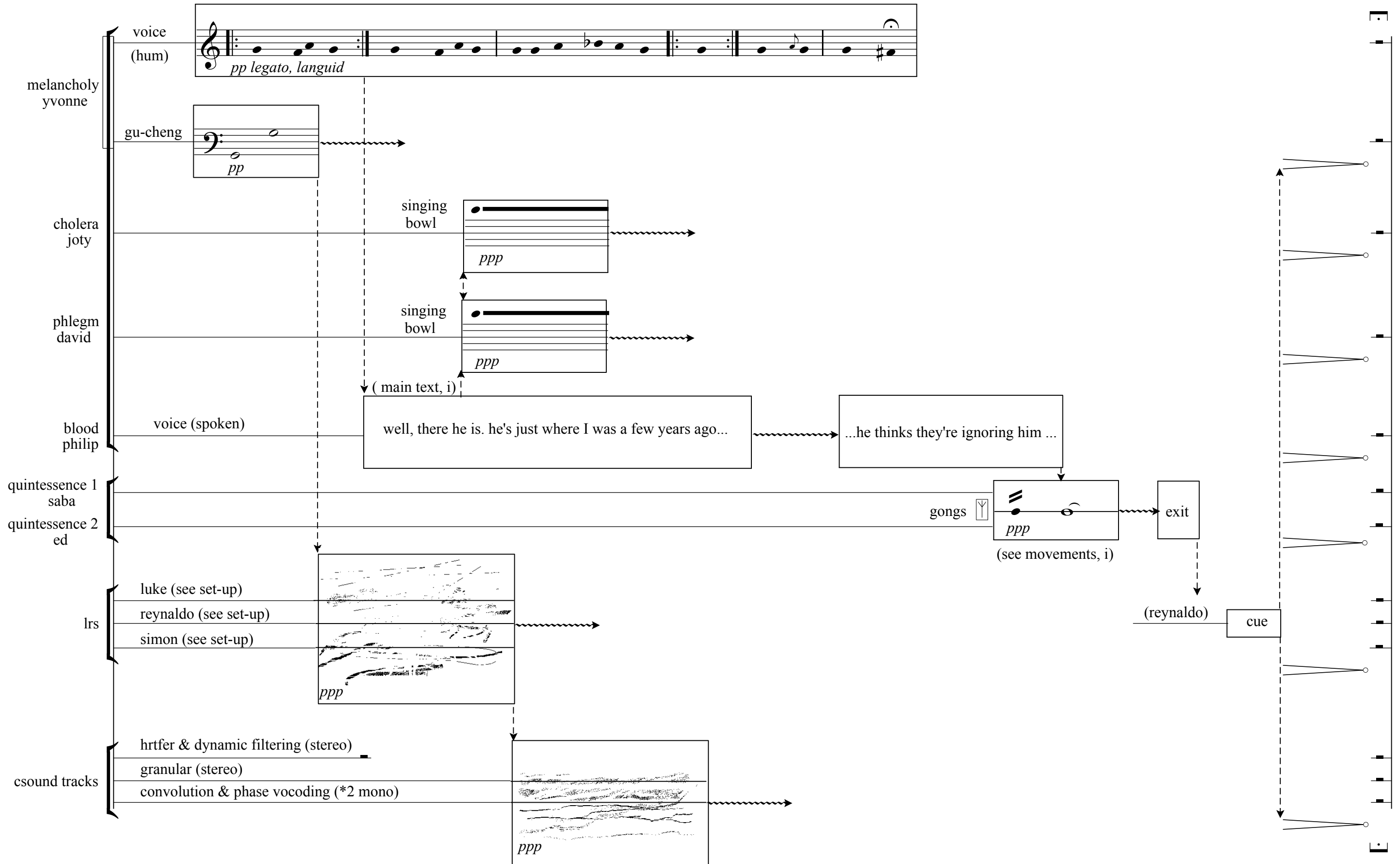


# fragment i



# fragment ii

The score is organized into several sections:

- mel. (melody):**
  - voice:** Treble clef, *pp legato, languid*. The notation shows a series of notes with a long, sustained final note.
  - gu-cheng:** Bass clef, *pp*. A single note with a wavy line indicating vibrato or tremolo.
- chol. (chamber orchestra):**
  - Bb clarinet:** Treble clef, *ppp*, 1 full breath. A single note with a wavy line.
- phlg. (percussion):**
  - feedback baby walkie-talkies:** A box containing a scribbled sound effect, *ppp*.
- bld. (body):**
  - voice (spoken):** A box containing the text "(main text, ii) ....what he needs to say...".
- qntsse. 1 & 2 (quintets):**
  - gongs:** Treble clef, *ppp*. A single note with a wavy line.
- lrs (lutes):**
  - luke, reynaldo, simon:** A box containing scribbled sound effects, *ppp*.
- cs. (computer system):**
  - hrtfer, granular, conv & pvoc:** A box containing the text "he works out little by little..." with *mp* and *ppp* markings, and a large, dense scribbled sound effect.

Flow and connections:

- Arrows from the gu-cheng, gongs, lrs, and cs. sections point towards the spoken voice section.
- Arrows from the spoken voice section and the feedback baby walkie-talkies section point towards the Bb clarinet section.
- Arrows from the Bb clarinet section and the feedback baby walkie-talkies section point towards the final mel. voice section.
- A dashed vertical line on the right side of the score is labeled "cue" and has arrows pointing to various parts of the score.

# fragment iii

3

The score is organized into several tracks:

- mel.:** Features a gu-cheng part with *ppp* dynamics and a voice part with *pppp* and *pp* dynamics.
- chol.:** Includes a voice part with spoken text "do something for these people.." (*ppp*) and "(2nd text)" "some some some" (*pp* and *pppp*), and another spoken text "someone who doesn't even ..." (*ppp*).
- phlg.:** Contains a "feedback baby walkie-talkies" sound effect (*ppp*).
- bld.:** Features a spoken text "someone who doesn't even ..." (*ppp*) labeled "(main text, iii)".
- qntsse. 1 & 2:** Includes gongs (*ppp*) and an "(offstage)" section.
- lrs:** Lists names "luke", "reynaldo", and "simon" with associated textures (*ppp*).
- cs.:** Includes "hrtfer", "granular", and "conv & p voc" textures (*ppp*).

A "cue" box is located on the right side of the score. The page number "3" is in the top left, and "4'" is in the bottom right.



# fragment v

The score is organized into several systems:

- voice:** Melody line with dynamics *pp legato, languid*.
- mel.:** gu-cheng with dynamics *pp*.
- chol.:** singing bowl (*ppp*) and Bb cl (*ppp*, 1 full breath).
- phlg.:** singing bowl (*ppp*) and feedback baby walkie-talkies (*ppp*).
- bld.:** voice (spoken) with text boxes: "so you try..." and "...who will you be?".
- qntsse. 1 & 2:** gongs with dynamics *ppp* and annotations: "(towards audience)", "(on people's ears)", "(like whispering a secret)", and "exit".
- lrs:** luke, reynaldo, and simon with a large scribbled-out section and dynamics *ppp*. Includes "cue" boxes.
- cs.:** hrtfer, granular, and conv & pvoc with text "well, there he is..." and dynamics *mp* and *ppp*.

On the right side, there are additional staves with dynamic markings *p* and *ppp*, and a large text box: "so he tries, harder and harder (laughter...)" with dynamics *p*.