

UCLA

Contemporary Music Score Collection

Title

Axon

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A x o n

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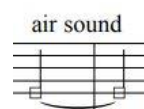
This score is in concert pitch.

Instrumentation

- Flute
- Bb Clarinet (mvmt. 1), doubling Bass Clarinet (mvmt. 2, 3)
- Percussion
 - Drum kit (mvmt. 1, 3)
 - Crash cymbal
 - Suspended cymbal
 - Hi hat
 - Snare
 - 2 toms (1 mid, 1 low)
 - Kick drum
 - 5 Temple blocks (mvmt. 1)
 - Crotales (mvmt. 1, 2)
 - Tam-tam (mvmt. 2)
- Violin
- Cello
- Synthesizer

Performance notes

Flute, Clarinet-

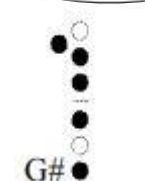
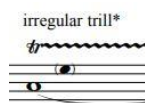


- Indicates an unpitched air tone with the corresponding fingering



- Indicates a timbral trill by using alternate fingerings. If no alternate fingerings exist, double tongue instead. In the context of mvmt. 2, trills should be

relatively slow (around eighth note duration, in free time).



- Oscillate between indicated notes at an irregular rate. All notes should fall anywhere within the range of an eighth note to a 32nd note. Take breaths as needed.

- There is a single bass clarinet multiphonic in mvmt. 3 with this fingering.

Violin, Cello

Sul pont and s.p. indicate sul ponticello.

Scratch tones produced by bow overpressure are indicated by a black bar over the staff as follows-



- Increasing scratch tone



- Decreasing scratch tone

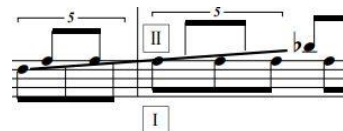


- Sustained scratch tone



- Irregular scratch tone (Use pressure to intermittently start and stop bow)

Roman numerals are given in boxes to indicate strings in the cases of glissandi or the following types of passages present in mvmt. 2-



Here, when alternating between two strings where one is open and another is changing pitch during a glissando, Roman numerals indicate when the orientation of the strings change for clarity (i.e. when the glissando overtakes the open string in pitch). Such passages are marked sempre legato and are to be slurred, changing bows as needed.

Synthesizer-

The synthesizer player should read from the score, which contains notation for the keyboard and for the parameters to be controlled.

Some specifications for the synthesizer-

- The timbre should be a saw wave.
- The keys must be sensitive to velocity. Volume is controlled by a master volume fader as well as by pressing the keys according to the given dynamics in the keyboard staff.
- The pitch range of the synthesizer part begins on a C below the bass clef and extends up for roughly 5 octaves. An octave key may be used to access the full range, but at least a 48-key size keyboard is recommended for convenience.
- A sustain pedal is necessary to sustain certain notes to allow for the control of multiple parameters at a time. Notation for depressing and releasing the pedal is the same as for piano.
- The synthesizer must be 16-voice polyphonic.

Synthesizer (cont.)

Individual staves are given for the relative positions of faders below the music. Below are the parameters and their descriptions at various levels-

- Attack - instant attack at 0%, very long (10+ sec.) attack at 100. 50% should be roughly 2 sec.
- Release - instant release at 0%, similarly long release at 100 and 50.

For most synthesizers, attack and release operate on an exponential scale- i.e. the difference between 0 and 50% is much greater than 50 and 100, etc.

- Low-pass filter - Starting at full spectrum of sound at 100%, cutting off higher frequencies until no sound at 0%.
- Hi-pass filter - Starting at full spectrum of sound at 0%, cutting off lower frequencies until no sound at 100%.
- Resonance - Increasing emphasis of higher partials from 0 to 100%. Should be bound to low-pass filter.
- LFO- low-frequency oscillator. Should be bound to low-pass filter to control oscillation of frequency from no oscillation at 0%, to approximately vibrato speed at 50, to indiscriminant buzz at 100.
- Pitch bend - No modification of pitch at 50%, every 25% represents a half step. (For example, 0% brings down pitch

by a whole step, 62.5% brings pitch up by quarter tone, etc.

- Master volume- "Standard volume" should be achieved at 40%. This should be loud enough to roughly match with dynamics of the rest of the ensemble, or about as loud as a piano. Note that there is a large space to grow louder. 100% volume, achieved at the end of the piece, should be extremely loud.

A good way to test if parameters are set up correctly is to test out the final two pages of the last movement. The sound should begin from nothing on an F#, with the filtering on upper frequencies being slowly relaxed until the full sound is heard. Then, the LFO should increase until the timbre becomes a strong buzz. Increasing the resonance should obscure the fundamental to the point of the timbre becoming noise. The pitch and volume should be raised up until the end of the passage, where the sound should cut off instantly from extremely loud to nothing.

The control of parameters is notated below the keyboard staff. Every time a fader must be slid up or down, the beginning and ending positions of the fader corresponding to the parameter of its staff are clearly indicated. When the timing is tied to the rhythmic durations in the keyboard staves it is marked with a dotted line drawn between them and the parameter staves. In situations during rests where the faders should be set up

for the next entrance these dotted lines are not given.

There are analog synths that can fit all of the above criteria for performance (Prophet Rev2 16 voice, etc). Digital synths controlled by a suitable MIDI controller are also an option. A patch for the digital synthesizer Massive is given at the following link -

<https://www.dropbox.com/s/drbb2uvp7sv5rzy/Axon%20template.nmsv?dl=0>

For performances using Massive, faders on the controller should be bound to the 8 orange filters in the bottom right corner of the synthesizer. A space is left for pitch bend as most MIDI controllers have that capability.

