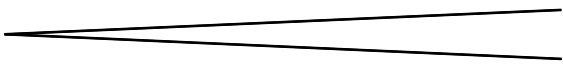


# *The Love which moves the sun and the other stars*

## *(Mass for a symbol)*

Luca Turchet (2009)

Processing Timeline	<div>START &amp; OPEN MAIN_CONTROL</div> <div>START DSP</div>	<p>/*A pulsing sphere appears in the center of the screen emerging from the black background and getting more and more white*/</p>
Sound from Soprano	<p>/*Automatically the two microphones are enabled and their sounds are diffused according to the default settings*/</p>	
MAX/MSP Timeline	<div>START &amp; OPEN PART I</div> <div>START &amp; OPEN control_breath</div> <p><i>ppp</i>  <i>mp</i></p>	
Sound from Flute	<p>Press various times the "Hold" button until a complex soundscape of crossing breaths is created. [Increase the octaves volumes until the maximum is reached].</p>	<div>START &amp; OPEN part_I_3_directions</div>
Soprano	<p>Then press the "Record in the buffer" button and do not change any parameter of this patch for 10 seconds (the sound recorded in the buffer will be filtered in several ways by the various effects used).</p>	
Flauto	<p>Breathe in and out in different ways (changing speed and depth) and several times until the live electronics effects create a state of chaos. Do not press any key. Start with deep and calm breaths and get faster. Be careful, do not produce any tone and any extra noise.</p> <p><i>Breathe through the embouchure hole</i> <i>mf</i></p>	

13

/\*The figure of the Seed of Life appears emerging from the black background and getting more and more white (behind the white sphere still continues to pulse)\*/

P.T.

13

13

START & OPEN  
Hold2PitchShifterRevLR

*Press the button  
"Hold"*

mp

[Volume of the original octave  
and of the two inferior octaves  
ad libitum]

M.T

13

/\*The sound is spatialized along  
a linear trajectory from top to  
down. When it reaches the  
bottom it restarts from the top\*/

*/\*The sound is spatialized along a linear trajectory from front to back. When it reaches the back it restarts from the front\*/*

*/\*The sound is spatialized along a linear trajectory from left to right. When it reaches the right it restarts from the left\*/*

/\*root note\*/

/\*third\*/

/\*fifth\*/ /\*The C major chord is formed\*/

/\*The sound of the soprano is held (with a trapezoidal envelope of 4 seconds) and pitch-shifted to the two inferior octaves\*/

START part_I_directionT-D
---------------------------

START part\_I\_directionF-B

START part\_I\_directionL-R

 $mf$ 

[Should be pressed when  
the sound produced by  
part\_I\_directionT-D  
disappears for the first time]

[Should be pressed when  
the sound produced by  
part\_I\_directionF-B  
disappears for the first time]

*No vibrato* \_ \_ \_ \_ \_

**S**

13

$$O - [m]$$

Fl.

13

$$O - [m]$$

25 START control\_Redhae\_formation *mf* /\*A 6 branched cross is formed by a circle pulsing beyond the Seed of Life. The color of the circle starts with black and gets more and more red \*/

P.T.

25

/\*Seven sinusoids (starting automatically one at a time) are spatialized along trajectories that follow the curves of the Seed of Life symbol. The first sinusoid moves along the exterior circle, the other six sinusoids move along the six interior arcs (half a circle). The frequency of each sinusoid is a note of the triad of C major\*/

M.T.

25 /\*This action causes the stop of the patch "control\_breath" after its volume decreases linearly to 0 over 20 seconds \*/ CLOSE control\_breath CLOSE Hold2PitchShifterRevLR ! delays end STOP reverber+6delays

25 *Press the button "Play F Major"* *mf*

/\*At this point we hear alternating F major and C major chords played with two different timbres. This action also starts the patch "reverber+6delays" for the flute\*/

S

25

Fl.

25 accel.----- rall.-----

*ppp* *mf* *ppp*

"The glory of Him who moves everything penetrates through the universe, and shines in one part more and in another less. In the heaven that receives most of its light I have been, and have seen things which he who descends from thereabove neither knows how nor is able to recount; because, drawing near to its own desire, our understanding enters so deep, that the memory cannot follow. Truly whatever of the Holy Realm I could treasure up in my mind shall now be the theme of my song."

