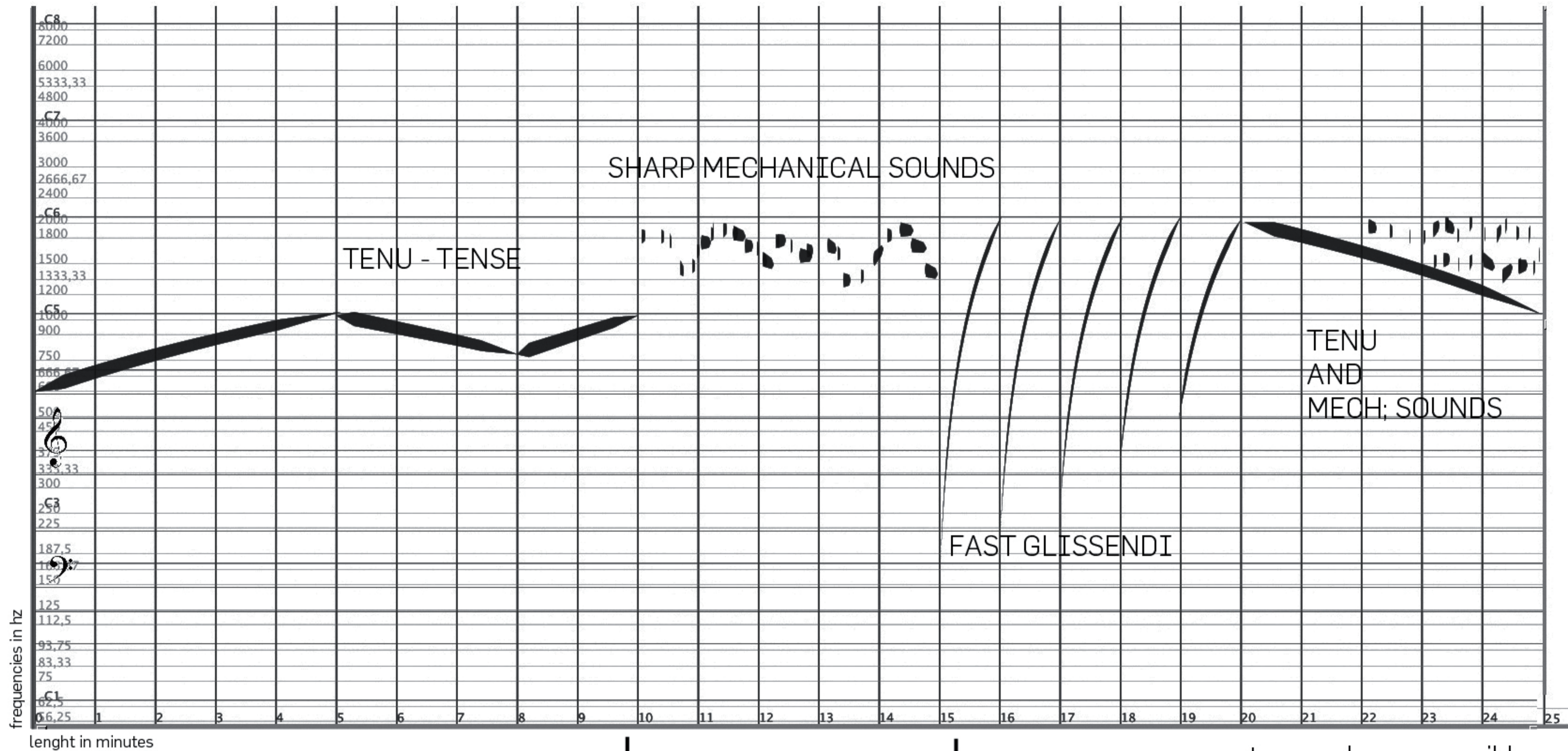


ENSEMBLE





CLARINET

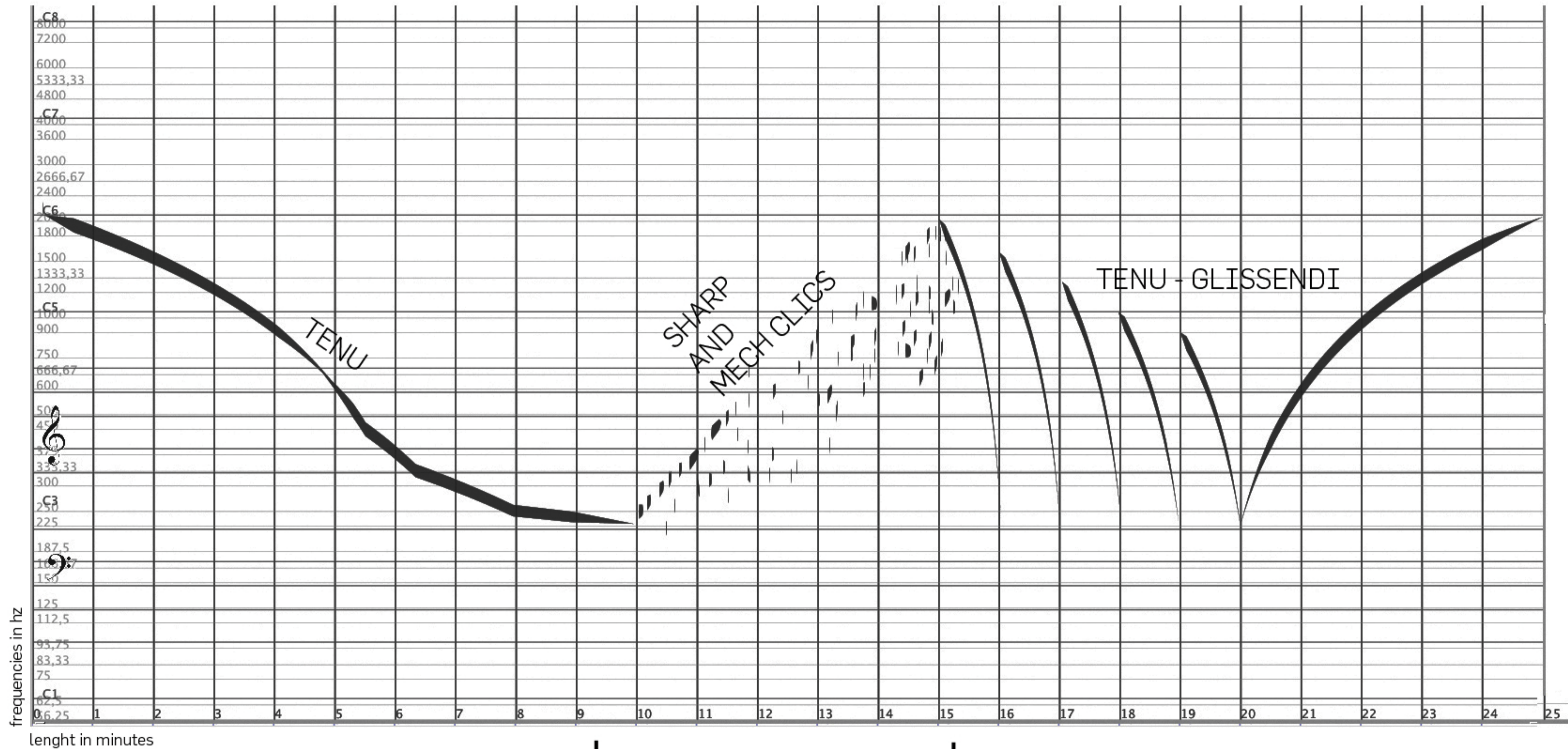
as slow as possible

