



Cue #	Cue1 (120 bpm)	Cue2 (120bpm)	Cue3 (140 bpm)	Cue4 (120 bpm)	Cue5 (120bpm)	
Aneesh	11 - 1/4	Fade out	7 - 1/6		11 - 1/8	
Chih-Wei		4 - 1/8	Fade in	0 - 1/8	17 - 1/8	
Xinyuan	2 - 1/8			12 - 1/8 (1/4)		
Cian	1 - 1/8		8 - 1/3 (sparse)		13 - 1/8	
Juan	3 - 1/8		9 - 1/3 (sparse)		16 - 1/8	
Shuo		6 - 1/3 (LFO + rev)	Fade out	10 - 1/4 (sparse)		
Iman		5 - 1/6	Fade out	5 - 1/8 (LFO->250)		
Euph.		C min	Fade out			
Trumpet				C min		
Sax.			C Blues	Fade out		

Legend:

- Pgm # - Quantization
- Play  Stop 

Sound Table:

Program#	Type of Sounds	Notes
0	Acoustic Drums (kick; snare; hat)	
1	Bass Guitar (low pitch)	
2	Bass Guitar (high pitch)	
3	Pad (ambient)	
4	Percussions 1(Toms)	
5	Synthesized Bass	
6	Synth Lead 1	
7	Electric Drums (kick; snare; hat)	Increase kick volume
8	Distorted Bass	
9	Bells	
10	Synth Lead 2	
11	Percussions 2(kick, clap)	Best for intro/outro
12	Synth Lead 3	
13	Synth Lead 4	
14	Percussions 3(kick, crash)	Lower in volume, reverse in order
15	Bass Guitar + Percussion (middle)	Maybe rearrange the order?
16	Bass Guitar + Bells	
17	Percussions 4(shakers)	

Cue 1: Gradual intro-> drums (8bars)-> bass (8bars) ->