

Slavko Zagorac

Socket Dialogues

for

Multiple instruments

and

Audience

Score in C

instrument transposition will be available on tablet screens

For Information only

The score will be visualised on tablet screens during a performance

Performance Instructions:

The piece consists of a number of Dialogues, each dedicated to an element of music making (Pitch, Rhythm, Melody etc.). Each dialogue is presented by a single player. Other players can choose whether to agree (Concur), disagree (Dissent) or give up (Abstain) in real-time. The default mode is Concur. All players are connected over a computer network and the score is dynamically generated on player's tablets.

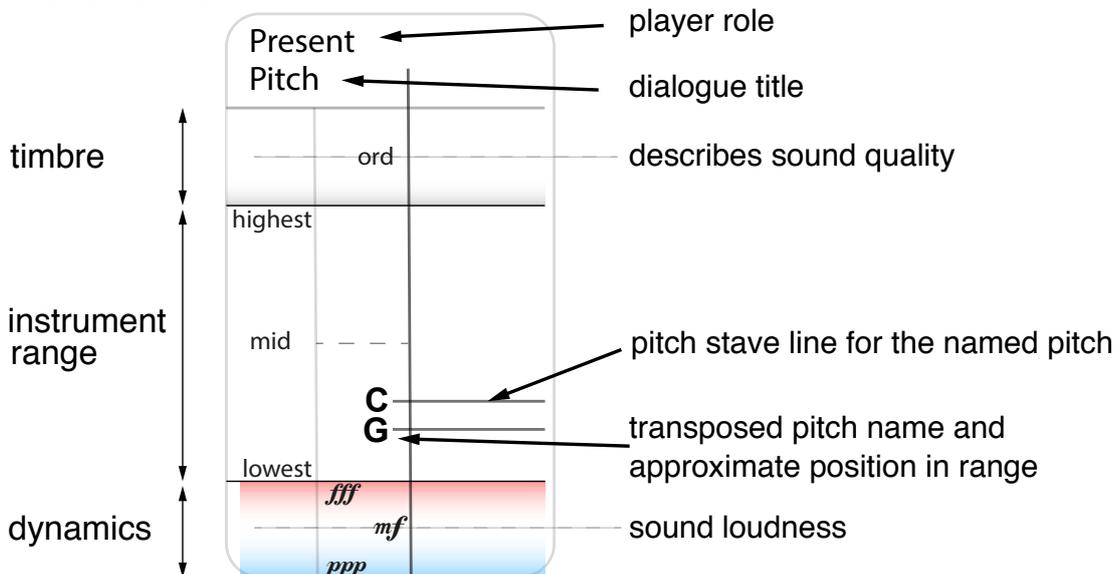
Performer roles

The score is written for performer roles (Present, Concur, Dissent) rather than a specific instrumentation. In theory, any player can assume any role. Players first choose a transposing score for their instrument and then select Dialogues they wish to present. Order of the Presenter selections also determines the play order of Dialogues.

Graphic staves

The graphical staves indicate performance actions and their approximate physical position on each instrument. The notation is proportional in space/time so the distance between two beats in the same tempo is uniform across the score. Traditional symbolic staves are inserted on top of graphical staves where precise pitch intonation is required. Symbolic staves take precedence over the graphical staves and override any perceived graphical staff location.

Staff notation



pitch noteheads

- ◊ ordinary sound
- ◆ ◇ air sound
- ▼ short sound (staccato)
- × percussive sound (slap/hit)

pitch modifiers

- ♭ play semitone below the named pitch
- ♯ play semitone above the named pitch
- ♮ play natural named pitch

Symbols

timbre



sound distortion intensity



air sound intensity



“cold” sound intensity (sul pont/multiphonic)



“warm” sound intensity (sul tasto/full air stream)



trem/flz tremolando or flutter tongue



air sound tremolando/flutter tongue intensity



vibrato intensity and length



short sharp sound

Pitch line rules

D^b —●— (D flat)

note on the line:
play named pitch

D^b —^b●— (C)

note on the line with a pitch modifier:
play semitone below/above the named pitch

D^b —_#●— (D flat)

note on the line with a natural modifier:
play named pitch

D^b —● (E flat)

note touching the line:
play whole tone above/below the named pitch

D^b —[#]●— (E)

note touching the line with a pitch modifier:
play semitone below/above the note touching the line

D^b —●

note not on the line:
free pitch selection
distance from the line indicates approximate
size of the interval from the named pitch

Dialogues: Pitch

Present Pitch $12/4$ $\text{♩} = 80$ P1

timbre ord air ord

highest

pitch C G

lowest

dyn *ppp* *mf*

Concur Pitch $12/4$ $\text{♩} = 80$ P1

timbre ord

highest

pitch listen to the Presenter's Theme then click below: Agree, Disagree or Abstain

lowest

dyn *ppp* *mf*

Dissent Pitch $12/4$ $\text{♩} = 80$ P1

timbre ord

highest

pitch listen to the Presenter's Theme then click below: Agree, Disagree or Abstain

lowest

dyn *ppp* *mf*

AV Pitch $12/4$ $\text{♩} = 80$ P1

```

web:beat=-1:reset=only:webScore.reset(2);
web:beat=1:webScore.setInstructions("<span style=@Q@color:blueviolet;@Q@>Dialogue:</span>','Pitch','");
max:beat=-1:reset=only:setFile,b1,DialogsPitch_b3.wav
max:beat=-1:reset=only:setFile,b2,DialogsPitch_b2.wav
max:beat=-1:reset=only:setFile,b3,DialogsPitch_b3.wav
max:beat=-1:reset=only:setFile,b4,DialogsPitch_b2.wav
max:beat=-1:reset=only:preset,2

web:beat=8:webScore.setInstructions(false);
    
```

Present $\frac{12}{4}$ ₂ P2

timbre ord vib

highest

pitch C G

lowest

dyn *fff* *mf* *ppp*

7

Concur $\frac{12}{4}$ ₂ P2

timbre ord air ord

highest

pitch C G

lowest

dyn *fff* *mf* *ppp*

7

Dissent $\frac{12}{4}$ ₂ P2

timbre ord air ord

highest

pitch D \flat A \flat

lowest

dyn *fff* *mf* *ppp*

7

AV $\frac{12}{4}$ ₂ P2

<pre>web.beat=2:webScore.setAction("play", 'AUDIO', [player], {index: 1});</pre>	<pre>max.beat=-1:reset=only:setFile,b2,DialogsPitch_b2.wav max.beat=-1:reset=only:preset,2 max.beat=1:play,b2 max.beat=6:stop,b1 max.beat=8:setFile,b1,DialogsPitch_b3.wav</pre>
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Present $\frac{12}{4}$ ₃ P3

timbre ord air ord to air ord to air ord

highest

pitch G C trem/flz trem/flz

lowest

dyn *fff* *mf* *ppp*

Concur $\frac{12}{4}$ ₃ P3

timbre ord air ord vib to air ord ord

highest

pitch C G trem/flz

lowest

dyn *fff* *mf* *ppp*

Dissent $\frac{12}{4}$ ₃ P3

timbre ord air ord vib to air ord ord

highest

pitch G \flat B trem/flz

lowest

dyn *fff* *mf* *ppp*

AV $\frac{12}{4}$ ₃ P3

<pre>web:beat=2:webScore.setAction('play', 'AUDIO', [player], {index: 2});</pre>	<pre>max:beat=-1:reset=only:setFile,b1,DialogsPitch_b3.wav max:beat=-1:reset=only:preset,2 max:beat=1:play,b1 max:beat=6:stop,b2 max:beat=8:setFile,b2,DialogsPitch_b4.wav</pre>
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Present $\frac{12}{4}$ P4

timbre ord air ord vib ord to bright ord

highest

pitch C G

lowest

dyn *ppp* *mf*

Concur $\frac{12}{4}$ P4

timbre ord air ord vib to air ord

highest

pitch G C

lowest

dyn *ppp* *mf*

Dissent $\frac{12}{4}$ P4

timbre ord air ord vib to air ord

highest

pitch G \flat D \flat

lowest

dyn *ppp* *mf*

AV $\frac{12}{4}$ P4

<pre>web.beat=2:webScore.setAction("play", 'AUDIO', [player], {index: 1});</pre>	<pre>max:beat=-1:reset=only:setFile,b2,DialogsPitch_b4.wav max:beat=-1:reset=only:preset,2 max:beat=1:play,b2 max:beat=6:stop,b1 max:beat=8:setFile,b1,DialogsPitch_b5.wav</pre>
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Present $\frac{12}{4}$ ₅ P5

timbre ord air ord vib ord ord

highest

pitch G 3 3

lowest C G C

dyn *fff* *mf* *ppp*

Concur $\frac{12}{4}$ ₅ P5

timbre ord air ord vib vib

highest

pitch G 3

lowest G C G

dyn *fff* *mf* *ppp*

Dissent $\frac{12}{4}$ ₅ P5

timbre ord air ord vib vib

highest

pitch A 3

lowest A D^b G

dyn *fff* *mf* *ppp*

AV $\frac{12}{4}$ ₅ P5

<pre>web:beat=2:webScore.setAction("play", 'AUDIO', [player], {index: 2});</pre>	<pre>max:beat=-1:reset=only:setFile,b1,DialogsPitch_b5.wav max:beat=-1:reset=only:preset,2 max:beat=1:play,b1 max:beat=6:stop,b2 max:beat=6:setFile,b2,DialogsPitch_b6.wav</pre>
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Present $\frac{12}{4}$ ₆ P6

timbre ord air ord vib ord ord

highest

pitch C C C #0 3

lowest

dyn *fff* *mf* *ppp*

Concur $\frac{12}{4}$ ₆ P6

timbre ord air ord vib vib

highest

pitch G C C G

lowest

dyn *fff* *mf* *ppp*

Dissent $\frac{12}{4}$ ₆ P6

timbre ord air ord vib vib

highest

pitch A D \flat G

lowest

dyn *fff* *mf* *ppp*

AV $\frac{12}{4}$ ₆ P6

<pre>web:beat=2:webScore.setAction('play', 'AUDIO', ['player'], {'index': 2});</pre>	<pre>max:beat=-1:reset=only:setFile,b2,DialogsPitch_b6.wav max:beat=-1:reset=only:preset_2 max:beat=1:play,b2 max:beat=6:stop,b1 max:beat=8:setFile,b1,DialogsPitch_b7.wav</pre>
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Present $\frac{12}{4}$ P7

timbre: ord, air, ord, distort, to air, ord, ord

pitch: C, G, C

dyn: ppp, mf, mf

Concur $\frac{12}{4}$ P7

timbre: ord, air, ord, distort, ord, ord

pitch: C, G, C

dyn: ppp, mf, mf

Dissent $\frac{12}{4}$ P7

timbre: ord, air, ord, distort, to air, ord, ord

pitch: Db, G, C

dyn: ppp, mf, mf

AV $\frac{12}{4}$ P7

web:beat=2:webScore.setAction("play", "AUDIO", [player], {"index": 1});	max:beat=-1:reset=only:setFile,b1,DialogsPitch_b7.wav
	max:beat=-1:reset=only:preset_2
	max:beat=1:play,b1
	max:beat=6:stop,b2
	max:beat=8:setFile,b2,DialogsPitch_b8.wav