4

34

P.T.

34

M.T

34

/\*This action causes the stop of the patch "Hold2PitchShifterRevLR" after its volume decreases linearly to 0 over 60 seconds. It also stops the patch "control\_Redhae Formation" after each sinusoid at a time decrease linearly to 0 over 5 seconds. Moreover this action starts the patch "reverber+6delays" for the flute\*/

/\*This action causes the disappearing of the 6 branched red cross\*/

34

*Press the button  
"Play F minor"*

*mf*

! delays end

STOP reverber+6delays

*Press the button  
"Play E minor"*

*f*

[Press such a button as soon as the soprano finishes to recite]

! delays end

*This symbol is called with various names: Sun of the Alps, Hexamer sun, Seed of Life, six petals flower, Celtic rose, lily and Redhae.*

[Press such a button as soon as the soprano finishes to recite]

34

S

/\*At this point we hear alternating F major and C major chords played with two different timbres, until the C major chord progressively disappears\*/

34

Fl.

*accel.-----* *rall.-----*

*ppp* *mf* *ppp*

43

P.T.

43

43

M.T

43

43

S

♩ = 65

43

This is a ve - ry \_\_\_\_\_ an-ci - ent and \_\_\_\_\_ ar-cha-ic sym - - - bol which \_\_\_\_\_ is \_\_\_\_\_ full \_\_\_\_\_

*mf*

Fl.

43

♩ = 65

*mp*

6

58

/\*The figure of the seed of Life disappears  
blending with the black background and  
getting more and more black\*/

P.T.

58

58

M.T

58

58

STOP part\_I\_directionL-R

STOP part\_I\_directionF-B

/\*The volume of each direction  
decreases linearly to 0 over 30 seconds\*/

S

58

of \_\_\_\_\_ mea\_\_\_\_\_ ning. It is wi - de-ly spread in Les - si - ni - a, the la - nd of the Cim\_\_\_\_\_

*mf*

Fl.

58

*mp*

71

P.T.

71

M.T.

71

71

71

71

STOP part\_I\_directionT-D

CLOSE part\_I\_3\_directions

CLOSE PART I

START & OPEN PART II

START & OPEN Hold\_stereo\_circular

/\*After the volume of each direction reaches 0 the patch "part\_I\_3\_directions" is stopped\*/

S

Fl.

71

71

— bri, — the — de - sce - ndants — of — the Ca - - thars - thars —

The image shows a musical score for a piece, likely a vocal and instrumental work. The score is written for five staves: P.T. (Piano/Tenor), M.T. (Mezzo/Tenor), S (Soprano), and Fl. (Flute). The key signature is one sharp (F#), and the time signature is 3/4. The score begins with a measure marked 71. The vocal parts (P.T., M.T., S) have lyrics: "— bri, — the — de - sce - ndants — of — the Ca - - thars - thars —". The flute part (Fl.) has a melodic line. There are several performance instructions in boxes: "CLOSE PART I", "START & OPEN PART II", "START & OPEN Hold\_stereo\_circular", "STOP part\_I\_directionT-D", and "CLOSE part\_I\_3\_directions". A comment at the bottom states: "/\*After the volume of each direction reaches 0 the patch 'part\_I\_3\_directions' is stopped\*/".

8

83

/\*Six images of the symbol found in various part of Lessinia are presented.  
Each time a new image appears on the screen the voice of the soprano is  
spatialized in a different channel.  
The images appear (and disappear) at the centre of the screen.\*/

P.T.

83

83

, sentence end

START & OPEN  
Lessinia

, sentence end

Press the button  
"Lessinia2"

, sentence end

Press the button  
"Lessinia3"

/\*This action stops the patch  
"PARTI" and enables the  
button Lessinia1\*/

M.T.

83

Press the button  
"Hold1"*mf*

[Volume of the octaves  
ad libitum]

83

S

83

It is possible to find  
it on the interiorand exterior walls  
of the churches,in the coats of arms of  
Lessinian municipalities,*f*

Fl.

83

No vibrato - - - - -

*f*



P.T.


112

M.T.

