

B. 8 Oxia - Domino

 $\text{♩} = 129$

1, 2, 3, 4, 5, 6, 7. 8. 1, 2, 3, 4, 5, 6, 7. 8. Slight swing 1/16th delay on HH

Hi-Hat Closed

Shaker

Clap

Snare

Kick

Synth Lead 1

Synth Lead 2

Synth Lead 3

Noise FX

Percussive FX

Effect 1 - Buzzy percussive sound 3/16th delay on; let ring

6 Repeat x5 Repeat x3

H.H. C.

Sh.

Clap

6

S.Dr.

Kick

6

Lead 2

Effect 2 - Ratchet sample 3/16th delay on; let ring

P. FX.

3 3 3

11

H.H. C.

Sh.

Clap

S.Dr.

Kick

Lead 1

Lead 2

Slight swing

pppp cresc.

15

H.H. C.

Sh.

Clap

S.Dr.

Kick

Lead 1

Lead 2

19

H.H. C.

Sh.

Clap

S.Dr.

Kick

Lead 1

Lead 2

P. FX.

p *cresc.*

Notch Filter rise over 16 bars

Effect 3 - Misc. Percussive hit
Slight Swing 3/16th delay on; let ring

23

H.H. C.

Sh.

Clap

S.Dr.

Lead 1

Lead 2

27

H.H. C.

Sh.

Clap

S.Dr.

Lead 1

Lead 2

P. FX.

mp cresc.

Effect 2
3/16th delay on; let ring

Detailed description: This block contains the musical notation for measures 27 through 30. The H.H. C. part consists of a continuous eighth-note pattern. The Sh. part features a syncopated eighth-note pattern. The Clap part has a simple quarter-note pattern. The S.Dr. part also has a quarter-note pattern. Lead 1 is a melodic line in the treble clef, marked *mp cresc.*. Lead 2 is a bass line in the bass clef, featuring triplets of eighth notes. The P. FX. part includes a delay effect labeled 'Effect 2' with a '3/16th delay on; let ring' instruction, which begins in measure 29.

31

H.H. C.

Sh.

Clap

S.Dr.

Lead 1

Lead 2

Detailed description: This block contains the musical notation for measures 31 through 34. The H.H. C. part continues with the same eighth-note pattern. The Sh. part continues with the same syncopated eighth-note pattern. The Clap part continues with the same quarter-note pattern. The S.Dr. part continues with the same quarter-note pattern. Lead 1 continues with the melodic line, marked *mp cresc.*. Lead 2 continues with the bass line, featuring triplets of eighth notes.

35

H.H. C.

Sh.

Clap

S.Dr.

Kick

Lead 1

Lead 2

N. FX

Noise Riser

Reset Filter

let ring

p

f

39

H.H. C.

Sh.

Clap

S.Dr.

Kick

Lead 1

Lead 2

43

1. 2.

H.H. C.

Sh.