fast to med-slow

medium

to as slow as possible





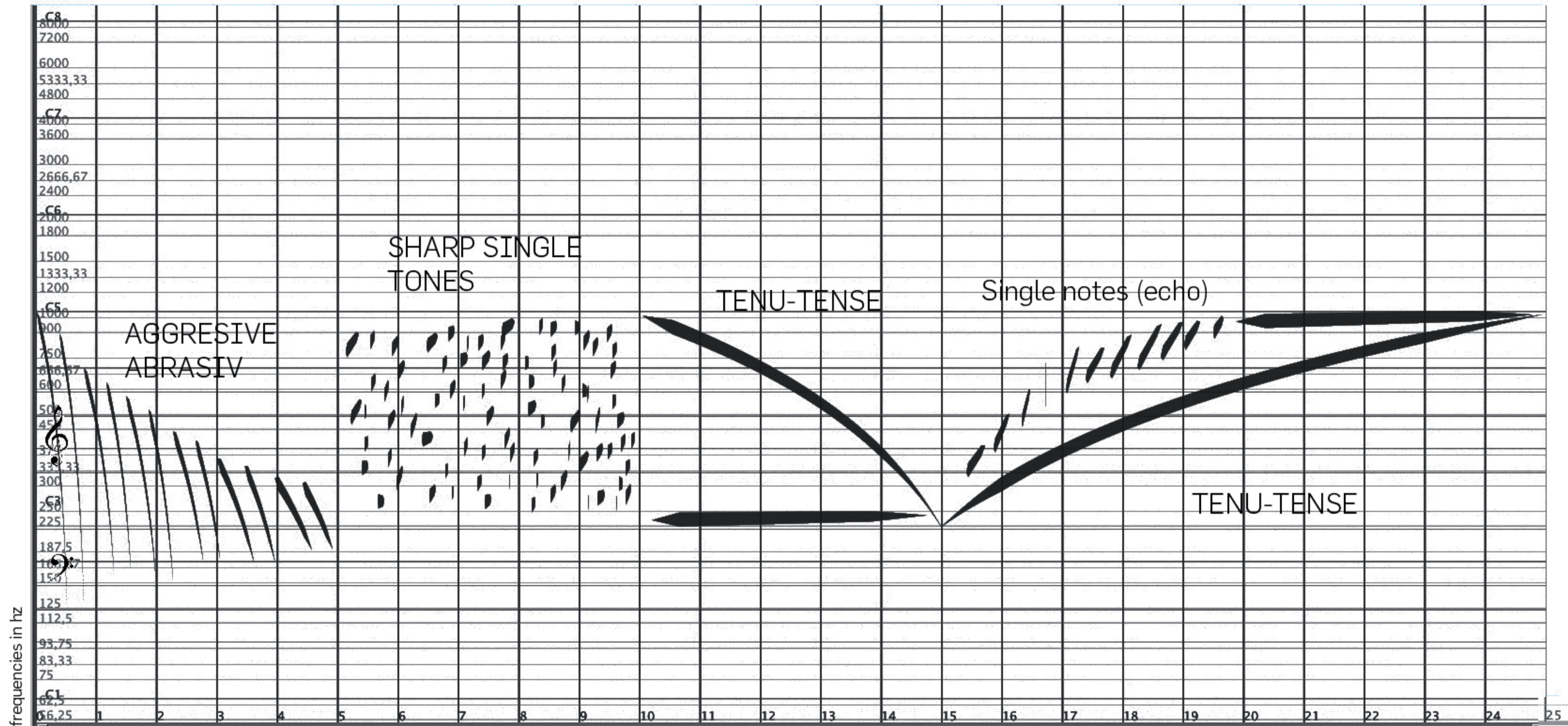
FLUTE

as slow as possible

fast to med-slow

