

MKs1

MKs2

MKx

PB

7

7

7

7

De-synced multiple loops continue, along with low drum track 25 downbeat.

	7	8	9	10	11	12
1		LowSnare		LowSnare		LowSnare
2	F-Th	A-Octave	F-Th D-Th	G-T	C-T A-Octave	F-Th G-T A-Octave D-Th F-Th
3				Rin		Rin
4						
5						
6						
7	G-Thump	D-Thump	G-Thump CThump	D-Thump	D-Thump G-Th CThump	
8						
9		C1-Bemallet	F1-Bemallet	F1-Bemallet	C1-Bemallet	F1-Bemallet
10		6-Bird	6-Bird	1-Birdchirp		6-Bird
11				F2-Cry		
12	G0-Highcall	F-Ab0 Eb0 G-Bb-Highcall		G0-High Bb-Highcall Eb0-Highcall	F-Highcall Bb-Highcall	G0-Highcall
13	Ab-Plucklow	F2-Plucklow D-Plucklow C-Pl Ab-Plucklow		F2-Plu D-Plucklow Ab-Plucklow	F2-Pluckl F D-Pluckl G Ab-Plucklow	D-Pl
14	2	2	2		2	2
15	ChirpPerc3	ChirpBoink ChirpPerc3		ChirpPerc3	Chirp Chirp Call-F00	
16		Bell+Tambour	Nasal	Nasal Bell+Tambour	Bell+Tambour	Nasal
17	ryMediul	DryWhoos	DryMediul	DryMe DryWhoos	DryW DryMediul	DryWhoos
18	hn	Gwaahn		Gwaahn		
19	NotBell	GongvShort	NotBell	GongvShort	NotBell	
20		NBoink		NBoink		
21	dium	Soft	Medium	Soft	Medium	Soft
22						
23						
24	Anvil		Sh Anvil	ging		Anvil
25	LowD	LowD	LowD	LowD	LowD	LowD

MKs1

MKs2

MKx

PB

begin sample mix (morph if possible)

1. z-bell-mallety-soft

2. z-gwaahn-short

De-synced parts show evidence of rhythmic decay in the same manner as the MalletKat

	13	14	15	16	17	18
1		#LowSnare			#LowSnare	#Low
2	A-CIG-Th	F-Th	A-Octave	D-Th	A-Octave	F-Th
3		Rim				Rim
4						
5						
6						
7	CThump	D-Thump G-Thump		CThump	C D-Th G-Thump	G-Thump CThump
8						
9	C1-Bemallet F1-Bemallet			C1-Bemallet F1-Bemallet		C1-Bemallet F1-Bemallet
10			1-Birdchirp			6-Bird
11				F2-Cry		
12	G0-Hit Bb-Highcall	F-Highcall G0-Highcall Bb-High Ab0-Highcall		G0-F-Highcall		Eb0-Highcall F-Highc
13	Plucklow F2-Pluc C-Pluc Ab-Plucklow		F2-Pluc C-Plucklow		F2-P D-Pluc Ab-Plucklow	F2-Plucklow D-Plucklow
14	24	24	24	24	24	24
15	HighScreen Chirp Perc3	Chirp Boink Chirp Perc3	Plucklow-Filter-Long	Chirp Perc3		C Chirp Perc3
16	Bell+Tambour	Bell+Tambour		Nasal		Bell+
17	DryMediul	Dry DryMediul		Dry Whoos		Dry DryMediul DryMe
18	Gwaahn	Gwaahn		Gwaahn		Gwaahn
19	GongyShort		Not GongyShort	GongyShort	Not Bell	GongyShort
20	NBoink	NBoink		NBoink		NBoink
21	Soft	Medium Soft		Medium	Soft	Medium Soft
22						
23					Humping	Hup
24	Anvil	Anvil		Shaker Ringing Anvil		Anvil St
25	LowD	LowD	LowD	LowD	LowD	LowD

MKs1

MKs2

MKx

PB

19

19

19

19

Longer tones make their appearance in measure 20. Low drum on track 25 provides downbeat position.

	19	20	21	22	23	24
1	Snare	LowSnare	LowSnare	LowSnare	LowSnare	LowSnare
2	A-Octave	F-Th	A-Octave	A-Octave	A-Octave	A-Octave
3		Rin		Rin	Cheese-Sv	Cheese-Sv
4						
5						
6						
7	D-Thump	CThump	G-Thump	CThump	D-T	G-Thump
8						
9	C1-Bemallet	F1-Bemallet		F1-Bemallet	C1-Bemallet	
10		1-Birdchirp		6-Bird		1-Birdchirp
11			F2-Cry			
12	Bb-G0-Highcall	Bb-Highcall	F-Hic	Ab0-Highcall	G0-Highcall	Bb-Highcall
13	F2-Plucklow	C-F	Ab-Plucklow	F2-Plucklow	Ab-Plucklow	F2-Plucklow
14		24	24	24	24	24
15			ChirpBc	ChirpPerc3	ChirpPerc3	ChirpPerc
16	Tambour	Nasal	Bell+Tambour	Bell+Tambour	Nasal	Bell+Tambour
17	mediu	DryWhoos	DryMediu	DryWhoos	DryMediu	DryWhoos
18		Gwaahn	Gwaahn	Gwaahn	Gwaahn	Gwaahn
19		NotBell	Gong	1 bit	NotBell	GongyShort
20	NBoink	NBoink	NBoink	NBoink	NBoink	NBoink
21	Medium	Soft	Medium	Soft	Medium	Soft
22						
23	mping	Nasal-Resonant	Humping	Nasal-Resonant	Nasal-Resonant	Nasal-Resonant
24	akerRinging	Anvil	Anvil	ShakerRinging	Anvil	Anvil
25	LowD	LowD	LowD	LowD	LowD	LowD

MKs1

MKs2

MKx 25
begin mix (morph if possible) to sample of your choice

PB 25
Decay continues. Track 25 also continues.

