

(♩ = 60)

continuous and fluid but in constant timbral flux
(use circular breathing if possible)

1

0.217

reset bang;
layersOnOff1 1;
layersOnOff2 1;
background 4;
matrixPreset 1;
pafPreset 3;

pp

0.320

ribbon2OnOff 1;
delayPreset 3;

mp *mf* *p*

12"

gliss

alternate fingerings (alt. fng.)

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

22"

5

gliss *gliss*

tr *tr*

mp *mf*

0.384

goldColor 1;
goldOnOff 1

32"

p *f* *gliss* slow 1/4 tone gliss up and down...

0.918
goldOnOff 0

42"

f *pp* *p* *ff* *mf* *gliss* (multiphonics) alt. fng.

0.478
ribbon2OnOff 0;
stripOnOff 1;
stripColor 1;

52"

slow down changes

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

0.152
matrixPreset 2

0.229
stripColor 2;

1'02"

f *mp sfp* *mf* *tr* continue..

0.715
silverColor 1;
silverOnOff 1

1'12"

mf *ff pp* *mp* *pp* *p* continue...

0.331
stripColor 1;
silverOnOff 0;

1'22"

mf *p* *mf*

0.642
ribbon2OnOff 1;
stripOnOff 0;
bronzeColor 1;
bronzeOnOff 1;

4

1'32"

tr

sfp

ff

Detailed description: This musical staff begins at the 1'32" mark. It features a treble clef and a series of notes with trills (tr) and grace notes. The dynamics start with *sfp* (sforzando piano) and build to *ff* (fortissimo). There are several trills marked with 'tr' and a fermata at the end of the staff.

1'42"

tr

mp

ff

0.567
ribbon1OnOff 1;
bronzeOnOff 0;

0.250
matrixPreset 3

Detailed description: This musical staff starts at 1'42". It continues with trills and notes. Dynamics include *mp* (mezzo-piano) and *ff*. Below the staff, there are two control boxes: one at 0.567 with parameters 'ribbon1OnOff 1;' and 'bronzeOnOff 0;', and another at 0.250 with 'matrixPreset 3'. A large slur covers the entire staff.

1'52"

tr

mp

p

mp

slow 1/4 tone gliss up and down . . .

0.380
ribbon2OnOff 0

Detailed description: This musical staff begins at 1'52". It features trills and notes. Dynamics include *mp* and *p* (piano). A text annotation 'slow 1/4 tone gliss up and down . . .' is placed above the staff. Below the staff, a control box at 0.380 has the parameter 'ribbon2OnOff 0'. A large slur covers the entire staff.

2'02"

p *p* *pp* *pp*

0.025
matrixPreset 4

2'12"

mp *gliss.* *breathy tone - fading away*

0.726
ribbon1OnOff 0;

2'22"

ord.

2 *p* *mp* *p* *mf* *p* *alt. fng.*

0.173
background 2;
matrixPreset 8;

0.084
clearOmax bang;
omaxLearn 1;
omaxFade 0;
layerNumber1 2;
layerNumber2 0;
OMaxOnOff 1;

0.730
setCode1 2;
setCode2 0;
bloomOnOff 0;
moveMode1 1;
moveMode2 1;

6

2'34"

mf *tr* *f* *mp* *p*

This system of musical notation begins at the 2'34" mark. It features a treble clef and a key signature with one flat. The music starts with a *mf* dynamic and includes a trill marked *tr*. A large slur covers the first two measures. The dynamics then shift to *f*, *mp*, and *p*. A second trill, marked *tr* with a flat, appears in the final measure.

2'44"

mp *mf* *p* *mf*

0.653
layersOnOff#2 1;
omaxImprov 1;
omaxFade 1;
layerNumber2 2;
setCode3 2;
setCode4 0;

This system starts at 2'44". It contains a complex passage with multiple layers and dynamics ranging from *mp* to *p*. A box containing the number 0.653 and several MIDI-style control messages is positioned below the first measure. The music concludes with a *mf* dynamic.

