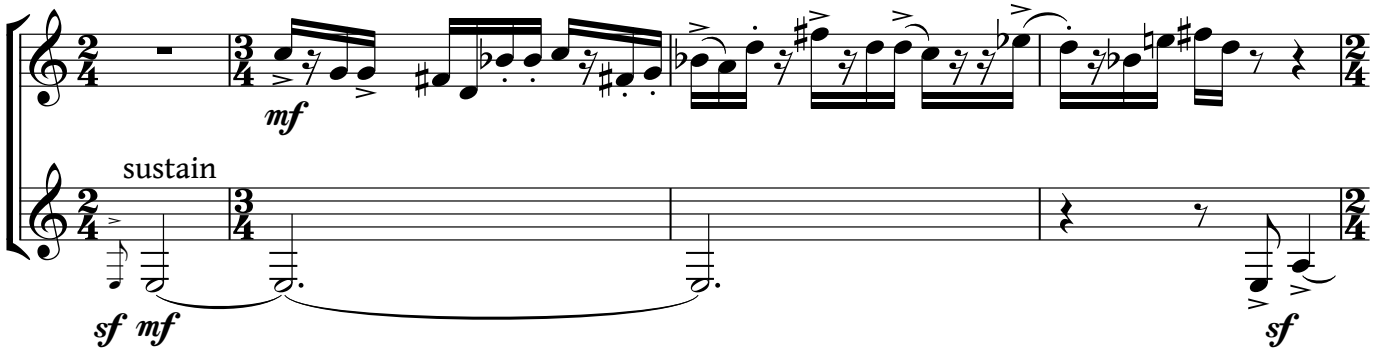
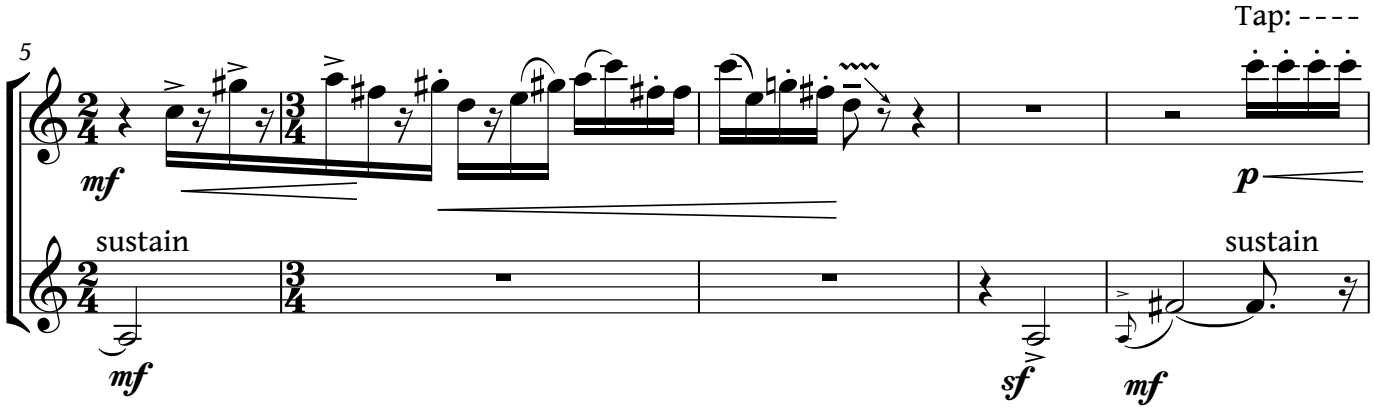
TURBULENCE
FOR FRETLESS GUITAR