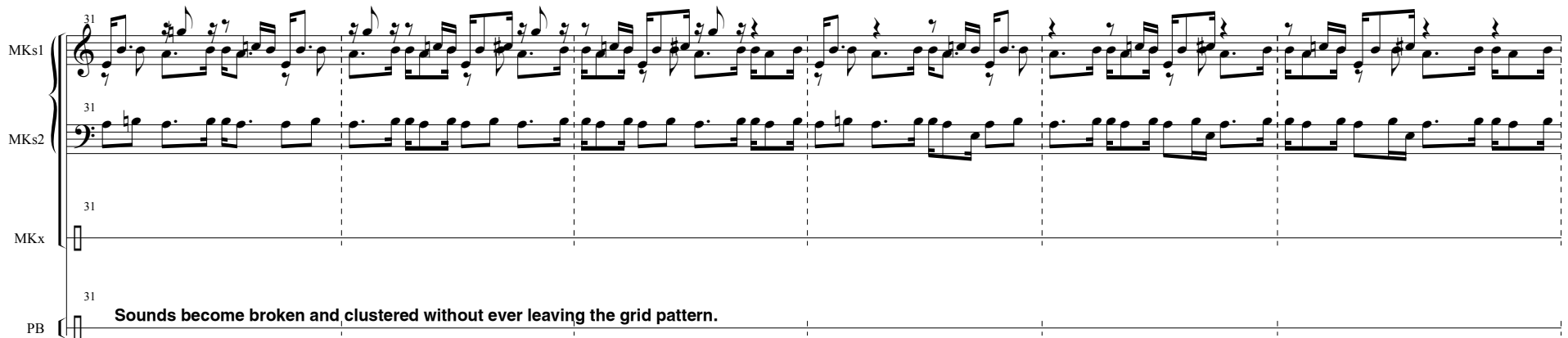
	25	26	27	28	29	30
1						
2		[A-Octave]	[A-Octave]	[A-Octave]	[A-Octave]	[A-Octave]
3	[CheerRinS]		[Cheese-S]	[Cheese-S]	[ChRinle-S]	[ChRin-S]
4						
5						
6						
7		[D-Thump]	[G-Thump]	[G-Thump]		
8						
9	[C1-Bemallet]	[F1-Bemallet]	[F1-Bemallet]	[C1-Bemallet]	[F1-Bemallet]	[C1-Bemallet]
10			[6-Bird]		[1-Birdchirp]	
11		[F2-Cry]				
12		[Ab0-Hic]	[F-Highcall]	[G0-Highcall]	[Bb-Highcall]	[Bb-Hic]
13	[F2-Plucklow]	[D-F-C;Ab-Plucklow]	[F2-Plucklow]	[C-Pluc;D-Pluck;Ab-Plucklow]	[D-C-Plucklow]	[Ab-Pl;F2-Plucklow]
14		[2]	[2]	[2]	[2]	[2]
15			[ChirpPerc3]	[ChirpBoink]	[ChirpPerc3]	
16		[Na;Bell+Tambour]	[Bell+Tambour]		[Nasal]	[Na;Bell+Tambour]
17	[whoos]	[DryMediu]	[DryWhc;DryMediu]		[DryMe;DryWhoos]	[DryWhoos;DryMediu]
18			[Gwaahn]	[Gwaahn]	[Gwaahn]	[Gwaahn]
19	[NotBell]	[GongvShort]	[NotBell]	[NotBell]	[GongvShort]	[NotB]
20		[NBoink]		[NBoink]		[NBoink]
21	[Sof+Medium]	[Soft]	[Medium]	[Soft]	[Medium]	[Soft]
22						
23		[Na;Humping]			[Nasal-Resonant]	
24	[ShakerRinging]	[Anvil]		[St;Anvil;nging]		
25	[LowD]	[LowD]	[LowD]	[LowD]	[LowD]	[LowD]

MKs1

MKs2

MKx

PB



31

31

31

31

Sounds become broken and clustered without ever leaving the grid pattern.

	31	32	33	34	35	36
1	#LowSnare	#LowSnare	#LowSnare	.	#LowSnare	.
2	.	[A-Octave	.	[A-Octave	.	[A-Octave
3	.	-Cheese-Sv	#Rin	-Cheese-Sv	-Cheese-Sv	-Cheese-Sv
4
5
6
7
8
9	et	[C1-Berr:F1-Bemallet	.	[F1-Bemallet	[C1-Bemallet	[F1-Bemallet
10	.	[6-Bird	.	[1-Birdchirp	.	[6-Bird
11	[F2-Cry	[F2-Cry
12	Highcall	[G1:Ab0-Hic:Bb-Highcall	.	[F-Highc:Bb-Highcall][G0-Higt:Eb0-Highcall][Ab0-Highcall	[Bb-Highcall	[F-Highcall][G0-Highcall
13	.	[C-Plucklow	[F2-Pluc:D-Plucklow	[Ab-Pluc:C-Pluc:F2-Plucklow	[C-PluckAb-Pluc:D:F1C-Plucklow	.
14	.	[2]	[2]	[2]	[2]	[2]
15	[ChirpPerc3	[ChirpBoink	.	[ChirpPerc3	[ChirpBoink	[ChirpPerc3
16	.	.	#Bell+Tambour	#Nasal	#Bell+Tambour	#Nasal
17	.	#Dry#DryMediul	.	#DryWho#DryMediul	#DryMediul	#DryWhoos
18	.	.	.	#Gwaahn	.	.
19	bell	.	#Ni#GongvShort	.	.	#NotBell
20	.	#NBoink	.	#NBoink	.	#NBoink
21	Soft	.	#Medium	#Soft	#Medium	#Soft
22
23	.	#Nasal-Resonant	#Humping	.	#Nasal-Resonant	#Risin
24	#Anvil	#ShakerRingin	#Anvil	.	#ShakerRingin	#Anvil
25	#LowD	#LowD	#LowD	#LowD	#LowD	#LowD

MKs1

MKs2

MKx

PB

begin mix (morph if possible) from your samples to the next ones

Decay and clustering increases. Downbeat continues. Volumes begin changing in measure 41.