Present $\frac{12}{4}$ ₈ P8

timbre: ord, air, ord, distort, to air, ord

pitch: G, C, trem/flz, trem/flz

dyn: fff, mf, ppp

Concur $\frac{12}{4}$ ₈ P8

timbre: ord, air, distort, ord, ord, ord

pitch: C, G, trem/flz

dyn: fff, mf, ppp

Dissent $\frac{12}{4}$ ₈ P8

timbre: ord, air, distort, ord, ord, ord

pitch: D, Ab, trem/flz

dyn: fff, mf, ppp

AV $\frac{12}{4}$ ₈ P8

```

max:beat=-1:reset=only:setFile,b2,DialogsPitch_b8.wav
max:beat=-1:reset=only:preset,2
max:beat=1:play,b2
max:beat=6:stop,b1

max:beat=8:setFile,b1,DialogsPitch_b9.wav

```

Present $\frac{12}{4}_9$ p9

The score for 'Present' consists of four staves. The top staff is a 'timbre' staff with a purple line representing the sound quality, showing 'ord' (order) and 'vib' (vibrato) sections. The second staff is a 'pitch' staff with a black line and notes, including a triplet of eighth notes and a tremolo section. The third staff is a 'dyn' (dynamics) staff with a red line showing volume changes, including a 'to air' section. The bottom staff is a 'lowest' staff with a blue line. The time signature is 12/4 with a 9-measure phrase.

Concur $\frac{12}{4}_9$ p9

The score for 'Concur' consists of four staves. The top staff is a 'timbre' staff with a purple line showing 'ord' and 'vib' sections. The second staff is a 'pitch' staff with a black line and notes, including a triplet of eighth notes, a glissando ('gliss'), and a tremolo section. The third staff is a 'dyn' (dynamics) staff with a red line showing volume changes. The bottom staff is a 'lowest' staff with a blue line. The time signature is 12/4 with a 9-measure phrase.

Dissent $\frac{12}{4}_9$ p9

The score for 'Dissent' consists of four staves. The top staff is a 'timbre' staff with a purple line showing 'ord' and 'vib' sections. The second staff is a 'pitch' staff with a black line and notes, including a triplet of eighth notes, a tremolo section, and a triplet of eighth notes. The third staff is a 'dyn' (dynamics) staff with a red line showing volume changes. The bottom staff is a 'lowest' staff with a blue line. The time signature is 12/4 with a 9-measure phrase.

AV $\frac{12}{4}_9$ p9

<pre>web:beat=1:webScore.setAction('play', 'AUDIO', [player], {index: 3});</pre>	<pre>max:beat=-1:reset=only:setFile,b1,DialogsPitch_b9.wav max:beat=-1:reset=only:preset,2 max:beat=1:play,b1 max:beat=6:stop,b2 max:beat=8:setFile,b2,DialogsPitch_b10.wav</pre>
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Present $\frac{12}{4}$ 10 P10

timbre ord vib ord ord vib ord to air ord

highest G D G D

pitch G D

lowest

dyn *ppp* *mf*

Concur $\frac{12}{4}$ 10 P10

timbre ord vib ord ord to air ord

highest C G

pitch C G

lowest

dyn *ppp* *mf*

Dissent $\frac{12}{4}$ 10 P10

timbre ord ord ord

highest D^b A^b D^b

pitch D^b A^b D^b

lowest

dyn *ppp* *mf*

AV $\frac{12}{4}$ 10 P10

<pre>web.beat=1:webScore.setAction('play', 'AUDIO', [player], {index: 3});</pre>	<pre>max.beat=-1:reset=only:setFile,b2,DialogsPitch_b10.wav max.beat=-1:reset=only:presel,2 max.beat=1:play,b2 max.beat=6:stop,b1 max.beat=8:setFile,b1,DialogsPitch_b11.wav</pre>
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Present $\frac{12}{4}$ 11 P11

timbre ord vib

highest

pitch C G

lowest

dyn *fff* *mf* *ppp*

Concur $\frac{12}{4}$ 11 P11

timbre ord

highest

pitch C G

lowest

dyn *fff* *mf* *ppp*

Dissent $\frac{12}{4}$ 11 P11

timbre ord

highest

pitch D \flat A \flat

lowest

dyn *fff* *mf* *ppp* b

AV $\frac{12}{4}$ 11 P11

```

web:beat=2:webScore.setAction('play', 'AUDIO', [player], {index: 1});

max:beat=-1:reset=only:setFile,b1,DialogsPitch_b11.wav
max:beat=-1:reset=only:preset,2
max:beat=1:play,b1
max:beat=6:stop,b2

max:beat=8:setFile,b2,DialogsPitch_b12.wav

```

Present $\frac{12}{4}$ 12 P12

timbre ord air ord distort ord

highest

pitch C G tremolo

lowest C G

dyn *ppp* *mf*

Concur $\frac{12}{4}$ 12 P12

timbre ord air ord distort

highest

pitch C G tremolo

lowest C G

dyn *ppp* *mf*

Dissent $\frac{12}{4}$ 12 P12

timbre ord air ord

highest

pitch D \flat G \flat trem.

lowest D \flat G \flat

dyn *ppp* *mf*

AV $\frac{12}{4}$ 12 P12

```

max:beat=-1:reset=only:setFile,b2,DialogsPitch_b12.wav
max:beat=-1:reset=only:preset,2
max:beat=1:play,b2
max:beat=6:stop,b1

```

Dialogues: Rhythm

Present Rhythm $\frac{12}{4}$ $\text{♩} = 100$ P1

timbre ord

highest

pitch C G 3

lowest

dyn *ppp* *mf*

Concur Rhythm $\frac{12}{4}$ $\text{♩} = 100$ P1

timbre ord

highest

pitch listen to the Presenter's Theme then click below: Agree, Disagree or Abstain

lowest

dyn *ppp* *mf*

Dissent Rhythm $\frac{12}{4}$ $\text{♩} = 100$ P1

timbre ord

highest

pitch listen to the Presenter's Theme then click below: Agree, Disagree or Abstain

lowest

dyn *ppp* *mf*

AV Rhythm $\frac{12}{4}$ $\text{♩} = 100$ P1

<pre>web:beat=-1:reset=only:webScore.reset(3);</pre>	<pre>max:beat=-1:reset=only:setFile,b1,DialogsRhythm_b1.wav max:beat=-1:reset=only:setFile,b2,DialogsRhythm_b2.wav max:beat=-1:reset=only:setFile,b3,DialogsRhythm_b1.wav max:beat=-1:reset=only:setFile,b4,DialogsRhythm_b2.wav max:beat=-1:reset=only:preset,2</pre>
<pre>web:beat=2:webScore.setInstructions('Dialogue:','Rhythm','');</pre>	<pre>max:beat=1:play,b1</pre>
<pre>web:beat=8:webScore.setInstructions(false);</pre>	<pre>max:beat=8:setFile,b2,DialogsRhythm_b2.wav</pre>

Present $\frac{12}{4}$ $\frac{2}{2}$ P2

timbre ord

highest

pitch C 7 free pitch follow the contour 3:2 7 3 7

lowest

dyn *fff* *mf* *ppp*

Concur $\frac{12}{4}$ $\frac{2}{2}$ P2

timbre ord

highest

pitch C 7 G 3 7

lowest

dyn *fff* *mf* *ppp*

Dissent $\frac{12}{4}$ $\frac{2}{2}$ P2

timbre ord

highest

pitch C F 5:4 5:4 7

lowest

dyn *fff* *mf* *ppp*

AV $\frac{12}{4}$ $\frac{2}{2}$ P2

web:beat=1:webScore.setAction('play', 'AUDIO', [player], {index: 1});

max:beat=-1:reset=only:setFile,b2,DialogsRhythm_b2.wav

max:beat=-1:reset=only:preset,2

max:beat=1:play,b2

max:beat=6:stop,b1

max:beat=8:setFile,b1,DialogsRhythm_b3.wav

Present $\frac{12}{4}$ ₃ P3

timbre ord

highest

pitch C

lowest

dyn *ppp* *mf*

Concur $\frac{12}{4}$ ₃ P3

timbre ord free pitch, follow the contour

highest

pitch C

lowest

dyn *ppp* *mf*

Dissent $\frac{12}{4}$ ₃ P3

timbre ord free pitch, follow the contour

highest

pitch C F

lowest

dyn *ppp* *mf*

AV $\frac{12}{4}$ ₃ P3

```

web.beat=1:webScore.setAction("play", "AUDIO", [player], {index: 2});

max.beat=-1:reset=only:setFile,b1,DialogsRhythm_b3.wav
max.beat=-1:reset=only:preset,2

max.beat=1:play,b1

max.beat=6:stop,b2

max.beat=8:setFile,b2,DialogsRhythm_b4.wav

