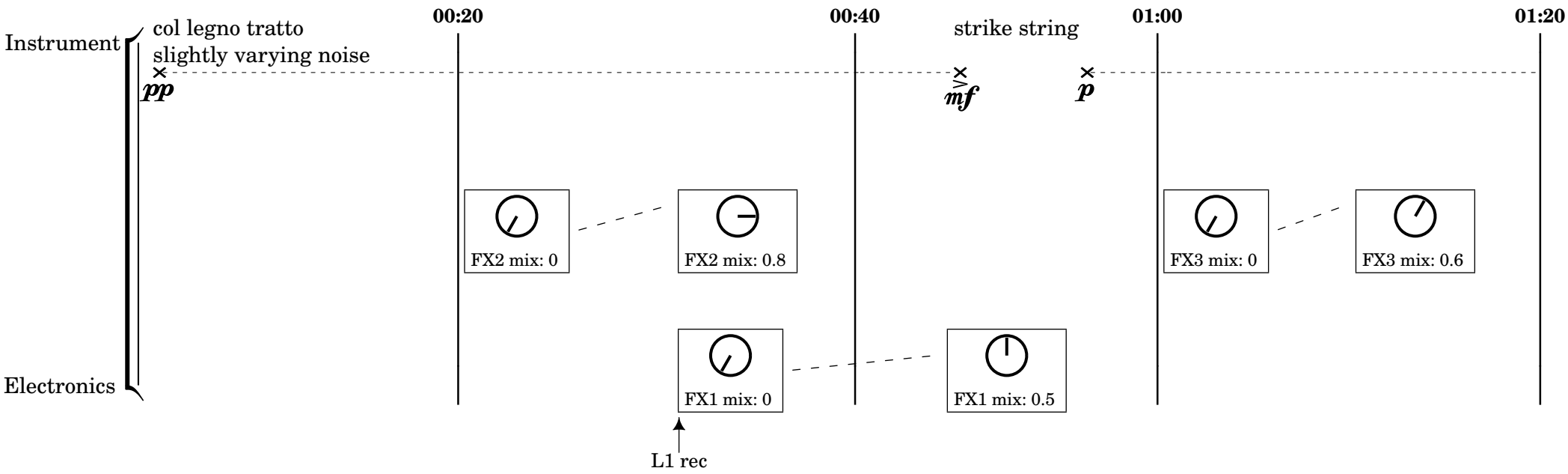
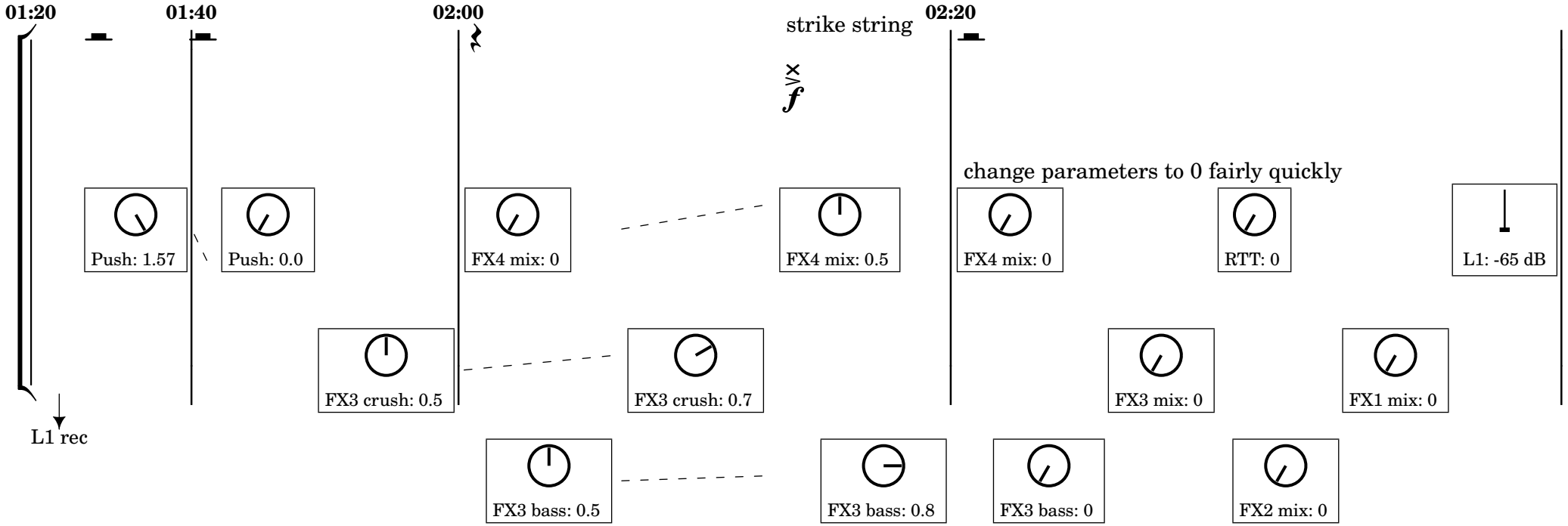
