

NOTE: before starting the piece, select 3 Hardening/Quickening from dropdown and set bottom Direct to main volume: 8dB, then toggle back to Pink to start.

I. DISCIPLINE

File: 01_Discipline_ModReset //
 Start: 01Pink | Direct: CMMV
 Tuning: Quarter Comma Mean Tone
 Center: A-flat

Bora Yoon

A *lyrical and light*
// floating pink feather

(note(s) blooms in reverse *mp*
upon release)

B *falling/catching boulders and anvils*
 RH Echo: Nostalgic / Synchronic: Blanchet

Hot Key: High C
switch to 02 Brown

ff *stutters* *Faug6* *d dim7*
upon release

NOTE: So long as rhythms and releases are accurate, chord clusters can be approximations. aiming for angularity harmony, leaving towards 7ths, 9ths, Aug4s, and atonal or whole tone clusters

LH: Direct Main Piano: Orgue de Salon
 Bourdon + Flute4 + Octav

sfz *arm slam* *sfz* *sfz*

d aug #11 *db aug* *g aug #11* *d half dim 7* *A aug, #11*

20

Dflat aug, #11 *g dim7*

arm slam *3* *sfz* *arm slam*

1. *lyrical and light*
// floating pink feather
sweetly

Hot Key: High C
switch to 01 Pink

24

2. *lyrical and light*
// floating pink feather

01Pink | Direct: CMMV
Tuning: Quarter Comma Mean Tone
Center: A-flat

mf *3* *3* *8va*

Hot Key: High C
switch to 02 Brown

30

sweetly

Hot Key: High C
switch to 02 Brown

D *falling/catching boulders and anvils*

RH Echo: Nostalgic / Synchronic: Blanchet

38

f *quartal* *stutters upon release* *Faug6* *d dim7* *d aug #11* *db aug* *sfz*

43

g aug #11 *d half dim 7* *A aug, #11* *g dim7*

arm slam *sfz* *sfz* *Dflat aug, #11* *arm slam* *sfz*

arm slam *3*

48

E

Hot Key: High F#
switch to 03

arm slam

52

F *quickenning and hardening into stone*

Mod: Main volume starts: 10dB to -38dB
*this will have to be reset every time
not a big deal if it is just hammers

piano sound a niente hammers only by end

Hot Key: Low Bb
activates: Piano (heavy) hammers
and volume down on piano

56

rallantando, freely *rall.*

Hot Key: High Bb
resets to Pink