medium to as slow as possible





frequencies in hz

length in minutes

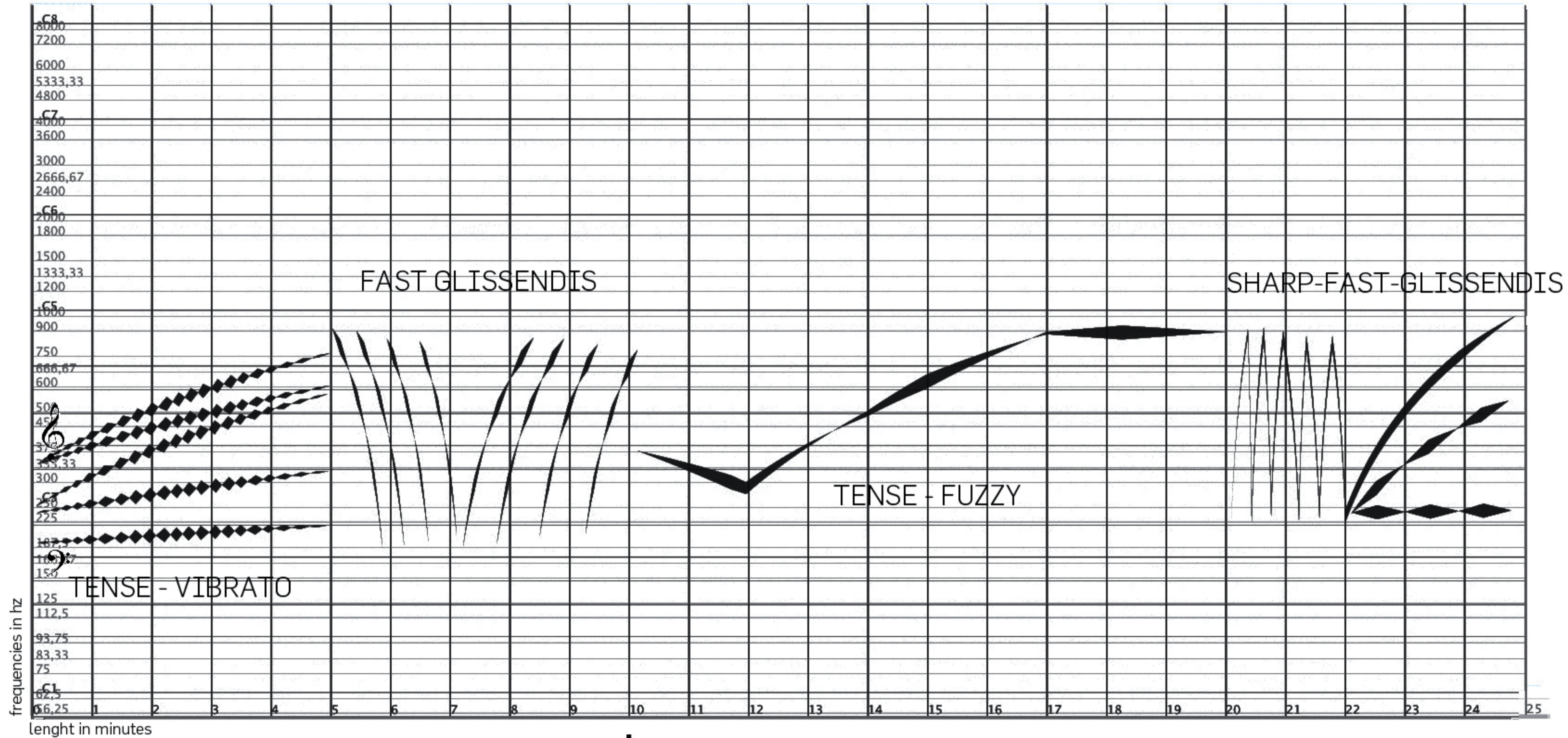
TRUMPET

