

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;

texture sea1;
scalingOn 1;
rotateOn 0;

10.867
videoVoil 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

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

1'20"

Energetically and unrelenting ♩ = 112

`0.000`
 pan2LocationL 0.5 0.0 2000
 ↓
`0.000`
 percGate 1
 ↓
`0.489`
 videoRotate 1 60 1;
 colourGate 1;
 amplIntensity 1.5;
 texture stone1;
 ↓
`2.000`
 pan2Rotate 5 1 30000
 ↓
`6.067`
 alphaValue 0.1
 ↓

1'30"

`1.000` `2.000` `2.500` `4.250` `6.500` `7.750`
 goPMix bang goPMix bang goPMix bang goPMix bang goPMix bang goPMix bang
 ↓ ↓ ↓ ↓ ↓ ↓
mp *f* *mp* *ff* *p* *mf*

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 music features a series of eighth-note patterns. Below the staff, there are two MIDI controller tracks. The first track contains several 'goPMix bang' events at time markers 0.250, 1.000, 2.500, 4.500, 6.500, and 7.000. The second track contains an 'alphaValue 0.8' event at 5.311. The dynamic markings *ff*, *mp*, and *f* are placed below the staff, with a crescendo leading to *mp* and a decrescendo leading to *f*.

1'50"

Musical score for the second system, starting at 1'50". The score is written in bass clef and features a dynamic range from *ff* to *pp*. It includes a 'poco rit...' marking. The music consists of eighth-note patterns with a decrescendo from *ff* to *p*, followed by a section with a decrescendo from *p* to *pp*. Below the staff, there are two MIDI controller tracks. The first track has a 'videoRotate 0 0 1' event at 0.000. The second track has a 'percGate 0' event at 4.119 and a 'zoomTo 100.0' event at 4.495. The dynamic markings *ff*, *mp*, *p*, *mp*, and *pp* are placed below the staff.

2'05"

Musical score for the first section, starting at 2'05". The score is written in bass clef and includes dynamic markings *pp*, *ppp*, *mp*, and *pp*. It features a melodic line with a crescendo and decrescendo. Below the staff, there are three boxes with time markers and labels: [10.000] cue2 bang, [8.334] videoVolL 50 4000, and [1.999] videoMode 1; cameraMode 2; intensity 0.35; videoVolL 140 2000; colourGate 2; alphaValue 1.0; ampIntensity 0.8; texture sea2;.

2'20" **2** Distant ♩ = 88

Musical score for the second section, starting at 2'20". The score is written in bass clef and includes dynamic markings *mf*, *ppp*, *pp*, *ppp*, *mf*, and *p*. It features a melodic line with various articulations and performance instructions: "[tongue with little air pressure.]", "[alt. fing.]", and "[multiphonic...]". Below the staff, there are three boxes with time markers and labels: [0.000] init2 bang, [11.115] scale3 bang, and [1.999] videoMode 1; cameraMode 2; intensity 0.35; videoVolL 140 2000; colourGate 2; alphaValue 1.0; ampIntensity 0.8; texture sea2;.

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"

♩ = 92

♩ = 80

(multiphonic...) (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. It features dynamics: *p*, *mf*, *p*, *pppp*, *mp*, *f*, *p*, and *pp*. There are slurs and a '(continue the pattern...)' instruction.

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 slur, followed by a half note, and then a sequence of eighth notes with a slur. Dynamics include *ff*, *pp*, *mp*, and *mf*. There are also hairpins indicating volume changes.

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 starts with a slur over eighth notes, followed by a half note, and then a sequence of eighth notes with a slur. A fingering instruction "[alt. fing.]" is present above the notes. Dynamics include *p*, *mp*, and *pp*. There are also hairpins indicating volume changes.