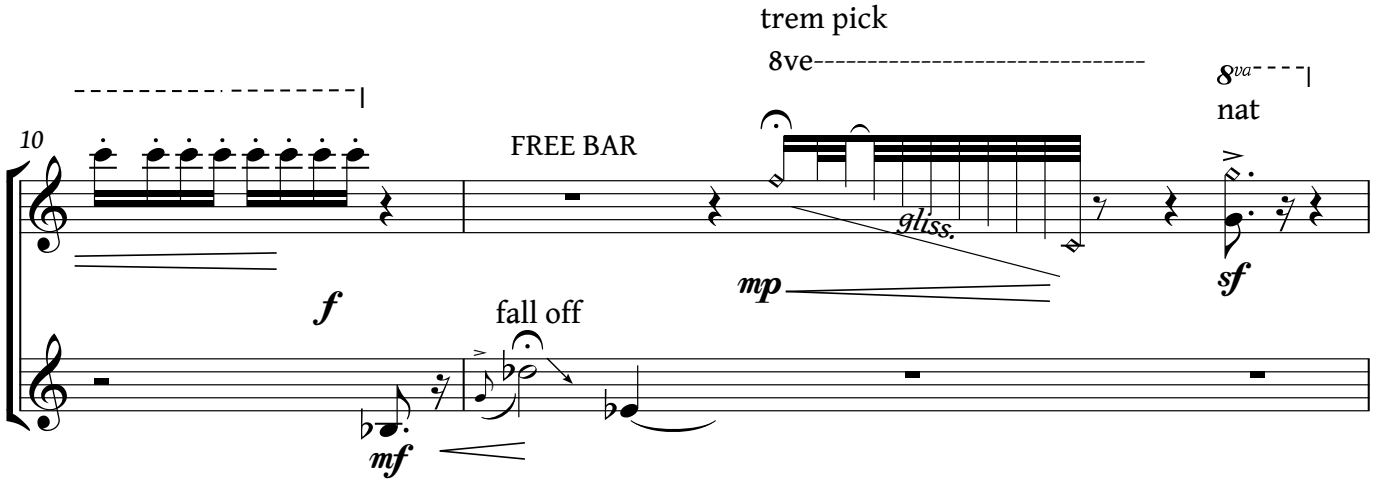
ALLEGRO URGENTE

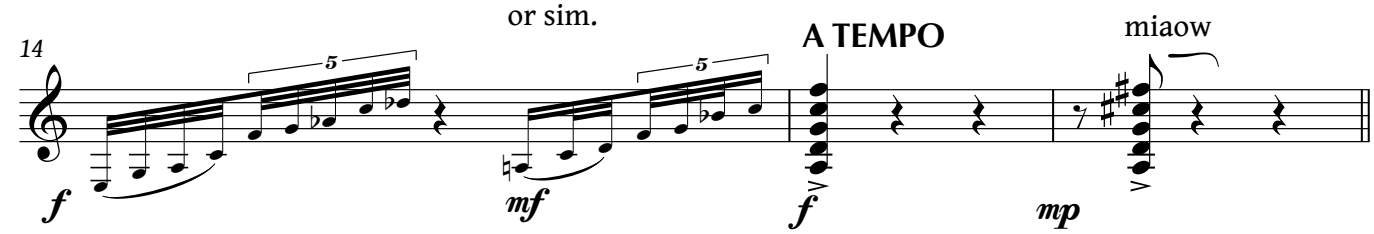
urgently restless;