	37	38	39	40	41	42
1	LowSnare			LowSnare		LowSnare
2	A-Octave			A-Octave		A-Octave
3		Cheese-Sv		Cheese-Sv		Cheese-Sv
4						
5						
6						
7						
8						
9	C1-Bemallet		F1-Bemallet	C1-Bemallet	F1-Bemallet	C1-Bemallet
10		Birdchirp			Bird	
11						F2-Cry
12	Bb-Highcall	F-Highcall	G0-Highc	Bb-Highcall	Eb0-Highcall	A1F-Highcall
13	F2-Pluck	C-Plucklow	Ab-Pluck	C-Plucklow	F2-Pluck	D-Plucklow
14						
15	ChirpPerc3	ChirpBoink	ChirpPerc3		ChirpBoink	ChirpPerc3
16	Bell+Tambour	Bell+Tambour	Bell+Tambour	Nasal	Bell+Tambour	Nasal
17	DryMediul	DryWhoos	DryMediul	DryWhoos	DryMediul	DryWhoos
18						
19		NotBell			NotBell	
20	NBoink			NBoink		NBoink
21	Medium	Soft	Medium	Soft	Medium	Soft
22						
23	Resonant	Humpin	Nasal-Resonant		Nasal-Resonant	Humpin
24		Anvil	ShakerRinging		Anvil	ShakerRinging
25	LowD		LowD		LowD	

MKs1

MKs2

MKx

PB

43

1. z-nasal-ring-resonant + z-gwaahn-short + z-nasal-latechanging

2. z-drum-bongy2 + z-bell-plusaftertouch

43

Clustering also begins to decay. Only Track 25 provides a cue.

	43	44	45	46	47	48
1	LowSnare		*LowSnare		*LowSnare	*LowSnare
2						
3			[A-Octave]		[A-Octave]	[A-Octave]
4			-Cheese-Sv		-Cheese-Sv	
5						
6						
7						
8						
9	et	[F1-Bemallet]	[C1-Bemallet:F1-Bemallet]		[C1-B1:F1-Bemallet]	
10		[1-Birdchirp]		[6-Bird]		[1-Birdchirp]
11					[F2-Cry]	
12		[G0-Highcall]	[B1:G0-3:F-Highcall]	[Eb0-Highcall]	[Bb-Highcall]	[G0-Highcall]:[F-Highcall]:[Ab0-Highcall]
13		[F2-Plucklow]	[Ab-3:D-Plucklow]	[F2-Plucklow]		[Ab-Plucklow]
14		[2]	[2]	[2]	[2]	[2]
15		[ChirpPerc3]	[ChirpBoink]	[ChirpPerc3]	[ChirpPerc3]	[ChirpBoink]
16		*Nasal	*Bell+Tambour		*Nasal	*Bell+Tambour
17		*DryMediu	*DryMediu	*DrWhoos	*DryMediu	*DrWhoos
18						
19		*NotBell			*NotBell	*Nc
20		+NBoink			+NBoink	+NBoink
21		+M-Soft		+Soft -Medium	+Soft	+Medium
22						
23			+RisingResonant		+Nasal-Resonant	+Humming
24			+ShakerRingina	+Anvil		+ShakerRingina
25	*LowD	*LowD	*LowD		*LowD	*LowD

MKs1

MKs2

MKx

PB

49

49

49

49

Tracks thin considerably. Note that the Track 1 sound can throw off perception of Track 25 sync beat.

	49	50	51	52	53	54
1		LowSnare		LowSnare	LowSnare	
2			A-Octave		A-Octave	
3	Cheese-Sv				Cheese-Sv	
4						
5						
6						
7						
8						
9	F1-Bemallet	C1-Bemallet		F1-Bemallet	C1-Bemallet	F1-Bemallet
10			B-Bird		C1-Birdchirp	
11					F2-Cry	
12	Highcall	Bb-Highcall	Ab0-Highcall	G0-H	Eb0-Highcall	F-Highcall
13						Bb-High
14		2	2	2	2	2
15		ChirpPerc3		ChirpBoink		
16	Bell+Tambour+Nasal			Nasal	Bell+Tambour	Bell+Tambour
17		DryMediul	DryWhoos	DryMediul	DryMediul	DryWhoos
18						
19	otBell			NotBell		NotBell
20			NBoink		NBoink	
21		Medium-Soft		Soft	Medium	Soft
22						
23		Humping		Nasal-Resonant	Humpi-RisingResonant	Nasal-Resonant
24		Anvil	ShakerRinging		Anvil	
25	LowD	LowD	LowD		LowD	LowD

MKs1

MKs2

MKx

PB

55

55

55

55

Decay continues. MalletKat is now rising in importance while participating in the rhythmic decay.

	55	56	57	58	59	60
1	LowSnare		LowSnare		LowSnare	LowSnare
2	A-Octave			A-Octave		A-Octave
3	Cheese-Sv			Cheese-Sv		
4						
5						
6						
7						
8						
9	mallet		C1-Bemallet	F1-Bemallet		F1-Bel
10	6-Bird			1-Birdchirp		6-Bird
11				F2-Crv		
12	call	G0-Highcall	Bb-Highcall	G0-Highc	F-Highc	Bb-H
13						
14						
15						
16						
17	DryWhoos	DryMediul	Nasal		DryWho	DryMediul
18						
19			NotBell			NotBell
20		NBoink			NBoink	
21		Soft	Medium		Soft	Medium
22						
23		Humping			Humping	Nasal-Resonant
24		Anvil		ShakerRinging	Anvil	
25	LowD		LowD		LowD	

61
MKs1

61
MKs2

61
MKx

61
PB

begin sample mix (morph if possible)

A significant transition begins. (The clouds part! Oh!)

Long Pepsynth Track 5

sustain on!

sustain on!

	61	62	63	64	65	66
1	e					
2			LowSnare		LowSnare	
3	Cheese-Sy		A-Octave		A-Octave	
4			Cheese-Sy			Cheese-Sy
5					LongPepsynth	
6						
7						
8						
9	F1-Bemallet	C1-Bemallet		F1-Bemallet	F1-Bemallet:C1-Bemallet	
10			F1-Birdchirp		B-Bird	
11			F2-Crv			
12	Fb0-H:G0-Highcall	Bb-Highcall	G0-Highcall:F-Highcall	F2:Bb-Highcall	F-Highcall	Bb-Highcall
13						G0-Highcall
14			2		2	
15						2
16						
17						
18						
19		*NotBell			*NotBell	*Not
20						
21	oft		Soft	Medium	Soft	
22						
23				Humping	Nasal-Resonant	Humping
24				ShakerRinging		RisingRes
25	LowD	LowD	LowD	LowD	LowD	LowD

Musical score for MKs1, MKs2, MKx, and PB. The score shows measures 67-72. MKs1 and MKs2 have piano parts with notes and rests. MKx and PB have trigger parts with notes 67 and 68. Annotations include "Shaped, melodic, not regular" and "Low Thunder Echo signals beginning of high voices." Below the piano parts, there are two numbered annotations: "1. z-underlings-ringing" and "2. z-underlings-medium-changing".