The synthesizer should be connected to an amplifier. The locations for the keyboard and amplifier are found on the next page.

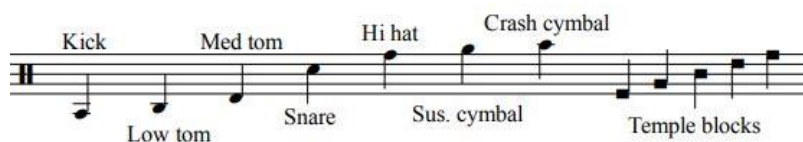
General performance notes

- Dotted lines indicate state changes (sul pont. to norm in strings, air sound to norm. in winds, etc.).
- All glissandi should be instant and continuous.
- Decrescendi that terminate in a rest should be played to nothing.
- Brackets indicate the extension of a technique for as long as the bracket extends.
- The *pf* dynamic indicates a brief "ducking out" of the sound followed by an immediate return to forte.

Percussion

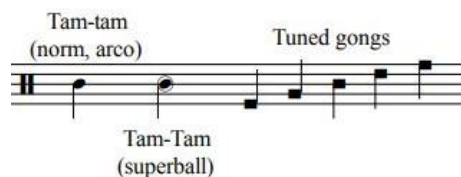
The first key below is shared between mvmt. 1 and 3, and the second one is for mvmt. 2 only.

Movements 1 and 3



The temple blocks are only used in the first movement. Sticks should be used for the kit. Medium rubber mallets should be used for temple blocks.

Movement 2



The tam-tam should be played with a very soft beater or with a cello/bass bow when indicated "arco". There are also passages indicated to be played with superb ball mallets.

The 5 tuned gongs are to be played with soft yarn mallets. The pitch collection of the gongs is left up to the performer's discretion due to their generally limited availability, but it is preferable to be as close as possible to a baritone range pentatonic collection like the one below-



Crotales are called for in both the first and second movements and are only played arco with a cello/bass bow. The pitch collection is given below-



Only the Gb is called for in the first movement. The full set is needed in the second. By removing the Gb and placing it near the drum set during the first movement, it is recommended that the performer sit at the drum kit during the first and third movements and stand during the second.

Other percussion notes



- Immediately dampen sound



- Snare rimshot. When rimshots continue for an extended period of time, they will be indicated above the notehead with r.s. and cancelled out by norm when a normal snare hit is called for again.

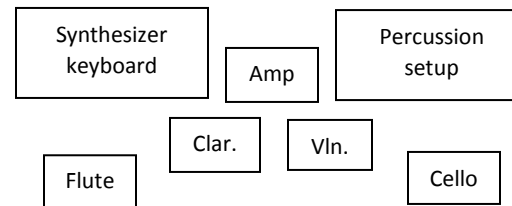


- "Bow" the tam-tam with the superb ball mallets in a circular motion until the bracket terminates.

All hi-hat passages are to be played closed.

Setup

The following setup is recommended. The percussionist must be relatively close to the synthesizer amp for the ending gesture of the piece.



Score in C

Axon

I. Interference

Ben Rieke

♩ = 90

Flute

Clarinet in B $\flat$

Percussion

Violin

Cello

Synthesizer

Attack

Release

Lowpass

Highpass

Resonance

LFO

Pitch Bend

Master Volume

ppp *f* *ff* *ppp*

(Drum kit) Crotales arco

Snare r.s.

pizz.

5

5

5

0%

40%

100%

0%

0%

0%

50%

40%

Low filt.			0%		0%
Hi filt.					
Res.					
LFO					
Bend					
M. vol.					

10

Fl.

B♭ Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

ppp mf ppp mf ppp mf ppp ppp

pp mf pp mf p mf p mf

ppp arco

ppp

100% 0% 100% 0% 100% 0% 100% 20% 100%

19 $\text{♩} = 120$

Fl. *ff* *mp*

B♭ Cl. *ff* *p*

Perc. *pp* *ff*

Vln. *ff* *p*

Vc. *ff* *mf*

Synth. *ff* *p* *mf* *p*

Rec.

A.

R. 40% 0%

Low filt. 0%

Hi filt.

Res.

LFO

Bend

M. vol.

26

Fl.

B♭ Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

30

Fl.

B♭ Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

p *f* *sfz* *ff*

f *sfz* *ff*

Snare r.s. Temple blocks *mf*

Toms *ff*

p *f* *sfz* *ff*

f *sfz* *ff*

f *sfz* *mp* *ff*

0% 80%

Fl. *f* *mp*

B♭ Cl. *f* *mp*

Perc. Temple blocks *p* *mf* *mf* *sim.* *p* *sempre*

Vln. *mp* *mp*

Vc. *mp* *mp*

Synth. *mp*

A.

R.

Low filt. 100% 70%

Hi filt.

Res.

LFO

Bend

M. vol.

51

Fl.

B♭ Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

A.		0%	70%			
R.						
Low filt.						
Hi filt.						
Res.						
LFO						
Bend						
M. vol.						

This musical score is for the track "The Great Escape" by John Williams. It is a 12-measure piece in 2/4 time, featuring a mix of orchestral and electronic instruments. The score is divided into two main sections: measures 1-6 and measures 7-12.

