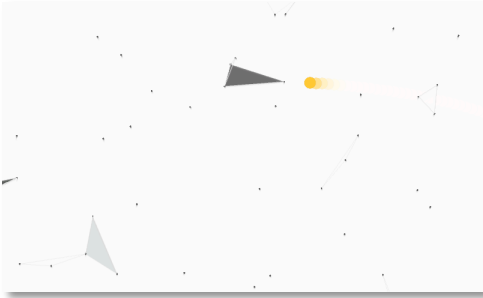
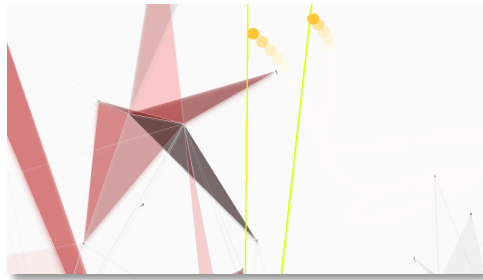


TANGLED ORBITS DEMO SCORE



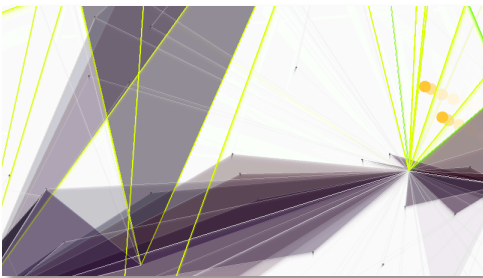
Scene 1 – 1:00 – 1:30

- *Can be quite sparse, patient*
- Play with small variations in triangle size
- Variations in no. of agents (yellow travelers)
- Build up density, then go sparse again



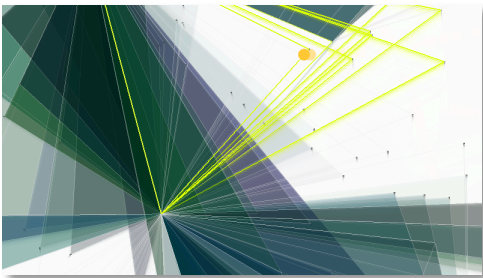
Scene 2 – 1:30 - 2:45

- *Harmonious and pretty*
- Slowly grow amount of overdrive, mixed with
- An increasingly slow vibrato



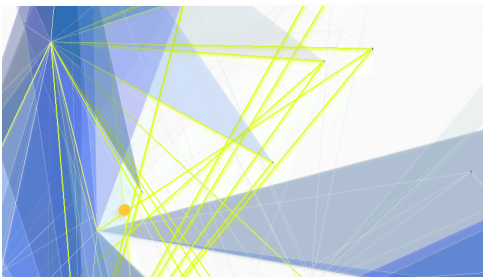
Scene 3 – 2:45 – 4:30

- *Dissonant, heavy*
- Mess with size of triangles, density
- Build up thick texture
- Change ratio toward the end



Scene 4 – 4:30 – 5:15

- *Thick, drone-like*
- Sound will be quite bottom-heavy. Aim for higher pitches
- NAIL that overdrive!
- Still drifting pitches



Scene 5 – 5:15 – 5:45

- *Thick, drone-like, but lighter than before*
- Take filter cutoff down for mellower tones
- Aim for spaces of silence
- Gently draw in triangle sizes



Scene 6 – 5:45 – 6:30

- *Sparser, mellow, harmonious*
- Allow previous dense material to mellow
- Gently pull in note length
- Find higher pitches by increasing star density and
- Decreasing triangle size
- Always “go for smaller”