

On Notation:

Buttons/Rotations: Indicate either pressing Button 1 to progress to the following section of music. This appears as a bracketed, square notehaed on the middle line. As shown below, some button presses will occur whiile playing. Button presses take effect immediately, so it is important to continue in time when ready for each press.



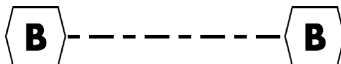
Travel Instructions: Tell the performer their method of moving from one stand to another. Instructions appear in the boarder shown, and located underneath the staff where the movement should begin.

walk to stand 3

Noticable Bobbing of the bell should occur here to trigger the accelrometer sensor should happen underneath these indicators. The line following the text indication is symbolic of the geasture. While practicing, the performer should experimtn to find the geasture that results in the amount of reverb they desire.

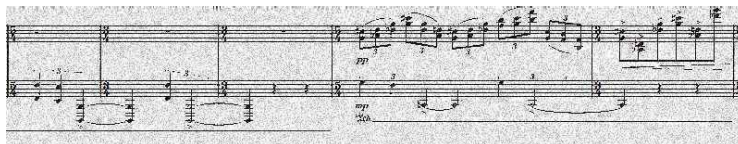
Vertical Bell Bobbing 

Exaggerate breathing shouldoccur when indicated with this line. Breaths be heavier and more frequent than normal in order to further trigger the airflow sensor. Take care not to hyperventilate.



Synthesizer parts: Are not intended to be performed by a person. The part present in the score is the notation of the accompanying sound file. Heavily distorted portions of the image indicate when distortion is applied through the gyroscope and airflow sensors. Faint echos to the part appear when ehavy reverb is applied from the accelerometer.

Indicates distortion:



Indicates heavy reverb:



Narrator Text: Text indicators for the narrator files are printed in the score. The first line appears approximately where the line begins, and the ending line appears where the performer should wait before moving on to the next section. These are seperated with an elipsis. Sound file durations are given at the end of the recording text.