Instrumentation and Dynamics:

- Fl. (Flute):** Measures 1-6 are marked *p* (piano). Measures 7-12 are marked *f* (forte) and *p* (piano).
- B♭ Cl. (B-flat Clarinet):** Measures 1-6 are marked *f* (forte). Measures 7-12 are marked *p* (piano).
- Perc. (Percussion):** Measures 1-6 are marked *f* (forte). Measures 7-12 are marked *f* (forte), *mf* (mezzo-forte), and *p* (piano).
- Vln. (Violin):** Measures 1-6 are marked *p* (piano). Measures 7-12 are marked *pp* (pianissimo), *f* (forte), and *fp* (fortissimo).
- Vc. (Violoncello):** Measures 1-6 are marked *p* (piano). Measures 7-12 are marked *pp* (pianissimo), *f* (forte), and *fp* (fortissimo).
- Synth. (Synthesizer):** Measures 1-6 are marked *p* (piano). Measures 7-12 are marked *mf* (mezzo-forte).

MIDI Piano Roll:

The MIDI piano roll shows the following data:

- A. (Attack):** 70% at measure 1, 0% at measure 2.
- R. (Release):** 0% at measure 7, 70% at measure 8.
- Low filt. (Low Filter):** 40% at measure 1, 80% at measure 7, 40% at measure 8.
- Hi filt. (High Filter):** 40% at measure 1, 80% at measure 7, 40% at measure 8.
- Res. (Resonance):** 40% at measure 1, 80% at measure 7, 40% at measure 8.
- LFO (Low Frequency Oscillator):** 40% at measure 1, 80% at measure 7, 40% at measure 8.
- Bend (Bend):** 40% at measure 1, 80% at measure 7, 40% at measure 8.
- M. vol. (Master Volume):** 40% at measure 1, 80% at measure 7, 40% at measure 8.

65

Fl.

B♭ Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

Fl.

B♭ Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

Sus. cymbal soft mallets

pp *f* *pp* *f*

fp *fp* *fp* *f* *p* *pf* *pf*

fp *fp* *fp* *f* *p* *pf* *pf*

p

II. III. IV.

70% 0% 0% 100% 100% 0% 0%

100% 0% 40% 100% 80% 100% 80% 100% 100% 0% 100%

82

Fl. *pf* *pf* *pf* *pp* *f* *pf*

B♭ Cl. *pf* *f* *pf* *pp* *f* *pf* *pf*

Perc. *p* *f* *f*

Vln. *f* *pf* *pf* *pp* *f* *pf* *f*

Vc. *pf* *pf* *pf* *pp* *f* *pf* *pf*

Synth. *p sub.*

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

Fl.

B $\flat$ Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

pf *pf* *pp* *f* *pf*

f *pf* *pp* *f* *pf* *f*

p *f* *f*

pf *pf* *pp* *f* *pf* *pf* *pf*

p sub.

89

Fl.

B♭ Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

pf *pp* *f* *pf*

pf *pp* *f* *pp* *pf* *pf*

p *f* *f*

pf *pp* *f* *pp* *f* *pf* *pf*

pf *pp* *f* *pp* *f* *pf* *pf*

p sub.

Fl. *pf pf pp ff*

B♭ Cl. *f pf pp ff*

Perc. *pp ff*

Vln. *pf pf pp ff*

Vc. *pf pf pp ff*

Synth. *pp ff*

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

97

Fl.

B $\flat$ Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

Crash

l.v. sempre

sul pont.

ff *pp* *ff* *ff* *f* *mf* *mf*

ff *pp* *ff* *ff* *f* *mf* *mf*

mf

ff *pp* *ff* *ff* *f* *mf* *mp*

ff *pp* *ff* *ff* *f* *mf* *mp*

mp *ff* *ff* *ff* *f* *mf* *p*

0% / 80%

Fl. *pp* *mf* *pp* *mf* *pp* *mf*

B♭ Cl. *pp* *mf* *pp* *mf* *pp*

Perc. *mp* *sim.*

Vln. *mf* *pp* *mf* *pp*

Vc. *mf* *pp* *mf* *pp*

Synth. *f*

(Try to wait until sound has faded completely to release the pitch bend back to 50%)

A. 0% 70%

R.

Low filt.

Hi filt.

Res.

LFO

Bend 50% 100% 50% 50% 0% 50% 50% 75% 50%

M. vol.

106

Fl. *pp* *mp* *p* *pp*

B♭ Cl. *mp* *pp* *p* *pp*

Perc.

Vln. *mf* *pp* *p* *pp*

Vc. *mp* *pp* *mp* *pp*

Synth. *mp*

A. 80% 0%

R. 70% 0%

Low filt.

Hi filt.

Res.

LFO

Bend 50% 0% 50%

M. vol.

Fl. *p* *pp* *n.v.* *mp*

B♭ Cl. *p* *mp*

Perc. *mf* *p* *siempre*

Vln. *p* *sul pont.*

Vc. *p* *sul pont.*

Synth. *mp*

A.

R.

Low filt. 100% 80%

Hi filt. 0% 20%

Res.

LFO

Bend

M. vol.

117

Fl.

B♭ Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

A.					0%	70%	
R.	0%	70%				70%	0%
Low filt.							
Hi filt.							
Res.							
LFO	0%	100%					
Bend							
M. vol.							

Fl. *f* *pp* *f*

B♭ Cl. *f* *pp* *f* *p*

Perc. *f* *mf* *p* *siempre*

Vln. *p* *f* *p* *mf*

Vc. *f* *p* *mf*

Synth. *p* *f*

A. 70% 0%

R.

