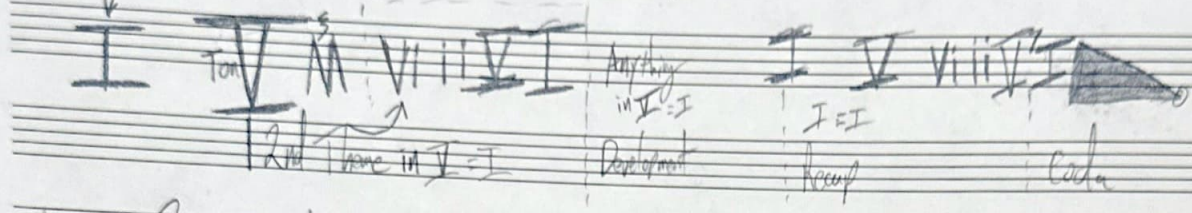


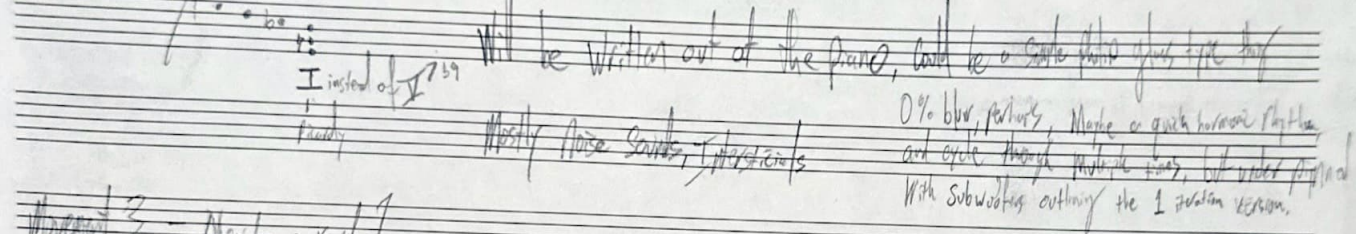
Symphony - the general idea
 Symphony - Major



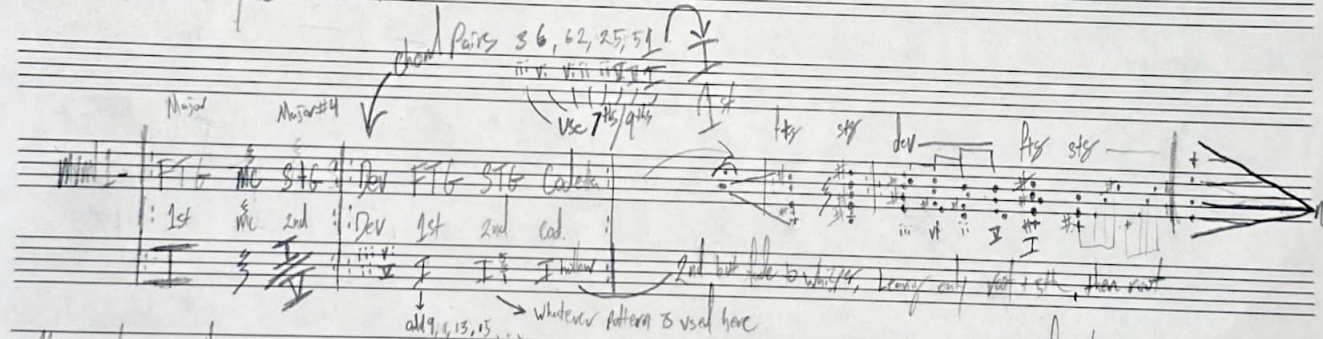
Movement 1 - All the elements of Sonata form, blended



Movement 2 - Peculiar bass - this peculiar bass will occur once throughout the entire movement, but the piece will include Sonatas on the page

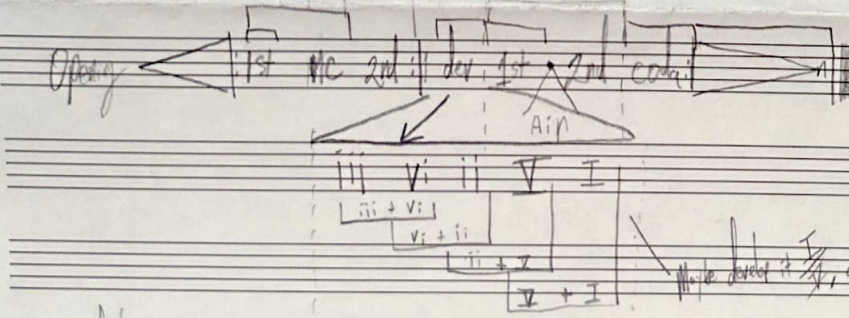


Movement 3 - Maybe a rondo?