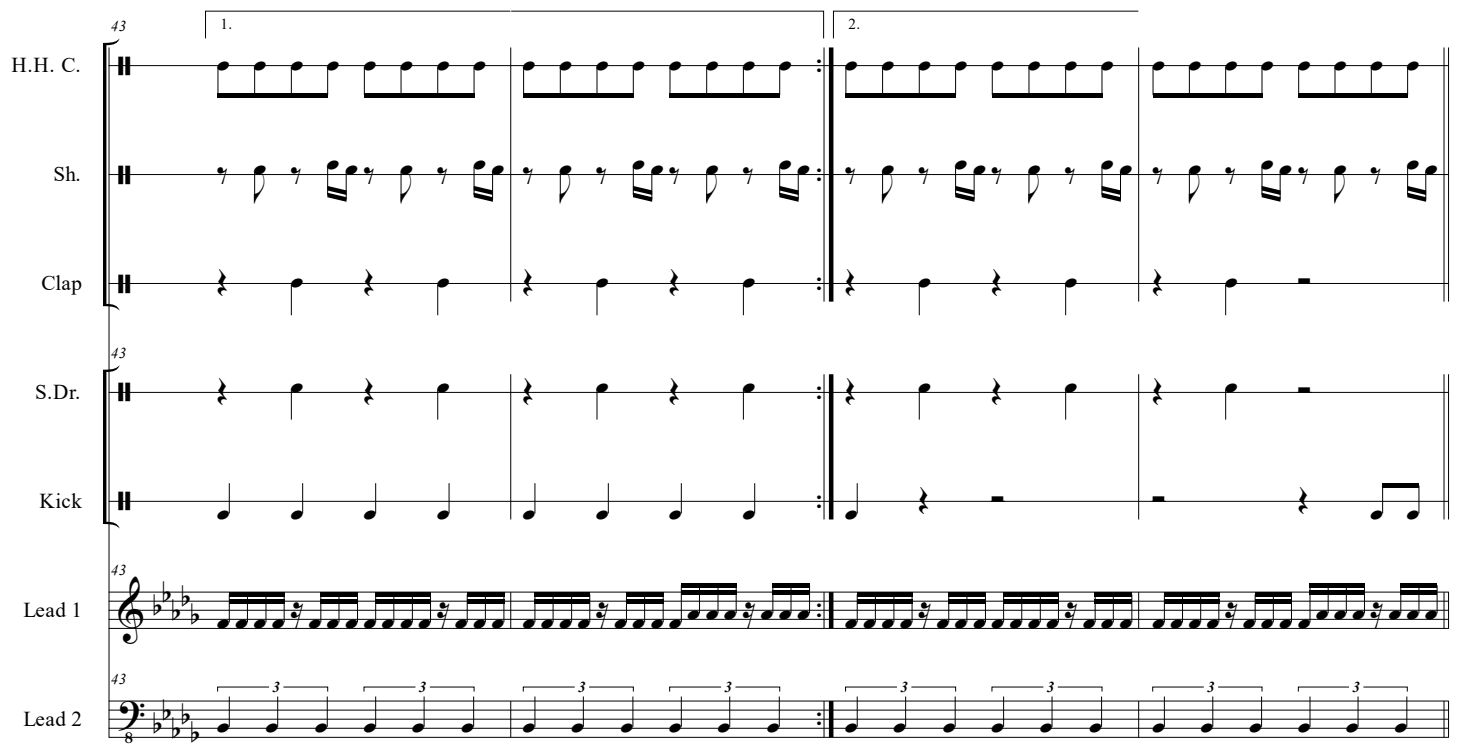
Clap

S.Dr.

Kick

Lead 1

Lead 2



47

H.H. C.

Sh.

Clap

S.Dr.

Kick

Lead 1

Lead 2



51

H.H. C.

Sh.

Clap

S.Dr.

Kick

Lead 1

Lead 2

P. FX.

Noise Riser

p

Detailed description: This block contains the musical notation for measures 51 through 54. The percussion section (H.H. C., Sh., Clap, S.Dr., Kick) maintains a steady rhythm. Lead 1 features a melodic line in the treble clef, while Lead 2 plays a bass line with triplet markings. A 'Noise Riser' effect is introduced in measure 53, starting at a piano (*p*) dynamic and increasing in volume.

55

H.H. C.

Sh.

Clap

S.Dr.

Lead 1

Lead 2

P. FX.

f

Detailed description: This block contains the musical notation for measures 55 through 58. The percussion and lead parts continue from the previous section. In measure 55, the P. FX. part has a single, loud (*f*) hit. The 'Noise Riser' from the previous section is no longer present.

59

H.H. C.

Sh.

Clap

S.Dr.

Lead 1

Lead 2

63

H.H. C.

Clap

S.Dr.

Lead 2

Increased swing

pp *cresc.*

67

H.H. C.

Clap

S.Dr.