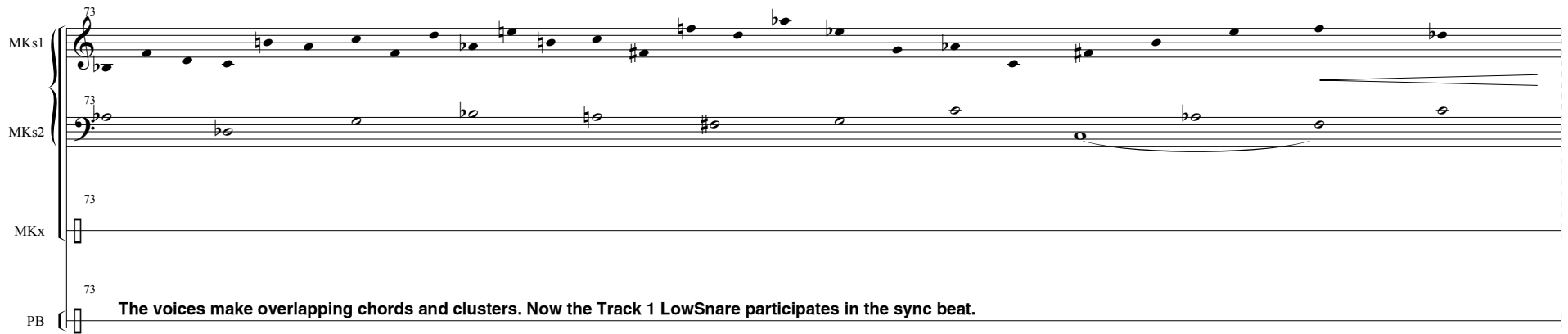
	67	68	69	70	71	72
1	LowSnare		LowSnare		LowSnare	LowSnare
2	A-Octave					
3						
4						
5						
6				LowThunderEcho		
7						LongBack-Normal
8						
9	F1-Bemallet	C1-Bemallet			F1-Bemallet	
10	1-Birdchirp			6-Bird		1-Birdchirp
11	F2-Cry					
12	Bb-Highc;F-Highcall	G0-Highcall	Eb;Cb-Highcall	F-Highcall	G0-Highcall	Eb0-Highcall;F-Highc;Bb-Highcall
13		2		2		2
14						
15					G-HighScreen	
16						Bb-HighScreen
17						D-HighScreen
18						
19	Bell		NotBell			NotBell
20				Boink-15ma	Boink-23ta	Boink-15ma
21	Soft		Soft		Soft	
22						
23	onant		Humping	Nasal-Resonant		Humping
24						
25	LowD	LowD	LowD	LowD	LowD	LowD

MKs1

MKs2

MKx

PB



73

73

73

73

The voices make overlapping chords and clusters. Now the Track 1 LowSnare participates in the sync beat.

	73	74	75	76	77	78
1	LowSnare	LowSnare	LowSnare	LowSnare	LowSnare	LowSnare
2
3	.	Cheese-Sv	.	.	Cheese-Sv	.
4
5
6
7
8
9
10
11	F2-Crv
12	G0-Highcall	Eb0-Highcall	.	Ab0-Highcall	.	D-HighScream
13	.	.	F-HighScream	.	.	.
14	.	.	Db-HighScream	.	.	C-HighScream
15	F-HighScream	.	E-HighScream	.	Bb-HighScream	.
16	.	Eb-HighScream	.	.	.	Ab-HighScream
17	.	C-HighScream	.	G-HighScream	.	.
18	.	Ab-HighScream	.	.	.	F-HighScream
19	.	.	NotBell	.	.	.
20	.	.	Boink-15ma	.	Eb-HighScream	.
21	.	Soft	.	Soft	.	.
22
23	.	.	Nasal-Resonant	RisingResonant	Humping	.
24
25	LowD	LowD	LowD	LowD	.	.

79

MKs1

MKs2

MKx

PB

79

All rhythmic cues disappear at measure 79. MalletKat provides soft rhythmic propulsion against the irregular vocal chords.

	79	80	81	82	83	84
1	LowSnare
2
3
4
5
6
7
8
9
10
11
12	.	D-HighScream	.	.	D-HighScream	.
13	Db-HighScream	.	.	Db-HighScream	.	.
14	.	.	C-HighScream	.	.	.
15	.	.	.	Bb-HighScream	.	.
16	.	.	.	Ab-HighScream	.	.
17	G-HighScream	.	.	.	G-HighScream	.
18	F-HighScream	.
19	E-HighScream
20	.	.	.	Eb-HighScream	.	Eb-HighScream
21
22
23	
24
25

85

MKs1

MKs2

MKx

PB

85

85

Chords continue in vocal tracks 12-20. There is a sync point in Tracks 15 & 17 at downbeat to measure 86.

	85	86	87	88	89	90
1
2
3
4
5
6
7
8
9
10
11
12	.	[D-HighScream]	.	.	.	[D-HighScream]
13	[Db-HighScream]	.	.	[Db-HighScream]	.	.
14	[C-HighScream]	.	.	[C-HighScream]	.	.
15	.	[Bb-HighScream]	.	.	[Bb-HighScream]	.
16	.	.	.	[Ab-HighScream]	.	.
17	.	[G-HighScream]	.	.	.	[G-HighScream]
18	.	.	.	[F-HighScream]	.	.
19	[E-HighScream]	[E-HighScream]
20	.	.	[Eb-HighScream]	.	.	.
21
22
23
24
25

MKs1

MKs2

MKx

PB

91

91

91

91

Another transition is coming up. Pre-sync to Tracks 15 & 17 at measure 94, then LongBackNormal sample on track 7 in measure 96.