Movement 1 will open w/o reason, beginning with piano solo, as if the symphony is waking out of the piano's role

Start a sine wave A=440 on external speakers after the piano hits their note. the tone will be present till the musical conclusion, and begin again at record, after



the arrangement makes significant attention around the major of the 1st + 2nd themes, the coda like a free function, libelous version of the 2nd theme, to the extent that it fails to a drama. Write down the I, and find a resolution back to I

It plays basically that a Major Symphony needs a sister, a Minor Symphony, one of a complete flip of its idea.

It might focus on very only noise, a rejection of the traditional demands of the genre.

- Themes
 - ↳ 1 style movement
 - ↳ lots of melisma
 - ↳ electronic
 - ↳ genuine score?
 - ↳ a small shaped key in the middle
- ↳ experience 3 Simultaneous things, I always change

Synthesizer notes
Just find it

Swap 2nd line C9 → A-5I

Control line, append

1, many help to do this

The image shows a handwritten musical score on a page with ten staves. The notation is in ink and includes various musical symbols such as notes, rests, and dynamic markings. The score is heavily annotated with handwritten notes and arrows. Key annotations include:

- Staff 1:** "C9" above the first measure, "A-5I" above the second measure, and "Control line, append" above the third measure. There are also "X" marks above several notes.
- Staff 2:** "f" (forte) and "p" (piano) dynamic markings, and "4 bars" written below the staff.
- Staff 3:** "f" and "p" dynamic markings, and "4 bars" written below the staff.
- Staff 4:** "f" and "p" dynamic markings, and "4 bars" written below the staff.
- Staff 5:** "f" and "p" dynamic markings, and "4 bars" written below the staff.
- Staff 6:** "f" and "p" dynamic markings, and "4 bars" written below the staff.
- Staff 7:** "f" and "p" dynamic markings, and "4 bars" written below the staff.
- Staff 8:** "f" and "p" dynamic markings, and "4 bars" written below the staff.
- Staff 9:** "f" and "p" dynamic markings, and "4 bars" written below the staff.
- Staff 10:** "f" and "p" dynamic markings, and "4 bars" written below the staff.

The score is written in a cursive, handwritten style, and the annotations are in a similar style. The overall impression is that of a working draft or a composer's sketch.

Symphony of time - minimalist symphony in 3 movements

The entire orchestra will use digital instruments, with varying/diminishing attack factor and ramp well associated with the three main speeds in a symphony. fast, slow, fast

At a whole, composing looks to be approached from a birds-eye view, focusing on orchestration. It will be composed in cells, and will include scales, sound masses, and non-functional elements. The transformation needs to be seamless, likely employing moving sound dice (Player moves about Player 2 stays behind), forward changes, and full sectional shifts.

Movement 1 will be modeled after the form of a Sonata, including a coda which descends to noise.

Movement 2 will be the noise of Mvt 1 at 100, many times noise to a sentimental chord. Will have the fewest # of cells of any movement.

Mvt 3, will be the fastest, have the most # of cells + rapid changes, beginning with the sentimental chord in loud brass. Mvt 3 includes at least element giving players the option to descend into noise on command.

The role of the conductor? Such an ambitious project needs different roles, like designing the conductor/ensemble relationship. The conductor will cue each section/cell, as well as guide the ensemble through a textual transformation; "Cue the ensemble to shift to compressed tones, and as the ensemble approaches a convergence, cue the ensemble to switch to cell. Rapidly. If no convergence occurs, transition to cell. Slowly."

Such descriptions allow the conductor to maximize the capability of the ensemble, finding their insights with their group.
Increases the temporal variety of the "Symphony of Time". Different timings will create a whole new musical experience depending on the conductor's taste.

I feel this could be my contribution to the symphony as a musical form. The idea is very unique, instead of multiple conductors managing small groups, the piece features as many conductors as there are players, using one "artistic director".