Lead 2

mp

71

Clap

71

S.Dr.

Kick

71

Lead 1

Increased swing
Reverb off

pppp cresc.

71

Lead 2

8

3

75

Clap

75

S.Dr.

Kick

75

Lead 1

75

Lead 2

[illegible]

83

H.H. C.

Clap

S.Dr.

Kick

Lead 1

mp cresc.

Lead 2

87

H.H. C.

Clap

S.Dr.

Kick

First pass only

Lead 1

mf

Lead 2

Lead 3

N. FX

2nd pass only

P. FX.

Effect 3 - Misc. Percussive hit
Slight Swing
First pass only 3/16th delay on; let ring

91

H.H. C.

Clap

S.Dr.

Lead 1

Lead 2

Lead 3

95

Lead 1

Lead 2

Lead 3

99

Lead 1

Lead 2

Lead 3

N. FX

Reverb on
Increase wet over 4 bars

Reverb on
Increase wet over 4 bars

Noise Riser

p *f*

The musical score is divided into three systems. The first system (measures 91-94) features a rhythmic pattern with eighth notes and triplets across all tracks. The second system (measures 95-98) introduces a 'Notch Filter rise over 8 bars' in Lead 2 and continues the rhythmic patterns. The third system (measures 99-102) features 'Reverb on Increase wet over 4 bars' in Lead 1 and Lead 3, and a 'Noise Riser' in the N. FX track, which starts at a piano (*p*) dynamic and rises to a forte (*f*) dynamic.

103

H.H. C.

Sh.

Clap

S.Dr.

Kick

Lead 1

Reverb off

f

Lead 2

Reset Filter

Lead 3

Reverb off

mf

107

H.H. C.

Sh.

Clap

S.Dr.

Kick

Lead 1

Lead 2

Lead 3

1.

III 2.

H.H. C.

Sh.

Clap

S.Dr.

Kick

Lead 1

Lead 2

Lead 3

P. FX.

Pitch bend whole tone over 8 bars

Effect 2, pitched up;
Wet reverb; long decay time

mp *mf*

III 115

H.H. C.

Sh.

Clap

S.Dr.

Lead 1

Lead 2

Lead 3

119

H.H. C.

Sh.

Clap

S.Dr.

Kick

Lead 1

Lead 2

Lead 3

N. FX

Noise Riser

p *f*

Detailed description: This block contains the musical notation for measures 119 through 122. The instruments are H.H. C., Sh., Clap, S.Dr., Kick, Lead 1, Lead 2, Lead 3, and N. FX. Measures 119-122 are shown. Lead 1 and Lead 2 have triplets. Lead 3 has a long note. N. FX has a noise riser from p to f.

123

H.H. C.

Sh.

Clap

S.Dr.

Kick

Lead 1

Lead 2

123

Detailed description: This block contains the musical notation for measures 123 through 126. The instruments are H.H. C., Sh., Clap, S.Dr., Kick, Lead 1, and Lead 2. Measures 123-126 are shown. Lead 1 and Lead 2 have triplets.

127

1. 2.

H.H. C.

Sh.

Clap

S.Dr.

Kick

Lead 1

Lead 2

Frozen reverb, wet signal raised over 10 bars

131

H.H. C.

Sh.

Clap

S.Dr.

Lead 1

Lead 2

P. FX.

Effect 3 - Misc. Percussive hit
Slight Swing 3/16th delay on; let ring

135

H.H. C.

Sh.

Clap

S.Dr.

Lead 1

Lead 2

139

H.H. C.

Sh.

Clap

S.Dr.

Lead 2

145

H.H. C.

Sh.

Clap

S.Dr.

Kick

Lead 2

decresc. on 3rd pass

151

Repeat x3

H.H. C.

Sh.

Clap

S.Dr.

Kick

Lead 2

8

decresc. to silence
over 16 bars

mp

157

H.H. C.

Sh.

Clap

S.Dr.

Lead 2

8