including a half note G#4, a quarter note A4, and a half note B4. Dynamics are marked as *ff*, *f*, *mf*, *p*, *mp*, *pp*, *p*, *pp*, *p*, and *pp*. Below the staff, there are four boxes with arrows pointing to specific time points: 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*

8.000  
go2\_5 bang

2.696  
ringModOnOff 0

4.658  
sfGate 3

13.067  
sfGate 0

0.250  
pan1RevCycle 0;  
pan3RevCycle 0

7.500  
pan2Cycle 0;  
pan4Cycle 0

6'00" **3**

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

0.000  
section 3;  
matrixPreset 6

8.000  
plnc3 bang

7.899  
sfGate 4;  
megaPlayerVolL 90 2000

0.750  
pan1Rand 1;  
pan2Rand 1

4.527  
pan3LocationL 0.5 0.5 1000;  
pan4LocationL 0.5 0.5 1000

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; megaPlayerVol 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

1.750 pan1Cycle 1; pan3Cycle 1

8.007 harmTransposeL -700 10000;

11.28 pan2RevCycle 1; pan4RevCycle 1

22.243 harmTransposeL 700 10000;

14.200 harmCycleOnOff 1; harmDel 18.26 0 7000

reverbTimeL 3.0 6000

7'45" gradually more relaxed...

0.346 sfGate 5; megaPlayerVol 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

7.750 pan1Cycle 0; pan3Cycle 0

14.750 sfGate 0; megaPlayerVol 45 3000

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

8'00"

4

13

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"

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 the first system, starting at 9'15". The score consists of a single staff with a treble clef and a 7/8 time signature. The music features a melodic line with various dynamics: *f*, *mp*, *f*, *f*, *f*, and *ff*. There are several slurs and accents. Below the staff are three lines of MIDI controller data:

- Line 1: [0.750] pan1Rand 0; pan2Rand 0; pan3Rand 0; pan4Rand 0
- Line 2: [6.000] plnc4 bang
- Line 3: [6.750] sustain 0; [9.720] harmCycleOnOff 1
- Line 4: [11.722] pan1Cycle 1; pan2Cycle 1; pan3RevCycle 1; pan4RevCycle 1

9'30"

Musical score for the second system, starting at 9'30". The score continues on a single staff with a treble clef and a 7/8 time signature. Dynamics include *ff*, *ff*, *ff*, *ff*, *ff*, and *fff*. The music features slurs and accents. Below the staff are four lines of MIDI controller data:

- Line 1: [0.495] sfGate 1
- Line 2: [0.000] sustain 1
- Line 3: [7.750] delayCycleOnOff 0; delayTimeL 120 3000
- Line 4: [7.878] harmCycleOnOff 0; [9.849] ringModVoil 0 5000; flangeVoil 0 5000; ringModCycleOnOff 0; flangeCycleOnOff 0; harmVoil 0 5000; harmFBL 0.65 4000
- Line 5: [12.250] plnc4 bang
- Line 6: [12.360] sfGate 0
- Line 7: [12.250] sustain 0

16  
9'45"

Musical score for the first system, starting at 9'45". The score is written on a single staff with a treble clef. It begins with a measure of eighth notes, followed by an 8-second rest, then another measure of eighth notes, followed by a 6-second rest. The dynamics are marked as *mp*, *pp*, *mp*, and *pp* respectively. Below the staff are four empty staves for MIDI data. The MIDI data includes:

- At 0.250: `sfGate 7; megaPlayerVolL 90 3000`
- At 3.000: `pan1Cycle 0; pan2Cycle 0; pan3RevCycle 0; pan4RevCycle 0`
- At 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 with a treble clef. It begins with a measure of eighth notes, followed by a long note with a slur, then a measure of eighth notes, then a measure of eighth notes, then a measure of eighth notes, and finally a 5-second rest. The dynamics are marked as *mp*, *mf*, *mp*, *p*, and *ppp* respectively. The text "poco a poco rit..." is written above the staff. Below the staff are four empty staves for MIDI data. The MIDI data includes:

- At 0.000: `sfGate 0; megaPlayerVolL 40 3000`
- At 3.151: `pan1Rand 1; pan2Rand 1; pan3LocationL 0.5 0.75 2500; pan4LocationL 0.5 0.25 3000`
- At 5.500: `plnc4 bang`
- At 6.218: `flangeVolL 100 3000; flangeCycleOnOff 1`

10'20"

Musical score for the first system, starting at 10'20". The score is written on a single staff with a treble clef and a 7/8 time signature. It features a series of notes with stems pointing downwards, some with accidentals. A dynamic marking of *p* is present. A long horizontal line with a curved arrow underneath spans the end of the system. Below the staff, there are three boxes containing MIDI controller data: `flangeVolL 0 6000; flangeCycleOnOff 0` at 0.500, `pan1Rand 0; pan2Rand 0;` at 3.750, and `pan1LocationL 0.5 0.5 2000; pan2LocationL 0.5 0.5 2500` at 8.229.

10'40"

**5** *slow and expressive*

Musical score for the second system, starting at 10'40". The score is written on a single staff with a treble clef and a 7/8 time signature. It features a series of notes with stems pointing downwards, some with accidentals. A dynamic marking of *mp* is present. A long horizontal line with a curved arrow underneath spans the end of the system. A glissando marking (*gliss.*) is present. Dynamic markings include *mp*, *pp*, *mp*, *mf*, and *p*. Below the staff, there are two boxes containing MIDI controller data: `section 5; matrixPreset 9` at 0.000 and `pan1Cycle 1; pan2RevCycle 1;` at 3.515.

18

11'00"

*p* *mf* *gliss.* *pp* *mp* *p* *mp*  
 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  
 11.232 pan1Rand 1  
 pan2Rand 1;  
 pan3Rand 1;  
 pan4Rand 1;  
 12.250 go5\_2 bang  
 13.250 sfGate 1

11'20"

*pp* *p* *mp* *pp* *p*  
 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.) and a dynamic marking of *mp*. The dynamics shift to *pp*, then *mf*, then *p* (with a red box containing "8.000" and "go5\_5 bang" below it), and finally back to *mp* and *pp*. There are two more glissando markings. Below the staff, there are three empty staves. The first empty staff has a box containing "4.062" and "harmOnOff 0" with a downward arrow. The second empty staff has a box containing "7.750" and "sfGate 7; megaPlayerVolL 90 3000" with a downward arrow.

12'00"

12'45"

Musical score for the second system, starting at 12'00" and ending at 12'45". The notation is on a single staff in treble clef. It begins with a dynamic marking of *p*. A tempo marking of quarter note = 72 is present. The dynamics shift to *p* (with a red box containing "3.000" and "go5\_6 bang" below it), then *mp*, and finally *ppp*. There is a glissando marking. Below the staff, there are three empty staves. The first empty staff has a box containing "8.125" and "sfGate 0; megaPlayerVolL 40 3000; fmVolL 20 2000" with a downward arrow. The second empty staff has a box containing "12.500" and "pan1Rand 0; pan2Rand 0; pan3Rand 0; pan4Rand 0" with a downward arrow.