	91	92	93	94	95	96
1
2
3
4
5
6	LowThunder-Echo	.
7	LongBack-Normal
8	MalletCluster04	.
9
10
11
12	.	.	D-HighScream	.	.	D-HighScream
13	.	.	Db-HighScream	.	.	Db-HighScream
14	C-HighScream	.	.	.	C-HighScream	C-HighScream
15	.	.	.	Bb-HighScream	.	Bb-HighScream
16	Ab-HighScream	Ab-HighScream
17	.	.	.	G-HighScream	.	G-HighScream
18	.	.	F-HighScream	.	.	F-HighScream
19	.	E-HighScream	.	.	.	E-HighScream
20	Eb-HighScream	.	Eb-HighScream	.	.	Eb-HighScream
21
22
23
24
25

MKs1

MKs2

MKx

PB

97

1. z-bell-rch-changing

2. z-drum-bongy (split at low C only)

97

The rising mallet farm canon on Track 8 has a pluck sample substrate on Track 23.

	97	98	99	100	101	102
1
2
3
4
5
6	[Yellow bar]	
7	[Yellow bar]					.
8	[Yellow bar]					
9
10
11
12	[Yellow bar]	
13	[Yellow bar]	
14	[Yellow bar]	
15	[Yellow bar]	
16	[Yellow bar]	
17	[Yellow bar]	
18	[Yellow bar]	
19	[Yellow bar]	
20	[Yellow bar]	
21
22
23	[Thund]	[D-Pluck]	[D-Pluck]	[D-Pluck]	[D-Pluck]	[D-Pluck]
24
25

MKs1

MKs2

MKx

PB

103

103

103

103

Track 23 substrate continues, leading into a series of Long Pepsynths on tracks 6-8.

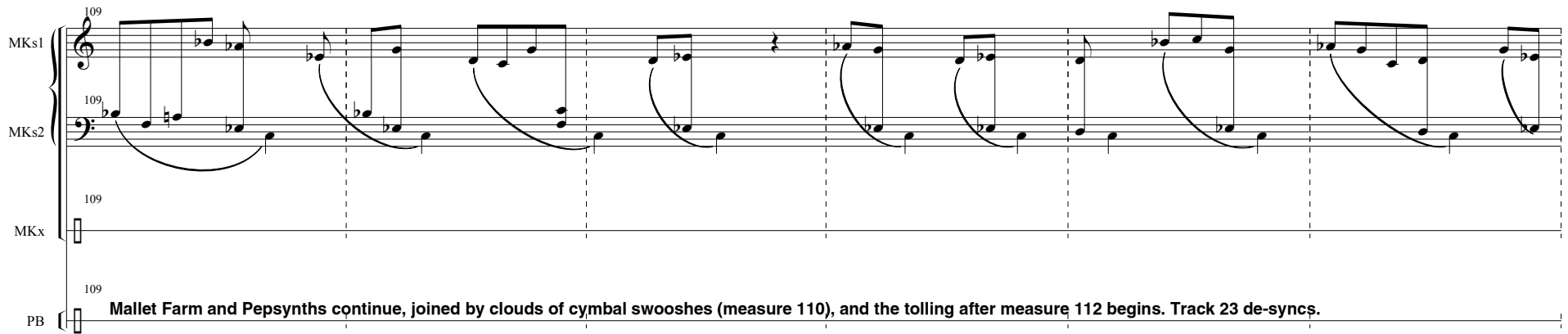
	103	104	105	106	107	108
1
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21
22
23	:D-Pluck	:D-Pluck	:D-Pluck	:D-Pluck	:D-Pluck	:D-Pluck
24
25

MKS1

MKS2

MKx

PB



109

109

109

109

Mallet Farm and Pepsynths continue, joined by clouds of cymbal swooshes (measure 110), and the tolling after measure 112 begins. Track 23 de-syncs.

	109	110	111	112	113	114
1
2
3
4	-LongPepsynth					
5						
6						
7						
8						
9
10
11
12	.	-Cym-Chang-Short				
13	.	-Cym-Swooping			.BEMallet-C	.BEMallet-C
14	.	-Cym-OpenMedium			.ZBell-Mallet-ZBell-Ma-ZBell-Mall-ZBell-M-ZBell-Mallet/S-ZBell-M-ZBell-Malle-ZE-ZE	
15	.	-Cym-NasalMedium			.ZBell-RichGer-ZBell-ZBell-RichGentle-ZBell-RichGer-ZBell-Rit-ZBell-Ri-ZBell-Ric	
16	.		-Cym-ResonantEdgy		-ZBell-ZBell-Aftertouch-ZBell-Z-ZBell-Aftertout-ZBell-Afte-ZBell-A-ZBell-Afte-ZBell-	
17	.		.Cym-Short		.ZBell-Gentle-ZBell-Gt-ZBell-C-ZBel-ZBell-Ge-ZBell-Gentl-Z-ZBell-ZBell-ZBell-Gent	
18
19
20
21
22
23	.D-Pluck	.D-Pluck	.D-Pluck	.D-Pluck	.D-Pluck	.D-Pluck
24
25

139

MKs1

MKs2

MKx

PB

Tracks begin gathering rhythmic momentum, but still exist as clouds. MalletKat still has rhythmic freedom throughout, but syncing will be coming!