Movement 2 will feature non-standard percussion, Gong bowls etc, triangles. The second movement will be an expansion of "Sound Shards" randomly in the air from Mvt 1. Perhaps Orchestra comes in handy here?

Fast-turn could be a source of musical material, taking the distorted periods and incrementally transforming them into the "sentimental chord" again. We want to move slowly toward and recognition, as if feeling back the lyrics of noise to repeat a kernel of sound.

It might be prudent to include the time as an aspect of the noise, hold that thought.

Auxiliary instruments may be tempo specific, such as whistles, brass, horns, percussion. If the piece needs it, tempo sync on one of the movements to give the impression of continuity of world like to exist this if possible before.

"Cue tones" - cue tones which may be a substitute for existing cell/potential, often the tones of the not cell.

The "tongue" lookback and the "on stage warm-up" will also "reflect" each movement, as well as "clipping" + "fast snap"

Mvt 1 - tongue + on-stage + fast snap

Mvt 2 - fast snap + on-stage

Mvt 3 - clipping + fast snap

Maybe I only out to Kristian to see about video projection.

there could be random lines, abstract artwork, kinetic art

Idly, slowly slow, perhaps based on the way I am translating the sound

He could also help me turn this into a score within each designer

As a collective effort, we could create an interface where an outside user could send noise to the players. This would open the door for more creative possibilities. Similar features could be achieved with the use of accessible video projection, but runs the multi-media aspect. The conductor would sequence the entire score from the podium, with a glass tree that guides and turns the overall picture at any given time.

This project could seamlessly play in conjunction with TP, therefore making it possible for the conductor to control when the orchestra starts and stops.

We could even allow the conductor to manipulate the base tempo and distances between all tempo based to a custom routine, all from the podium.

Violin Solo Concerto - Part 2

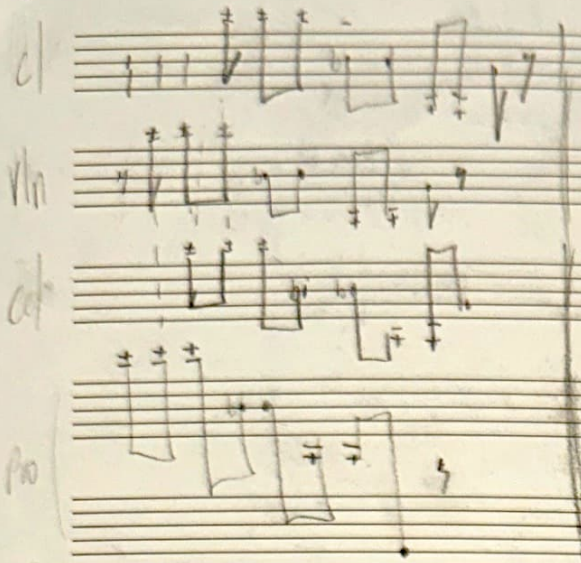
• 90 BPM + 60 BPM CONTRAST

Handwritten musical score for Violin Solo Concerto - Part 2, measures 1 through 137. The score is written on five systems of staves. The notation includes various musical symbols such as notes, rests, and accidentals. The tempo is marked as 90 BPM + 60 BPM CONTRAST. The score is marked with double bar lines and a double slash at the end of each system. The final measure is marked 137 sec.

Handwritten musical score for Violin Solo Concerto - Part 2, measures 138 through 257. The score is written on five systems of staves. The notation includes various musical symbols such as notes, rests, and accidentals. The tempo is marked as 90 BPM + 60 BPM CONTRAST. The score is marked with double bar lines and a double slash at the end of each system. The final measure is marked 257 sec.

Seedlings

String quartet piece w/ electronics, 10 min
 Sounds will be "seeded" into the electronics

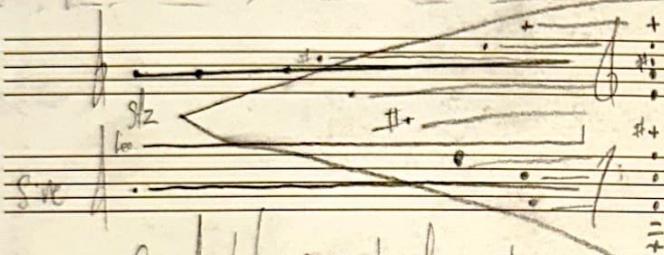


Notes floating in time
 time floating in notes

the size of the organic growth will be determined by
 the volume of the tone and length of phrase.