medium to as slow as possible

fast to med-slow

as slow as possible





SAXOPHONE

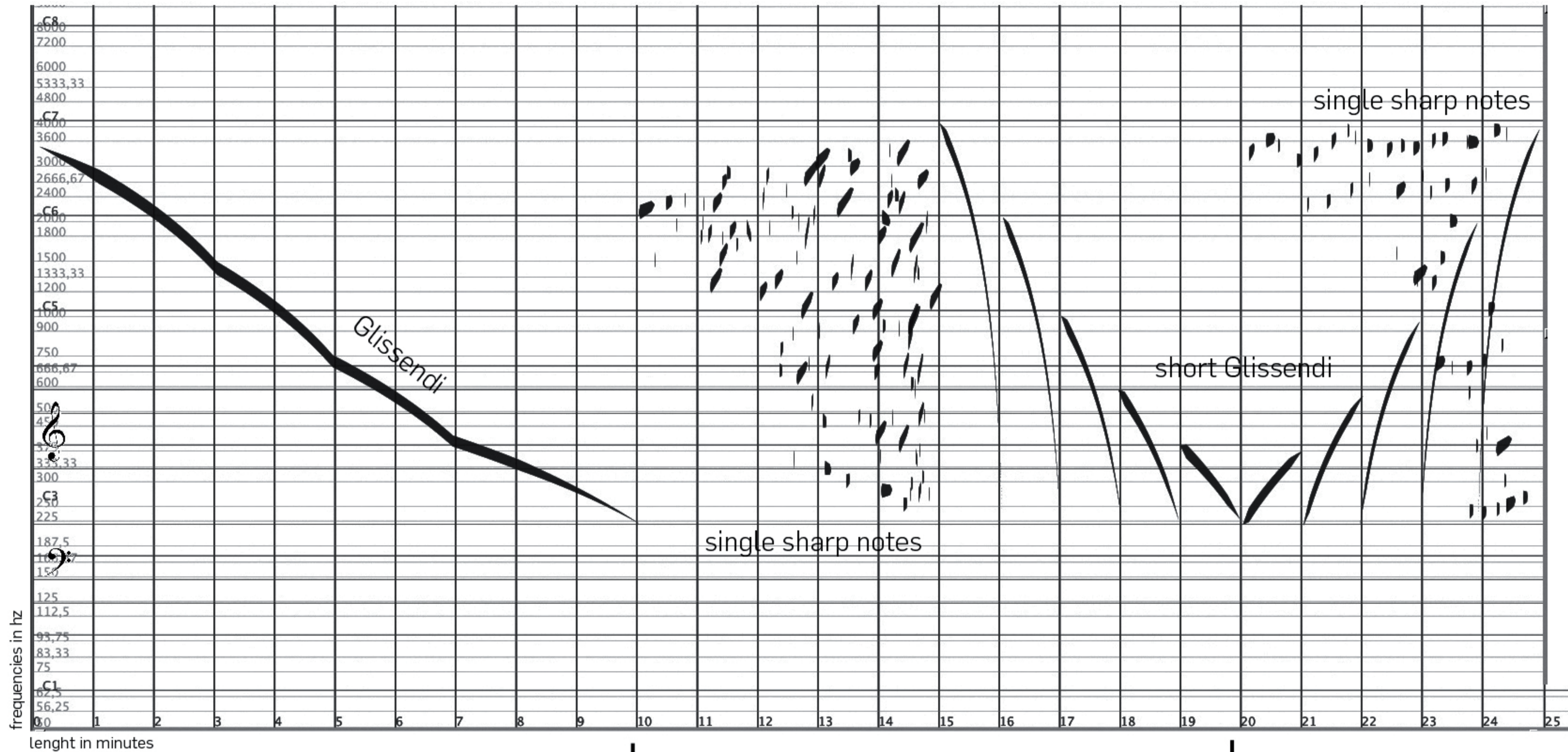
FAST !