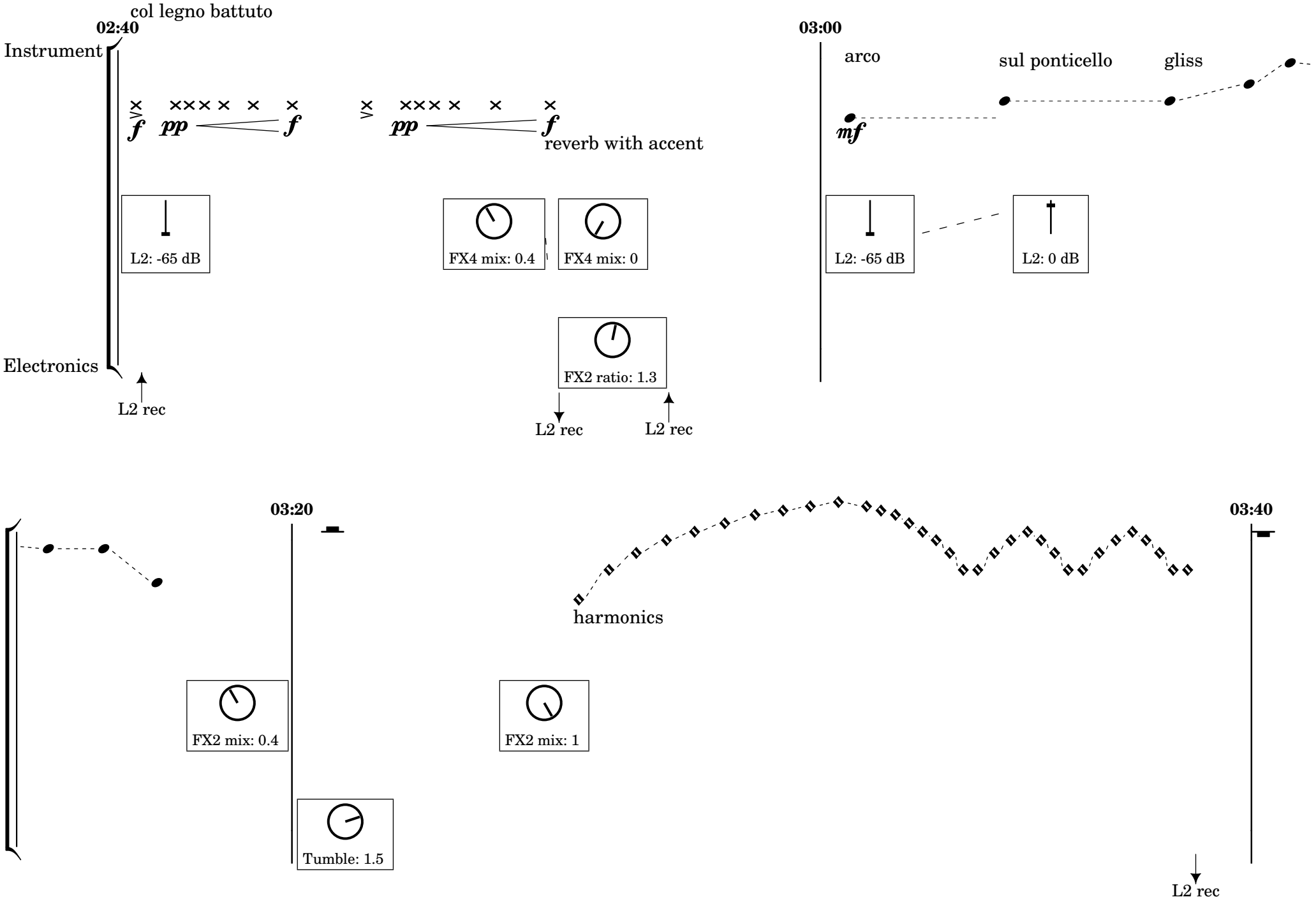
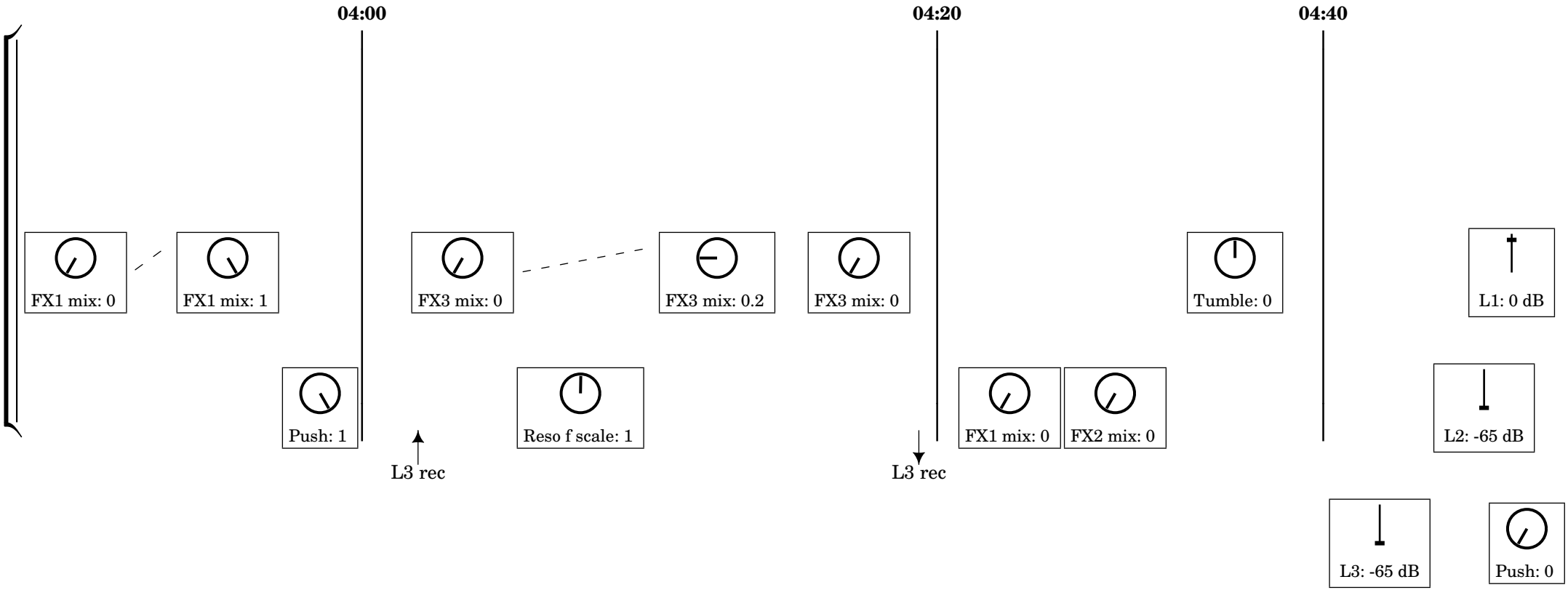
I