	139	140	141	142	143	144
1	[A-Octave]	[A-Octave]	[A-Octave]	[A-Octave]	[A-Octave]	[A-Octave]
2	-Cheese-Sv	-Cheese-Sv	-Cheese-Sv	-Cheese-Sv	-Cheese-Sv	-Cheese-Sv
3	[F-Bb-F-G0-Highcall] [Ab-Highcall]	[F-Bb-F-G0-Highcall] [Ab-Highcall]	[F-Bb-F-G0-Highcall] [Ab-Highcall]	[F-Bb-F-G0-Highcall] [Ab-Highcall]	[F-Bb-F-G0-Highcall] [Ab-Highcall]	[F-Bb-F-G0-Highcall] [Ab-Highcall]
4	[F-Highcall] [G0-Highcall] [Ab-Highcall]	[F-Highcall] [G0-Highcall] [Ab-Highcall]	[F-Highcall] [G0-Highcall] [Ab-Highcall]	[F-Highcall] [G0-Highcall] [Ab-Highcall]	[F-Highcall] [G0-Highcall] [Ab-Highcall]	[F-Highcall] [G0-Highcall] [Ab-Highcall]
5	[F-Highcall] [G0-Highcall] [Ab-Highcall]	[F-Highcall] [G0-Highcall] [Ab-Highcall]	[F-Highcall] [G0-Highcall] [Ab-Highcall]	[F-Highcall] [G0-Highcall] [Ab-Highcall]	[F-Highcall] [G0-Highcall] [Ab-Highcall]	[F-Highcall] [G0-Highcall] [Ab-Highcall]
6	[Eb0-Highcall] [Bb-Highcall]	[Eb0-Highcall] [Bb-Highcall]	[Eb0-Highcall] [Bb-Highcall]	[Eb0-Highcall] [Bb-Highcall]	[Eb0-Highcall] [Bb-Highcall]	[Eb0-Highcall] [Bb-Highcall]
7	[C1-Bemallet]	[F1-Bemallet]	[F1-Bemallet]	[F1-Bemallet]	[F1-Bemallet]	[C1-Bemallet]
8	[C1-Bemallet]	[F1-Bemallet]	[F1-Bemallet]	[F1-Bemallet]	[F1-Bemallet]	[C1-Bemallet]
9	[6-Bird]	[6-Bird]	[6-Bird]	[6-Bird]	[6-Bird]	[6-Bird]
10	[6-Bird]	[6-Bird]	[6-Bird]	[6-Bird]	[6-Bird]	[6-Bird]
11	[F2-Cry]	[F2-Cry]	[F2-Cry]	[F2-Cry]	[F2-Cry]	[F2-Cry]
12	[F2-Cry]	[F2-Cry]	[F2-Cry]	[F2-Cry]	[F2-Cry]	[F2-Cry]
13	[Ab-Plucklow]	[Ab-Plucklow]	[Ab-Plucklow]	[Ab-Plucklow]	[Ab-Plucklow]	[Ab-Plucklow]
14	[D-Plucklow]	[D-Plucklow]	[D-Plucklow]	[D-Plucklow]	[D-Plucklow]	[D-Plucklow]
15	[ChirpPerc3]	[ChirpPerc3]	[ChirpPerc3]	[ChirpPerc3]	[ChirpPerc3]	[ChirpPerc3]
16	[Bell+Tambour]	[Bell+Tambour]	[Bell+Tambour]	[Bell+Tambour]	[Bell+Tambour]	[Bell+Tambour]
17	[Nasal]	[Nasal]	[Nasal]	[Nasal]	[Nasal]	[Nasal]
18	[NotBell]	[NotBell]	[NotBell]	[NotBell]	[NotBell]	[NotBell]
19	[NBoink]	[NBoink]	[NBoink]	[NBoink]	[NBoink]	[NBoink]
20	[Soft]	[Soft]	[Soft]	[Soft]	[Soft]	[Soft]
21	[Medium]	[Medium]	[Medium]	[Medium]	[Medium]	[Medium]
22	[Humping]	[Humping]	[Humping]	[Humping]	[Humping]	[Humping]
23	[Nasal-Reson-RisingResonant]	[Nasal-Reson-RisingResonant]	[Nasal-Reson-RisingResonant]	[Nasal-Reson-RisingResonant]	[Nasal-Reson-RisingResonant]	[Nasal-Reson-RisingResonant]
24	[LowD]	[LowD]	[LowD]	[LowD]	[LowD]	[LowD]
25	[LowD]	[LowD]	[LowD]	[LowD]	[LowD]	[LowD]

145

MKs1

MKs2

MKx

PB

Rising pitch in Track 1 joins Track 23 in mid measure. MalletKat rhythmic freedom continues, but this is the sync cue,

	145	146	147	148	149	150
1	II					
2	-Cheese-Sv	-Cheese-Sv	-Cheese-Sv	-Cheese-Sv	-Cheese-Sv	-Cheese-Sv
3	-Eb0-Highcall	-Ab(-G):Bb-Highcall	-G0-Highcall	-B(-Eb0)-Highcall	-F(-Ab0)-Highcall	-G0(-Bb)-Highcall
4	-Highcall	-G0-Highcall	-Bb-Highcall	-Eb0-Highcall	-Ab(-G):Bb-Highcall	-G0-Highcall
5	-Eb0-Highcall	-Ab(-G):Bb-Highcall	-G0-Highcall	-B(-Eb0)-Highcall	-F(-Ab0)-Highcall	-G0(-Bb)-Highcall
6	-Bb-Highcall	-G0-Highcall	-Eb0-Highcall	-Ab(-G):Bb-Highcall	-G0-Highcall	-B(-Eb0)-Highcall
7						
8	-F1-Bemallet	-C1-Bemallet	-C1-Bemallet	-F1-Bemallet	-F1-Bemallet	-C1-Bemallet
9						
10		-1-Birdchirp			-6-Bird	
11	-Highcall	-Ab(-G):Bb-Highcall	-G0-Highcall	-B(-Eb0)-Highcall	-F(-Ab0)-Highcall	-G0(-Bb)-Highcall
12	-Ab-Plucklow	-D(-C):F(-Ab)-Plucklow	-F2-Plucklow	-D-Plucklow	-Ab-Plucklow	-C-Plucklow
13	-2	-2	-2	-2	-2	-2
14	-erc3	-ChirpBoink	-ChirpPerc3	-ChirpPerc3	-ChirpBoink	-ChirpBoink
15	-Bell+Tambour	-Nasal	-Bell+Tambour	-Nasal	-Bell+Tambour	-Nasal
16	-DryWhoos	-DryMediu	-DryMediu	-DryWhoos	-DryMediu	-DryWhoos
17						
18	-NotBell		-NotBell		-NotBell	
19		-NBoink		-NBoink		-NBoink
20	-ium	-Soft	-Mediu-Soft	-Soft	-Medium	-Soft
21						
22		-Humping		-Nasal-Resonant		
23	-Anvil-Hg		-Anvil	-ShakerRinging		-Anvil
24	-LowD	-LowD	-LowD	-LowD	-LowD	-LowD
25						

MKs1
MKs2
MKx
PB

151
151
151
151

Force-gathering continues. Volume rises in Track 1. Track 8 is now syncing to measure downbeats.