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" featuring a bass line with dynamic markings *mf*, *f*, *mp*, *mf*, and *pp*. The score includes two "cont..." annotations. Below the staff are three control lines with the following parameters:

- 1.898: scaleValues 1.0 1.5 0.7 4000
- 2.758: delayCycleOnOff 1
- 7.000: loadSample cymbal2.aif

6'55"

Musical score for 6'55" featuring a bass line with dynamic markings *ppp*, *mf*, *ff*, and *p*. The score includes two "cont..." annotations. Below the staff are three control lines with the following parameters:

- 1.744: zoomTo 45.0
- 2.239: matrixData 0 14 1.
- 6.743: scaleC bang
- 7.499: pan2Rand 0

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 score includes three "cont..." annotations. Below the staff are three MIDI controller tracks with the following objects and time markers:

- 4.037: matrixData 0 14 0.
- 6.250: loadSample chimes2.aiff
- 5.483: texture stone4
- 7.036: scale3 bang

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. The score includes two "cont..." annotations. Below the staff are three MIDI controller tracks with the following objects and time markers:

- 2.019: zoomTo 60.0
- 2.975: delayCycleOnOff 0
- 6.250: alphaValue 0.5
- 7.000: scaleC bang
- 7.365: loadSample chimes1.aiff

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

[7.231]
delayCycleOnOff 1

[1.316]
scale1 bang

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 ♩ = 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*, *mp*, *ff*, *p*) and MIDI control boxes for 'init7 bang', 'percGate 1', 'mode 0', 'videoRotate', and 'scaleC bang'.

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 for '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 dynamic markings *mf*, *ff*, *mf*, *ff*, and *p*. The notation includes quarter notes, eighth notes, and a triplet. Below the staff are three MIDI control lines with the following objects and time markers:

- Object: `loadSample tam4.aif` at time 4.347
- Object: `RANDMET 0; PIPE_GATE 3` at time 2.229
- Object: `colourGate 3` at time 0.403
- Object: `videoRotate 0 0 5` at time 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 dynamic markings *mf*, *p*, *ff*, and *fff*. The notation includes eighth notes, quarter notes, and a triplet. Below the staff are three MIDI control lines with the following objects and time markers:

- Object: `zoomTo 25.0` at time 4.108
- Object: `loadSample tam2.aif` at time 5.440
- Object: `METON 1; PIPE_GATE 0` at time 7.000

9'25"

Musical score for the first system, starting at 9'25". The score is written on a grand staff with a treble clef and a key signature of one sharp (F#). The music features a melodic line with various dynamics: *mp*, *p*, *mf*, *mp*, *p*, and *mf*. There are also video control elements: a box labeled "flangeCycleOnOff 1" at 0.408, a box labeled "ringModCycleOnOff 1" at 5.763, a box labeled "alphaValue 0.05" at 0.250, a box labeled "texture stone1" at 3.705, and a box labeled "zoomTo 48.0" at 6.730. A large number "2" is positioned on the right side of the staff.

9'35"

Musical score for the second system, starting at 9'35". The score is written on a grand staff with a bass clef and a key signature of one sharp (F#). The music features a melodic line with dynamics: *p*, *mf*, *ff*, and *mp*. There are also video control elements: a box labeled "alphaValue 0.85" at 1.415, a box labeled "videoRotate 1 80 2" at 2.646, and a box labeled "colourGate 1" at 5.134. A large number "3" is positioned on the right side of the staff.

20
9'45"

Musical score for the first system, featuring a bass line with dynamics *f*, *mf*, and *mp*. The score includes several MIDI controller boxes:

- [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 several MIDI controller boxes and annotations:

- [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] fmVoilL 0 8000
- [11.340] RANDMET 0;
percGate 0;
- [14.032] videoVoilL 60 5000
- [16.250] cue8 bang

Additional annotations include "(tongue with little air pressure.)" and "poco rit..."

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

22

10'55"

mp p $> pp$ p mp

[0.750] harmCycleOnOff 0
 [6.148] harmTransposeL 1200 20000; harmVoil 50 30000
 [9.500] scaleC bang

11'10"

... 11' 40"

p p pp ppp

[12.084] zoomTo 120
 [12.759] alphaValue 0.15