112

S

112



It is pre - sent\_\_ al - so in\_\_ all North-ern I - ta - ly:

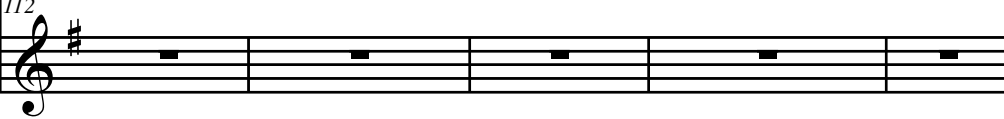
Bergamo,

Bolzano,

Cenate,

Fl.

112



START & OPEN  
Northern\_Italy

/\*This action enables  
the button North1 \*/

⌘ sentence end

⌘ sentence end

⌘ sentence end

*Press the button  
"North2"*

*Press the button  
"North3"*

/\*Twelve images of the symbol found in various part of Northern Italy are presented. Each time a new image appears on the screen the voice of the soprano is diffused on a different channel, and delayed one time on the channel at the opposite vertex of the hexagon (i.e. direct sound on channel 1 and delayed sound on channel 4).

The position of the images follows the channel spatialization of the direct sound. \*/

P.T.

124



, sentence end

, sentence end

, sentence end

, sentence end

, sentence end

, sentence end

, sentence end

124

*Press the button*  
"North4"*Press the button*  
"North5"*Press the button*  
"North6"*Press the button*  
"North7"*Press the button*  
"North8"*Press the button*  
"North9"*Press the button*  
"North10"

M.T.

124



124

S

124



Cuneo,

Lecco,

Milano,

Ortisei,

Padova,

Savona,

Fl.

124



P.T.

137

9 sentence end

*Press the button  
"North11"*

‘sentence end’

*Press the button  
"North12"*

CLOSE  
Northern\_Italy

M.T

137

*Press the button  
"Hold2"*

 $mf$ 

```
/*This action enables the default settings
of the spatialization of the voice of the
soprano on the 6 channels*/
```

137

**S**

137

*Val Camonica,*

*Valsesia,*

Varese,

Fl.

137

 $mf$

/\*Six images of the symbol found in various part of Italy are presented. Each time a new image appears on the screen the voice of the soprano is diffused on a different channel, and delayed two times on other channels. The order follows the hexagon vertices counter-clockwise, according to the following pattern: e.g. direct sound on channel 1 and first and second delays on channel 3 and 5 respectively. The position of the images follows the channel spatialization of the direct sound. \*/

P.T.

147

M.T.

147

147

147

147

S

147

Fl.

147

START & OPEN  
Italy

; sentence end

*Press the button  
"Italy2"*

; sentence end

*Press the button  
"Italy3"*

; sentence end

*Press the button  
"Italy4"*

/\*This action enables  
the button Italy1\*/

*Campania,*

*Lazio,*

*Puglia,*

We can al- so\_ fi - nd it in o-ther parts o-f I-ta - ly:

--	--	--	--	--

160

[illegible]

160

*Press the button  
"Italy5"*

*Press the button  
"Italy6"*

**CLOSE**  
Italy

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160

3

*Press the button  
"Hold2"*

 $mf$ 

```
/*This action enables the default settings
of the spatialization of the voice of the
soprano on the 6 channels*/
```

160

*Romagna,*

*Toscana,*

*Umbria,*

 $mf$

170

P.T.

170

170

170

170

M.T.

170

170

170

S

170

Mo - ro - ver it is wide-spread throuh - out \_\_\_\_ Eu-ro - pe:

170

Fl.

170

START & OPEN Europe

;/ sentence end

;/ sentence end

;/ sentence end

*Press the button "Europe2"*

*Press the button "Europe3"*

/\*This action enables the button Europe1\*/

Austria,

Basque country,

/\*Twelve images of the symbol found in various part of Europe are presented. Each time a new image appears on the screen the voice of the soprano is diffused on a different channel, and delayed three times on other channels. The order follows the hexagon vertices counter-clockwise, according to the following pattern: e.g. direct sound on channel 1 and first, second and third delay on channel 4, 6 and 3 respectively. The movement of the images follows the channel spatialization of the direct sound. \*/

P.T.