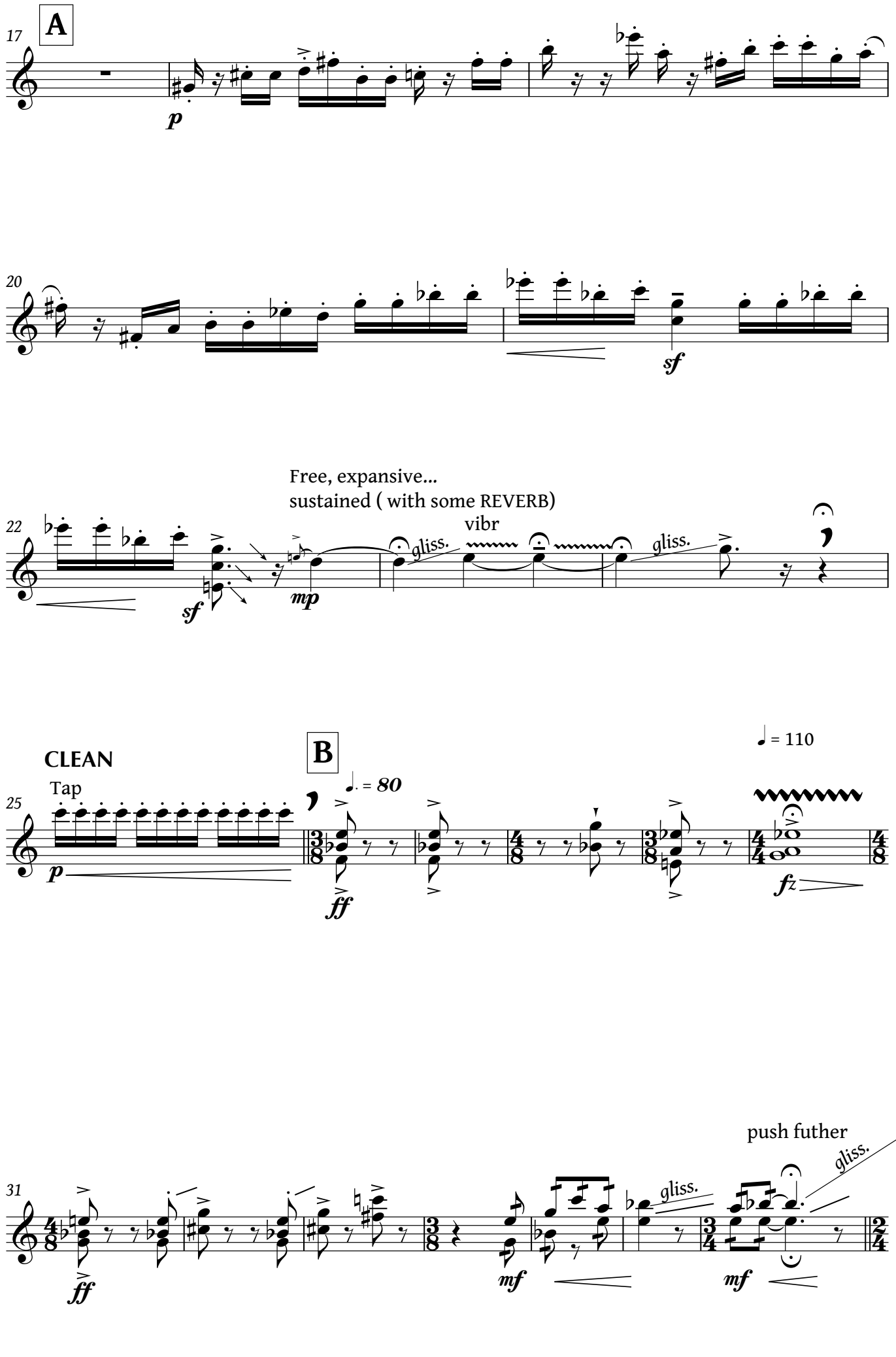
♩ = 100

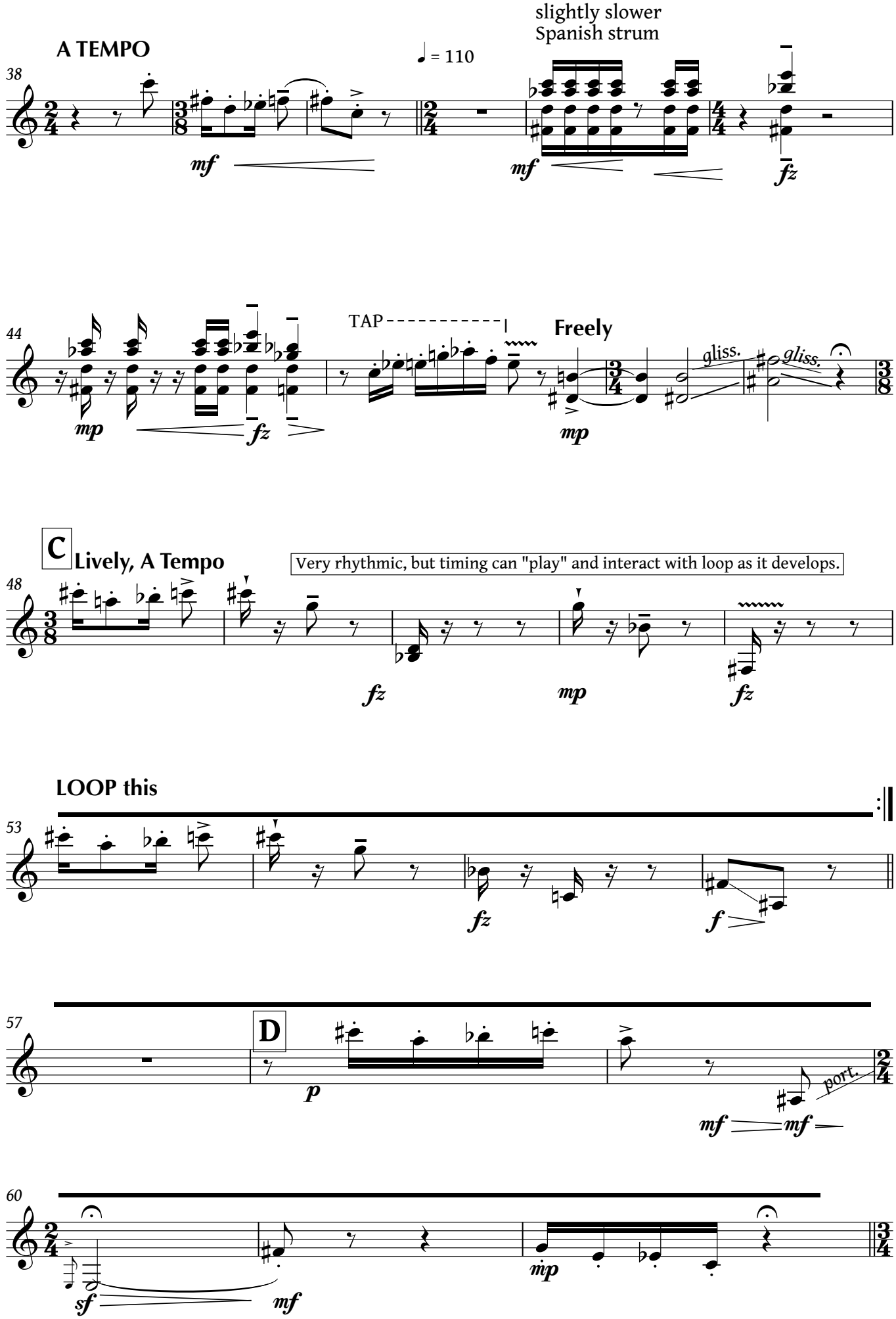


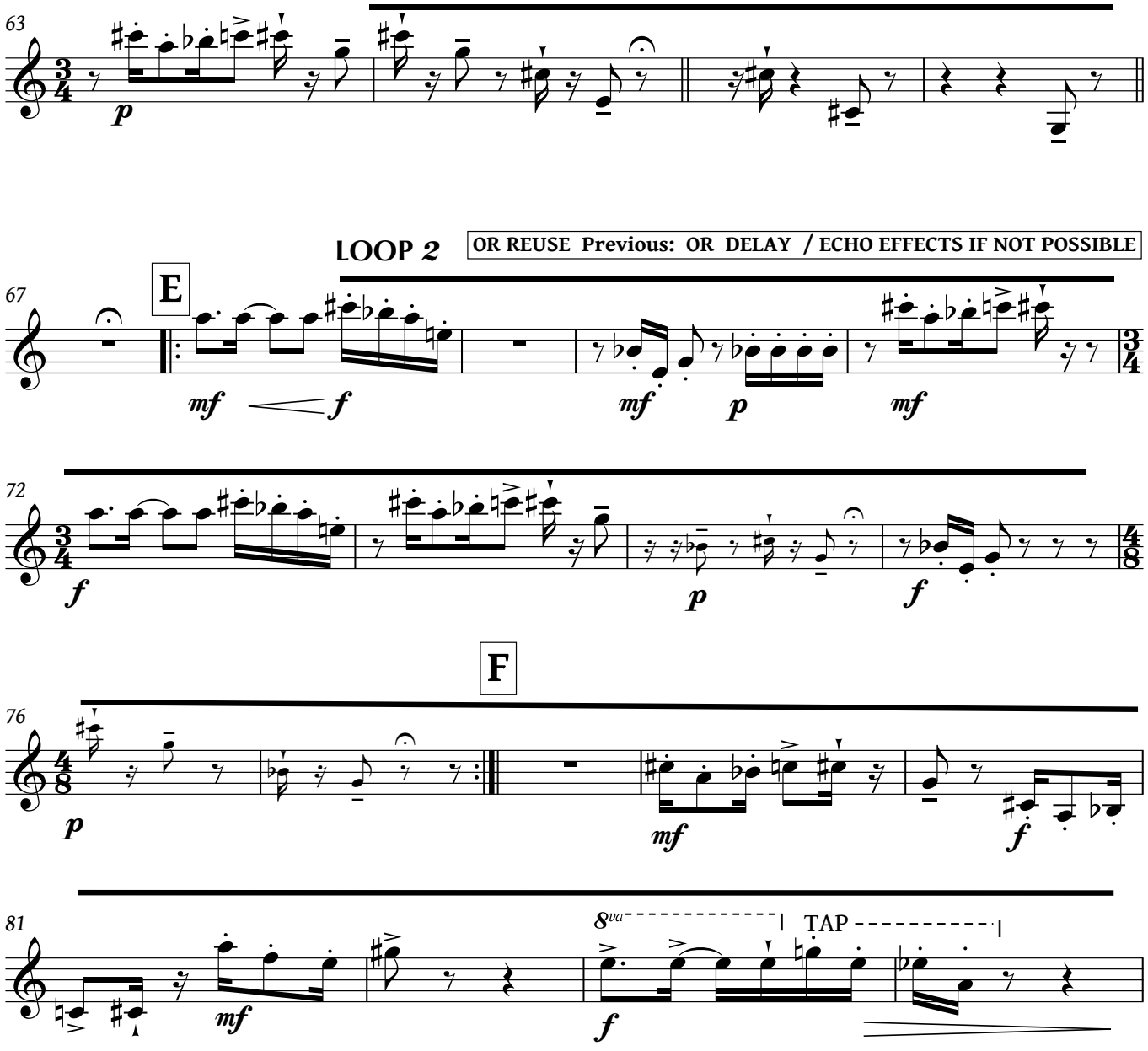




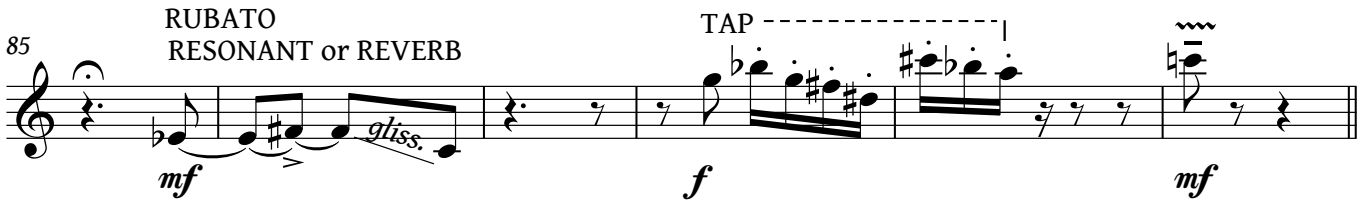