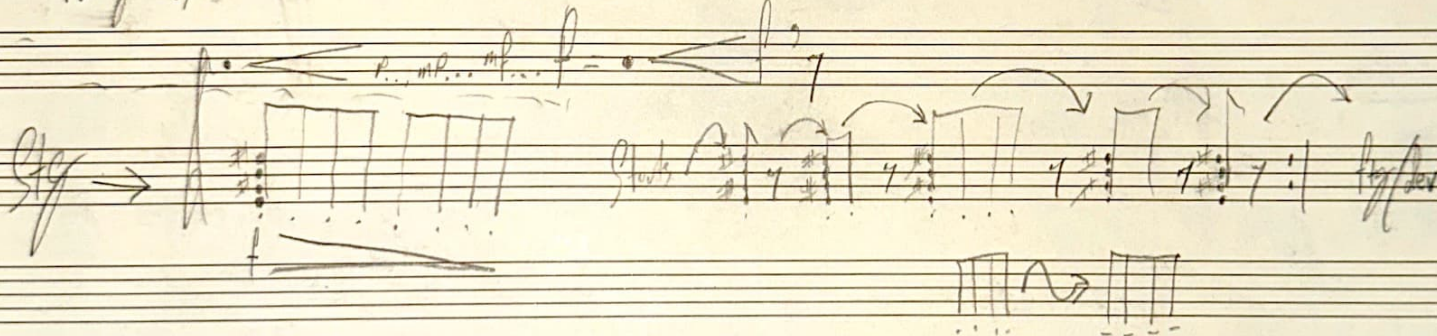
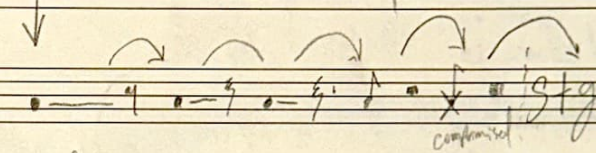
It will be beautiful, and the sound will open up birds/nature
 sounds in, seeding the sonic space until "harmony" is achieved.

the
 Major Symphony



Sound blooms out from the
 tuning A, from piano

flg → flg, sounds getting progressively shorter
 rests longer

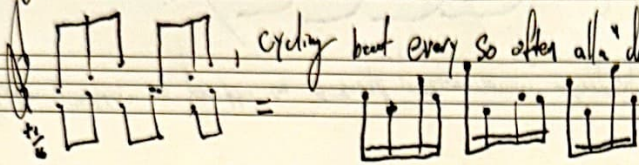


MC = only a handful of instruments playing can seed collective structure.

Opening Material will begin with a tango-esque violin duo monologue; Similar to part 2, a single melody should be constructed out of hocketed melodic material. The focus of such material should be chords which fit nicely within a justly-tuned framework.

goals of opening: get audience attuned to the limited tonal space of the violas, then introduce the tutti sound.

perhaps passages like

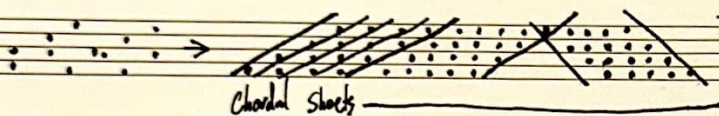


, cycling but every so often all "dreams and prayers of the blind"

↳ the smaller rhythmic value will always land on the off-beats
↳ even if sonically it sounds on-beat.

these sections will have an arbitrary start-stop pulse, substituting a 1/16 for a longer beat value, giving the section breath pauses.

After introduction of orchestra, all included tones of the melody will be used for a canon reiteration, and offset to generate harmonic material.