```

Present $\frac{12}{4}$ $\frac{4}{4}$ P4

timbre ord

highest

pitch C 3:2

lowest

dyn *ppp* *mf*

Concur $\frac{12}{4}$ $\frac{4}{4}$ P4

timbre ord

highest

pitch C 3:2 3

lowest

dyn *ppp* *mf*

Dissent $\frac{12}{4}$ $\frac{4}{4}$ P4

timbre ord

highest

pitch C 5:4 7:4 7:4

lowest

dyn *ppp* *mf*

AV $\frac{12}{4}$ $\frac{4}{4}$ P4

```

web:beat=1:webScore.setAction("play", "AUDIO", [player], {index: 3});

max:beat=-1:reset=only:setFile,b2,DialogsRhythm_b4.wav
max:beat=-1:reset=only:preset_2
max:beat=1:play,b2
max:beat=6:stop,b1

max:beat=8:setFile,b1,DialogsRhythm_b5.wav

```

Present $\frac{12}{4}$ ₅ P5

timbre ord

highest

pitch C

lowest

dyn *ppp* *mf* *f*

Concur $\frac{12}{4}$ ₅ P5

timbre ord

highest

pitch C

lowest

dyn *ppp* *mf* *f*

Dissent $\frac{12}{4}$ ₅ P5

timbre ord

highest

pitch C

lowest

dyn *ppp* *mf* *f*

AV $\frac{12}{4}$ ₅ P5

<pre>web:beat=1:webScore.setAction("play", "AUDIO", [player], (index: 4));</pre>	<pre>max:beat=-1:reset=only:setFile,b1,DialogsRhythm_b5.wav max:beat=-1:reset=only:preset_2 max:beat=1:play,b1 max:beat=6:stop,b2 max:beat=8:setFile,b2,DialogsRhythm_b6.wav</pre>
--	--

Present $\frac{12}{4}_6$ P6

timbre ord

highest

pitch C

lowest

dyn *ppp* *mf*

Concur $\frac{12}{4}_6$ P6

timbre ord

highest

pitch C

lowest

dyn *ppp* *mf*

Dissent $\frac{12}{4}_6$ P6

timbre ord

highest

pitch C

lowest

dyn *ppp* *mf*

AV $\frac{12}{4}_6$ P6

```

web.beat=1:webScore.setAction('play', 'AUDIO', [player], {index: 5});

max:beat=-1:reset=only:setFile,b2,DialogsRhythm_b6.wav
max:beat=-1:reset=only:preset,2
max:beat=1:play,b2
max:beat=6:stop,b1

max:beat=8:setFile,b1,DialogsRhythm_b7.wav

```

Present $\frac{12}{4}$ ₇ P7

timbre ord

highest

pitch C

lowest

dyn *fff* *mf* *ppp*

Concur $\frac{12}{4}$ ₇ P7

timbre ord

highest

pitch C

lowest

dyn *fff* *mf* *ppp*

Dissent $\frac{12}{4}$ ₇ P7

timbre ord

highest

pitch C

lowest

dyn *fff* *mf* *ppp*

AV $\frac{12}{4}$ ₇ P7

```

web.beat=1:webScore.setAction('play', 'AUDIO', [player], {index: 6});
max.beat=-1:reset=only:setFile,b1,DialogsRhythm_b7.wav
max.beat=-1:reset=only:preset,2
max.beat=1:play,b1
max.beat=6:stop,b2
max.beat=6:setFile,b2,DialogsRhythm_b8.wav

```

Present $\frac{12}{4}$ ₈ P8

timbre ord

highest

pitch C

lowest

dyn *ppp* *mf*

Concur $\frac{12}{4}$ ₈ P8

timbre ord

highest

pitch C

lowest

dyn *ppp* *mf*

Dissent $\frac{12}{4}$ ₈ P8

timbre ord

highest

pitch C

lowest

dyn *ppp* *mf*

AV $\frac{12}{4}$ ₈ P8

<pre>web:beat=1:webScore.setAction('play', 'AUDIO', [player], {index: 7});</pre>	<pre>max:beat=-1:reset=only:setFile,b2,DialogsRhythm_b8.wav max:beat=-1:reset=only:preset,2 max:beat=1:play,b2 max:beat=6:stop,b1 max:beat=8:setFile,b1,DialogsRhythm_b9.wav</pre>
--	--

Present $\frac{12}{4}_9$ p9

timbre ord

highest

pitch C

lowest

dyn *ppp* *mf* *f*

Concur $\frac{12}{4}_9$ p9

timbre ord

highest

pitch C

lowest

dyn *ppp* *mf* *f*

Dissent $\frac{12}{4}_9$ p9

timbre ord

highest

pitch C

lowest

dyn *ppp* *mf* *f*

AV $\frac{12}{4}_9$ p9

<pre>web:beat=1:webScore.setAction('play', 'AUDIO', [player], {index: 8});</pre>	<pre>max:beat=-1:reset=only:setFile,b1,DialogsRhythm_b9.wav max:beat=-1:reset=only:preset,2 max:beat=1:play,b1 max:beat=6:stop,b2 max:beat=8:setFile,b2,DialogsRhythm_b10.wav</pre>
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Present $\frac{12}{4}$ 10 P10

timbre ord

highest

pitch C

lowest

dyn *fff* *mf* *ppp*

Concur $\frac{12}{4}$ 10 P10

timbre ord

highest

pitch C

lowest

dyn *fff* *mf* *ppp*

Dissent $\frac{12}{4}$ 10 P10

timbre ord

highest

pitch C

lowest

dyn *fff* *mf* *ppp*

AV $\frac{12}{4}$ 10 P10

```

web:beat=1:webScore.setAction('play', 'AUDIO', [player], {'index': 9});

max:beat=-1:reset=only:setFile,b2,DialogsRhythm_b10.wav
max:beat=-1:reset=only:preset,2
max:beat=1:play,b2
max:beat=6:stop,b1

max:beat=8:setFile,b1,DialogsRhythm_b11.wav

```

Present $\frac{12}{4}$ ₁₁ P11

timbre ord

highest

pitch C

lowest

dyn *ppp* *mf*

Concur $\frac{12}{4}$ ₁₁ P11

timbre ord

highest

pitch C

lowest

dyn *ppp* *mf*

Dissent $\frac{12}{4}$ ₁₁ P11

timbre ord

highest

pitch C

lowest

dyn *ppp* *mf*

AV $\frac{12}{4}$ ₁₁ P11

<pre>web.beat=1:webScore.setAction("play", 'AUDIO', [player], {'index': 10});</pre>	<pre>max.beat=-1:reset=only:setFile,b1,DialogsRhythm_b11.wav max.beat=-1:reset=only:preset,2 max.beat=1:play,b1 max.beat=6:stop,b2 max.beat=8:setFile,b2,DialogsRhythm_b12.wav</pre>
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Dialogues: Melody

Present Melody $12/4$ $\text{♩} = 80$ P1

timbre ord

highest

pitch B^b E^b F A G E B D

lowest

dyn *ppp* *mf*

Concur Melody $12/4$ $\text{♩} = 80$ P1

timbre ord

highest

pitch listen to the Presenter's Theme
then click below: Agree, Disagree or Abstain

lowest

dyn *ppp* *mf*

Dissent Melody $12/4$ $\text{♩} = 80$ P1

timbre ord

highest

pitch listen to the Presenter's Theme
then click below: Agree, Disagree or Abstain

lowest

dyn *ppp* *mf*

AV Melody $12/4$ $\text{♩} = 80$ P1

```

web.beat=-1:reset=only:webScore.reset(4);
max.beat=-1:reset=only:setFile,b1,DialogsMelody_b1.wav
max.beat=-1:reset=only:setFile,b2,DialogsMelody_b2.wav
max.beat=-1:reset=only:setFile,b3,DialogsMelody_b1.wav
max.beat=-1:reset=only:setFile,b4,DialogsMelody_b2.wav
max.beat=-1:reset=only:preset,2

max.beat=1:play,b1

web.beat=2:webScore.setInstructions("<span style=@Q@color:blueviolet,@Q@>Dialogue:</span>','Melody','");

max.beat=8:setFile,b2,DialogsMelody_b2.wav

web.beat=8:webScore.setInstructions(false);
    
```

Present $\frac{12}{4}$ 2 P2

timbre ord

highest

pitch Db Gb C A B D# G E

lowest

dyn *ppp* *mf* *ppp*

Concur $\frac{12}{4}$ 2 P2

timbre ord

highest

pitch

lowest

dyn *ppp* *mf* *ppp*

Dissent $\frac{12}{4}$ 2 P2

timbre ord

highest

pitch

lowest

dyn *ppp* *mf* *ppp*

AV $\frac{12}{4}$ 2 P2

```

web.beat=1:webScore.setAction("play", 'AUDIO', [player], [index: 1]);

max:beat=-1:reset=only:setFile,b2,DialogsMelody_b2.wav
max:beat=-1:reset=only:preset,2
max:beat=1:play,b2
max:beat=6:stop,b1

max:beat=8:setFile,b1,DialogsMelody_b3.wav

```

Present $\frac{12}{4}$ 3 P3

timbre ord

highest

pitch

lowest

dyn *fff* *mf* *ppp*

Detailed description: This panel shows the 'Present' section. The timbre track has a single 'ord' label. The pitch track shows a single note on the 7th beat. The dynamics track shows a red-to-blue gradient from *fff* to *ppp* with a *mf* label.

Concur $\frac{12}{4}$ 3 P3

timbre ord

highest

pitch

lowest

dyn *fff* *mf* *ppp*

Detailed description: This panel shows the 'Concur' section. The timbre track has a purple line with 'ord' labels. The pitch track shows a melody starting on Bb and Eb, moving through F, A, G, E, and B, with a triplet of notes. The dynamics track shows a red-to-blue gradient with a *mf* label.

Dissent $\frac{12}{4}$ 3 P3

timbre ord

highest

pitch

lowest

dyn *fff* *mf* *ppp*

Detailed description: This panel shows the 'Dissent' section. The timbre track has a purple line with 'ord' labels. The pitch track shows a melody starting on Db and Gb, moving through C, A, B, D, and E, with a triplet of notes. The dynamics track shows a red-to-blue gradient with a *mf* label.