182



182

‘ sentence end

*Press the button  
"Europe4"*

‘ sentence end

*Press the button  
"Europe5"*

‘ sentence end

*Press the button  
"Europe6"*

‘ sentence end

*Press the button  
"Europe7"*

‘ sentence end

*Press the button  
"Europe8"*

‘ sentence end

*Press the button  
"Europe9"*

M.T

182



182

S

182



*Bulgaria,*

*Catalonia,*

*Croatia,*

*Denmark,*

*Galitia,*

*Greece,*

*Norway,*

Fl.

182



The musical score consists of four staves:

- P.T.**: A single staff at the top.
- M.T.**: Two staves grouped by a brace on the left. The upper staff contains three "sentence end" commands followed by button presses: "Press the button 'Europe10'", "Press the button 'Europe11'", and "Press the button 'Europe12'". The lower staff contains a "CLOSE Europe" command and a later "Press the button 'Hold2'" command with a *mf* dynamic marking. A note below the second staff reads: "/\*This action enables the default settings of the spatialization of the voice of the soprano on the 6 channels\*/".
- S**: A single staff featuring a treble clef, a key signature of one sharp (F#), and three boxed lyrics: "Romania,", "Scotland,", and "Switzerland,".
- Fl.**: A single staff featuring a treble clef, a key signature of one sharp (F#), and performance markings: "accel." followed by a dashed line, a fermata over a wavy line, and "rall." followed by a dashed line. Below this staff, a dynamic marking shows *mp* increasing to *f* and then decreasing back to *mp*.

205

P.T.

205

205

M.T

205

205

S

205

what's more it can be fo-und all\_\_ a-round the\_\_ world:

China,

Eygipt,

India,

Fl.

205

START & OPEN  
World

Press the button  
"World1"

Press the button  
"World2"

Press the button  
"World3"

Press the button  
"World4"

;/sentence end

;/sentence end

;/sentence end

;/sentence end

/\*This action enables  
the button World1\*/

/\*Twelve images of the symbol found in various part of the World are presented. Each time a new image appears on the screen the voice of the soprano is diffused on a different channel, and delayed four times on other channels. The order follows the hexagon vertices counter-clockwise, according to the following pattern: e.g. direct sound on channel 1 and first, second, third and fourth delay on channel 4, 6, 3 and 5 respectively. The movement of the images follows the channel spatialization of the direct sound. \*/

P.T.

219

219

M.T

219

219

S

219

Fl.

219

; sentence end

*Press the button*  
"World5"

; sentence end

*Press the button*  
"World6"

; sentence end

*Press the button*  
"World7"

; sentence end

*Press the button*  
"World8"

; sentence end

*Press the button*  
"World9"

; sentence end

*Press the button*  
"World10"

; sentence end

*Press the button*  
"World11"

Israel,

Japan,

Lebanon,

Mexico,

Morocco,

Palestine,

Peru,

Syria,

234

/\*Six images of the symbol depicted in various Crop  
Circles are presented. The images appears (and  
disappears) simultaneously. The direct sound is delayed  
6times according to the "reverb+6delays" spatialization\*/

P.T.

234

M.T

234

234

S

234

Fl.

234

• sentence end  
*Press the button  
"World12"*

CLOSE  
World

START Crop\_Circles

CLOSE  
PART II

CLOSE  
Hold\_stereo\_circular

*Press the button  
"Hold2"*

*mf*

/\*This action enables the default settings  
of the spatialization of the voice of the  
soprano on the 6 channels\*/

Turkey,

Finally it is depicted  
in numerous

Crop Circles!

*shouted* - - - - -

*accel.* - - - - - *rall.* - - - - -

*mp* *f* *mp*

246

P.T. /\*An image of the sun appears\*/

246

M.T. /\*Two low frequency notes (the root and its fifth) are spatialized along two hexagonal trajectories creating a pedal effect. The root note moves in clockwise with a small radius (so the sound is loud), the fifth moves in counter-clockwise with a big radius (so its sound is not loud). The default pedal is composed by a C plus its fifth and starts automatically \*/

246

/\*This action causes the stop of the patch "Hold\_stereo\_circular" after its two volumes decrease linearly to 0 over 30 seconds. Subsequently also the patch "PARTII" is automatically stopped\*/

246

START & OPEN PART III

Images disappearance  
delays end

START & OPEN control\_pedal\_fifth *mf*

246

/\*This action stops the patch "Crop\_Circles" and enables the default settings of the spatialization of the voice of the soprano on the 6 channels\*/

246

S

What's the meaning?