Low filt.

Hi filt.

Res.

LFO 100% 0%

Bend

M. vol. 40% 80% 40%

ord.

ord.

Crash

sul pont.

p *mf* *f* *pp* *f* *p* *mf* *f* *p* *mf*

131

Fl. *p* *f* *p* *fp*

B♭ Cl. *p* *mf* *p* *p* *f* *p*

Perc. Temple blocks *p* *siempre*

Vln. *norm.* *s.p.* *mf* *p* *norm.* *fp*

Vc. *s.p.* *norm.* *s.p.* *p* *f* *norm.* *p* *f*

Synth. *mp* *f*

A.				0%	70%	70%	0%
R.							
Low filt.							
Hi filt.							
Res.							
LFO							
Bend							
M. vol.							

Fl.

B♭ Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

0% 70%

70% 0%

0% 70%

146

Fl. *p* *f* *p* *p* *f* *mp*

B♭ Cl. *f* *p* *p* *fp* *p* *mp*

Perc.

Vln. *norm.* *f* *s.p.* *p* *norm.* *p* *fp* *s.p.* *p* *s.p.* *p*

Vc. *norm.* *f* *s.p.* *p* *norm.* *p* *f* *p*

Synth. *mp* *f* *f*

A.

R. 0% 70%

Low filt.

Hi filt.

Res.

LFO 0% 100%

Bend

M. vol.

Fl. *fp* *mf* *mp* *f* *mp* *f* *p*

B♭ Cl. *fp* *mf* *f* *f* *mp* *f* *p*

Perc. *cresc. poco a poco* *f* *p sub.*

Vln. *norm.* *mp* *fp* *f* *f* *mp* *f* *p*

Vc. *norm.* *mp* *fp* *f* *mp* *f* *mp* *f* *p*

Synth. *mp* *mf* *p*

A.

R. 70% 0%

Low filt.

Hi filt.

Res.

LFO 100% 0%

Bend

M. vol.

162

Fl.

B♭ Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

mp

f

ff

ff

ff

ff

p

Ped.

50%

0%

50%

100%

50%

Fl.

B♭ Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

mp

p

p

p

p

p

mf

p

171

Fl.

p *p* *p* *f* *sfz*

B♭ Cl.

p *p* *p* *f* *sfz*

Perc.

Kick *p* *p* *p* *f* *sfz*

Snare r.s. *f* *sfz*

Vln.

p *p* *p* *f* *sfz*

Vc.

p *p* *p* *f* *sfz*

Synth.

p *p* *p* *f* *sfz*

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

0%

Fl. *ff*

B♭ Cl. *ff*

Perc. Temple blocks *ff*
Toms

Vln. *ff*

Vc. *ff*

Synth. *mp* *ff*

A.

R. 70%

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

183

Fl. *p* *ff*

B♭ Cl. *p* *ff*

Perc. *p* *ff*

Vln. *p* *ff*

Vc. *p* *ff*

Synth. *p* *ff* *mp*

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

Fl.

B♭ Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

Crotales
arco

Sus. cymbal

mp *f* *mp* *mp* *mf* *mp* *f* *mp*

mp *f* *mp* *mp* *mf* *mp* *f* *mp*

mp *f* *mp* *mp* *mf* *mp* *f* *mp*

mp *f* *mp* *mp* *mf* *mp* *f* *mp*

f *mf* *p* *mf* *f*

0% 50% 70% 30% 30% 0% 50% 100% 50% 50% 0% 50%

II. Static Sky

[illegible]

14

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

pp < *mp* >

mp

p

p < *mf*

pp < *p*

pp < *p*

arco

norm. soft mallets

p

arco (superball)

ppp < *mf*

pp < *mp* >

pp < *mp*

mf

p < *mp*

p

mf

pp < *mp* >

p < *mp*

p

irregular scratch tone etc.

irregular scratch tone etc.

8va

p

mp

p

8va

60% < 0%

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

p *mf* *p* *mf*

ppp *mf* *ppp* *mf*

p *mf*

p *mf*

p *mf*

37

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

5:4

p *mf* *p*

p *mf* *p*

5:4

I

II

pp *mp*

pp *mp*

sempre legato; slur ad lib

sempre legato; slur ad lib

3 3 3 3

3 3 3 3

mf

Rec.

100% 0%

50% 0%

38

46

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

pp *f* *mp* *mf* *pp* *p* *mf*

pp *f*

Crotales arco

Tuned gongs soft mallets, sempre l.v.

pp *mf* *pp* sempre

mf *p* *f*

p *f*

0% 100% 70%

0%

0% 70% 0%

53

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

pp

p

pp

f

mp

pp

f

Crotales
arco

Tuned gongs

pp

mf

f

p

mf

70% 0%

0% 100% 70%

100% 100% 0%

0%

65

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

pp *f* *mf* *p* *mp* *mf* *f*

Crotales arco

Tuned gongs

III

IV

5:4

100% 70%

0%

0% 70% 0%

[illegible]

78

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

mp

p

mf

pp

f

pp

ff

p < *f*

pp

f

pp

ff

Crotales
arco

Tuned gongs

pp

mf

mp

p

pp

ff

f

mp

III

IV

0%

70%

0%

0%

100%

100%

0%

0%

100%

70%

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

pp *mf* *pp* *mf* *mp* *mf* *p* *f* *mp*

70% 0% 0% 100% 100% 0% 70% 0%

92

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

Tam-tam

arco

pp

p

mp

ppp

mf

pp

irregular scratch tone etc.