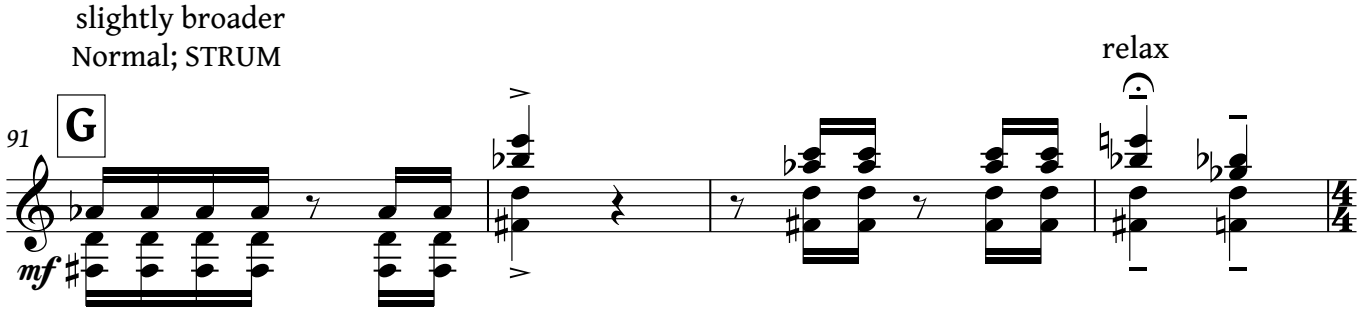

A
17
p
20
sf
Free, expansive...
sustained (with some REVERB)
22
sf
mp
gliss.
vibr
gliss.
CLEAN
Tap
25
p
B
♩. = 80
ff
♩ = 110
fz
31
ff
mf
gliss.
push futher
gliss.
mf