Chordal Shocks

Notes that collapse in Swells can be used to step into new material

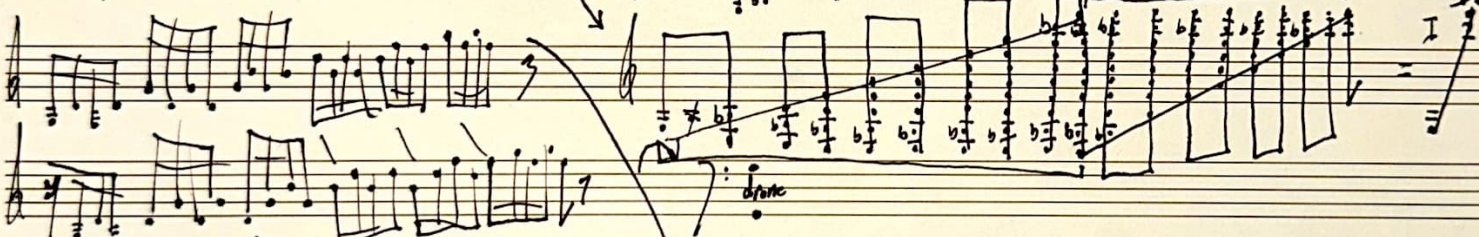
tutti can echo current musical material

definitely only for the solo opening material.

Such patterns lose clarity w/ orchestra



Highlighted zones act as sum total of harmonic material available to the violas



01 1

01 2

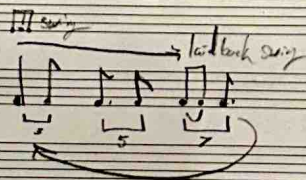
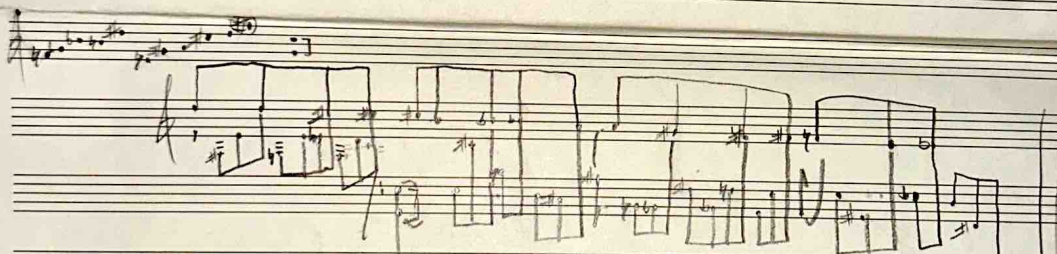
01 3



frame
open



Light Core up slowly, Calve from sitting, frame ready, a knock at the door
We need to use Articulations for the diff sounds



Leave open - Page 2! We need to do some score study, Marten: open, Gluck,

Rocky rhythms might be worth highlighting, but dark yet more is and more complex than what we want here!

→ These figures form a key but struggle to bring a sense of high complex information

Tenor range Counterpoint

pre-chorus 1

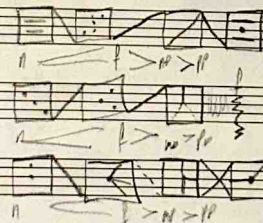
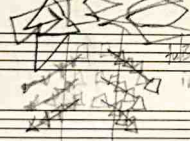
fast-chorus 1 - the vocal lines will show how to form the other else still in captivity.

transformation of historical motifs, included change

the different elements correspond to voice types

elf notation (ideal) - elves will sing as they speak, melody not just transcribed in... (idea): Video projection (even temporary clips or animation), lighting, smoke + bubbles, random associations (more on that)

elf notation 3 a supposed magical super notation that can encompass all parameters of not simply and simultaneously. objects will fall from the sky as well, glitters and mirrors every time enter side, and into the crowd



this line, some of sound involved forms of elf notation.

0 1 2 3 4 5 6 7 0 1 2 3 4 5 6 7 0 1 2 3 4 5 6 7

0 4 2 5 6 3 7

5 4 3 2 1

Sequence

Something really change the the, they have's well varied view of the chess world, for a chess
 Move, and his incessant attitude of hopefulness
 always a victory aspect of his to put down

Tods of
 the Initial

1. Hooked elbow

the hooked elbow is the first elbow had been the midline, on each elbow
 of the torso in the form of a hook, which works in the midline

2. Hinged elbow - Call and response, only in unison when before "enters a new state" with the
 orchestra. Orchestra will copy the old speech of torso as if copying it.
 torso must copy the Orchestra's Rhythm, or melody. Still in the hinged style, he must
 accommodate the occasional to the rules of appropriate
 Polyphonic Overlaid Song