2'54"

alt. fng. *pp* *mf* *p* *p* free rhythm

This system begins at 2'54". It features an "alt. fng." (alternate fingering) marking and a *pp* dynamic. The music includes a *mf* section and a *p* section, with a "free rhythm" section indicated by a wavy line and dotted lines. The system ends with a *p* dynamic.

3'04" *mf* *p* *mf* *f* *mp*

free rhythm

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0.216
setCode1 3;
setCode3 3

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3'14" free improvisation (c 1' 30")

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0.750
setCode1 0;
setCode2 1;
setCode3 0;
setCode4 1

```

```

0.272
setCode2 3;
setCode4 3

```

3'54"

```

0.529
setCode1 0;
setCode3 0;
setCode2 3;
setCode4 5;
bloomOnOff 1

```

```

0.294
moveMode1 2;
moveMode2 2;

```

```

0.598
bloomOnOff 0

```

```

0.160
setCode1 6;
setCode2 0;
setCode3 6;
setCode4 0;
bloomOnOff 1

```

8

4'44"

alt. fng. mutliphonic gliss...

mp *mf* *pp*

0.359 omaxLearn 0;
0.442 bloomOnOff 0
0.071 moveMode1 3;

4'54"

pp *p* *pp* *p* *pp*

0.756 omaxFade 0;

5'04"

alt. fng. alt. fng.

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

0.522 omaxImprov 0;
0.360 moveMode1 1;
moveMode2 1;
0.460 setCode3 0;
setCode4 0;
0.268 layerNumber2 0;
0.537 setCode1 0;
setCode2 0;

♩ = 90 (♩ = ♩ throughout)

5'14"

3

0.270
background 3;
matrixPreset 15;
sMode 1;
OMaxOnOff 0;

0.895
middleOnOff 1;

f

Detailed description: This system of musical notation begins at the 5'14" mark. It features a treble clef and a key signature of one flat. A large red box containing the number '3' is positioned at the start of the staff. Below the staff, there are two boxes containing MIDI controller data: the first box at 0.270 contains 'background 3;', 'matrixPreset 15;', 'sMode 1;', and 'OMaxOnOff 0;'; the second box at 0.895 contains 'middleOnOff 1;'. The music itself consists of a complex rhythmic pattern with many sixteenth and thirty-second notes, some with accents and slurs. A dynamic marking of *f* (forte) is placed below the staff.

5'24"

mp *ff*

Detailed description: This system of musical notation begins at the 5'24" mark. It continues with the same treble clef and key signature. A large slur covers a significant portion of the music. Below the staff, there are two dynamic markings: *mp* (mezzo-piano) and *ff* (fortissimo), with lines indicating their respective ranges. The notation includes various rhythmic values and articulations like accents and slurs.

5'31"

0.593
silverColor 3;
silverOnOff 1;

Detailed description: This system of musical notation begins at the 5'31" mark. It features a treble clef and a key signature of one flat. Below the staff, there is a box containing MIDI controller data at 0.593: 'silverColor 3;' and 'silverOnOff 1;'. The music continues with complex rhythmic patterns, including many sixteenth and thirty-second notes with various articulations.

10

5'48"

mp

0.884
goldColor 2;
goldOnOff 1;

This system of musical notation begins at the 5'48" mark. It features a treble clef and a series of notes with accents. The dynamic marking *mp* is centered below the staff. A control box at the bottom left contains the value 0.884 and the parameters goldColor 2; and goldOnOff 1; with a downward arrow pointing to the staff.

5'55"

ff

This system of musical notation begins at the 5'55" mark. It continues with a treble clef and notes with accents. The dynamic marking *ff* is positioned at the start of the staff.

6'02"

0.855
bronzeColor 2;
bronzeOnOff 1;

0.548
middleOnOff 0;

0.701
waterfallOnOff 1;