8va

0% 60%

0% 100%

100% 50%

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

air sound

arco

8va

pp *mf* *p* *pp* *ppp* *pp* *pp* *pp* *p* *mp* *pp* *p*

115

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

norm. air sound norm. air sound

norm. air sound norm. air sound

arco (superball)

scratch tone

scratch tone

60% 0%

mp *f* mp *pp* *mf* *pp*

mp *f* mp *pp* *mf* *pp*

pp *mf* *pp* *mf* *pp* *mf*

mp *f* mp *p* *mf* *p* *p* *mf*

mp *f* mp *p* *mf* *p* *p* *mf*

p *8va*

8va

norm. air sound norm. air sound

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

134

norm. air sound

Fl.

mf

pp

norm. air sound

B. Cl.

mf

p

pp

p

mf

5:4

p

Perc.

Vln.

p

pp

Vc.

> p

pp

Synth.

(8va)

(8va)

pp

5:4

mf

Rea

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

0% / 60%

100% / 0%

M. vol.						
---------	--	--	--	--	--	--

152

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

pp

p

mf

pp

f

pp

f

mf

f

p

Crotales arco

70%

0%

0%

100%

100%

0%

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

f *mp* *mf* *mf* *f* *mf* *mf*

f *pp* *p* *f*

Tuned gongs

I II III

I II III

I II III

I II III

100% 70%

0%

0% 70% 0%

50% 62.5% 50%

The musical score is written for five staves: Flute (Fl.), Bass Clarinet (B. Cl.), Percussion (Perc.), Violins (Vln.), and Cellos (Vc.). The Flute part starts with a forte (f) dynamic, followed by mezzo-piano (mp), mezzo-forte (mf), and then forte (f) again. The Bass Clarinet part starts with a forte (f) dynamic and includes a mezzo-forte (mf) section. The Percussion part features a 'Tuned gongs' instruction and includes dynamics like mezzo-piano (pp) and piano (p). The Violin and Cello parts are marked with first, second, and third endings (I, II, III) and include various articulations like slurs and accents. The bottom section of the page shows a MIDI piano roll with parameters: Low filter (100% to 70%), High filter (0%), Resonance (0%), LFO (0% to 70% to 0%), Bend (50% to 62.5% to 50%), and Master Volume (M. vol.).

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

mp *f* *pp* *f* *p*

mp *f* *pp* *f*

Crotales arco

Tuned gongs

pp *mf* *pp*

mf *p*

p

mp

70% 0% 0% 100% 70%

100% 100% 0%

0% 50%

54

168

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

The musical score consists of five staves: Flute (Fl.), Bass Clarinet (B. Cl.), Percussion (Perc.), Violin (Vln.), and Viola (Vc.). The Flute part features triplet and quintuplet patterns with dynamics *mp*, *mf*, *mp*, *f*, and *mp*. The Bass Clarinet part has a melodic line with dynamics *p*, *mf*, *p*, *mf*, *pp*, *mp*, *pp*, and *p*. The Percussion part includes triplet patterns. The Violin and Viola parts have complex rhythmic patterns with dynamics *f* and *f*. The Synth part shows sustained chords. The MIDI controller section at the bottom includes automation for Low filter (70% to 0%), High filter (0% to 100% to 0%), Resonance (100% to 0%), LFO (70% to 0%), Bend (75% to 50%), and Master Volume.

Parameter	Start	End	Value
Low filt.	0%	70%	0%
Hi filt.	0%	100%	0%
Res.	100%	0%	0%
LFO	70%	0%	0%
Bend	75%	50%	50%
M. vol.			

56

178

Fl.

Musical notation for Flute (Fl.) staff. The staff contains measures 178-183. Measure 178 has a triplet of eighth notes (G4, A4, B4) with a *mf* dynamic. Measure 179 has a triplet of eighth notes (C5, B4, A4) with a *mf* dynamic. Measure 180 has a triplet of eighth notes (G4, F4, E4) with a *p* dynamic. Measure 181 has a triplet of eighth notes (D4, C4, B3) with a *f* dynamic. Measure 182 has a half note (G4) with a *pp* dynamic. Measure 183 has a half note (G4) with a *f* dynamic.

B. Cl.

Musical notation for Bass Clarinet (B. Cl.) staff. The staff contains measures 178-183. Measure 178 has a triplet of eighth notes (G4, A4, B4) with a *p* dynamic. Measure 179 has a triplet of eighth notes (C5, B4, A4) with a *f* dynamic. Measure 180 has a triplet of eighth notes (G4, F4, E4) with a *f* dynamic. Measure 181 has a triplet of eighth notes (D4, C4, B3) with a *f* dynamic. Measure 182 has a half note (G4) with a *pp* dynamic. Measure 183 has a half note (G4) with a *f* dynamic.

Perc.

Musical notation for Percussion (Perc.) staff. The staff contains measures 178-183. Measure 178 has a triplet of eighth notes (G4, A4, B4) with a *pp* dynamic. Measure 179 has a triplet of eighth notes (C5, B4, A4) with a *pp* dynamic. Measure 180 has a triplet of eighth notes (G4, F4, E4) with a *pp* dynamic. Measure 181 has a triplet of eighth notes (D4, C4, B3) with a *pp* dynamic. Measure 182 has a half note (G4) with a *pp* dynamic. Measure 183 has a half note (G4) with a *mf* dynamic.