3. Head elbow

elbow of a head elbow: the head song writes lighting and electron and electron, inclusions
 from the song, placing his ability to "embrace" the voice

At the torso's first few recits will be within a range
 of 100 Hz

voice song

Ordn

Interlock a pattern

see viz.

middle of the torso

elbow will select the initial tempo of the first fingers
 for response, this example of a gesture theme's, the tempo that has set

from chords 1st

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

10th

11th

12th

13th

14th

15th

16th

17th

18th

19th

20th

21st

22nd

23rd

24th

25th

26th

27th

28th

29th

30th

31st

32nd

33rd

34th

35th

36th

37th

38th

39th

40th

41st

42nd

43rd

44th

45th

46th

47th

48th

49th

50th

51st

52nd

53rd

54th

55th

56th

57th

58th

59th

60th

61st

62nd

63rd

64th

65th

66th

67th

68th

69th

70th

71st

72nd

73rd

74th

75th

76th

77th

78th

79th

80th

81st

82nd

83rd

84th

85th

86th

87th

88th

89th

90th

91st

92nd

93rd

94th

95th

96th

97th

98th

99th

100th

Make the chess make that moving known via different tempo signs, changes of speed and by note with lights and spaces
 affected to their bodies

At chess will use tempo's time with song as the basis of a composition of a series of the tempo series by
 some order,

each time that our present present

as the chess goes, the piece, that is - a series of states of sides will be partially triggered by action in (any) last piece

As the tempo of the chess is the set will come alive with some pieces, song
 as a choir, this will allow for some musical variety

Make the chess live some degree of control over everything,
 all kinds of self design

beginning of
 the first ell

Take opera notes 07/29/24 - I'm 26 now!

- acquired a collaborator i
- Reach out to too far for libretto
- need blessing from Dennis!
- ↳ Synthesis assembly probably fell through

+ It might be fun to use early music specialists to strike a contrast in style, basso continuo with a robust collection of percussion instruments, but this can be achieved with the inclusion of harpsichord alone.

- Live music + artificial electronics, representing the transcended alien world of hyperspace. Hyperspace music operates like an ecosystem of birdcalls, and the musical world will be a slow adoption of these elements via imitation in the orchestra pit, engaging/initiating a gradual adaptation to the conditions of hyperspace.

Act 1 - Real world, establish pre-conceived pre-dut notions

- Mysterious figure appears; offers the Spice, receives the Spice after deliberation
- Opening of the Chrysanthemum, the choir appears, funeral for the body of Terence
- Ends with Ego - Death as Terence is told to rest

Act 2 - Awakening in ~~the~~ Hyperspace, surrounded by the elves

- Intuitive Spirits of the Mushroom

↳ "Madame" stole Terence's soul, and must offer the Madame's Doppelgangers through

Songs provided by the Elves. (He may leave w/o beating the Madame, but a body without a soul is one of great misfortune)

↳ The powers gifted to Terence by the Madame's clones allow him to combat, and eventually subdue

The Madame Mushroom

↳ Act 2 ends with the 7th and most alien, elf song, and 7th Doppelganger. She gives Terence her blessing, and Terence undergoes a metamorphosis into "the Initiate", the Master of Hyperspace without a throne. The throne is held by the Madame

Act 3 - The Initiate can now convert "Dark Elves" into his Subjects through Song, absorbed into the inanimate corpse of Terence, now on stage (the body is the door home)

- The Initiate (like the pit orchestra) can now sing in the alien tongue, and ~~then~~ the Initiate and the Madame sing a duet, at first combative, then as lovers.

- The Madame transforms into the High Priestess, the Mother, and ~~even~~ visits the Initiate and Terence through a kiss.

- Terence has reclaimed his shadow, and returns to reality, changed permanently, and tasked with guiding others.

The visual effects are very striking for musicals, need to confirm about the opera world

- Develop a few scenes for Mr. Lin

↳ Elves take time to sing

↳ The Brightthrough

↳ Arm of the Mushroom in the form of bad behavior

- The mushroom as "madame"

(none) ↳ Madame Mushroom?