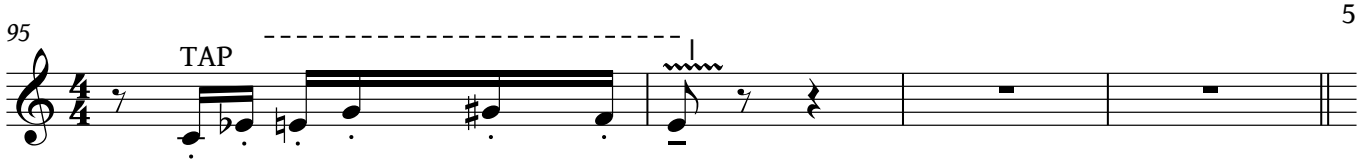

A TEMPO
38
♩ = 110
slightly slower
Spanish strum
mf
mf
fz
44
TAP
Freely
mp
fz
mp
gliss.
gliss.
C
Lively, A Tempo
Very rhythmic, but timing can "play" and interact with loop as it develops.
48
fz
mp
fz
LOOP this
53
fz
f
57
D
p
mf
port.
mf
60
sf
mf
mp


63
p
LOOP 2
OR REUSE Previous: OR DELAY / ECHO EFFECTS IF NOT POSSIBLE
67
E
mf
f
mf
p
mf
72
f
p
f
F
76
p
mf
f
81
8va
TAP
mf
f

CLEAR.

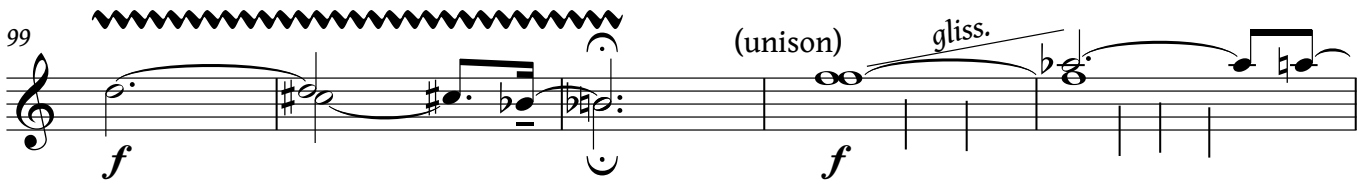

85
RUBATO
RESONANT or REVERB
mf
gliss.
TAP
f
mf


slightly broader
Normal; STRUM
91
G
mf
relax

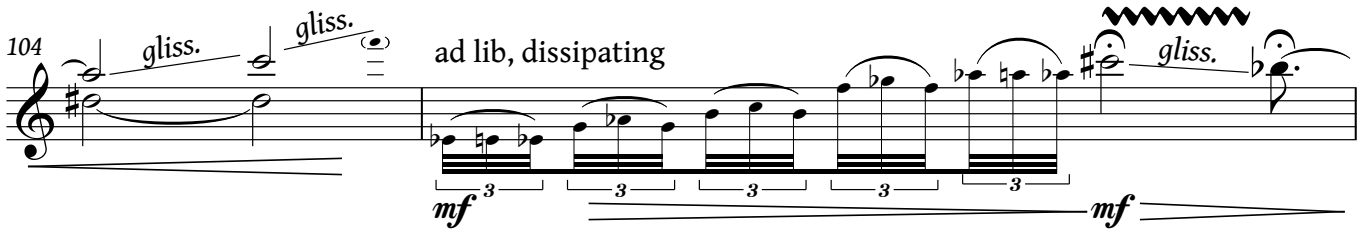


Reattack as necessary

Intense wide Vibrato: FREE SOLO.