The ma - in mea - ning is \_\_\_\_\_ to \_\_\_\_\_ represent

*mf* *mp* *whispered*

Fl.

246

The score is divided into five systems. The first system shows the P.T. (Piano/Tramontano) part with a measure rest and a performance instruction. The second system shows the M.T. (Midi/Tramontano) part with a measure rest and a detailed performance instruction. The third system shows the M.T. part with a measure rest and a performance instruction. The fourth system shows the Soprano (S) part with a vocal line and lyrics, and the Flute (Fl.) part with a sustained note. The fifth system shows the Soprano part with a vocal line and lyrics, and the Flute part with a sustained note.

P.T.

M.T.

S

Fl.

*shouted*

the Sun that is the Li - fe, the light, the warmth and all that is beautiful and pleasant.

*sfz**mf**ff**mf**ff**mp**mf**f**mf**mp*

261 / \*A stylized image of the sun appears\* /

P.T.

261

M.T.

261

261

261 *Press the button "Play B"*

261 *Press the button "Play D"*

S

261

Fl.

261

*[Change gradually the sound from pure to Flatterzunge to pure again]*  
*Flatt - - -*  
*fff* *p*

*[Change gradually the sound from pure to Flatterzunge to pure again]*  
*Flatt - - -*  
*ff* *pp*

*[Change gradually the sound from pure to blowed]*  
*f* *ppp*

P.T.

/\*An image of the Wheel of Fortune appears\*/

M.T.

S

♩ = 65

A- no-ther mea - ning i - s "the — wheel", — sym - bol of the pe-ren-ni-al flo-wing of all the things.

*mp**f**mp**f**mp**f**mf**p*

♩ = 65

Fl.

278 / \* A stylized image of the Wheel of Fortune appears \* /

P.T.

278

M.T.

278

278

278

Press the button "Play A"

Press the button "Play E"

S

278

♩ = 80

Fl.

278

♩ = 80

*ff* *ppp* *ff* *pp* *mf* *ff* *[Change gradually the sound from pure to blown]*

286

/\*An image of the Uroboros appears\*/

P.T.

286

286

M.T

286

286

S

286

♩ = 65

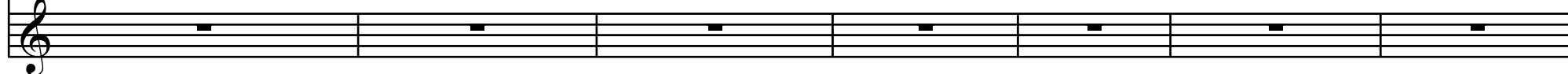


It - [s] cir - cu - lar form re - mem - ber - [s] the U - ro - bo - ro - [s], sym - bol of E - ter - ni - ty.

♩ = 65

286

Fl.



293 / \*A stylized image of the Uroboros appears\* /

P.T.

293

M.T.

293

293

293

Press the button "Play G"

Press the button "Play F#"

S

293

♩ = 80

♩ = 65

It was

*mp*

Fl.

293

♩ = 80

*ff*

*Flatt.*

*Flatt - -*

[Change gradually the sound from Flatterzunge to pure]

*Flatt - - -*

[Change gradually the sound from Flatterzunge to pure]

*Flatt - - - -*

[Change gradually the sound from Flatterzunge to pure and to blowed]

*ff*

*ppp*

*ff*

*ppp*

*fff*

*ppp*

*ff*

*ppp*

*fff*

*ppp*

♩ = 65

303

/\*An image of the Chrismon appears\*/

P.T.

303

303

M.T.

303

303

*Press the button  
"Play F"*

S

303

*whispered* - - - -*shouted* - - - - -

♩ = 80

also used — to re-pre-sent Je - sus Chri - st, "True Sun", "InvincibleSun", "Sun of Justice".

*f mf < ff mf < ff pp**f*

Fl.

303

♩ = 80

*f p f*

313 /\*A stylized image of the Chrismon appears\*/

P.T.

313

M.T.