AV $\frac{12}{4}$ 3 P3

```

web.beat=1:webScore.setAction('play', 'AUDIO', [player], {Index: 2});
max.beat=-1:reset=only:setFile,b1,DialogsMelody_b3.wav
max.beat=-1:reset=only:preset,2
max.beat=1:play,b1
max.beat=6:stop,b2
max.beat=8:setFile,b2,DialogsMelody_b4.wav

```

Detailed description: This panel contains AV synchronization code for the 'AV' section. It includes a play action at beat 1 and file change actions at beats -1, 6, and 8.

Present $\frac{12}{4}$ P4

timbre ord

highest

pitch

lowest

dyn *ppp* *mf*

Concur $\frac{12}{4}$ P4

timbre ord

highest

pitch

lowest

dyn *ppp* *mf*

Dissent $\frac{12}{4}$ P4

timbre ord

highest

pitch

lowest

dyn *ppp* *mf*

AV $\frac{12}{4}$ P4

```

web:beat=1:webScore.setAction('play', 'AUDIO', [player], {index: 3});

max:beat=-1:reset=only:setFile.b2,DialogsMelody_b4.wav
max:beat=-1:reset=only:preset,2
max:beat=1:play,b2
max:beat=6:stop,b1

max:beat=8:setFile.b1,DialogsMelody_b5.wav
  
```

Present $\frac{12}{4}$ 5 P5

timbre ord

highest

pitch Db G C A 7

lowest

dyn *fff* *mf* *ppp*

Detailed description: This panel shows the musical score for 'Present'. The timbre is constant at 'ord'. The pitch line starts with a whole note Db (marked with a trill), followed by a half note G , a quarter note C , and a quarter note A (marked with a trill). A slur covers the G , C , and A notes. A fermata is placed over the A note. The dynamics start at *fff*, drop to *mf* at the G note, and then drop to *ppp* at the A note. A '7' is written above the staff at the end of the phrase.

Concur $\frac{12}{4}$ 5 P5

timbre ord

highest

pitch B Db A C 7 3

lowest

dyn *fff* *mf* *ppp*

Detailed description: This panel shows the musical score for 'Concur'. The timbre is constant at 'ord'. The pitch line starts with a whole note B (marked with a trill), followed by a whole rest, then a half note Db , a quarter note A , a quarter note C , and a quarter note (marked with a trill). A slur covers the A , C , and the following quarter note. A fermata is placed over the C note. The dynamics start at *fff*, drop to *mf* at the Db note, and then drop to *ppp* at the C note. A '7' is written above the staff at the end of the phrase, and a '3' is written above the final quarter note.

Dissent $\frac{12}{4}$ 5 P5

timbre ord

highest

pitch A Eb Gb C A 7 3

lowest

dyn *fff* *mf* *ppp*

Detailed description: This panel shows the musical score for 'Dissent'. The timbre is constant at 'ord'. The pitch line starts with a quarter note A (marked with a trill), followed by a quarter note Eb (marked with a trill), a whole rest, then a half note Gb , a quarter note C , a quarter note A (marked with a trill), and a quarter note (marked with a trill). A slur covers the A , Eb , and the following quarter note. A fermata is placed over the A note. The dynamics start at *fff*, drop to *mf* at the Eb note, and then drop to *ppp* at the A note. A '7' is written above the staff at the end of the phrase, and a '3' is written above the final quarter note.

AV $\frac{12}{4}$ 5 P5

web:beat=1:webScore.setAction('play', 'AUDIO', [player], [index: 4]);

max:beat=-1:reset=only:setFile,b1,DialogsMelody_b5.wav

max:beat=-1:reset=only:preset,2

max:beat=1:play,b1

max:beat=6:stop,b2

max:beat=8:setFile,b2,DialogsMelody_b6.wav

Detailed description: This panel contains code actions for the AV score. The first action is 'web:beat=1:webScore.setAction('play', 'AUDIO', [player], [index: 4]);'. The subsequent actions are 'max:beat=-1:reset=only:setFile,b1,DialogsMelody_b5.wav', 'max:beat=-1:reset=only:preset,2', 'max:beat=1:play,b1', 'max:beat=6:stop,b2', and 'max:beat=8:setFile,b2,DialogsMelody_b6.wav'.

Present $\frac{12}{4}$ 6 P6

timbre ord

highest

pitch E B D E G # A Eb Bb

lowest

dyn *ppp* *mf*

Concur $\frac{12}{4}$ 6 P6

timbre ord

highest

pitch G D

lowest

dyn *ppp* *mf*

Dissent $\frac{12}{4}$ 6 P6

timbre ord

highest

pitch C E Db Gb

lowest

dyn *ppp* *mf*

AV $\frac{12}{4}$ 6 P6

```

web:beat=1:webScore.setAction('play', 'AUDIO', [player], {index: 5});
max:beat=-1:reset=only:setFile,b2,DialogsMelody_b6.wav
max:beat=-1:reset=only:preset,2
max:beat=1:play,b2
max:beat=6:stop,b1
max:beat=8:setFile,b1,DialogsMelody_b7.wav

```

Present $\frac{12}{4}$ 7 P7

timbre ord

highest

pitch

lowest

dyn *ppp* *mf*

Concur $\frac{12}{4}$ 7 P7

timbre ord

highest

pitch

lowest

dyn *ppp* *mf*

Dissent $\frac{12}{4}$ 7 P7

timbre ord

highest

pitch

lowest

dyn *ppp* *mf*

AV $\frac{12}{4}$ 7 P7

<pre>web.beat=1:webScore.setAction('play', 'AUDIO', [player], {index: 6});</pre>	<pre>max.beat=-1:reset=only:setFile,b1,DialogsMelody_b7.wav max.beat=-1:reset=only:presf,2 max.beat=1:play,b1 max.beat=6:stop,b2 max.beat=8:setFile,b2,DialogsMelody_b8.wav</pre>
--	---

Present $12/4_B$ P8

timbre ord

highest Bb F A

pitch Bb Eb F A Bb Eb

lowest Bb Eb

dyn ppp mf

7

Concur $12/4_B$ P8

timbre ord

highest Bb F A

pitch Bb Eb F A Bb Eb

lowest Bb Eb

dyn ppp mf

7

Dissent $12/4_B$ P8

timbre ord

highest Db Gb C A

pitch Db Gb C A Db Gb

lowest Db Gb C G

dyn ppp mf

7

AV $12/4_B$ P8

```

max:beat=-1:reset=only:setFile,b2,DialogsMelody_b8.wav
max:beat=-1:reset=only:preset,2
max:beat=1:play,b2
max:beat=6:stop,b1

max:beat=8:setFile,b1,DialogsMelody_b9.wav

```


Present $\frac{12}{4}$ 10 P10

timbre ord

highest

pitch

lowest

dyn *fff* *mf* *ppp*

Concur $\frac{12}{4}$ 10 P10

timbre ord

highest

pitch

lowest

dyn *fff* *mf* *ppp*

Dissent $\frac{12}{4}$ 10 P10

timbre ord

highest

pitch

lowest

dyn *fff* *mf* *ppp*

AV $\frac{12}{4}$ 10 P10

```

max :beat=-1 :reset=only :setFile,b2,Dialogs\Melody_b10.wav
max :beat=-1 :reset=only :preset,2
max :beat=1 :play,b2
max :beat=6 :stop,b1

max :beat=8 :setFile,b1,Dialogs\Melody_b11.wav
  
```

Present $\frac{12}{4}$ 11 P11

timbre ord

highest

pitch B \flat E \flat F A G E B

lowest

dyn *ppp* *mf*

Concur $\frac{12}{4}$ 11 P11

timbre ord

highest

pitch E \flat

lowest

dyn *ppp* *mf*

Dissent $\frac{12}{4}$ 11 P11

timbre ord

highest

pitch

lowest

dyn *ppp* *mf*

AV $\frac{12}{4}$ 11 P11

<pre>web.beat=1:webScore.setAction('play', 'AUDIO', [player], {'index': 10});</pre>	<pre>max:beat=-1:reset=only:setFile,b1,DialogsMelody_b11.wav max:beat=-1:reset=only:preset_2 max:beat=1:play,b1 max:beat=6:stop,b2 max:beat=8:setFile,b2,DialogsMelody_b12.wav</pre>
---	--

Present $\frac{12}{4}$ 12 P12

timbre ord

highest

pitch

lowest

dyn *ppp* *mf*

Concur $\frac{12}{4}$ 12 P12

timbre ord

highest

pitch

lowest

dyn *ppp* *mf*

Dissent $\frac{12}{4}$ 12 P12

timbre ord

highest

pitch

lowest

dyn *ppp* *mf*

AV $\frac{12}{4}$ 12 P12

<pre>web.beat=1:webScore.setAction('play', 'AUDIO', [player], {index: 11});</pre>	<pre>max.beat=-1:reset=only:setFile,b2,DialogsMelody_b12.wav max.beat=-1:reset=only:preset,2 max.beat=1:play,b2 max.beat=6:stop,b1</pre>
---	--

Dialogues: Timbre

Present Timbre $12/4$ $\text{♩} = 60$ P1

timbre ord

highest

pitch

lowest

dyn *ppp* *mf*

Concur Timbre $12/4$ $\text{♩} = 60$ P1

timbre ord

highest

pitch

lowest

dyn *ppp* *mf*

Dissent Timbre $12/4$ $\text{♩} = 60$ P1

timbre ord

highest

pitch

lowest

dyn *ppp* *mf*

AV Timbre $12/4$ $\text{♩} = 60$ P1

<pre>web.beat=-1:reset=only:webScore.reset(5);</pre>	<pre>max.beat=-1:reset=only:setFile,b1,DialogsTimbre_b1.wav max.beat=-1:reset=only:setFile,b2,DialogsTimbre_b2.wav max.beat=-1:reset=only:setFile,b3,DialogsTimbre_b1.wav max.beat=-1:reset=only:setFile,b4,DialogsTimbre_b2.wav max.beat=-1:reset=only:preset,2</pre>
<pre>web.beat=2:webScore.setInstructions('Dialogue:','Timbre',*);</pre>	<pre>max.beat=1:play,b1</pre>
<pre>web.beat=8:webScore.setInstructions(false);</pre>	<pre>max.beat=8:setFile,b2,DialogsTimbre_b2.wav</pre>