MEDIUM

AS SLOW AS POSSIBLE

MEDIUM to FAST





VIOLIN

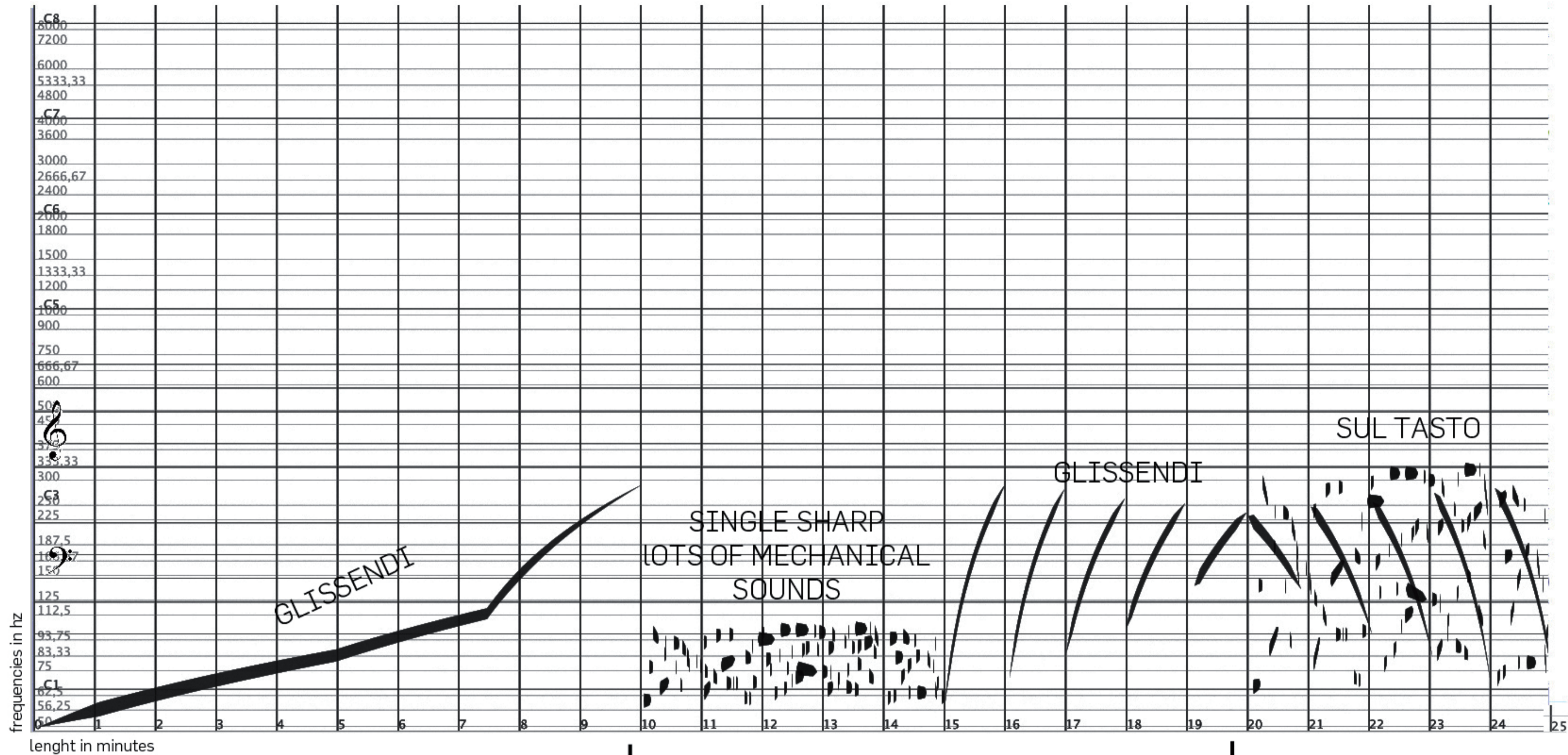
very slow

fast

medium

slow





DOUBLE BASS

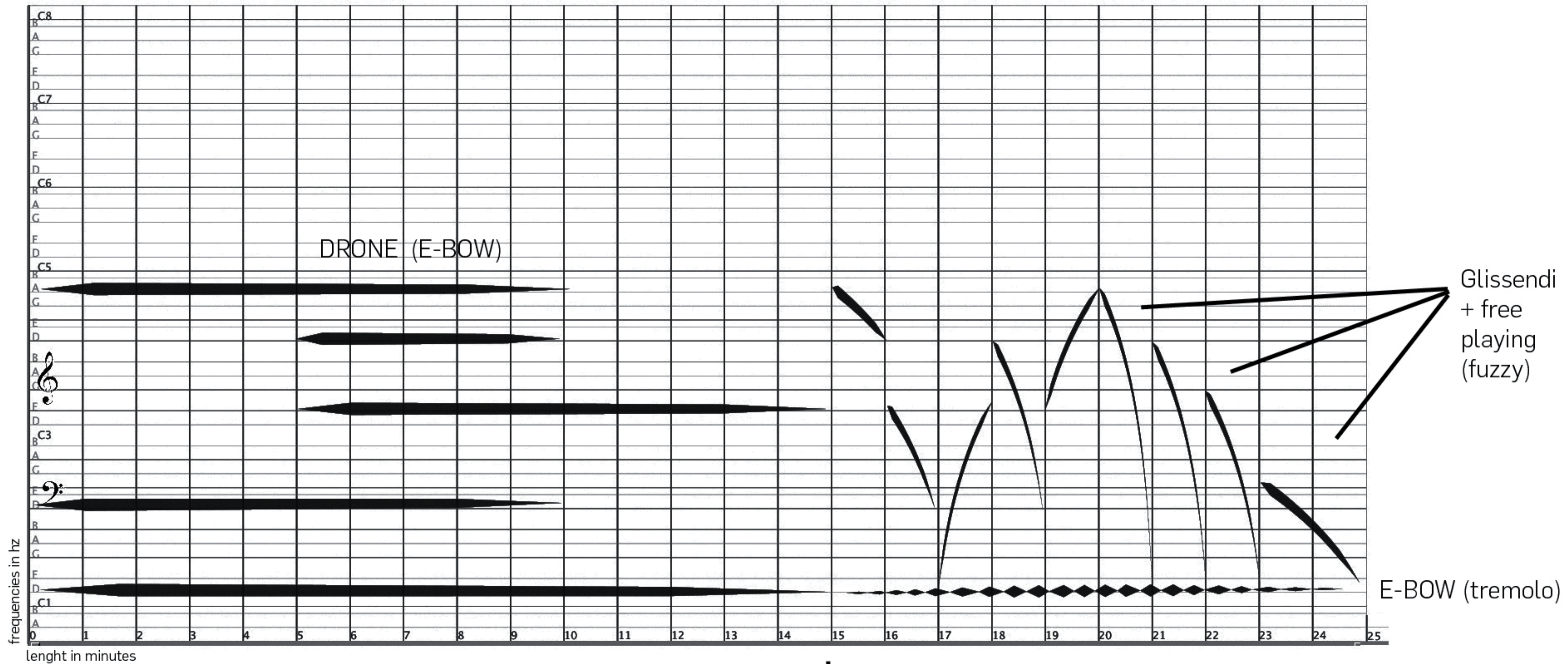
very slow

fast

medium