313

313

Press the button  
"Play G#"

313

S

Mo-ro-ver it re-pre-sents "the flo- wer", that

*mf* *ff* *p*

Fl.

*p* *pp* *f* *p* *f* *p*

Measures 313-318. The S part begins with a tempo marking of 65. The lyrics are: "Mo-ro-ver it re-pre-sents 'the flo- wer', that". The Fl. part has dynamics: *p*, *pp*, *f*, *p*, *f*, *p*. A stage direction in an oval says "Press the button 'Play G#'".

323

/\*An image of a white lily\*/

P.T.

323

323

M.T.

323

323

S

323

*whispered - - -*

is the beau - ty, the clean-ness, the Life that is born a-ga - in a - fter the win - ter

*ff**p**ff**mf**f**mf**mp**mf**p*

Fl.

323

331 / \*A stylized image of the lily appears\*/

P.T.

331

M.T.

331

331

331

Press the button  
"Play D#"

Press the button  
"Play A#"

S

331

♩ = 80

♩ = 65

It is a well wi- shing

*p* *ff*

Fl.

331

♩ = 80

♩ = 65

*f* *mp* *f* *mp* *f* *mp* *f* *pp*

342 /\*An image of a wooden tool with the symbol depicted on appears\*/

/\*A stylized image of the Seed of Life appears\*/

P.T.

342

342

M.T

342

342

Press the button  
"Play C#"

CLOSE  
control\_pedal\_fifth

CLOSE  
PART III

S

342

— sym - bol, placed in pla-ces in ne - ed of protection and defence.  
*mp* *< f* *mf* *mp* *mf*

[Change gradually the  
sound from blown to pure]

Fl.

342

*mf* *pp* *< ff* *pp* *< ff*

The musical score for Part IV consists of two staves: Soprano (S) and Flute (Fl.).

**Soprano (S) Staff:**

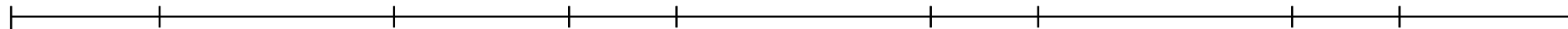
- Lyrics: "Is there a- no-ther mea-ning?"
- Dynamic markings: *sf* (sforzando) under "there" and "mea-ning".
- Tempo/Beat marking:  $\text{♩} = 80$ .
- Performance instruction: *[Change gradually the sound from pure to blown]* above the staff.

**Flute (Fl.) Staff:**

- Dynamic markings: *pp* (pianissimo) and *f* (forte) with hairpins indicating crescendos and decrescendos.
- Tempo/Beat marking:  $\text{♩} = 80$ .
- Performance instruction: *[Change gradually the sound from pure to blown]* above the staff.
- Lyrics: "Is there a- no-ther mea-ning?"
- Dynamic markings: *sf* (sforzando) and *f* (forte) with hairpins indicating crescendos and decrescendos.
- Tempo/Beat marking:  $\text{♩} = 80$ .
- Performance instruction: *[Change gradually the sound from pure to blown]* above the staff.

**Lyrics:** "Is there a- no-ther mea-ning?"

P.T.



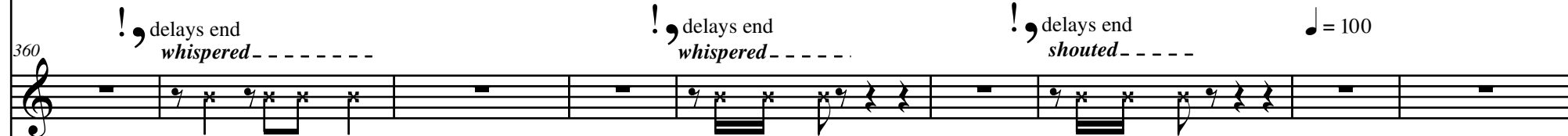
START & OPEN  
Hold8PitchShifterRevLR

/\*This action blocks the input signal  
for the two "reverber+6delays"  
opened and automatically stops them  
after 12 seconds\*/

M.T



S

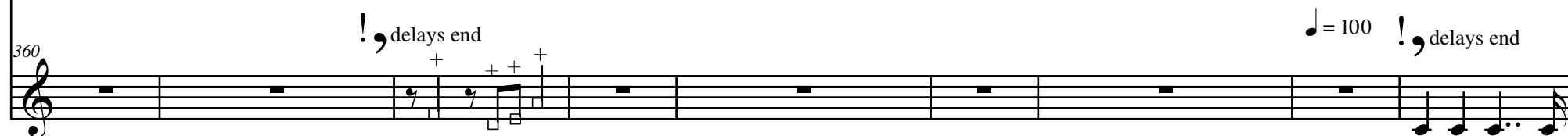


What do we know?