Instrument
col legno tratto
slightly varying noise
pp
00:20
00:40
strike string
mf
p
01:00
01:20
FX2 mix: 0
FX2 mix: 0.8
FX3 mix: 0
FX3 mix: 0.6
Electronics
FX1 mix: 0
FX1 mix: 0.5
L1 rec


01:20
01:40
02:00
strike string
f
02:20
change parameters to 0 fairly quickly
Push: 1.57
Push: 0.0
FX4 mix: 0
FX4 mix: 0.5
FX4 mix: 0
RTT: 0
L1: -65 dB
FX3 crush: 0.5
FX3 crush: 0.7
FX3 mix: 0
FX1 mix: 0
L1 rec
FX3 bass: 0.5
FX3 bass: 0.8
FX3 bass: 0
FX2 mix: 0

II


col legno battuto
02:40
Instrument
f pp f
pp f
reverb with accent
L2: -65 dB
FX4 mix: 0.4
FX4 mix: 0
FX2 ratio: 1.3
Electronics
L2 rec
L2 rec
L2 rec
03:00
arco
sul ponticello
gliss
mf
L2: -65 dB
L2: 0 dB
03:20
FX2 mix: 0.4
Tumble: 1.5
FX2 mix: 1
harmonics
03:40
L2 rec



III

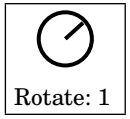
aleatoric, duration ~2:00

Electronics

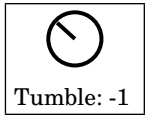
let loop play, change chords and parameters