Present $\frac{12}{4}$ ₂ P2

timbre ord air to ord to air ord air to ord

highest

pitch Gb air to ord to air 3:2 3

lowest

dyn *fff* *mf* *ppp*

Concur $\frac{12}{4}$ ₂ P2

timbre ord air

highest

pitch air 3:2 3

lowest

dyn *fff* *mf* *ppp*

Dissent $\frac{12}{4}$ ₂ P2

timbre ord distort to metallic/sul pont

highest

pitch tremolo multiphonic/double stop tremolo

lowest

dyn *fff* *mf* *ppp*

AV $\frac{12}{4}$ ₂ P2

<pre>web:beat=1:webScore.setAction("play", 'AUDIO', [player], {index: 1});</pre>	<pre>max:beat=-1:reset=only:setFile,b2,DialogsTimbre_b2.wav max:beat=-1:reset=only:preset,2 max:beat=1:play,b2 max:beat=6:stop,b1 max:beat=8:setFile,b1,DialogsTimbre_b3.wav</pre>
--	--

Present $\frac{12}{4}$ ₃ P3

timbre ord warm vib to air tremolo/flz 7 slap/hit slap/hit

highest

pitch G_b trem/flz percussive 3:2 3

lowest

dyn *fff* *mf* *ppp*

Concur $\frac{12}{4}$ ₃ P3

timbre ord air to ord to air 7 ord air to ord

highest

pitch G_b air to ord to air 3:2 3

lowest

dyn *fff* *mf* *ppp*

Dissent $\frac{12}{4}$ ₃ P3

timbre ord distort 7 ord vib ord

highest

pitch G_b tremolo 3:2

lowest

dyn *fff* *mf* *ppp*

AV $\frac{12}{4}$ ₃ P3

<pre>web:beat=1:webScore.setAction('play', 'AUDIO', [player], {index: 2});</pre>	<pre>max:beat=-1:reset=only:setFile,b1,DialogsTimbre_b3.wav max:beat=-1:reset=only:preset,2 max:beat=1:play,b1 max:beat=6:stop,b2 max:beat=8:setFile,b2,DialogsTimbre_b4.wav</pre>
--	--

Present $\frac{12}{4}$ $\frac{4}{4}$ P4

timbre ord

highest

pitch perc

lowest

dyn *fff* *mf* *ppp*

Concur $\frac{12}{4}$ $\frac{4}{4}$ P4

timbre ord warm vib to air tremolo/flz

highest

pitch percussive

lowest

dyn *fff* *mf* *ppp*

Dissent $\frac{12}{4}$ $\frac{4}{4}$ P4

timbre ord warm vib ord

highest

pitch tremolo

lowest

dyn *fff* *mf* *ppp*

AV $\frac{12}{4}$ $\frac{4}{4}$ P4

```

web:beat=1:webScore.setAction('play', 'AUDIO', [player], {index: 3});

max:beat=-1:reset=only:setFile,b2,DialogsTimbre_b4.wav
max:beat=-1:reset=only:preset,2
max:beat=1:play,b2
max:beat=6:stop,b1

max:beat=8:setFile,b1,DialogsTimbre_b5.wav
  
```

Present $\frac{12}{4}$ 5 P5

timbre: ord

pitch: Gb

dyn: *fff*, *mf*, *ppp*

Annotations: ord, to tremolo/flz, trem/flz

Concur $\frac{12}{4}$ 5 P5

timbre: ord, slap/hit, ord, air, slap/hit, ord

pitch: perc, 3:2, 3

dyn: *fff*, *mf*, *ppp*

Annotations: perc, 3:2, 3, v

Dissent $\frac{12}{4}$ 5 P5

timbre: metallic/sul pont

pitch: multiphonic/double stop, tremolo

dyn: *fff*, *mf*, *ppp*

Annotations: 7

AV $\frac{12}{4}$ 5 P5

<pre>web:beat=1:webScore.setAction('play', 'AUDIO', [player], {'index': 4});</pre>	<pre>max:beat=-1:reset=only:setFile,b1,DialogsTimbre_b5.wav max:beat=-1:reset=only:preset,2 max:beat=1:play,b1 max:beat=6:stop,b2 max:beat=8:setFile,b2,DialogsTimbre_b6.wav</pre>
--	--

Present $\frac{12}{4}$ 6 P6

timbre ord to metallic/sul pont 7 warm vib

highest to multiphonic/double stop 3:2

pitch Gb

lowest C

dyn *fff* *mf* *ppp*

Concur $\frac{12}{4}$ 6 P6

timbre ord to tremolo/flz 7 ord

highest trem/flz

pitch Gb

lowest C

dyn *fff* *mf* *ppp*

Dissent $\frac{12}{4}$ 6 P6

timbre ord warm vib to trem/flz 7 slap/hit slap/hit

highest percussive 3:2

pitch C

lowest C

dyn *fff* *mf* *ppp*

AV $\frac{12}{4}$ 6 P6

<pre>web.beat=1:webScore.setAction('play', 'AUDIO', [player], {index: 5});</pre>	<pre>max.beat=-1:reset=only:setFile,b2,DialogsTimbre_b6.wav max.beat=-1:reset=only:preset,2 max.beat=1:play,b2 max.beat=6:stop,b1 max.beat=8:setFile,b1,DialogsTimbre_b7.wav</pre>
--	--

Present $\frac{12}{4}$ ₇ P7

timbre ord metallic/sul pont

pitch multiphonic/double stop tremolo

dyn *ppp* *mf* *ppp*

Concur $\frac{12}{4}$ ₇ P7

timbre ord to metallic/sul pont warm vib

pitch to multiphonic/double stop 3:2

dyn *ppp* *mf* *ppp*

Dissent $\frac{12}{4}$ ₇ P7

timbre ord to tremolo/flz ord

pitch Gb trem/flz 3:2

dyn *ppp* *mf* *ppp*

AV $\frac{12}{4}$ ₇ P7

<pre>web:beat=1:webScore.setAction('play', 'AUDIO', [player], {index: 6});</pre>	<pre>max:beat=-1:reset=only:setFile,b1,DialogsTimbre_b7.wav max:beat=-1:reset=only:preset,2 max:beat=1:play,b1 max:beat=6:stop,b2 max:beat=8:setFile,b2,DialogsTimbre_b8.wav</pre>
--	--

Present $\frac{12}{4}$ ₈ P8

timbre: ord (purple), warm (red), vib (red wavy line), ord (purple)

pitch: Gb, tremolo, 3:2, vib

dyn: ppp, mf

Concur $\frac{12}{4}$ ₈ P8

timbre: metallic/sul pont (blue)

pitch: multiphonic/double stop, tremolo

dyn: ppp, mf

Dissent $\frac{12}{4}$ ₈ P8

timbre: slap/hit (purple), ord (purple), air (purple), slap/hit (purple), ord (purple)

pitch: perc, 3:2, 3, perc

dyn: ppp, mf

AV $\frac{12}{4}$ ₈ P8

<pre>web.beat=1:webScore.setAction("play", "AUDIO", [player], {index: 7});</pre>	<pre>max:beat=-1:reset=only:setFile,b2,DialogsTimbre_b8.wav max:beat=-1:reset=only:preset,2 max:beat=1:play,b2 max:beat=6:stop,b1 max:beat=8:setFile,b1,DialogsTimbre_b9.wav</pre>
--	--

Present $\frac{12}{4}_9$ p9

timbre: ord, distort, ord, vib, ord

pitch: Gb, tremolo, 3:2

dyn: ppp, mf

Concur $\frac{12}{4}_9$ p9

timbre: ord, warm, vib, ord

pitch: Gb, tremolo, 3:2

dyn: ppp, mf

Dissent $\frac{12}{4}_9$ p9

timbre: warm, vib, to air, tremolo/flz, slap/hit, slap/hit

pitch: Gb, trem/flz, percussive, 3:2

dyn: ppp, mf

AV $\frac{12}{4}_9$ p9

<pre>web:beat=1:webScore.setAction('play', 'AUDIO', [player], {index: 8});</pre>	<pre>max:beat=-1:reset=only:setFile,b1,DialogsTimbre_b9.wav max:beat=-1:reset=only:preset_2 max:beat=1:play,b1 max:beat=6:stop,b2 max:beat=8:setFile,b2,DialogsTimbre_b10.wav</pre>
--	---

Present $\frac{12}{4}$ 10 P10

timbre ord

highest

pitch

lowest

dyn *ppp* *mf*

ord distort

ord to metallic/sul pont

tremolo

multiphonic/double stop

tremolo

Concur $\frac{12}{4}$ 10 P10

timbre ord

highest

pitch

lowest

dyn *ppp* *mf*

ord distort

ord to metallic/sul pont

tremolo

multiphonic/double stop

tremolo

Dissent $\frac{12}{4}$ 10 P10

timbre ord

highest

pitch

lowest

dyn *ppp* *mf*

air to ord

ord air to ord

air to air

to air

3:2

3

AV $\frac{12}{4}$ 10 P10

```

web:beat=1:webScore.setAction('play', 'AUDIO', [player], {index: 9});

max:beat=-1:reset=only:setFile,b2,DialogsTimbre_b10.wav
max:beat=-1:reset=only:preset,2
max:beat=1:play,b2
max:beat=8:stop,b1

max:beat=8:setFile,b1,DialogsTimbre_b11.wav
  