Vln.

Musical notation for Violin (Vln.) staff. The staff contains measures 178-183. Measure 178 has a triplet of eighth notes (G4, A4, B4) with a *p* dynamic. Measure 179 has a triplet of eighth notes (C5, B4, A4) with a *p* dynamic. Measure 180 has a triplet of eighth notes (G4, F4, E4) with a *p* dynamic. Measure 181 has a triplet of eighth notes (D4, C4, B3) with a *pp* dynamic. Measure 182 has a half note (G4) with a *pp* dynamic. Measure 183 has a half note (G4) with a *pp* dynamic.

Vc.

Musical notation for Violoncello (Vc.) staff. The staff contains measures 178-183. Measure 178 has a triplet of eighth notes (G4, A4, B4) with a *mp* dynamic. Measure 179 has a triplet of eighth notes (C5, B4, A4) with a *mp* dynamic. Measure 180 has a triplet of eighth notes (G4, F4, E4) with a *mp* dynamic. Measure 181 has a triplet of eighth notes (D4, C4, B3) with a *p* dynamic. Measure 182 has a half note (G4) with a *p* dynamic. Measure 183 has a half note (G4) with a *p* dynamic.

Synth.

Musical notation for Synthesizer (Synth.) staff. The staff contains measures 178-183. Measure 178 has a triplet of eighth notes (G4, A4, B4) with a *mp* dynamic. Measure 179 has a triplet of eighth notes (C5, B4, A4) with a *mp* dynamic. Measure 180 has a triplet of eighth notes (G4, F4, E4) with a *mp* dynamic. Measure 181 has a triplet of eighth notes (D4, C4, B3) with a *mp* dynamic. Measure 182 has a half note (G4) with a *mp* dynamic. Measure 183 has a half note (G4) with a *mp* dynamic.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

70%

0%

0%

100%

70%

100%

100%

0%

0%

50%

185

Fl.

B. Cl.

Perc.

Tuned gongs

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

Measure 185: Flute enters with a *f* dynamic, playing a triplet of eighth notes. Bass Clarinet plays a *f* dynamic, playing a triplet of eighth notes. Percussion plays a *mp* dynamic, playing a triplet of eighth notes. Violins and Violas play a *f* dynamic, playing a triplet of eighth notes.

Measure 186: Flute continues with a *mf* dynamic, playing a triplet of eighth notes. Bass Clarinet continues with a *mp* dynamic, playing a triplet of eighth notes. Percussion continues with a *mf* dynamic, playing a triplet of eighth notes. Violins and Violas continue with a *f* dynamic, playing a triplet of eighth notes.

Measure 187: Flute continues with a *f* dynamic, playing a triplet of eighth notes. Bass Clarinet continues with a *p* dynamic, playing a triplet of eighth notes. Percussion continues with a *f* dynamic, playing a triplet of eighth notes. Violins and Violas continue with a *f* dynamic, playing a triplet of eighth notes.

Measure 188: Flute continues with a *mp* dynamic, playing a triplet of eighth notes. Bass Clarinet continues with a *mp* dynamic, playing a triplet of eighth notes. Percussion continues with a *f* dynamic, playing a triplet of eighth notes. Violins and Violas continue with a *f* dynamic, playing a triplet of eighth notes.

MIDI Parameters:

Parameter	Start	End	Value
LFO	0%	70%	0%
Bend	50%	100%	50%

194

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

f

ff

mp

p

f

mp

ff

mp

p

100%

40%

100%

0%

80%

60%

60

198

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt. 40% 60% 40% 60% 0%

Hi filt.

Res.

LFO

Bend

M. vol.

mf p mp mp p

mf mp pp mp p

3 3 5 5 5 5 5 3 3 3 3 3

3 3 3 3 3 3 3 3 3 3 3

pp pp

40% 60% 40% 60% 0%

206

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

Tam-tam
arco

slow down trill over time

sim.

mf *pp* *mp* *pp* *mf* *pp* *mp* *pp*

3

5

5

3

8va

0% 100%

0% 50%

62

215

Fl.

half air sound

air sound

p *pp* *pp* *ppp*

B. Cl.

half air sound

air sound

p *pp* *pp* *ppp*

Perc.

Vln.

semi scratch tone

full scratch tone

p *pp* *pp*

Vc.

semi scratch tone

full scratch tone

irregular scratch tone etc.

p *pp* *pp* *pp*

Synth.

8va

p

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend 50% 25%

M. vol.

The image displays a musical score for a 7-minute track, featuring multiple instruments and a mixer section at the bottom. The score is written in 7/4 time, with a tempo of 120 beats per minute (indicated by a quarter note = 120). The instruments include Flute, Bass Clarinet, Percussion (Drum kit, Snare, Kick), Violin, Cello, and Synthesizer. The score is divided into measures, with some measures containing rests and others containing musical notation. The mixer section at the bottom shows various parameters for each instrument, including Attack, Release, Lowpass, Highpass, Resonance, LFO, Pitch Bend, and Master Volume, with values ranging from 0% to 100%.