slow





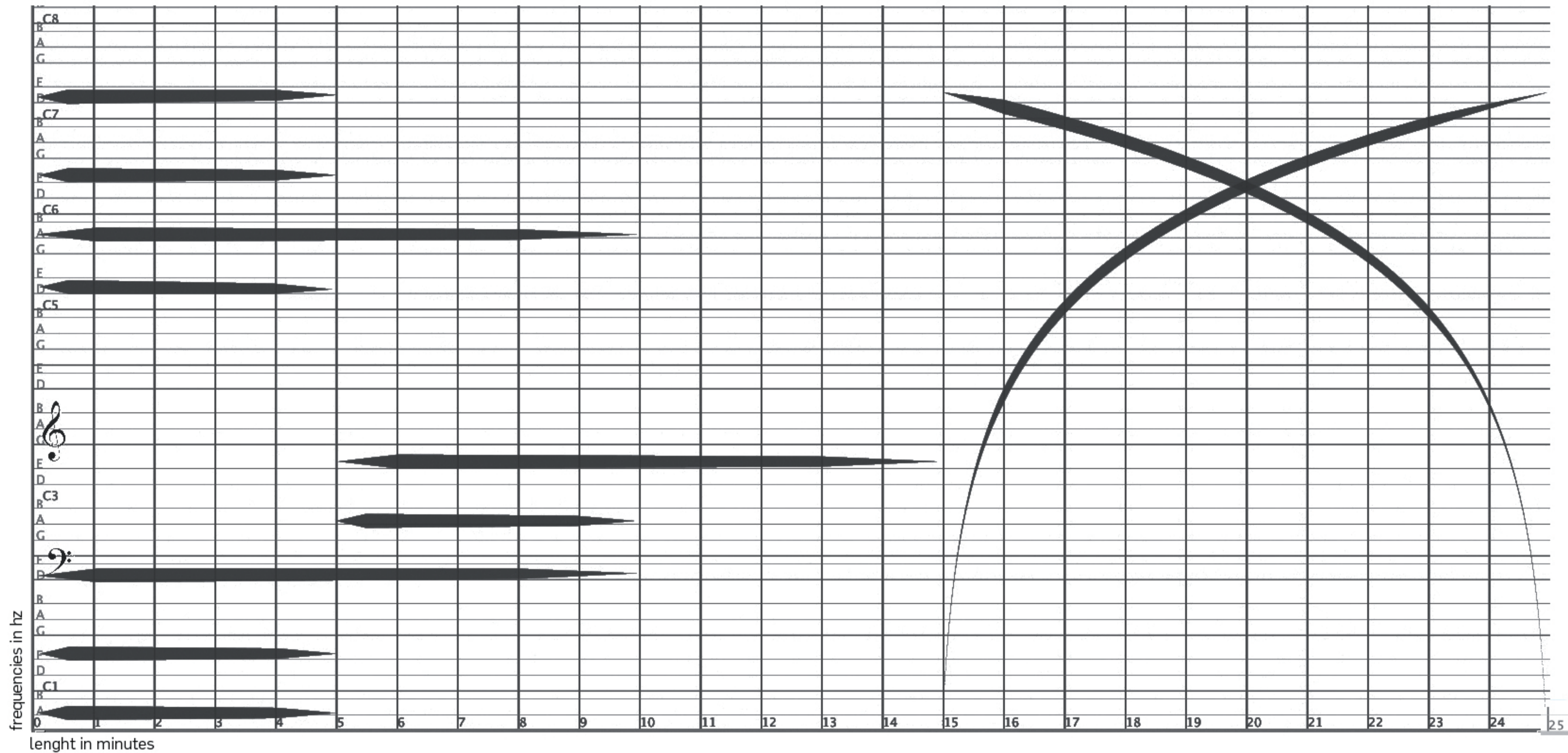
ELECTRIC GUITAR

very slow to fast

medium speed

Fade in quiet  
to very loud !





FENDER RHODES / PIANO

slow

Pulse playing  
hitting notes (not drone)

