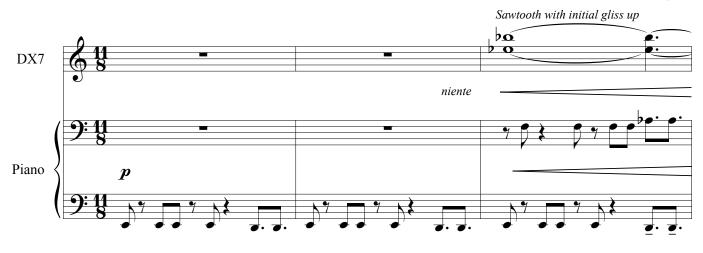
## Piece for Piano and DX7

Steve Smythe







The DX7 is given a brief rest prior to every program change. The following sounds are used: strings with an initial gliss up to the note (with 5 semitone pitch bend at bar 7), tubular bells, split keyboard log drum (lower) and chimes (upper, with gradual overlap with log drum), pipe organ, buzzing sawtooth with extreme velocity sensitivity, split keyboard bass (lower) and chimes (upper), and strings with an initial gliss down to the note.

