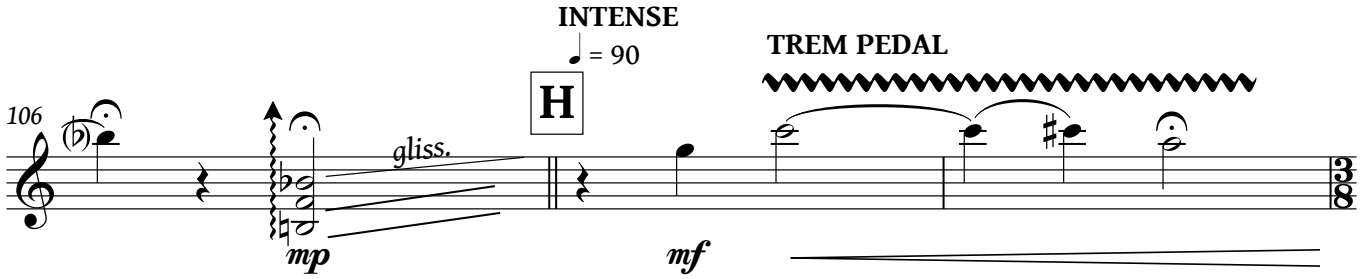


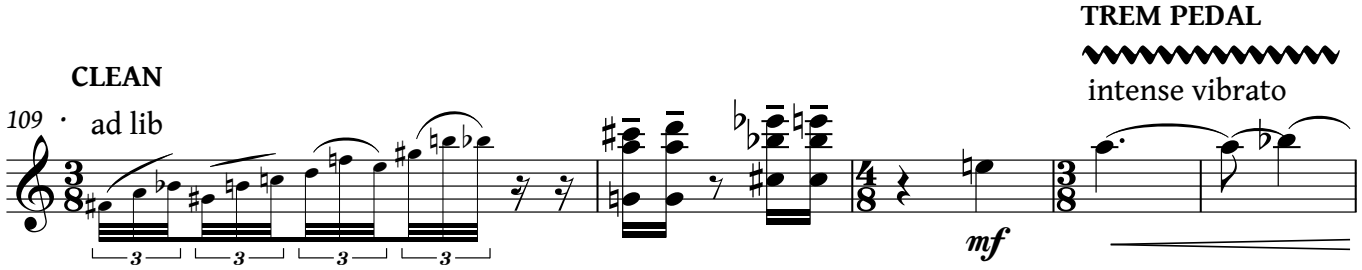
wide vibr. gliss (fall off)