```

Present $\frac{12}{4}$ 11 P11

timbre ord

highest

pitch Gb

lowest

dyn *ppp* *mf* *pp*

warm vib to trem/flz 7

slap/hit

percussive 3:2 3

trem/flz

Concur $\frac{12}{4}$ 11 P11

timbre ord

highest

pitch Gb

lowest

dyn *ppp* *mf* *pp*

warm vib to trem/flz 7

trem/flz

Dissent $\frac{12}{4}$ 11 P11

timbre ord

highest

pitch

lowest

dyn *ppp* *mf* *pp*

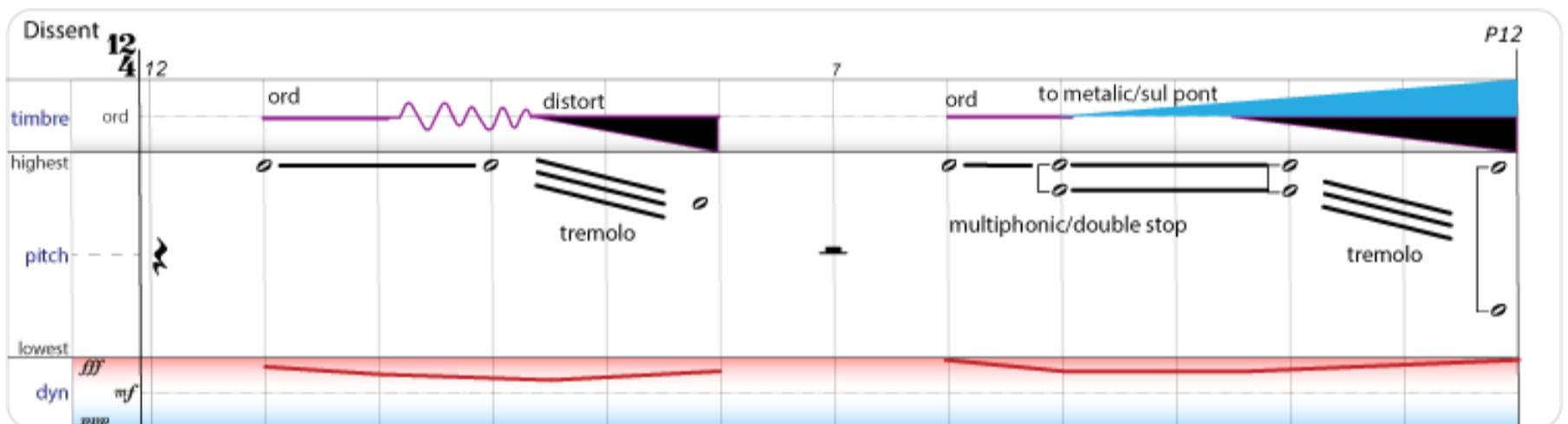
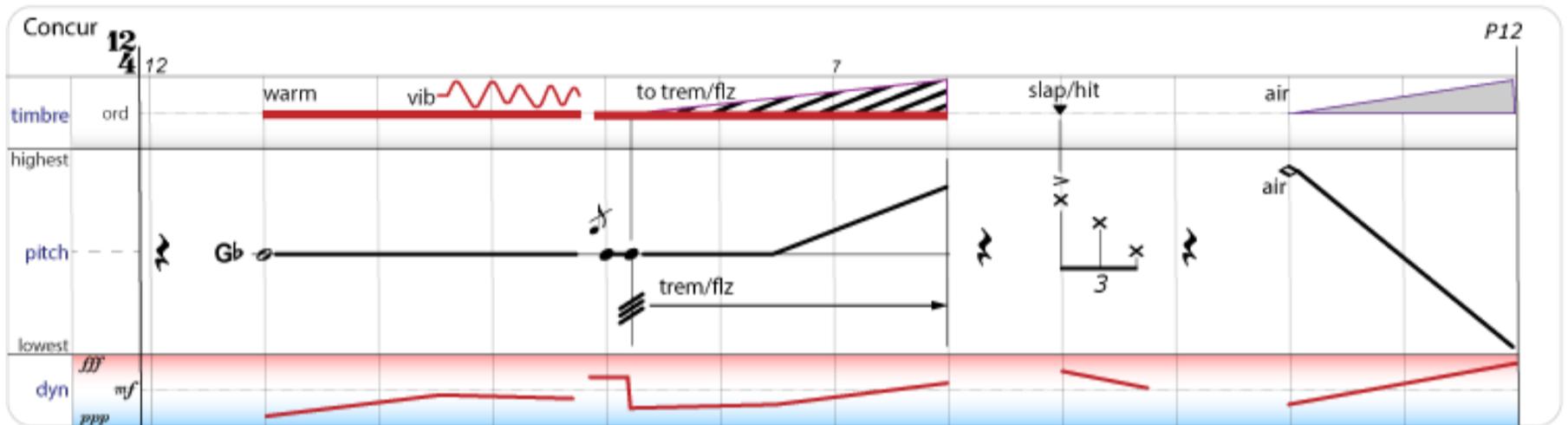
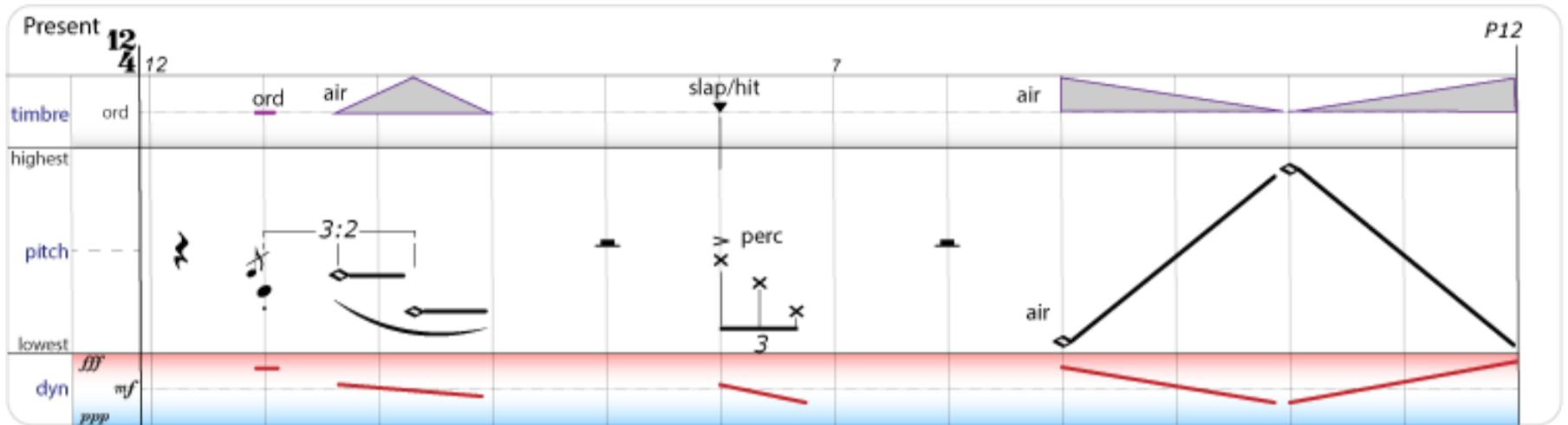
air 7

air

3

AV $\frac{12}{4}$ 11 P11

<pre>web.beat=1:webScore.setAction("play", "AUDIO", [player], {"index": 10});</pre>	<pre>max:beat=-1:reset=only:setFile,b1,DialogsTimbre_b11.wav max:beat=-1:reset=only:preset,2 max:beat=1:play,b1 max:beat=6:stop,b2 max:beat=8:setFile,b2,DialogsTimbre_b12.wav</pre>
---	--



AV $\frac{12}{4}$ 12 P12

```

web:beat=1:webScore.setAction('play', 'AUDIO', [player], {index: 11});

max:beat=-1:reset=only:setFile,b2,DialogsTimbre_b12.wav
max:beat=-1:reset=only:preset,2
max:beat=1:play,b2
max:beat=6:stop,b1
  
```


Present $12/4$ $\text{♩} = 70$ P2

timbre ord

highest

pitch

lowest **Bb**

dyn *fff* *mf* *ppp*

7

air to ord to air

repeat Theme
low and quiet

pitch range

Detailed description: This is a musical score for a section titled 'Present' in 12/4 time with a tempo of 70. It features three tracks: timbre, pitch, and dynamics. The timbre track shows a sequence of 'ord' (order) and 'air' (air) sounds. The pitch track shows a 'pitch range' box indicating a specific range of notes, with a 'Bb' (B-flat) note marked. The dynamics track shows a range from *ppp* (pianissimo) to *fff* (fortissimo), with a *mf* (mezzo-forte) section. A measure number '7' is indicated. The score is marked 'P2'.

Concur $12/4$ $\text{♩} = 70$ P2

timbre ord

highest

pitch

lowest

dyn *fff* *mf* *ppp*

7

repeat the Presenter's Theme

Detailed description: This is a musical score for a section titled 'Concur' in 12/4 time with a tempo of 70. It features three tracks: timbre, pitch, and dynamics. The timbre track shows a sequence of 'ord' (order) sounds. The pitch track shows a 'pitch range' box indicating a specific range of notes. The dynamics track shows a range from *ppp* (pianissimo) to *fff* (fortissimo), with a *mf* (mezzo-forte) section. A measure number '7' is indicated. The score is marked 'P2'.

Dissent $12/4$ $\text{♩} = 70$ P2

timbre ord

highest

pitch

lowest

dyn *fff* *mf* *ppp*

7

play Dissent Theme in contrast to the Presenter's Theme

Detailed description: This is a musical score for a section titled 'Dissent' in 12/4 time with a tempo of 70. It features three tracks: timbre, pitch, and dynamics. The timbre track shows a sequence of 'ord' (order) sounds. The pitch track shows a 'pitch range' box indicating a specific range of notes. The dynamics track shows a range from *ppp* (pianissimo) to *fff* (fortissimo), with a *mf* (mezzo-forte) section. A measure number '7' is indicated. The score is marked 'P2'.

AV $12/4$ $\text{♩} = 70$ P2

web:beat=1:webScore.setAction("play", 'AUDIO', [player], {index: 1});

max:beat=-1:reset=only:setFile,b2,DialogsImpro_b2.wav

max:beat=-1:reset=only:preset,2

max:beat=1:play,b2

max:beat=6:stop,b1

max:beat=8:setFile,b1,DialogsImpro_b3.wav

Detailed description: This is an AV (Audio-Visual) score for a section titled 'AV' in 12/4 time with a tempo of 70. It contains code blocks for controlling audio playback. The code includes actions for playing audio files, resetting parameters, and stopping playback at specific beats. The score is marked 'P2'.