This system of musical notation begins at the 6'02" mark. It features a treble clef and notes with accents. Three control boxes are located below the staff: the first at 0.855 with parameters bronzeColor 2; and bronzeOnOff 1; the second at 0.548 with parameter middleOnOff 0; and the third at 0.701 with parameter waterfallOnOff 1;. Each box has a downward arrow pointing to the staff.

6'09"

mp *ff*

0.474
goldOnOff 0

This system of music begins at the 6'09" mark. It features a treble clef and a complex rhythmic pattern of eighth and sixteenth notes. A large slur covers a significant portion of the piece, with a dynamic marking of *mp* (mezzo-piano) and *ff* (fortissimo) indicated. A control box at the bottom right contains the value 0.474 and the label 'goldOnOff 0'.

6'16"

f

0.109
silverOnOff 0

0.082
sMode 2

0.280
bronzeOnOff 0

This system starts at 6'16" and continues the musical piece. It includes a dynamic marking of *f* (forte). Three control boxes are present: one at 0.109 labeled 'silverOnOff 0', another at 0.082 labeled 'sMode 2', and a third at 0.280 labeled 'bronzeOnOff 0'.

6'23"

p *ff* *p* *ff* *mp* *ff*

0.844
layerNumber2 2;
metro3OnOff 1;
moveMode1 1;
moveMode2 1;

This system begins at 6'23" and features multiple dynamic markings: *p* (piano), *ff* (fortissimo), *p* (piano), *ff* (fortissimo), *mp* (mezzo-piano), and *ff* (fortissimo). A control box at the bottom left contains the value 0.844 and a list of parameters: 'layerNumber2 2;', 'metro3OnOff 1;', 'moveMode1 1;', and 'moveMode2 1;'.

12

6'30"

Musical score for 6'30" featuring a treble clef staff with eighth and sixteenth notes, dynamic markings *f* and *p*, and three MIDI control boxes: "0.062 middleOnOff 1", "0.854 sMode 1", and "0.418 bloomOnOff 1".

6'37"

Musical score for 6'37" featuring a treble clef staff with eighth notes, dynamic markings *ff* and *p*, and one MIDI control box: "0.124 metro3OnOff 0".

6'44"

Musical score for 6'44" featuring a treble clef staff with eighth notes, dynamic markings *p*, *ff*, *p*, and *pp*, and one MIDI control box: "0.549 waterfallOnOff 0".

6'51"

ff *p* *pp* *ff*

0.427
sMode 2

Detailed description: This system of music begins at the 6'51" mark. It features a treble clef and a series of rhythmic patterns, primarily eighth and sixteenth notes. The dynamics start with a fortissimo (*ff*) section, followed by a piano (*p*) section, then a pianissimo (*pp*) section, and finally return to fortissimo (*ff*). A large slur covers the final portion of the system. A control box at the bottom right contains the value 0.427 and the label 'sMode 2'.

6'58"

p *pp* *mp*

0.203
metro3OnOff 1;
metro1OnOff 1;

Detailed description: This system starts at 6'58". It continues with rhythmic patterns and includes dynamic markings for piano (*p*), pianissimo (*pp*), and mezzo-piano (*mp*). A large slur is present over the middle section. A control box at the bottom left contains the value 0.203 and the labels 'metro3OnOff 1;' and 'metro1OnOff 1;'.

7'05"

ff *f* *mf* *p*

0.025
randomColor 1 1;
randomColor 3 1;

0.747
sMode 1

0.750
randomColor 1 0;
randomColor 3 0;

0.250
bloomOnOff 0

Detailed description: This system begins at 7'05". It features dynamic markings for fortissimo (*ff*), forte (*f*), mezzo-forte (*mf*), and piano (*p*). A large slur covers the first part of the system. Three control boxes are present: one at the bottom left with 0.025 and 'randomColor 1 1; randomColor 3 1;', one in the middle with 0.747 and 'sMode 1', and one at the bottom right with 0.250 and 'bloomOnOff 0'. A fourth control box with 0.750 and 'randomColor 1 0; randomColor 3 0;' is located between the middle and right boxes.