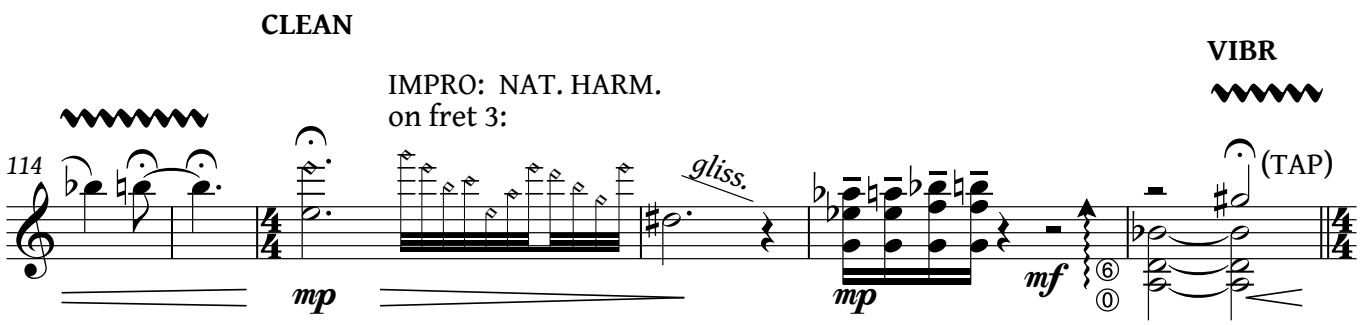


WINDING DOWN

TREAT AS FREE CADENZA, WITH IMPROVISED FIGURES

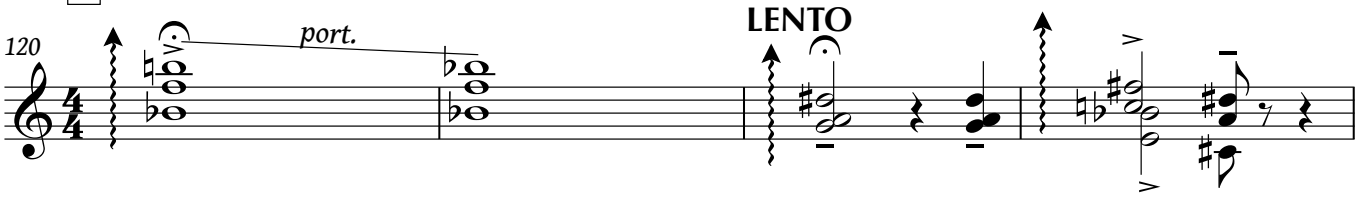




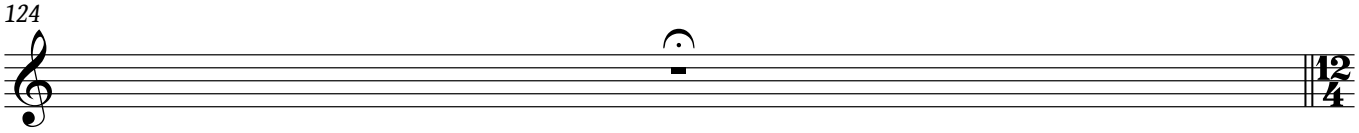


I pitch bend

120



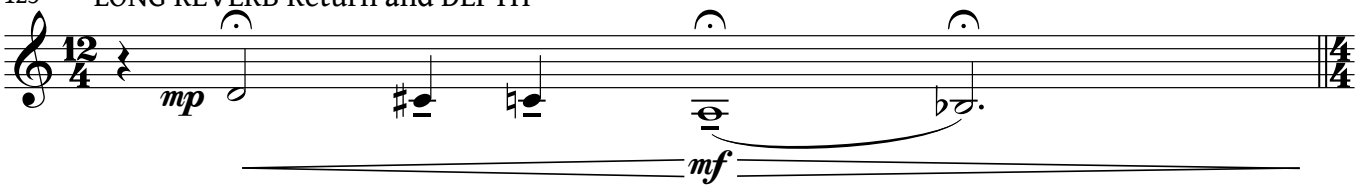
124



WAITING

FREE, TIMELESS, AND BLURRING;
LONG REVERB Return and DEPTH

125



J

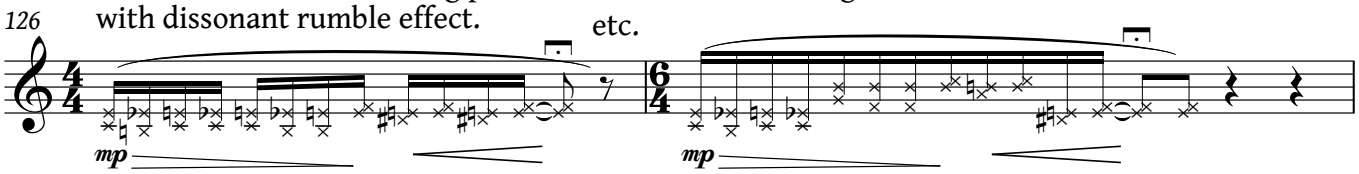
IMPROVISE RUMBLE TEXTURE, with LONG REVERB RETURN

use comfortable alternating pitches,
with dissonant rumble effect.

etc.

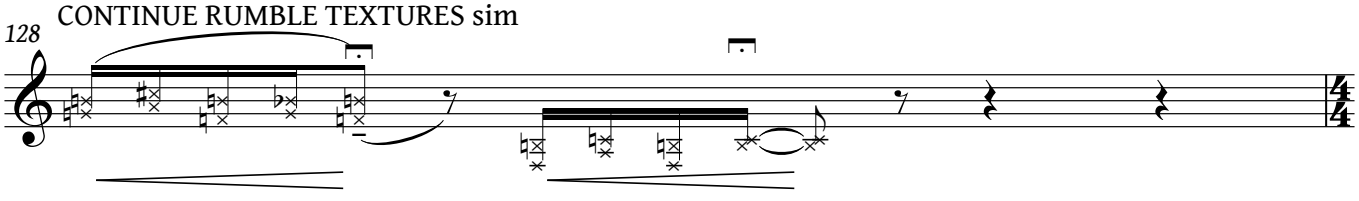
sim with slight accents.

126



CONTINUE RUMBLE TEXTURES sim

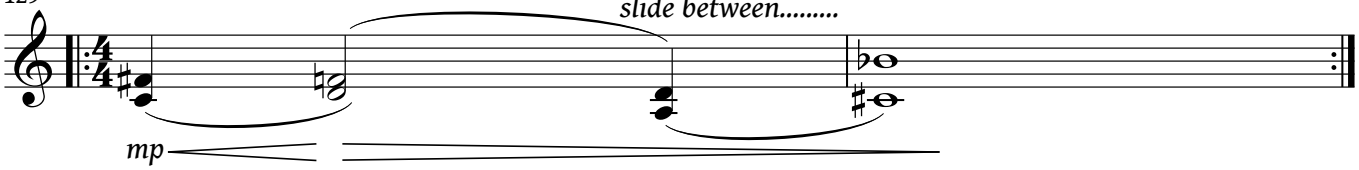
128



K

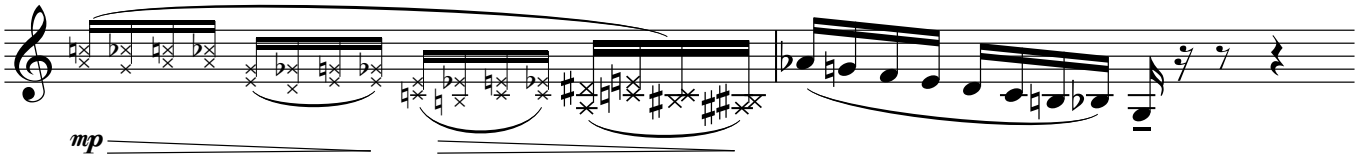
BLUR
PLAY WITH DELAY (use these as shifting threads, various speeds, to blur texture freely, continue:

