

# ... DESU

Brad Garton

## A

~60 seconds (non-metrical) 10 seconds 10 seconds 10 seconds sim.

**Koto**  
tuning: ichikotsu-chō *mp* play each note once in the time-span play non-pitched noteheads from a set of non-pitched sounds (damped notes, tapping, knocking, etc.)

~60 seconds (non-metrical) 10 seconds 10 seconds 10 seconds sim.

**Biwa**  
tuning: ichikotsu-chō *mp* play each note once in the time-span play non-pitched noteheads from a set of non-pitched sounds (damped notes, tapping, knocking, etc.)

~60 seconds 10 seconds 10 seconds 10 seconds sim.

**Sho**  
(sounds 1 octave higher than written)

~60 seconds 10 seconds sim.

**electronics**  
Q1 birds, general ambience

## B

7 (10 secs)

**Koto**

7 (10 secs)

**Biwa**

7 (10 secs)

**Sho**

*mp*

7

**electronics**  
Q2 birds, different general ambience

C ♩ = 60

11 (10 secs) *cresc.* *non-sim.* *mf*

interrupt if necessary when sho starts

11 (10 secs) *cresc.* *non-sim.* *mf*

interrupt if necessary when sho starts

11 (10 secs) *non-sim.* *mf*

electronics

Q3 birds, water, ambience

15 *mf*

15 *mf*

15 *mf*

electronics

19

Koto

Biwa

Sho

electronics

Q4 quiet surf

22

Koto

Biwa

Sho

electronics

Koto

Biwa

Sho

electronics

**Q5** louder surf

Koto

*cresc.*

Biwa

*cresc.*

Sho

*cresc.*

electronics

30

Koto

Biwa

Sho

electronics

**Q6** surf

5 5 3 5 3 3 3

5 3 5 3 5 3

88

5/4

5/4

5/4

5/4

32

Koto

Biwa

Sho

electronics

**Q7** surf + big build

sho suboctave

strum as much of the chord as possible

3 5

5

88

5/4

5/4

5/4

5/4

5/4

5/4

**D**

Koto

Biwa

Sho

electronics

*sho processing (echoes/reverb)*

*sho suboctave*  
**Q8** surf crash, crowd ambience, water

Koto

Biwa

Sho

electronics

*sho processing (pitch-shift)*

*sho suboctave*  
**Q9** fade-out water sound

39

Koto

Biwa

39

Sho

electronics

39

sho processing (flange)

sho suboctave

**Q10**

42

Koto

Biwa

42

Sho

electronics

42

sho processing (granulation)

sho suboctave

**Q11**      reverbed kyoto monk, fade-out crowd ambience

46

Koto

Biwa

46

Sho

46

electronics

*sho processing (sparkles)*

**Q12** *sho suboctave*  
rioanji water 1,  
fade-out monk

50

Koto

Biwa

50

Sho

50

electronics



E

54

Koto

Biwa

54

Sho

54

electronics

**Q13** rioanji water 2, fade-out rioanji water 1

59

Koto

Biwa

59

Sho

59

electronics

*sho suboctave*  
**Q14** nagano rain, fade-out  
 rioanji water 2

64

Koto

Biwa

64

Sho

64

electronics

69

Koto

Biwa

69

Sho

69

electronics

sho suboctave

**Q15** nagano bugs, fade-out nagano rain

75

Koto

Biwa

75

Sho

75

electronics

*sho suboctave* (2)

**Q16**

~70 seconds

Koto

~70 seconds

Biwa

82

~70 seconds

Sho

82

~70 seconds

electronics

**Q17** fade-out nagano bugs