

0:08" - 0:50"

observe this rest!!!

'searching around' a M.P.

observe this rest!!!

("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)

9

(deep bass enters)

15

mp *decre.*

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 piece starts in 8/8 time, changes to 4/4 at measure 20, then to 10/8 at measure 21, and returns to 4/4 at measure 22. The melody in the treble clef features a series of eighth notes with a crescendo hairpin and a 'cresc.' marking. The bass clef provides a deep bass accompaniment with sustained chords and moving lines. Dynamics include *pp* and *cresc.*. A '(deep bass)' annotation is placed above 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 piece is in 4/4 time. The melody in the treble clef includes triplets and a sextuplet, with a *molto* marking. Dynamics include *mf* and *p*.

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 piece starts in 3/4 time, changes to 4/4 at measure 28, then to 10/8 at measure 29, and returns to 4/4 at measure 30. The melody in the treble clef features triplets and a *M.P.* marking. The bass clef contains 'white noise' textures. Dynamics include *p* and *pp*.

Musical score for measures 32-36. The top staff is in treble clef with a key signature of one sharp (F#). The bottom staff is in bass clef. The piece starts in 9/8 time, changes to 4/4 at measure 33, and returns to 9/8 at measure 35. The melody in the treble clef includes a triplet and a *mp* marking. The bass clef provides a piano bassline. A drum part is shown at the bottom with 'kick', 'snare', and 'hat' markings. Dynamics include *mf* and *mp*.

2:43" - 3:06"

36

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

39

slap tongue M.P. breath / air

p *ppp* 'subtone'

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

f (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)

(drum hit) (snare) ECHO (digital noise)

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

48

sf *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* *mp*

(pitch-shifted drums)

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

pp *mf*

(digital noise) (pno. snippets) (kybd. frag.'s)

67 **3x**

(pno. snippets) (kyb.) (drums) (drums) snr. kick

2x

71

drums snr. kick snr. kick

74 4:30 - 5:05"

pp get louder as the texture fills in

(digital noise)

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)