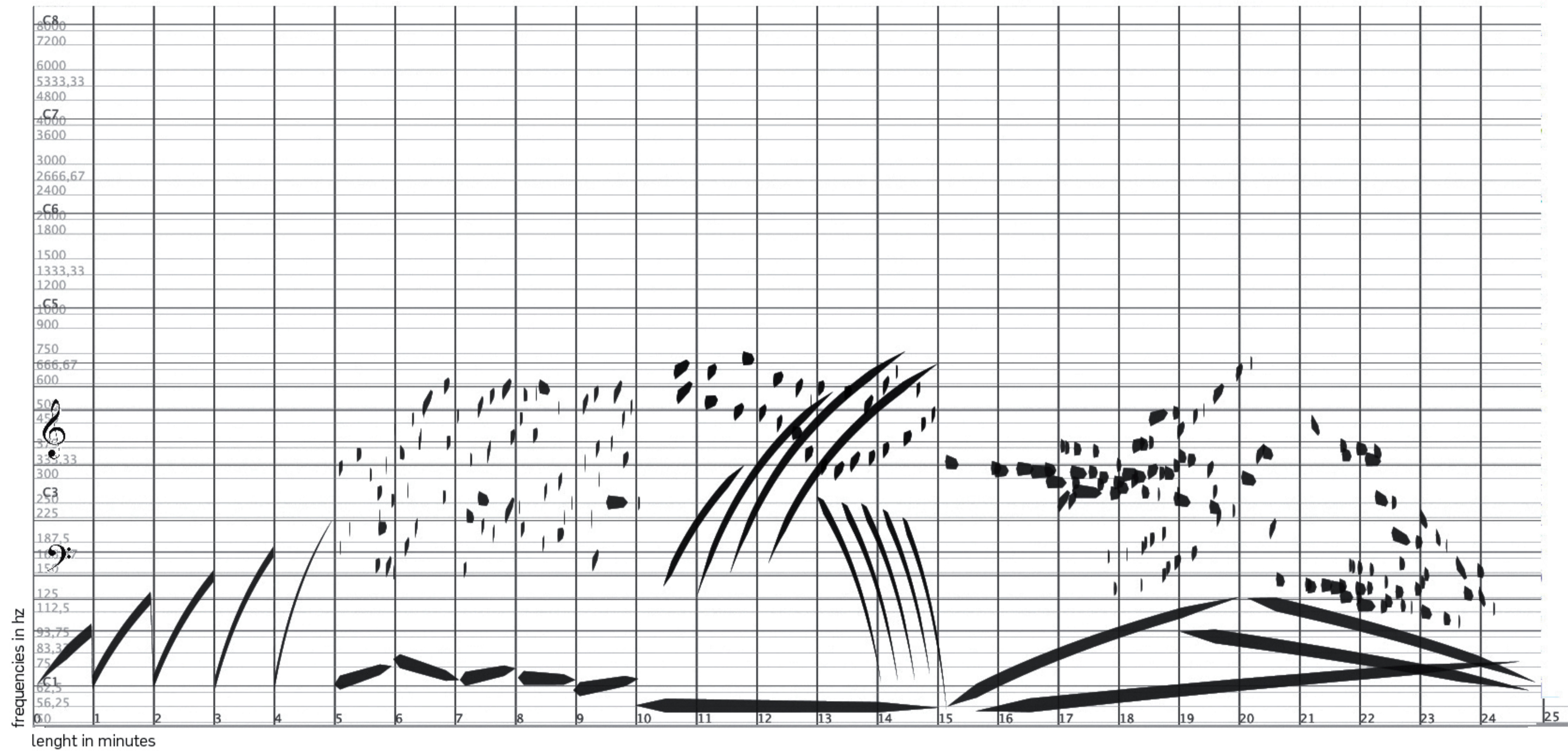
slow

continue pulses + enter drone chord

medium speed

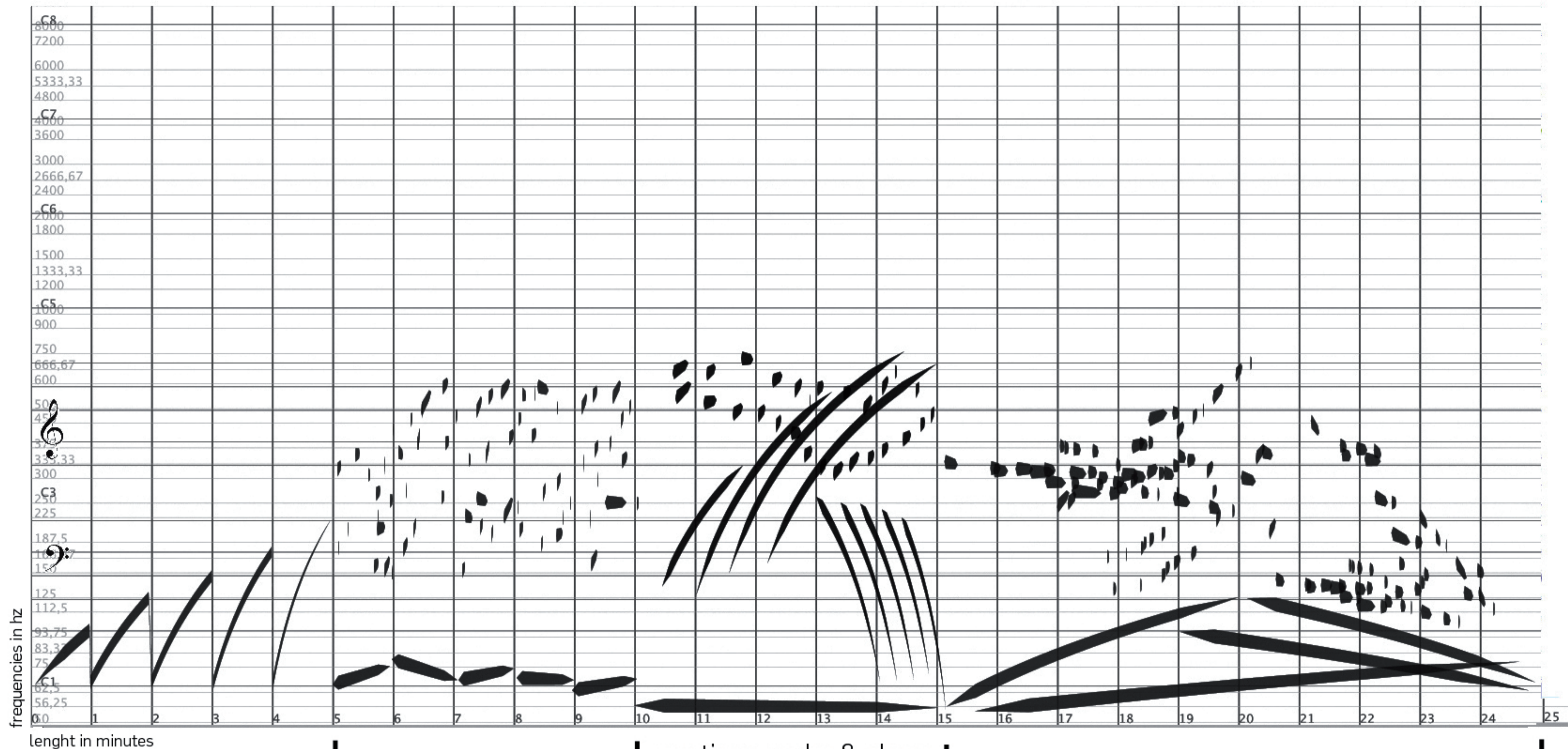
«glissendi» low to high notes : tonal/drone  
high to low : pulses single notes.





## PERCUSSIONS





**ELECTRONICS**  
 Drones- re.samplig of volin  
 (compression & fuzz)  
 fade in fuzz effect

Cracks & sharp sounds  
 lower frequency :  
 re-sampling of piano  
 slow drone

contiune craks & sharp  
 add re-sampling of  
 trumpet very fast  
 and heavy panning

continue cracks & sharp (high freq to low freq)  
 continue re-sampling of trumpet +  
 add re-sampling of piano and violin.  
 drone - fade in to loud fuzz effect