

espressivo

1
Max
2

0.000
reset bang

0.000
fxCode 3;
sweepMode 1;

1.000
redCode 0;
greenCode 0;
grassColour 1;

0.500
redCode 2;
greenCode 0;

3

1
Max
2

0.000
redCode 4

1.646
speedTo 1.5

5.245
fxCode 19;
sweepMode 2;

5.964
redCode 2;
bloom 1;

4

1
Max
2

7.250
fxCode 49

7.500
redCode 8;
greenCode 0;

5

1
Max
2

1.902
redCode 4;
bloom 0;

6.429
fxCode 5;
sweepMode 1;

7.370
redCode 1;
greenCode 0;
bloom 1;

A

6

1

Max

2

2.900
redCode 5;

7

1

Max

2

4.397
fxCode 7;
sweepMode 1;

2.341
redCode 5;
greenCode 5;

8

1

Max

2

0.854
fxCode 11

0.570
redCode 8;
greenCode 8;

6.083
redCode 8;
greenCode 0;
bloom 0;

9

B

broadly

1

Max

2

0.079
fxCode 19;
sweepMode 2;

0.793
bezierOnOff 1;
bezierCode 1

10

1

Max

2

3.638
fxCode 13

3.716
bezierCode 2;
redCode 10;

11

1

Max

2

0.000
bezierCode 4

4.992
redCode 5;
greenCode 5;

7.868
sweepMode 1;

12

1

Max

2

0.208
speedTo 0

0.000
bezierCode 6

13

1

Max

2

0.000
redCode 4;
greenCode 4;

3.979
bezierCode 0

6.533
fxCode 49;

6.000
redCode 0;
greenCode 0;

7.745
grassOnOff 1;
grassColour 1

14

1
Max

2

0.338
grassColour 2

3.570
grassColour 3

7.500
grassColour 4

pp *p* *mf* *p*

15

1
Max

2

1.862
fxCode 51;
sweepMode 1;

3.031
greenCode 32;
bloom 1;

mp *mf*

16

1
Max

2

0.938
sweepMode 2;

7.660
fxCode 19;

0.101
greenCode 33

4.250
greenCode 11

6.677
grassOnOff 0;

mp *pp*

17

1
Max

2

0.505
redCode 12;
greenCode 16;
bloom 0;

p *mf* *mp* *p*

18 *light and delicate* **D**

1
Max
2

0.031 fxCode 1;
2.023 fxCode 41;
1.614 redCode 0;
3.571 metroOnOff 1;
greenCode 0; metro2OnOff 1;

19

1
Max
2

1.109 randomVla1 1;
colourWheel1 1;
5.750 randomVla2 1;
colourWheel2 1;

20

1
Max
2

0.250 randomVla1 0;
colourWheel1 0;
2.250 randomVla2 0;
colourWheel2 0;
4.750 metroOnOff 0;
metro2OnOff 0;
6.413 redCode 0;
greenCode 0;
8.074 fxCode 44;
8.250 bezierCode 9

21 *pensive*

1
Max
2

6.418 fxCode 12;
2.551 speedTo -2.0
5.723 bezierCode 15

22

1

Max

2

4.523
bezierCode 2

23 **E** *broadly*

1

Max

2

0.025
fxCode sweep; bloom 2;
greenCode 24;
0.578
4.984
bezierCode 0

24

1

Max

2

0.000
redCode 32;
greenCode 32
3.500
speedTo 0.0
5.485
randomVla1 1;
randomVla2 1;
colourWheel1 1;
colourWheel2 1;

25

1

Max

2

0.426
grassOnOff 1;
grassColour 5
2.678
randomVla1 0;
randomVla2 0;
colourWheel1 0;
colourWheel2 0;
6
8.333
grassOnOff 0;

26

1
Max
2

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

0.000
fxCode 7;
redCode 20;
greenCode 1;
bloom 0;

6.621
fxCode 5;
6.257
randomVla1 1;
randomVla2 1;

27

1
Max
2

mf

0.309
redCode 5;
greenCode 0;
bloom 1;

3.937
randomVla1 0;
randomVla2 0;

7.560
redCode 0;
greenCode 5;

28

1
Max
2

p *ppp* *pp*

0.094
fxCode 69;

3.000
redCode 6;
greenCode 0;

7.937
fxCode 5;

29

1
Max
2

mf *lively, with energy*

0.193
fxCode 19;
sweepMode 2;
speedTo 0;

0.130
redCode 0;
greenCode 8;
sunOnOff 1;
bloom 0;

30

f *mf*

1
Max
2

0.573
redCode 9;
greenCode 1;

31

p *f* *ff*

1
Max
2

0.087
sweepMode 1;

4.366
redCode 1;
greenCode 16;

7.000
sweepMode 2;

32

mf

1
Max
2

1.654
fxCode 51;

5.563
fxCode 35

8.000
redCode 19;
greenCode 19;