Score Details:

- Tempo:** 120 (Quarter note = 120)
- Time Signature:** 7/4
- Instruments:** Flute, Bass Clarinet, Percussion (Drum kit, Snare, Kick), Violin, Cello, Synthesizer.
- Measures:** The score is divided into measures, with some measures containing rests and others containing musical notation.
- Dynamic Markings:** *p* (piano), *mf* (mezzo-forte), *mp* (mezzo-piano).
- Mixer Section:**
 - Attack:** 60%
 - Release:** 0%
 - Lowpass:** 100%
 - Highpass:** 0%
 - Resonance:** 0%
 - LFO:** 0%
 - Pitch Bend:** 50%
 - Master Volume:** 40%

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

60% 0%

0% 60%

29

Fl. *irregular trill**
ff *ff* *ff* *ff* *fp* *ff* *pp* *mp* *f*

B. Cl. *irregular trill**
ff *ff* *ff* *ff* *fp* *ff* *pp* *mp* *f*

Perc. *(norm)*
ff *improvise***
pp *f*

Vln. *ff* *ff* *ff* *ff* *fp* *ff* *pp* *p* *pp* *mp* *p* *mf* *mp* *f*

Vc. *ff* *ff* *ff* *ff* *fp* *ff* *pp* *p* *pp* *mp* *p* *mf* *mp* *f*

Synth. *f*
fp *fp* *fp* *fp* *ff* *f*

A. *60%* *0%*

R. *60%* *0%*

Low filt.

Hi filt.

Res.

LFO

Bend *50%* *0%* *50%* *50%* *75%*

M. vol. *40%* *0%* *30%* *60%*

*Oscillate between the indicated notes at an irregular rate. All notes should fall anywhere within the range of an eighth note to a 32nd note. Take breaths as needed.

**Improvise rapid fills in free time. Activity level should roughly correlate with dynamics. Rhythmically, figures should be loose without sacrificing speed or intensity. The headless stems in the last measure of the improvised section only serve to indicate when to cut off with the ensemble.

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

46

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

Measures 46-53. The score includes parts for Flute, Bass Clarinet, Percussion, Violins, Violas, and Synthesizer. The Percussion part features a Hi hat section starting in measure 47. The Violins and Violas parts have dynamic markings of *f* and *p < f*. The Synthesizer part has a complex rhythmic pattern. The bottom of the page contains empty staves for Automation (A., R., Low filt., Hi filt., Res., LFO, Bend, M. vol.).

A.								
R.					60%	0%		
Low filt.								
Hi filt.								
Res.								
LFO					0%	40%		
Bend								
M. vol.								

63

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

p sub.
p
mf
p
p
mp
p sub.
mp
f

p
mf
p sub.
mp
p
mp
f

p
f
p
f
p
f

p sub.
fp
p sub.
fp
p sub.
p
f

p sub.
fp
p sub.
fp
p sub.
p
f

mf
f
p

A.								
R.								
Low filt.								
Hi filt.								
Res.								
LFO								
Bend								
M. vol.								

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

70

71

72

mp *f*

p *3* *3* *3* *3* *mp*

mp *f*

p *3* *3* *3* *3* *mp*

p *ff* *p* *mp*

p *f* *p* *mf* *p* *mf* *p* *mf* *p* *mf*

p *f* *p* *mf* *p* *mf* *p* *mf* *p* *mf*

f *mp* *p*

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

irregular trill

irregular trill

improvise, as before

mf *f* *mf* *f* *ff* *pp* *p*

mf *mf* *f* *ff* *pp* *p*

mp *f* *mp* *f* *mf* *ff* *mf* *ff* *mf* *ff* *pp* *p* *pp* *p* *pp* *mp* *p*

mp *f* *mp* *f* *mf* *ff* *mf* *ff* *mf* *ff* *pp* *p* *pp* *p* *pp* *mp* *p*

ff *f*

50% 0%

40% 0%

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

mp < f

mf

p

pp < mf

mp

mp < f

mf < p

mp

p < mp < f

p < mf

p < mf

mf

110

Fl. *mp* *mf* *f* *mp* *mf* *mf*

B. Cl. *mp* *mf* *fp* *mf* *p* *p* *mf*

Perc. *mf* *f* *mf* *p* *mf* *mp*

Vln. *mp* *mf* *f* *mf* *p* *p* *f* *pp*

Vc. *mf* *f* *p* *f* *pp*

Synth. *f*

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

A.					60%	0%	
R.							
Low filt.							
Hi filt.							
Res.							
LFO							
Bend							
M. vol.							

123

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

The musical score for measures 123-128 is as follows:

