Score

... DESU

Brad Garton

Koto

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

Biwa

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

Sho

(sounds 1 octave higher than written)

- 60 seconds
  -

electronics

- 60 seconds
  - 10 seconds
  - sim.

Q1 birds, general ambience

B

Koto

- 60 seconds
  - (non-metrical)
  - 10 seconds
  -
  -
  -
  -
  -
  -
  -
  -
  -

Biwa

- 60 seconds
  - (non-metrical)
  - 10 seconds
  -
  -
  -
  -
  -
  -
  -
  -
  -

Sho

- (10 secs)

electronics

- (10 secs)

Q2 birds, different general ambience

© Brad Garton 2014
... DESU

Koto

Biwa

Sho

electronics

11  (10 secs)

non-sim.

cresc.

interrupt if necessary when sho starts

mf

15  (10 secs)

non-sim.

birds, water, ambience
Koto

Biwa

Sho

electronics

strum as much of the chord as possible

sho suboctave

... DESU
Koto

Biwa

Sho

electronics

sho suboctave

Q8 surf crash, crowd ambience, water

Q9 fade-out water sound
Koto

Biwa

Sho

electronics

sho processing (flange)

sho suboctave

sho processing (granulation)

electronics
Koto

Biwa

Sho

electronics

Koto

Biwa

Sho

electronics

Q15 nagano bugs, fade-out nagano rain
... DESU

Koto

Biwa

Sho

electronics

~70 seconds

~70 seconds

~70 seconds

electronics

Q16

sho suboctave (2)

Q17 fade-out nagano bugs