

repetitive/ambient
digital-like effects
(usually 4|3| 4|3| 4|3| 4|4)

Overthere

Tom Brunt

Violon

guits

Altos

guits

Guitare acoustique 1

Guitare acoustique 2

Guitare acoustique 3

Double bass

Cmaj7(#11) Gmaj7 (same harmony until C)

quick fade out

muted open string, reverb effect

quick fade out

simile

explore resonance effects w/ riff guit 1.

quick fade out

Cmaj7(#11) Gmaj7

Cmaj7(#11) Gmaj7

V.

A.

Gtr. A. 1

Gtr. A. 2

Gtr. A. 3

D. B.

5

2

(v.)

(v.)

(v.)

V.

A.

Gtr. A. 1

Gtr. A. 2

Gtr. A. 3

D. B.

9

A subtle effects; timbre variations, delay, harmonic sweeps, etc.

sul G

simile, background

simile, more variation

second time w/ fills

optional fill material

2

13

V.

A.

1. 2.

Gr. A. 1

Gr. A. 2

Gr. A. 3

D. B.

18

V.

A. subtle effects; timbre variations, delay, harmonic sweeps, etc. w/ v.

8^{va}----

Gr. A. 1

Gr. A. 2 freely

Gr. A. 3

D. B.

26

V.

A. effects etc. w/ v.

8^{va}----

break ctrb

Gr. A. 1

Gr. A. 2

Gr. A. 3

D. B.

B solo guit.3

34

V. (ctrb) *pp*

A. (ctrb) *pp*

Gtr. A. 1 (ctrb) (v. & vl.)

Gtr. A. 2 (ctrb) (v. & vl.)

Gtr. A. 3 (ctrb) minimalistic solo (v.)

D. B.

open

42 free accents, later change notes if necessary to follow guit.3 colors

V. w/ vl.

A. free accents, later change notes if necessary to follow guit.3 colors w/ v.

Gtr. A. 1

Gtr. A. 2

Gtr. A. 3

D. B.

open

cue: guit.1 tapping chords

fade to free collective switching polymeters

50 simile x. last time

V. simile (ctrb)

A. simile (ctrb)

Gtr. A. 1 tapping harmonic chords, free polymeters, w/ guit.2 (ctrb) (v. & vl.)

Gtr. A. 2 percussive effects, w/ guit.1 (ctrb) (v. & vl.)

Gtr. A. 3 simile (ctrb) (v. & vl.)

D. B. simile only ctrb

C

53 effects etc. w/ vl.

V. *effects etc. w/ vl.*

A. *effects etc. w/ vl.*

Gr. A. 1 *2*

Gr. A. 2 *simile, background*

Gr. A. 3

D. B. *#f*

61 simile

V. *simile*

A. *simile*

Gr. A. 1 *2* (v. & vl.)

Gr. A. 2 *freely, minimalistic* (v. & vl.)

Gr. A. 3 *freely, minimalistic* (v. & vl.)

D. B. *#f*

69 effects etc. w/ vl.

V. *effects etc. w/ vl.*

A. *effects etc. w/ vl.*

Gr. A. 1 *start mixing up guitar arpeggios* *free metric, crossfade against vl. & v.*

Gr. A. 2 *start mixing up guitar arpeggios* *free metric, crossfade against vl. & v.*

Gr. A. 3 *start mixing up guitar arpeggios* *free metric, crossfade against vl. & v.*

D. B. *fills* *free metric, crossfade against vl. & v.*

open
crossfade against guitars

D solo guit. 1

77 **open** high B drone, freely

V. *p* high B drone, freely

A. *p*

Gtr. A. 1 start with b string harmonic serie

Gtr. A. 2 muted open string, reverb effect

Gtr. A. 3

D. B.

E

79 long (vl. & ctrb) long **a tempo**

V. *fff* cue guit. 1 long (ctrb)

A. long rubato, w/ ctrb long (ctrb)

Gtr. A. 1 *fff* long (vl. & ctrb) long (ctrb) (v. & vl.)

Gtr. A. 2 long (vl. & ctrb) long (ctrb) (v. & vl.)

Gtr. A. 3 long (vl. & ctrb) long (ctrb) (v. & vl.)

D. B. long rubato, w/ vl. long (ctrb) (v. & vl.)

arco *fff* *vif* only ctrb

F

81

V.

A.

Gtr. A. 1 2 2 (v. & vl.)

Gtr. A. 2 simile (v. & vl.)

Gtr. A. 3 2 2 (v. & vl.)

D. B. optional fill material *pizz.*

39

V.
A.
Gtr. A. 1
Gtr. A. 2
Gtr. A. 3
D. B.