- Flute (Fl.):** Measures 123-124: 6/8 time, eighth notes, *p*. Measure 125: 7/16 time, quarter note, *mf*. Measure 126: 6/8 time, eighth notes, *mf*. Measure 127: 4/4 time, quarter note, *f*. Measure 128: 2/4 time, eighth notes, *f*. Measure 129: 6/8 time, eighth notes, *p*. Measure 130: 6/8 time, eighth notes, *p*.
- Bass Clarinet (B. Cl.):** Measures 123-124: 6/8 time, quarter notes, *p*. Measure 125: 7/16 time, quarter note, *mf*. Measure 126: 6/8 time, quarter notes, *mf*. Measure 127: 4/4 time, quarter note, *f*. Measure 128: 2/4 time, quarter note, *f*. Measure 129: 6/8 time, quarter notes, *p*. Measure 130: 6/8 time, quarter notes, *p*.
- Percussion (Perc.):** Measures 123-124: 6/8 time, eighth notes, *p*. Measure 125: 7/16 time, quarter note, *mf*. Measure 126: 6/8 time, eighth notes, *mf*. Measure 127: 4/4 time, quarter note, *f*. Measure 128: 2/4 time, quarter note, *f*. Measure 129: 6/8 time, quarter notes, *f*. Measure 130: 6/8 time, quarter notes, *f*.
- Violin (Vln.):** Measures 123-124: 6/8 time, eighth notes, *p*. Measure 125: 7/16 time, quarter note, *mf*. Measure 126: 6/8 time, eighth notes, *mf*. Measure 127: 4/4 time, quarter note, *f*. Measure 128: 2/4 time, eighth notes, *f*. Measure 129: 6/8 time, eighth notes, *p*. Measure 130: 6/8 time, eighth notes, *p*.
- Viola (Vc.):** Measures 123-124: 6/8 time, eighth notes, *p*. Measure 125: 7/16 time, quarter note, *mf*. Measure 126: 6/8 time, eighth notes, *mf*. Measure 127: 4/4 time, quarter note, *f*. Measure 128: 2/4 time, eighth notes, *f*. Measure 129: 6/8 time, eighth notes, *p*. Measure 130: 6/8 time, eighth notes, *p*.
- Synthesizer (Synth.):** Measures 123-124: 6/8 time, quarter notes, *mf*. Measure 125: 7/16 time, quarter note, *mf*. Measure 126: 6/8 time, eighth notes, *mf*. Measure 127: 4/4 time, quarter note, *f*. Measure 128: 2/4 time, quarter note, *f*. Measure 129: 6/8 time, quarter notes, *mf*. Measure 130: 6/8 time, quarter notes, *mf*.
- Automation:** A table with 10 rows (A., R., Low filt., Hi filt., Res., LFO, Bend, M. vol.) and 10 columns (measures 123-132).

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

mf *f* *p* *f* *p* *f*

mf *p* *f* *p* *f*

mp *f* *p* *f*

mf *p* *f* *p* *f*

mf *p* *f* *p* *f*

mf *p* *f* *mf*

135

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

f *p* *f* *p* *ff* *f*

p *f* *p* *f* *p* *ff* *f*

p *f* *p* *f* *p* *ff* *f*

p *f* *p* *f* *p* *ff* *f*

f *mf*

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

ff

p

mp

p

mf

ff

p

mp

p

mf

ff

p

mp

p

mf

f

p

149

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

149 150 151 152 153 154 155 156 157 158

Fl.

B. Cl.

Perc.

Vln.

Vc.

Synth.

A.

R.

Low filt.

Hi filt.

Res.

LFO

Bend

M. vol.

f *ff* *ff* *ff* *ff* *p* *mf*

f *ff* *ff* *ff* *ff* *ff* *ff*

f *fp* *f* *ff*

f *ff* *ff* *ff* *ff* *ff* *ff*

f *ff* *ff* *ff* *ff* *ff* *ff*

mf *mf* *mf* *mf* *mf* *mf* *mf*

Fl. *ff* *pp* *p* *mp* *mf*

B. Cl. *ff* *pp* *p* *mp* *mf*

Perc. improvise, as before *pp* *p* *mp*

Vln. *ff* *pp* *p* *pp* *p* *pp* *mp* *p* *mp* *p* *mf* *mp* *mf* *mp* *f* *mp* bow as needed

Vc. *ff* *pp* *p* *pp* *p* *pp* *mp* *p* *mp* *p* *mf* *mp* *mf* *mp* *f* *mp* bow as needed

Synth. *f*

A. *Lead*

R.

Low filt. 100% 0% 100%

Hi filt.

Res.

LFO 0%

Bend

M. vol.

The image displays a musical score for the piece "The Great Escape" by John Williams. The score is arranged in a multi-staff format, including parts for Flute (Fl.), Bass Clarinet (B. Cl.), Percussion (Perc.), Violin (Vln.), Viola (Vc.), Synthesizer (Synth.), and a MIDI piano roll at the bottom.

Instrument Parts:

- Fl.:** Features a melodic line with dynamic markings *f*, *ff*, and *fff*. A note at the beginning is marked with a circled "x" and the instruction "(add notes)*".
- B. Cl.:** Provides a harmonic accompaniment with dynamic markings *f*, *p*, *mp*, *mf*, *f*, *ff*, and *fff*. A specific note is labeled "G#".
- Perc.:** Includes a rhythmic pattern with dynamic markings *mf*, *f*, *ff*, *fff*, and *f* *poss.* (possible). A section is labeled "(chaos)".
- Vln. & Vc.:** Both instruments play a sustained, rising melodic line with dynamic markings *f* and *ff*. The strings are marked with "increasing scratch tone".
- Synth.:** Provides a harmonic accompaniment with dynamic markings *f* and *fff*.

MIDI Piano Roll:

The piano roll at the bottom shows the MIDI data for the synthesizer part. It includes a grid for time and pitch, with various parameters being automated over time:

- A. (Attack):** A line graph showing a transition from 0% to 100%.
- R. (Release):** A line graph showing a transition from 100% to 0%.
- Low filt. (Low Filter):** A line graph showing a transition from 100% to 0%.
- Hi filt. (High Filter):** A line graph showing a transition from 100% to 0%.
- Res. (Resonance):** A line graph showing a transition from 0% to 100%.
- LFO (Low Frequency Oscillator):** A line graph showing a transition from 100% to 0%.
- Bend:** A line graph showing a transition from 0% to 100%.
- M. vol. (Master Volume):** A line graph showing a transition from 40% to 100%.

*continue rapidly and irregularly switching between notes as before, but extend the collection to all indicated pitches.