The Cre - ation

The Cre - ation

Fl.

*mf**ff*

369

P.T.

369

*Press the button "Hold"* *mf*

[Use default volumes of the octaves]

*Press the button "Hold"* *mf*

[Use default volumes of the octaves]

*mp*

M.T.

369

/\*The sound of the soprano is held (with a trapeziodal envelope) and pitch-shifted to 8 octaves (4 inferior and 4 superior): the resulting effect is that of an organ\*/

369

S

*No vibrato* - - - - -

*ff* The Cre-a - ti - o - [m] *p*

*f* the Cre-a - ti - o - [m] *p*

Fl.

369

*f*

P.T.

/\*A pulsing sphere appears in the center of the screen emerging from the black background  
381 and getting more and more white\*/

CLOSE  
Hold8PitchShifterRevLR

M.T

381 START  
control\_InharmonicFilter *mp*

/\*This action causes the stop of the patch  
"Hold8PitchShifterRevLR" after its volume  
decreases linearly to 0 over 90 seconds\*/

Breathe in and out 6 times in different ways  
(changing speed, depth and pitch).  
Start and finish with deep and calm breaths.  
Start and finish after the flutist in order to  
create a pad of crossing breaths.

S

*Breathe gently into the microphone*

Fl.

381 Breathe in and out 6 times in different ways  
(changing speed, depth and pitch).  
Start and finish with deep and calm breaths.

*Breathe through the embouchure hole*

*accel.* ----- *rall.* -----

*ppp* *mf* *ppp*

391

P.T.

391

M.T.

391

391

♩ = 100

391

S

E - go su - [m]

*mf* *ff*

♩ = 100

391

Fl.

*ppp* *sfz*

P.T.

397

M.T.

397

397

S

397

Fl.

397

! delays end

The con- scious - nes - [s]

*ff* *mf*

*ppp**sfz*

403

P.T.

403

/\*This action causes the stop of the patch "control\_IharmonicFilter"  
after its volume decreases linearly to 0 over 30 seconds. It also  
blocks the input signal for the two active "reverber+6delays" and  
automatically stops them after 6 seconds\*/

M.T

403

delays end

START & OPEN  
control\_6directions

/\*The sound of the flute is recorded  
in a buffer and then spatialized along  
a linear trajectory from top to down.  
When it reaches the bottom it restarts  
from the top\*/

START direction\_1\_T-D

/\*The sound of the flute is recorded  
in a buffer and then spatialized along  
a linear trajectory from right to left.  
When it reaches the left it restarts  
from the right\*/

START direction\_2\_R-L

S

403

delays end

***f***

I [n] the be - gi - nni - [n] - g

was the vi - bra - tio - [n]

*Vibrato* - - - - -  
*slow* - - - - -

***ff***

Fl.

403

No vibrato - - - - -  
delays end

***mf******p******mf******p***

P.T.

M.T

/\*The sound of the flute is recorded  
in a buffer and then spatialized along  
a linear trajectory from front to back.  
When it reaches the back it restarts  
from the front\*/

START direction\_3\_F-B

/\*The sound of the flute is recorded  
in a buffer and then spatialized along  
a linear trajectory from down to top.  
When it reaches the top it restarts  
from the bottom\*/

START direction\_4\_D-T

S

And the vi- bra \_\_\_\_\_ tion \_\_\_\_\_ was with the Con- scious - nes [s].

*mf*

And the vibration was the Consciousness. How- e - ver the - Con- scious-

*mf*

*sf*

*mf*

No vibrato

*f*

No vibrato

Fl.

*mf*

*p*

*mf*

422

P.T.

422

M.T.