chord change

arbitrary value

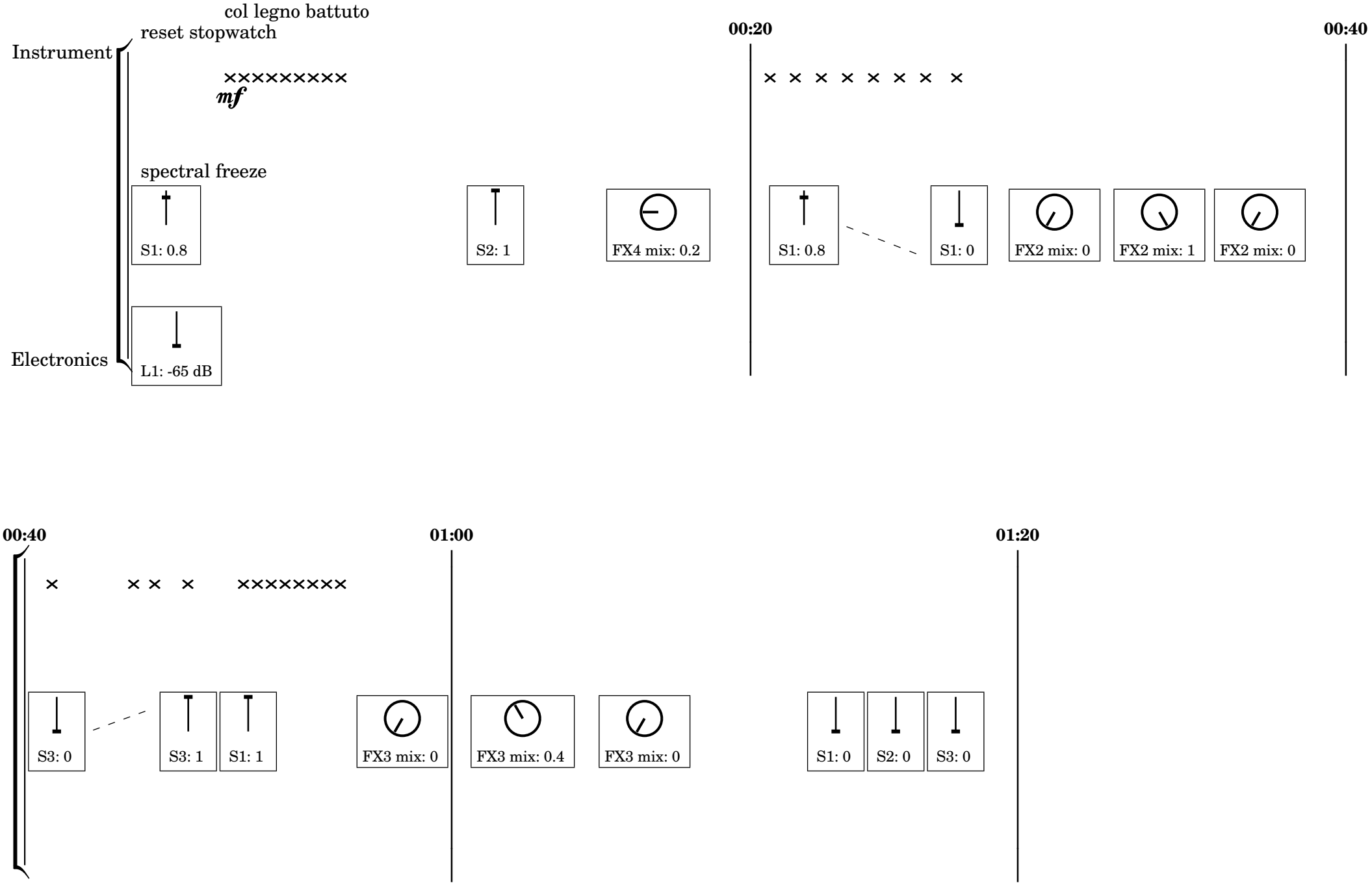


arbitrary value



possibly change other FX parameters at will
or occasionally fade in other loops
repeat

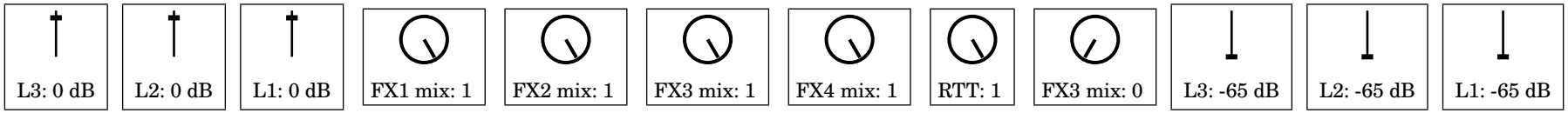
IV


col legno battuto
reset stopwatch
Instrument
mf
spectral freeze
S1: 0.8
S2: 1
FX4 mix: 0.2
00:20
00:40
S1: 0.8
S1: 0
FX2 mix: 0
FX2 mix: 1
FX2 mix: 0
Electronics
L1: -65 dB
00:40
01:00
01:20
S3: 0
S3: 1
S1: 1
FX3 mix: 0
FX3 mix: 0.4
FX3 mix: 0
S1: 0
S2: 0
S3: 0

V

duration ~2:30

Electronics

slowly fade in all loops one by one

gradually apply FX and fade out