Present $12/4_3$ $\text{♩} = 80$ P3

split Theme into short groups

pitch range

highest

pitch $E\flat$

lowest

dyn fff mf ppp

7

Concur $12/4_3$ $\text{♩} = 80$ P3

repeat Theme low and quiet

pitch range

highest

pitch $B\flat$

lowest

dyn fff mf ppp

air to ord to air

7

Dissent $12/4_3$ $\text{♩} = 80$ P3

repeat Dissent Theme high and loud

pitch range

highest

pitch F

lowest

dyn fff mf ppp

distort

7

AV $12/4_3$ $\text{♩} = 80$ P3

```

web:beat=1:webScore.setAction('play', 'AUDIO', [player], {Index: 2});

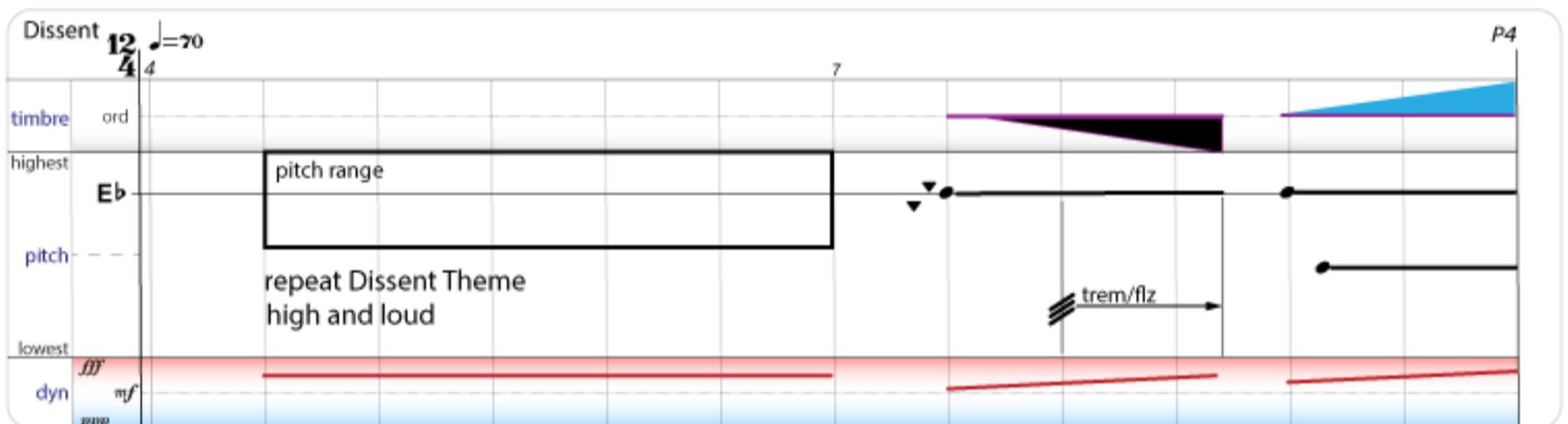
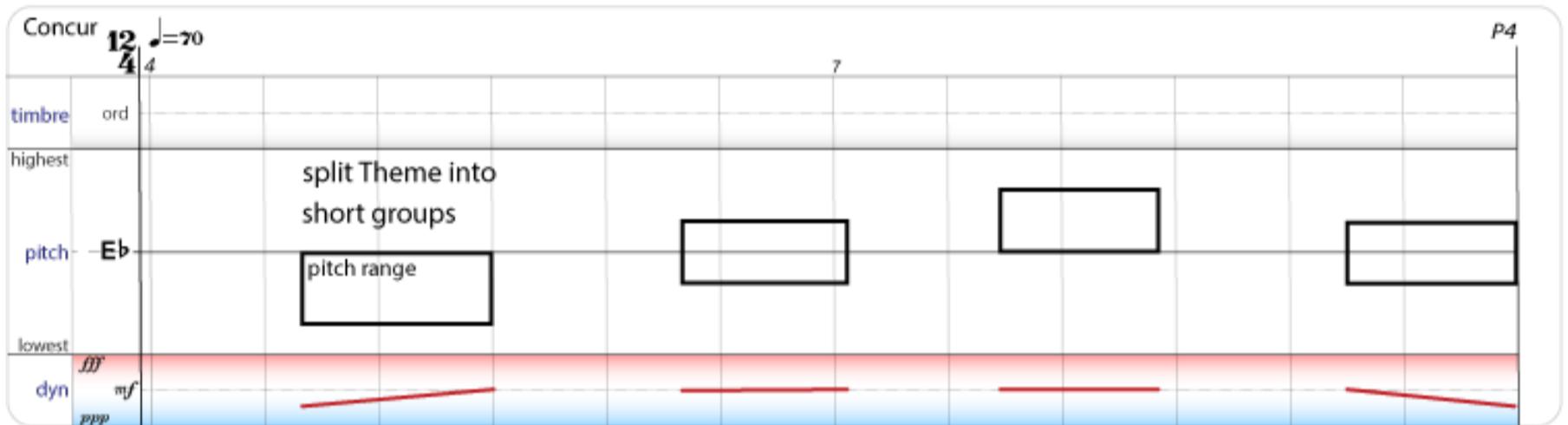
max:beat=-1:reset=only:setFile,b1,DialogsImpro_b3.wav
max:beat=-1:reset=only:preset,2

max:beat=1:play,b1

max:beat=6:stop,b2

max:beat=8:setFile,b2,DialogsImpro_b4.wav

```



AV $\frac{12}{4}$ $\text{♩} = 70$ P4

```

web:beat=1:webScore.setAction('play', 'AUDIO', [player], {index: 3});

max:beat=-1:reset=only:setFile,b2,Dialogsimpro_b4.wav
max:beat=-1:reset=only:preset,2
max:beat=1:play,b2
max:beat=6:stop,b1

max:beat=8:setFile,b1,Dialogsimpro_b5.wav
  
```

Present $\frac{12}{4}$ $\text{♩} = 80$ P5

timbre ord vary sound quality

highest

pitch $E\flat$ sparse staccato

lowest

dyn ppp mf

Concur $\frac{12}{4}$ $\text{♩} = 80$ P5

timbre ord air to ord to air

highest

pitch repeat Theme low and quiet
pitch range trem/fiz

lowest $E\flat$

dyn ppp mf

Dissent $\frac{12}{4}$ $\text{♩} = 80$ P5

timbre ord

highest

pitch dense legato

lowest $B\flat$

dyn ppp mf

AV $\frac{12}{4}$ $\text{♩} = 80$ P5

```

web:beat=1:webScore.setAction('play', 'AUDIO', [player], ('index': 4));
max:beat=-1:reset=only:setFile.b1,DialogsImpro_b5.wav
max:beat=-1:reset=only:preset,2
max:beat=1:play,b1
max:beat=6:stop,b2
max:beat=8:setFile.b2,DialogsImpro_b6.wav

