

0:08" - 0:50"

observe this rest!!!

'searching around' a M.P.

("on") **Droning, shifting texture**

0:50" - 1"02"

sf (piano) *mp*

1:02" - 1:52"

(Droning, shifting texture)

3 ♩ = 84, ♪ = 168

(pno.) *pp*

(droning texture begins to fade out)

(deep bass enters)

mp *decresc.*

Musical score for measures 19-23. The top staff is in treble clef with a key signature of one sharp (F#). The bottom staff is in bass clef. The music features a melodic line in the treble and a bass line in the bass. The time signature changes from 8/8 to 4/4, then to 10/8, and back to 4/4. Dynamics include *pp* and *cresc.*. A note with a '+' sign is present in measure 19. The text "(deep bass)" is written below the bass staff.

Musical score for measures 24-26. The top staff is in treble clef with a key signature of one sharp (F#). The bottom staff is in bass clef. The music features a melodic line in the treble and a bass line in the bass. The time signature changes from 4/4 to 3/4. Dynamics include *mf* and *p*. There are triplets in measures 24 and 25, and a sextuplet in measure 25. The text "molto" is written above the treble staff.

Musical score for measures 27-31. The top staff is in treble clef with a key signature of one sharp (F#). The bottom staff is in bass clef. The music features a melodic line in the treble and a bass line in the bass. The time signature changes from 3/4 to 4/4, then to 10/8, and back to 4/4. Dynamics include *p* and *pp*. The text "white noise" is written above the bass staff in measures 27 and 29. The text "M.P." is written above the treble staff in measure 29.

Musical score for measures 32-35. The top staff is in treble clef with a key signature of one sharp (F#). The bottom staff is in bass clef. The music features a melodic line in the treble and a bass line in the bass. The time signature changes from 9/8 to 4/4. Dynamics include *mf* and *mp*. The text "(pno. bassline)" is written above the bass staff. The text "kick", "snare", and "hat" are written below the bass staff, indicating drum hits.

2:43" - 3:06"

36

bisb. 5 5 toneless 6 6

(stuttered piano snippets) (pno. noise) (digital noise)

39

slap tongue M.P. p ppp 'subtone' breath / air

(pno. + drums) (pno. noise) (digital noise) pno. SOLO

(different pno. tone)

" 3:06 - 3:19" First Loud "Rhythm Section" Entrance

44

blowing on the reed (breath/air sound)

f pp sf (pno. bassline) (piano snippets) (pno. bassline)

(snare) ECHO (digital noise)

(drum hit)

"3:19 - 3:37" Full "Rhythm Section" Entrance

48

ff *f*

(distortion pno.) 8^{vb}

51

(drum hit)
(8)

53

(there is a lot going on here, but it is totally chaotic.
Just wait for the drum hit at m.55 to signal your cutoff from the high D)

(drum hit)

3:37 - 3:59" "Breaks"

(pno. snippets) don't count this; just listen - I promise it will make sense to your ear!

55

(drum hit)

"Break 1" 59 slap tongue (normal) **"Break 2"**

kick snare hat

mp *molto* *molto*

(pitch-shifted drums)

(loud snare) (loud snare)

"Break 3" 63 **"Break 4"** 4:00 - 4:29"

(digital noise) (pno. snippets)

(kybd. frag.'s)

pp *mf*

3x

67 (pno. snippets)

(kyb.) (kyb.)

(drums) (drums)

snr. kick

2x

71

snr. snr.

drums kick kick

74 4:30 - 5:05"

(digital noise)

pp get louder as the texture fills in

78

(this texture starts filling out, and this figure becomes more and more obscured)

poco a poco cresc.

i'm not sure exactly
the pitches / rhythm here....
- but it stays consistent

82

(texture is fully saturated; figure obscured)

5:06 - 5:31" Crossfade begins.....

86

(digital noise)

90

(previous digital noise rhythm continues)

94

5:31 - 5:38"

(digital noise)

98

5:38 - 6:01" **Drums and Pno. bassline return**

breath / air

M.P

(pno) *f*

(noise) (pno snippet)

(drums) (there's other stuff going on, but the drum part is most important)

sf

101

breath / air

M.P

(pno. chord) (pno snippet) (pno. bass line)

107 6:01 - end" **Drums suddenly drop out, rhythm is less defined**

("off")

(piano sound still sustaining)