Measure 1 - 2:   Origin sounds

Measure 3   :   Envelope: ADSR

Measure 5 - 6:   Attack and Sustain (Attack sounds at the beginning of
notes and sustain)

Measure 7 - 8:   Origin sounds

Measure 9 - 12:   Instrument attacking sounds represent again (With no
Sustain this time)

Measure 13 - 15: Cross FadeIn and FadeOut

Measure 16 - 17: Pitch for testing 2^(1/6) and 2^(3/6)

Measure   18:   : Better audio to Identify the Envelope: ADSR