	151	152	153	154	155	156
1	[A-Octave]	[A-Octave]	[A-Octave]	[A-Octave]	[A-Octave]	[A-Octave]
2	-Cheese-S	-Cheese-S	-Cheese-S	-Cheese-S	-Cheese-S	-Cheese-S
3	[Eb0-Highcall]	[Bb-Highc]	[G0-Highcall]	[F-Highcall]	[Ab0-Highcall]	[G0-Highca]
4	[Bb-Highcall]	[Eb0-Highcall]	[Bb-Highc]	[G0-Highcall]	[F-Highcall]	[Ab0-Highcall]
5	[G0-Highcall]	[F-Highcall]	[Ab0-Highcall]	[G0-Highcall]	[F-Highcall]	[Ab0-Highcall]
6	[G0-Highcall]	[Bb-Highc]	[Eb0-Highcall]	[F-Highcall]	[Ab0-Highcall]	[G0-Highcall]
7						
8	[C1-Bemallet]	[F1-Bemallet]	[C1-Bemallet]	[F1-Bemallet]	[C1-Bemallet]	[F1-Bemallet]
9	[1-Birdchirp]					[1-Birdchirp]
10			[F2-Cry]			
11	[Bb-Highc]	[G0-Highcall]	[F-Highcall]	[Ab0-Highcall]	[G0-Highca]	[F-Highcall]
12	[C-Plucklc]	[Ab-Plucklow]		[D-Pluck]	[Ab-P]	[F2-Plucklow]
13	[2]					[2]
14	[ChirpPerc3]	[ChirpBoink]		[ChirpPerc3]	[ChirpBoink]	[ChirpPerc3]
15		[Bell+Tambour]	[Bell+Tambour]	[Nasal]		[Bell+Tambour]
16		[Dry/Whoos]	[Dry/Whoos]	[DryMediu]		[Dry/Whoos]
17						[Gwaahn]
18			[GongvShort]			[NotBell]
19						[GongvShort]
20	[Soft]	[Medium]	[NBoink]		[NBoink]	[NBoink]
21						
22		[Nas-RisingReson]	[Huming]		[Nasal-Resonant]	
23		[ShakerRingng]	[Anvil]		[ShakerfAnvil]	
24			[LowD]		[LowD]	
25						[LowD]

157

MKs1

MKs2

MKx

PB

157

The MalletKat must re-sync by measure 160. Tracks 1, 2, 8 and 23 now have repeating figures to grab; Track 8 is the downbeat.

	157	158	159	160	161	162
1	[A-Octave]	[A-Octave]	[A-Octave]	[A-Octave]	[A-Octave]	[A-Octave]
2	-Cheese-Sv	-Cheese-Sv	-Cheese-Sv	-Cheese-Sv	-Cheese-Sv	-Cheese-Sv
3	g-Higt:F-Highcall		Bb-Higt:A1:G0-Highcall	F-Highcall	Bb-Highcall	C2:Eb0-Highcall
4	Ab0-Highcall	Ab0-Hic:G0-Highcall	Bb-Higt:F-Highcall	Bb-Higt:A1:G0-Highcall	F-Highcall	Bb-Highcall
5	G0-Highcall	F-Highcall	Bb-Highcall	Ab0-Highcall	Ab0-Hic:G0-Highcall	Bb-Higt:F-Highcall
6	Ab0-Highcall	G0-Highcall	F-Highcall	Bb-Highcall	Ab0-Highcall	Ab0-Hic:G0-Highcall
7						G-Thump
8	C1-Bemallet	F1-Bemallet	C1-Bemallet	F1-Bemallet	C1-Bemallet	F1-Bemallet
9						
10		F2-Cry				
11			Bb-Higt:A1:G0-Highcall	F-Highcall	Bb-Highcall	C2:Eb0-Highcall
12		D-Pluck	F2-Plucklow	C-Plucklow	F2-Pluck	Ab-Pluck
13						
14		ChirpBoink	ChirpPerc3		ChirpPerc3	ChirpBoink
15	Bell+Tambour		Bell+Tambour	Nasal	Nasal	Bell+Tambour
16		Dr*DryWhoos		Dr*DryWhoos	Dr*DryWhoos	Dr*DryWhoos
17					Gwaahn	Gwaahn
18		NotBell	GongvShort		NotBell	
19			NBoink		NBoink	NBoink
20	Soft	Medium		S-Medium		Soft
21						
22	Humpint-Nasal-Resonant			Nasal-Resonant		
23	Anvil	ShakerRingina		Anvil	ShakerRingina	Anvil
24	LowD		LowD		LowD	LowD
25						

163

MKs1

MKs2

MKx

PB

163

Re-sync of MalletKat is complete at measure 167. Sync dependence is still on Tracks 1, 2, 8, and 23..

	163	164	165	166	167	168
1	[A-Octave]	[A-Octave]	[A-Octave]	[A-Octave]	[A-Octave]	[A-Octave]
2	-Cheese-Sy Rin	-Cheese-Sy Rin	-Cheese-Sy Rin	-Cheese-Sy Rin	-Cheese-Sy Rin	-Cheese-Sy Rin
3	G0-Highcall	G0-Highcall	F-Bb-Highcall	G0-Highcall	F-Bb-Highcall	G0-Highcall
4	Fb0-Highcall	F-Highcall	Bb-Highcall	G0-Highcall	F-Bb-Highcall	G0-Highcall
5	Bb-Highcall	F-Highcall	Bb-Highcall	G0-Highcall	F-Bb-Highcall	G0-Highcall
6	A-G0-Highcall	F-Highcall	D-Thump	CThu	F-Highcall	D-Thump
7						
8	C1-Bemallet	F1-Bemallet	C1-Bemallet	F1-Bemallet	C1-Bemallet	F1-Bemallet
9	6-Bird		1-Birdchirp			6-Bird
10		F2-Cry				F2-Cry
11	G0-Highcall	F-Bb-Highcall		F-Bb-Highcall	F-Highcall	Bb-Highcall
12	Plucklow	A-C-F-D-Plucklow	F2-Plucklow	Ab-Pluck	F2-Plucklow	D-F-C-Plucklow
13		2		2	2	2
14				ChirpBoin	ChirpPerc3	ChirpPerc3
15		Bell+Tambour	Nasal	Bell+Tambour	Nasal	Bell+Tambour
16	Whoos		DryMediu	DryWhoos	DryMediu	DryMediu
17				Gwaahn		Gwaahn
18		Gont+NotBell		Not+GongvShort	GongvShort	GongvShort
19		NBoink		NBoink	NBoink	NBoink
20	Soft	Medium	Soft	Medium	Soft	Medium
21					S-Medium	Soft
22	as+Humping			Nasal-Resonant		Humping
23		S+Anvil-Ringing		Anvil	ShakerRinging	Anvil
24	LowD	LowD	LowD	LowD	LowD	LowD
25						

MKS1

MKS2

MKx

PB

169

Clouds and clusters have gathered into rhythmic architecture. Note Track 1 adds samples in sync..