↳ "appears in several different forms throughout the opera"

- Both object of desire and primary antagonist

- All roles of the Madame exist independently of each other (might need to enlist the help of Madame to defeat another version of Madame)

07/15/24

7th.

$$x_2 \text{ of } p_{\text{ave}} = \text{cve}$$

Sub 3

8/2

Sub 1.5

Handwritten musical score for "The Rose Tree". The score is written on ten staves. The title "The Rose Tree" is written at the top left. The key signature is one flat (B-flat) and the time signature is 4/6. The music is written for voice and piano. The piano part features a complex, rhythmic melody with many beamed sixteenth and thirty-second notes. The voice part is written in a simple, melodic style. The score is divided into sections by bar lines and includes various musical notations such as slurs, ties, and dynamic markings. The handwriting is in ink on aged paper.

Jerome
Age 3

3:4:5:6:7:8 follows, giving the vocal part

Act 2 should open with the height of last impression.

Moving to Spectral harmony Int. $\longrightarrow$ Spect. As time
celebrates to difference

- long strand to paper over long swaths of transitive verbs

All of the starts could come as the impact of the voice

the tones, can, and should, be learnt from the accompanying part. This line shows a degree of normality.

The bass con. and should be derived from the accompanying part. This format shows a degree of normalcy

5. Summary... Use word Vowels, and transcribe the video sentences into orthography.

Could take hermes above us into the West End

What does the Machine Sound like?

Chords are never stable in regard to temperament.
So if a chord is held, it will drift
toward just intonation.

into half size, and add voice
transform into TE. If chord is half,
transform into TE

Handwritten musical notation on a five-line staff. The notation includes various notes, rests, and dynamic markings such as 'p' (piano) and 'f' (forte). There are also some illegible handwritten notes and symbols.

Grade combination absolute, and Soft family class

Handwritten musical notation on two staves. The top staff is in treble clef with a key signature of one sharp (F#). The bottom staff is in bass clef. The music is written in a simple, sketchy style with many ties and some corrections. The title "Memory Lane" is written in cursive at the bottom left.

Mending line

tenor melody sheet
tenor line

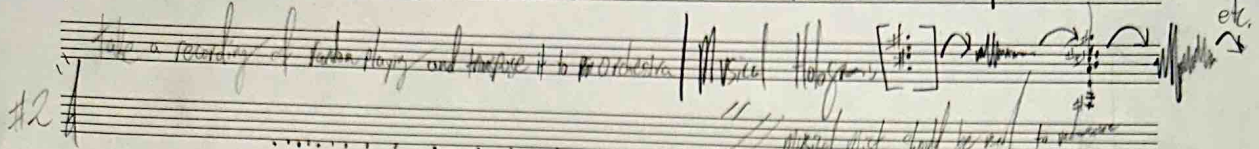
#1



#2

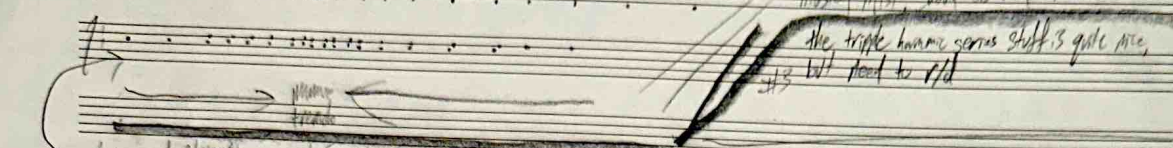
take a recording of a radio play and transpose it to orchestra

et.



#3

the triple harmonic series shift is quite nice, but need to add



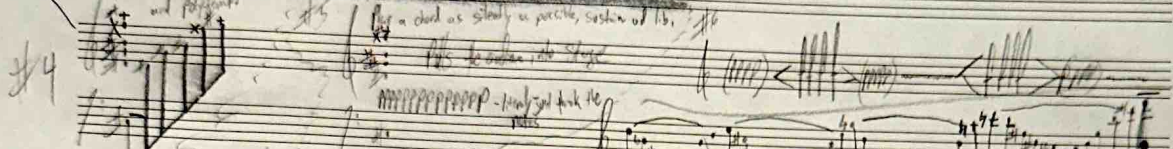
#4

and polyphonic

Put a chord as slowly as possible, section of 15.

Put the notes into stage

Some good things



Perhaps

Multi

etc.



Alien Spaceman Moments. Send a message of
idea down a combination around the stage