14

7'15"

Musical notation for the first system, starting at 7'15". The notation is on a single staff with a treble clef. It features a series of eighth notes with stems pointing down, followed by a melodic line. Dynamics include *mf* and *mp*. A large slur covers the final part of the system. Below the staff, there are two empty staves with a box containing the text "0.277 waterfallOnOff 1" and a downward-pointing arrow.

7'22"

Musical notation for the second system, starting at 7'22". The notation is on a single staff with a treble clef. It features a series of eighth notes with stems pointing down, followed by a melodic line. Dynamics include *p*. Below the staff, there are two empty staves with boxes containing the text "0.050 metro3OnOff 0;" and "0.320 metro1OnOff 0;" with downward-pointing arrows.

7'29"

Musical notation for the third system, starting at 7'29". The notation is on a single staff with a treble clef. It features a series of eighth notes with stems pointing down, followed by a melodic line. Dynamics include *pp* and *mp*. A large slur covers the final part of the system. Below the staff, there are two empty staves with boxes containing the text "0.983 middleOnOff 0" and "0.885 waterfallOnOff 0" with downward-pointing arrows.

,

♩ = 60

7'37" 4

0.217
background 6;
matrixPreset 22;

0.564
setCode1 8;
setCode2 0;
setCode3 0;
setCode4 0;
bloomOnOff 0;
moveMode1 3;
moveMode2 3;

0.938
clearOmax bang;
omaxLearn 1;
omaxFade 0;
layerNumber1 2;
layerNumber2 2;
OMaxOnOff 1;

mp *mf*

7'47"

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

0.747
layersOnOff2 1;
omaxImprov 1;
omaxFade 1;
setCode3 8;
setCode4 0;
delayPreset 4;

0.389
bloomOnOff 1;

8'07" Free improvisation (c 1' 30")

0.140
setCode1 12;
setCode2 8;
setCode3 12;
setCode4 8;
bloomOnOff 0;

0.439
metro1OnOff 1;
metro3OnOff 1;

0.074
metro1OnOff 0;
metro2OnOff 0

0.411
setCode1 4;
setCode3 4;

10'00"

multiphonic

f *mp* *f* *mp* *f*

use alternate fingerings on trill note

pp *mf* *p*

0.079
bronzeColor 3;
bronzeOnOff 1;

0.296
plexusColor 2;
layerNumber1 2;
layerNumber2 2;
bloomOnOff 1;
setCode2 16;

0.750
bronzeOnOff 0

10'10"

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

0.638
plexusColor 4;
setCode2 0;

0.179
setMoveMode 2;
setCode3 48;

10'20"

alternate fingerings

multiphonic

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

0.952
setCode2 0;
setCode4 12;
setCode3 8;
plexusColor 5;

18

10'30"

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

0.034
delayPreset 2

0.747
setCode4 12;
setCode3 12;
bloomOnOff 0

10'40"

p *mp* *pp* *p*

alter. fng.

0.730
silverColor 2;
silverOnOff 1;

0.100
plexusColor 6

0.851
bloomOnOff 1

10'50"

p *mp*

tr

ord.

0.500
bloomOnOff 0

0.625
setCode4 48;

0.068
silverOnOff 0;

0.255
plexusColor 7

0.119
setCode2 32;
setCode1 16;
setCode3 0;
setCode4 0;
setMoveMode 1;

gradually more breath in tone...

11'00"

alt. fng

p

mp

p

0.030

```
matrixPreset 30;
sMode 3;
ssPartials_2 1 1 2 0.6 3 0.4 4 0.2 5 0.1;
pafPreset 4
```

0.077

```
randomColor 1 1;
randomColor 2 1;
```

0.970

```
plexusColor 1
```

11'10"

p

mp

pp

mp

ppp

0.072

```
setCode2 0;
```

0.554

```
randomColor 1 0;
randomColor 2 0;
```

11'20"

gliss.

alt. fng

alt. fng

increasingly breathy tone...

mp

p

0.067

```
sMode 1;
setCode1 3;
setMoveMode 3
```

0.692

```
plexusOnOff 0;
bloomOnOff 1;
```

20

11'30"

ord.

mp *p* *mp* *p*

0.229
moveMode1 1;
moveMode2 1;
setCode1 2;
matrixPreset 31;

let electronics fade out....

11'40"

pp *p* *ppp*

0.272
setCode1 0;

0.808
background 0;
bloomOnOff 0;
matrixPreset 35;