129



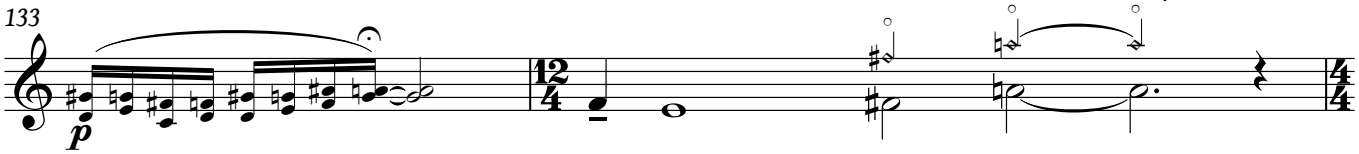
♩ = 90 Allegro

131 RUMBLE TEXTURE AS BEFORE



133

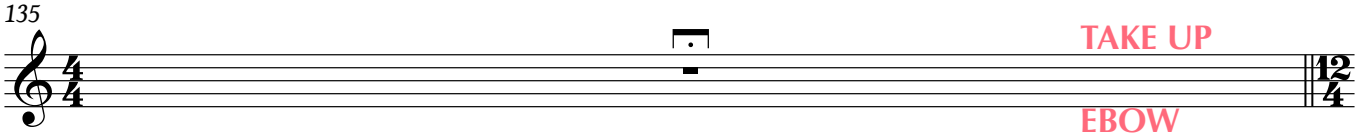
artific. harms TAP



L

LET DELAY RING THROUGH TO NEXT SECTION

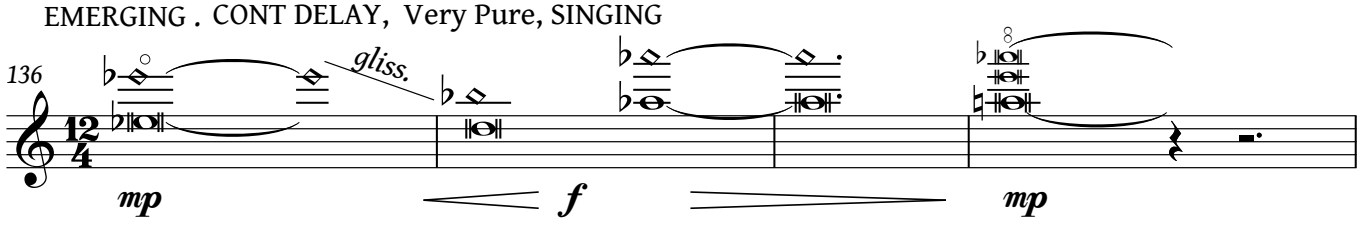
135



EBOW WITH HARMONIC 8ve MODE ON AND LONG REVER

EMERGING . CONT DELAY, Very Pure, SINGING

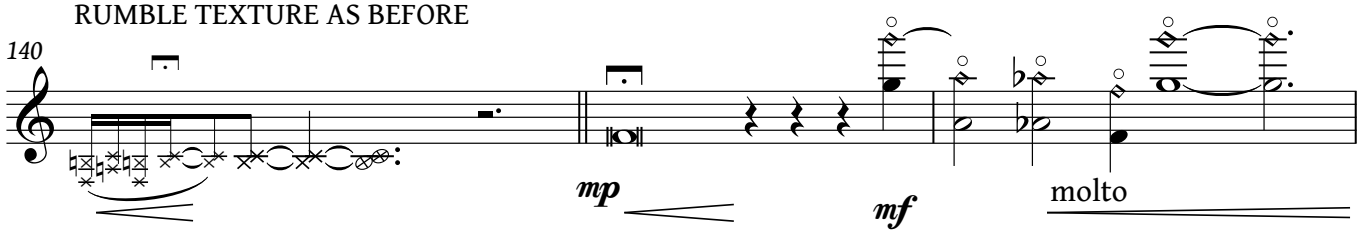
IF POSSIBLE
Play with natural
harmonics of the note,
subtly as an echo



Continue Background Rumble Decay if possible til 144

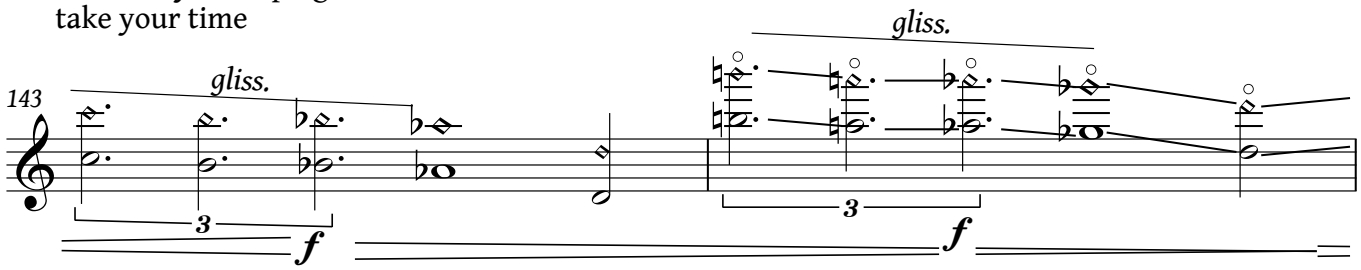
SINGING AGAIN, COMING FORWARD MORE,
WITH REVERB AND DELAY, seemingly very reverberent,
but CLEAN.

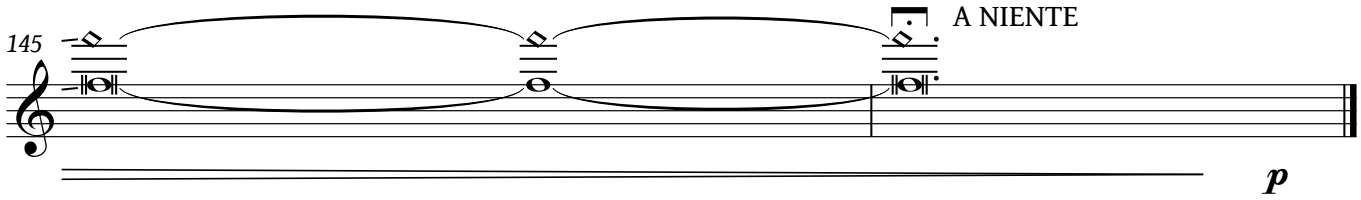
RUMBLE TEXTURE AS BEFORE



microtonal
slide; very slow, poignant:
take your time

microtonal
slide



IF POSSIBLE CONTINUE RUMBLE TEXTURE
AS LONG AS YOU CAN, BUT ENDING AT 144.

Improvise free harmonic
clouds, ppp, and fade.