

II - Shepard

$\text{♩} = 120$ *Dizzy and Disoriented*

58 Vic. *ad lib.* *f* *pp* *f* *pp* *ad lib.* *pp*

Make sure the structural notes are heard first then glissando up to the indicated note.

Cue 11 Cue 12 Cue 13 Cue 14 Cue 15

Pro. Soundfile - 9 DSP off DSP on DSP off DSP on

60 Vic. $(4+2+3)$ *f* *pp* *f* *pp* *ad lib.*

Cue 16 Cue 17

Pro. Delay/1/time/500ms DSP off DSP on Delay/1/feedback/0ms
 Delay/2/time/700ms Delay/2/feedback/0ms
 Delay/3/time/950ms Delay/3/feedback/0ms
 Delay/4/time/1200ms Delay/4/feedback/0ms

62 Vic. $(4+3+2)$ $(4+3+2)$ *mf* *ff*

Pro. Gradually increase delay feedback at a linear rate

65 Vic. $(4+3+2)$ $(2+2+2)$ $(2+2+2+3)$ *mf* *ff* *mf* *ff* *mf* *ff*

Pro.

68 Vic. *mf* *ff* *mf* *ff* *mf* *ff*

Pro.

71 Vic. *mf* *ff* *mf* *ff*

Pro. Delay/1/feedback/0.3ms
 Delay/2/feedback/0.5ms
 Delay/3/feedback/0.3ms
 Delay/4/feedback/0.5ms

$\text{♩} = 60$ $\text{♩} = 50$ *Calm*

74 Vic. *ff* *sub. p* *ff* *sub. pp* *mp*

Cue 18

Pro. DSP off