33

p

1
Max
2

0.697
sweepMode 1;

7.309
sweepMode 2;

34

1

Max

2

1.404
sunOnOff 0;
bloom 1;

5.940
bezierCode 6;
speedTo 1.5;

35

1

Max

2

0.254
greenCode 0;

2.700
bezierCode 0;

3.722
fxCode 65;
harmPreset 1;

4.688
redCode 0;
ivyOnOff 1;

G delicate, pensive

36

1

Max

2

7.390
fxCode 81;

0 Io broadly

37

1

Max

2

2.847
greenCode 0;

5.891
greenCode 0;

gliss. II III

38

1
Max
2

39

1
Max
2

40

1
Max
2

41

1
Max
2

42 **H** *with constant motion*

1

Max

2

0.034

metroOnOff 1;
metro2OnOff 1;

43

1

Max

2

2.269

sunOnOff 1;

7.771

sweepMode 1;
fxCode 3;

44

1

Max

2

2.241

sunOnOff 0;

5.767

fxCode 67;

45

1

Max

2

0.630

grassOnOff 1;
grassColour 5;
bloom 0;

7.559

fxCode 3;
sweepMode 1;

8.081

grassOnOff 0;

12

46



more relaxed

Musical staff for measure 46. The staff shows a melodic line starting with a half note G4, followed by a quarter note F#4, and then a half note E4. A slur covers a sixteenth-note run: G4, A4, B4, C5, D5, E5. The dynamics are marked *mf*. The staff is in 3/8 time and has a key signature of one sharp (F#).

1
Max
2

0.084
metroOnOff 0;
metro2OnOff 0;

2.083
redCode 31;
greenCode 0;
bloom 1;

5.846
sweepMode 2

47

Musical staff for measure 47. The staff shows a melodic line starting with a half note G4, followed by a quarter note F#4, and then a half note E4. A slur covers a sixteenth-note run: G4, A4, B4, C5, D5, E5. The dynamics are marked *p*, *p*, *p*, and *mp*. The staff is in 3/8 time and has a key signature of one sharp (F#).

1
Max
2

48

Musical staff for measure 48. The staff shows a melodic line starting with a half note G4, followed by a quarter note F#4, and then a half note E4. A slur covers a sixteenth-note run: G4, A4, B4, C5, D5, E5. The dynamics are marked *pp* and *pp*. The staff is in 3/8 time and has a key signature of one sharp (F#).

1
Max
2

49

like a distant memory

Musical staff for measure 49. The staff shows a melodic line starting with a half note G4, followed by a quarter note F#4, and then a half note E4. A slur covers a sixteenth-note run: G4, A4, B4, C5, D5, E5. The dynamics are marked *pp*, *mp*, and *pp*. The staff is in 3/8 time and has a key signature of one sharp (F#).

1
Max
2

0.198
fxCode 65;
harmPreset 4;

0.738
speedTo -1.5;
ivyOnOff 1

3.241
redCode 20;
greenCode 4;

50 *gradually more distant*

1
Max
2

1.610
greenCode 4;
redCode 2;

6.877
ivyOnOff 0

51 *II* *sul pont.* *ord.*

1
Max
2

2.334
greenCode 2;
redCode 4;

6.250
greenCode 1;
redCode 1;
bezierCode 0;

52 *I* *gliss.*

1
Max
2

0.022
fxCode 69;

3.987
greenCode 0;
speedTo -5.0;
bloom 0;
ending 1;

5.005
fxCode 21;

7.013
redCode 0;

53 *III* *gliss.*

1
Max
2

0.163
bezierCode 0;

0.211
startBells bang;

gliss.

14

54

C
φ
|||

Musical staff for measure 14. The staff is a grand staff with two systems of two staves each. The first system contains a treble clef, a key signature of one sharp (F#), and a 3/4 time signature. The music begins with a piano (*pp*) dynamic. A half note F#4 is followed by a half note G4. A glissando (*gliss.*) is indicated above the line between G4 and A4. A half note A4 is followed by a half note B4. A crescendo hairpin is shown below the staff, starting under the G4 note and ending under the B4 note, with a piano (*p*) dynamic marking at the end. A fermata is placed over the B4 note. The second system is empty. The measure ends with a double bar line. To the right of the staff, there is a common time signature (C) and a fermata symbol.

1

Max

2

55

Musical staff for measure 55. The staff is a grand staff with two systems of two staves each. The first system contains a treble clef, a key signature of one sharp (F#), and a 3/4 time signature. The rest of the staff is empty.

1

Max

2

56

Musical staff for measure 56. The staff is a grand staff with two systems of two staves each. The first system contains a treble clef, a key signature of one sharp (F#), and a 3/4 time signature. The rest of the staff is empty.

1

Max

2

57

Musical staff for measure 57. The staff is a grand staff with two systems of two staves each. The first system contains a treble clef, a key signature of one sharp (F#), and a 3/4 time signature. The rest of the staff is empty.

1