```

Present $12/4$ $\text{♩} = 100$ P6

timbre ord

highest

pitch $E\flat$ dense staccato mix with legato

lowest

dyn fff mf ppp

Concur $12/4$ $\text{♩} = 100$ P6

timbre ord vary sound quality

highest

pitch $E\flat$ sparse staccato

lowest

dyn fff mf ppp

Dissent $12/4$ $\text{♩} = 100$ P6

timbre ord air to ord to air

highest

pitch $B\flat$ play Dissent Theme low and quiet pitch range

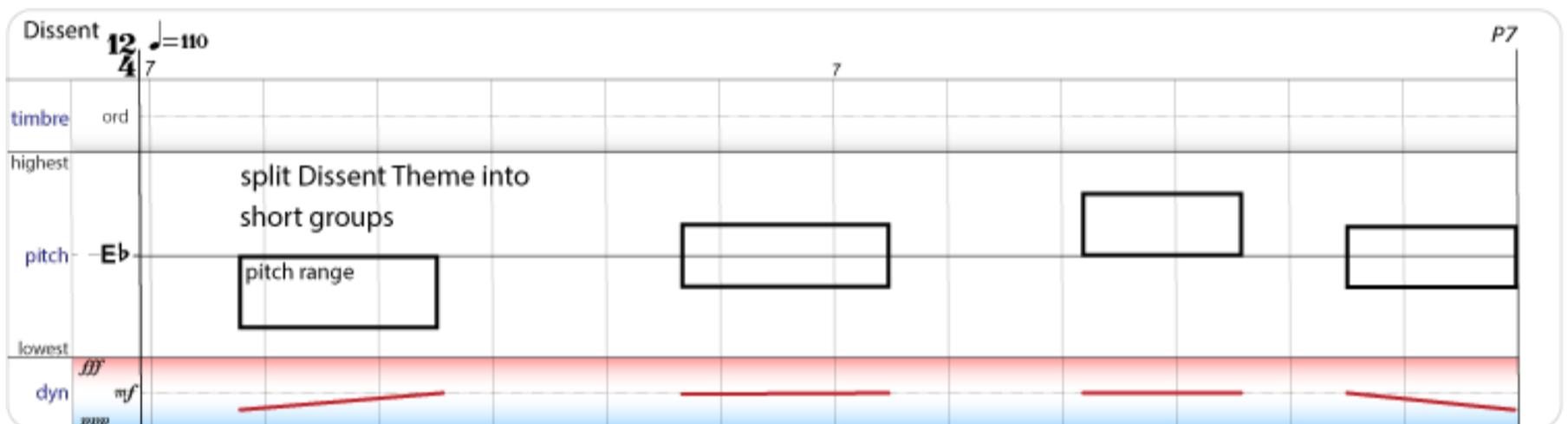
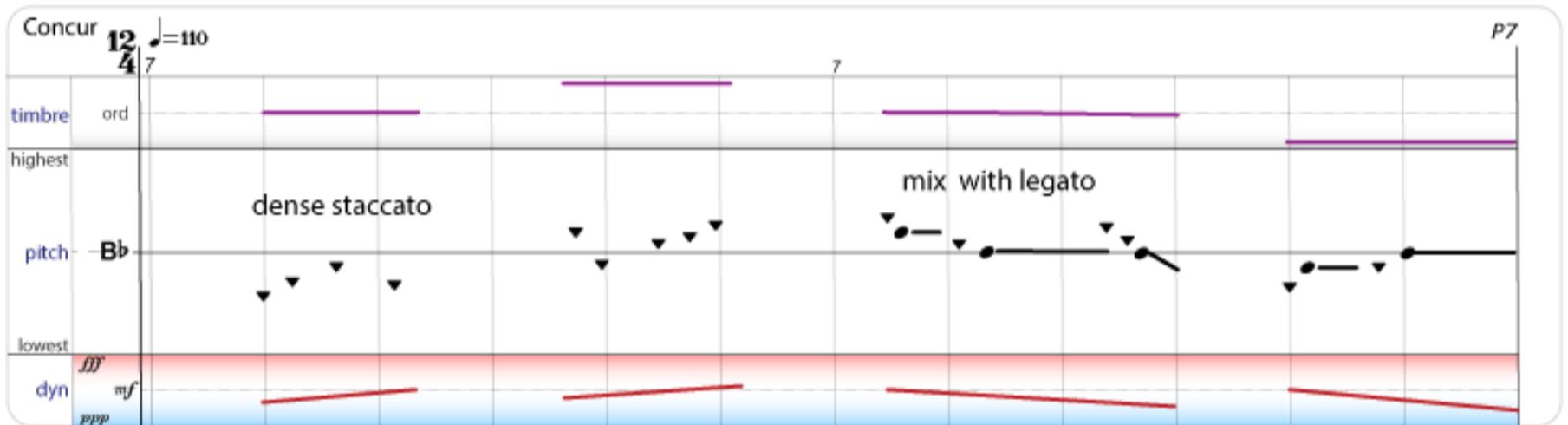
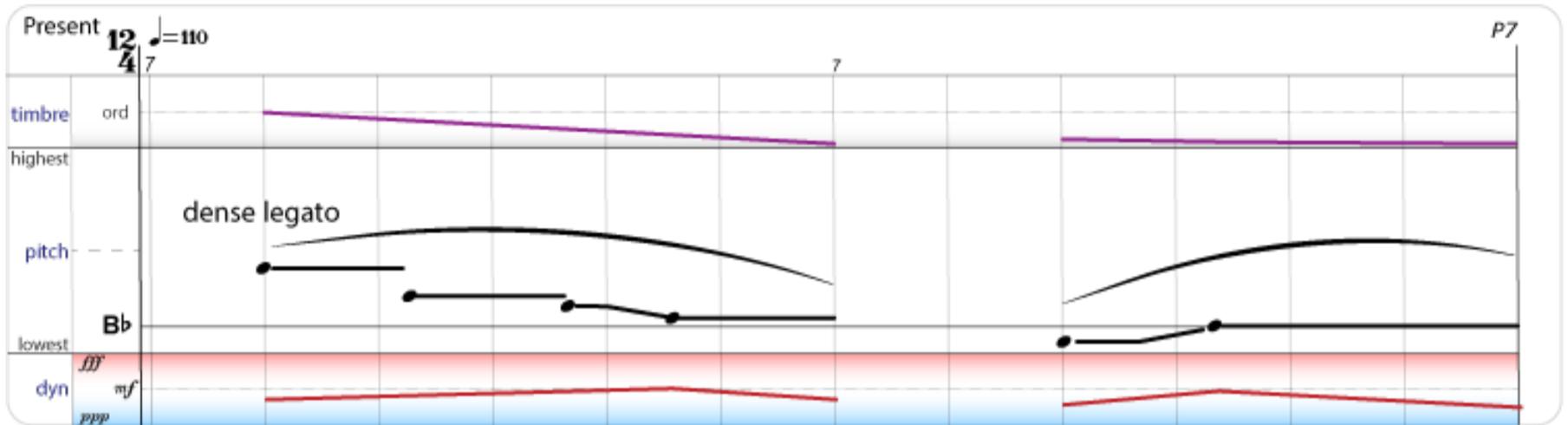
lowest

dyn fff mf ppp

AV $12/4$ $\text{♩} = 100$ P6

web.beat=1:webScore.setAction('play', 'AUDIO', [player], {index: 5});

max.beat=-1:reset=only:setFile,b2,DialogsImpro_b6.wav
 max.beat=-1:reset=only:preset,2
 max.beat=1:play,b2
 max.beat=6:stop,b1
 max.beat=8:setFile,b1,DialogsImpro_b7.wav



AV $12/4$ $\text{♩} = 110$ P7

```

web:beat=1:webScore.setAction('play', 'AUDIO', [player], {index: 6});

max:beat=-1:reset=only:setFile,b1,DialogsImpro_b7.wav
max:beat=-1:reset=only:preset,2

max:beat=1:play,b1

max:beat=6:stop,b2

max:beat=8:setFile,b2,DialogsImpro_b8.wav
  
```

Present $\frac{12}{4}$ $\text{♩} = 100$ P8

timbre ord

highest

pitch Bb

lowest

dyn ppp mf

multi phonic/stop

7

Concur $\frac{12}{4}$ $\text{♩} = 100$ P8

timbre ord

highest

pitch Bb

lowest

dyn ppp mf

dense legato

7

Dissent $\frac{12}{4}$ $\text{♩} = 100$ P8

timbre ord

highest

pitch Eb

lowest

dyn ppp mf

repeat Dissent Theme
low and quiet

pitch range

air to ord to air

trem/flz

7

AV $\frac{12}{4}$ $\text{♩} = 100$ P8

```

web.beat#1:webScore.setAction("play", "AUDIO", [player], {index: 7});

max:beat=-1:reset=only:setFile,b2,DialogsImpro_b8.wav
max:beat=-1:reset=only:preset,2
max:beat=1:play,b2
max:beat=6:stop,b1

max:beat=8:setFile,b1,DialogsImpro_b9.wav
  
```

Present $12/4$ $\text{♩} = 90$ p9

timbre ord

highest F

pitch play Theme high and loud

lowest

dyn *fff* *mf* *ppp*

7

distort

Concur $12/4$ $\text{♩} = 90$ p9

timbre ord

highest F

pitch multi phonic/stop

lowest

dyn *fff* *mf* *ppp*

7

Dissent $12/4$ $\text{♩} = 90$ p9

timbre ord vary sound quality

highest

pitch $E\flat$ sparse staccato

lowest

dyn *fff* *mf* *ppp*

7

AV $12/4$ $\text{♩} = 90$ p9

web:beat=1:webScore.setAction('play', 'AUDIO', [player], {index: 8});

max:beat=-1:reset=only:setFile,b1,DialogsImpro_b9.wav

max:beat=-1:reset=only:preset_2

max:beat=1:play,b1

max:beat=6:stop,b2

max:beat=8:setFile,b2,DialogsImpro_b10.wav

Present $\frac{12}{4}$ $\text{♩} = 80$ P10

timbre ord

highest E_b

pitch

lowest

dyn ff mf ppp

play Theme high and loud

trem/flz

Concur $\frac{12}{4}$ $\text{♩} = 80$ P10

timbre ord

highest E_b

pitch

lowest

dyn ff mf ppp

play Theme high and loud

distort

Dissent $\frac{12}{4}$ $\text{♩} = 80$ P10

timbre ord

highest

pitch F

lowest

dyn ff mf ppp

dense staccato

mix with legato

AV $\frac{12}{4}$ $\text{♩} = 80$ P10

```

web:beat=1:webScore.setAction('play', 'AUDIO', [player], {index: 9});

max:beat=-1:reset=only:setFile,b2,DialogsImpro_b10.wav
max:beat=-1:reset=only:preset,2
max:beat=1:play,b2
max:beat=8:stop,b1

max:beat=8:setFile,b1,DialogsImpro_b11.wav
  
```

Present $\frac{12}{4}$ $\text{♩} = 60$ P11

timbre ord

highest

pitch

lowest $B\flat$

dyn ppp mf

play Theme
quiet low legato

pitch range

air to ord to air

trem/flz

Concur $\frac{12}{4}$ $\text{♩} = 60$ P11

highest

pitch

lowest $B\flat$

dyn ppp mf

play Theme
quiet low legato

pitch range

Dissent $\frac{12}{4}$ $\text{♩} = 60$ P11

highest

pitch

lowest $B\flat$

dyn ppp mf

play Dissent Theme

AV $\frac{12}{4}$ $\text{♩} = 60$ P11

```
web.beat=1:webScore.setAction("play", "AUDIO", [player], {"index": 10});
```

```
max:beat=-1:reset=only:setFile,b1,DialogsImpro_b11.wav
```

```
max:beat=-1:reset=only:preset,2
```

```
max:beat=1:play,b1
```

```
max:beat=6:stop,b2
```

```
max:beat=8:setFile,b2,DialogsImpro_b12.wav
```

Present $\frac{12}{4}$ $\text{♩} = 40$ P12

timbre ord

highest

pitch

lowest **Bb**

dyn *ppp* *mf*

split Theme into short groups

7

to air

Concur $\frac{12}{4}$ $\text{♩} = 40$ P12

timbre ord

highest

pitch

lowest **Bb**

dyn *ppp* *mf*

split Theme into short groups

7

to air

Dissent $\frac{12}{4}$ $\text{♩} = 40$ P12

timbre ord

highest **F**

pitch

lowest

dyn *ppp* *mf*

pitch range

split Dissent Theme into short groups

7

to air

AV $\frac{12}{4}$ $\text{♩} = 40$ P12

```

web:beat=1:webScore.setAction('play', 'AUDIO', [player], {'index': 11});
max:beat=-1:reset=only:setFile,b2,DialogsImpro_b12.wav
max:beat=-1:reset=only:preset,2
max:beat=1:play,b2
max:beat=6:stop,b1

```