	169	170	171	172	173	174
1	[A-Octave#F-Thr]	[A-Octave#F-Thr]	[A-Octave#F-Thr]	[A-Octave#F-Thr]	[A-Octave#F-Thr]	[A-Octave#F-Thr]
2	-Cheese-Sv	-Cheese-Sv	-Cheese-Sv	-Cheese-Sv	-Cheese-Sv	-Cheese-Sv
3	gcall	gcall	gcall	gcall	gcall	gcall
4	Bb-Highcall	G0-Highcall	Ab0-F-Highcall	Bb-Highcall	G0-Bb-High	Ab0-Highcall
5	Bb-Highcall	F-Highcall	Bb-Highcall	G0-Highcall	Ab0-F-Highcall	Bb-Highcall
6	gcall	G-Thump	C#-CThump	E#D-F-Highcall	CThump	CBb-Highcall
7						
8	C1-Bemallet	F1-Bemallet	C1-Bemallet	F1-Bemallet	C1-Bemallet	F1-Bemallet
9		1-Birdchirp			6-Bird	
10						
11	F-Highcall	Bb-Highcall		G0-Bb-High	Ab0-Highcall	Eb0-Highcall
12	F2-Plucklow	A#D-F#C-Plucklow	F2-Plucklow		A#Ab-Plucklow	F2-Plucklow
13						
14	ChirpBoink	Plucklow-Filter-Long		ChirpBoink		ChirpPerc3
15	Bell+Tambour	Nasal	Nasal	Bell+Tambour		Bell+Tamb+Nasal
16	DryWhoos	DryMediu	DryWhoos	DryMediu	DrDryWhoos	DryMediu
17	ahn	Gwaahn			Gwaahn	
18	NotBell		Gong+NotBell		Gong+Short	NotBell
19	boink		NBoink		NBoink	Drum-Bongv
20	medium	Soft	Medium	Soft	Medium	Soft
21						
22	ant	Humping		Humping		Cryperc6
23	nvil	ShakerRinging		Anvil		ShakAnvil
24		LowD		LowD		LowD
25						

MKs1

MKs2

MKx

PB

All tracks are gathering synchronicity and density. Track 6 pulses.

	175	176	177	178	179	180
1	[G-Th]	[A-Octave][F-Th]	[G-Th]	[A-Octave][F-Th]	[G-Th]	[A-Octave][F-Th]
2	[Cheese-S]	[Rim]	[Cheese-S]	[Rim]	[Cheese-S]	[Rim]
3	[Ab0-Hic][Bb-Highcall]	[G0-Highcall]	[F-Highcall]	[Bb-Hic][Ab0-Highcall]	[G0-Highcall]	[Bb-Hic][F-Highcall]
4	[F-Bb][Ab0-Highcall]	[Ab0-Hic][Bb-Highcall]	[G0-Highcall]	[F-Highcall]	[Bb-Hic][Ab0-Highcall]	[G0-Highcall]
5	[G0-Highcall]	[F-Bb][Ab0-Highcall]	[Ab0-Hic][Bb-Highcall]	[G0-Highcall]	[F-Highcall]	[Bb-Hic][Ab0-Highcall]
6	[D-Thump]	[CG0][Bb+][B][A]	[D-Thump]	[E][C]Thump	[Bb-Thu][C][G1-Thump]	[Bb-Thu][C][G1-Thu]
7						
8	[C1-Bemallet]	[F1-Bemallet]	[C1-Bemallet]	[F1][Eb0-Bemallet]	[C1-Bemallet]	[F1][Eb0-Bemallet]
9	[Birdchirp]		[6-Bird]			[1-Birdchirp]
10					[F2-Cry]	[6-Bird]
11	[Bb-Hic][G0-Highcall]	[F-Highcall]	[Bb-Hic][Ab0-Highcall]	[G0-Highcall]	[Bb-Hic][F-Highcall]	[Ab0-Highcall][Bb-Hic][G0-Highcall]
12	[Ab-Pluck][D-Plucklow]	[Ab-Pluck][C-Pluck]	[F2-Pluck][D-Plucklow]	[A][C-Pluck][D-Pluck]	[F2-Pluck][F2-Plucklow]	[C-Plucklow][D-Pluck][F2-Plucklow]
13		[2]	[2]	[2]	[2]	[2]
14	[ChirpPerc3][HighS][ChirpBoink]	[ChirpPerc3]	[ChirpPerc3]	[Call-F00][Chirp][ChirpBoink]	[ChirpPerc3]	[ChirpPerc3]
15	[mbour]	[Bell+Tambour]	[Nasal]	[Bell+Tambour]	[Bell+Tambour]	[Nasal]
16	[Dr+DryWhoos]	[DryMediu]	[DryWhoos]	[Dr+DryWhoos]	[Dr+DryWhoos]	[Dr+DryMediu]
17	[Gwaahn]	[Gwaahn]	[NotBell]	[Gwaahn]	[Gwaahn]	[NotBell]
18			[Go+NotBell]			
19	[Drum-NBoink]	[Drum-Bonqv]	[NBoink]	[Drum-Bonqv]	[Drum-Bonqv]	[NBoink]
20	[Medium]	[Soft]	[Medium]	[Soft]	[Medium]	[Soft]
21						
22	[Cryperc6]	[Cryperc6]	[Cryperc6]	[Cryperc6]	[Cryperc6]	[Cryperc6]
23		[D+Anvil]	[ShakerRinging]	[D-Pluck]	[Anvil]	[Anvil]
24	[LowD]	[LowD]	[LowD]	[LowD]	[LowD]	[LowD]
25						

MKs1

MKs2

MKx

PB

193

193

193

193

	193
1	
2	
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NORTHFIELD, VERMONT
JUNE 14, 2000