422

/\*The sound of the flute is recorded in a buffer and then spatialized along a linear trajectory from left to right. When it reaches the right it restarts from the left\*/

START direction\_5\_L-R

/\*The sound of the flute is recorded in a buffer and then spatialized along a linear trajectory from back to front. When it reaches the front it restarts from the back\*/

START direction\_6\_B-F

422

S

nes - [s] did \_\_\_ not know how It was \_\_\_ ma - de. So It con-structed a mir-ror in order to have knowledge of itself

*shouted* - - - - -

*f*

*mf*

422

Fl.

*p* *mf* *p* *mf*

No vibrato - - - - -

No vibrato - - - - -

432

P.T.

432

START draw\_spheresTD

START draw\_spheresLR

START draw\_spheresFB

/\*The two speheres at the top and at the bottom and the lines that connect them, change the color to blue\*/

/\*The two speheres at the left and at the right and the lines that connect them, change the color to red\*/

/\*The two speheres at the front and at the back and the lines that connect them, change the color to green\*/

M.T.

432

432

S

432

It cre-a-ted *mf* The time [m] *f* The space - [s] *f* The e - ner - gy *f*

Fl.

432

*p* *ppp* *mp* *ppp* *mf* *ppp* *f* *ppp*

440 /\*Start the rotation of the system along the axis Y\*/

P.T.

440 /\*The 6 directions change the color to white\*/

/\*The line 1 appears\*/

440

/\*A low frequency note is spatialized along two hexagonal trajectories creating a pedal effect. The first trajectory is clockwise with a small radius (so the sound is loud), the second one moves in counter-clockwise with a big radius (so its sound is not loud) and a bigger speed. The default pedal is a G and starts automatically \*/

M.T.

START pedal *mf*

440 STOP direction\_6\_B-F /\*The volume of each direction decreases linearly to 0 over 10 seconds\*/

STOP direction\_5\_L-R

STOP direction\_4\_D-T

440 STOP direction\_3\_F-B

START & OPEN 12lines /\*This action starts automatically the chord G7 and the drawing of the line 1. It also stops the patch "control\_6directions"\*/

STOP direction\_2\_R-L

STOP direction\_1\_T-D

CLOSE control\_6directions

♩ = 100

S

440

[a] *mf* [e]

♩ = 100

Fl.

*mp*

44

448

/\*The line 2 appears\*/

/\*The line 3 appears\*/

P.T.

448

448

M.T

448

448

*Press the button "line 2"**Press the button "line 3"*/\*The chord C7 is played  
and diffused on channel 2\*//\*The chord F7 is played  
and diffused on channel 3\*/

S

448

[i]

[o]

[u]

[a]

[e]

[i]

[o]

*pp**f**p*

Fl.

448

*ff**p**f*

455

P.T. /\*The line 4 appears\*/

455

M.T. 455

455

*Press the button "line 4"*

/\*The chord Bb7 is played and diffused on channel 4\*/

455

S

[u] [a] [e]

*Flatt*

455

Fl. *8va*

The musical score is written for a theatrical production. It includes parts for P.T., M.T., S, and Fl. The P.T. and M.T. parts are empty staves with a bracket on the left. The S part is a vocal line with lyrics [u], [a], and [e]. The Fl. part is a flute line with a 'Flatt' marking and an '8va' marking. The score is marked with measure numbers 455 and 456. There are also some musical notations like notes, rests, and dynamic markings.

46

458

/\*The line 5 appears\*/

P.T.

458

458

M.T

458

458

*Press the button "line 5"*/\*The chord EB7 is played  
and diffused on channel 5\*/

458

S

[i] [o] [u] [a] [e] [i]

***ff******mp******Flatt***

458

Fl.

***pp******mf***

461 / \*The line 6 appears\* /

P.T.

461

461

M.T.

461

461

*Press the button "line 6"*

/ \*The chord Ab7 is played and diffused on channel 6\* /

461

S

[o] [u] [a] [e] [i] [o] [u] [a] [e] [i] [o] [u]

*Flatt*

8<sup>va</sup>

461

Fl.

The musical score is written for four parts: P.T., M.T., S, and Fl. The P.T. and M.T. parts are represented by empty staves. The S part is a vocal line with lyrics [o] [u] [a] [e] [i] [o] [u] [a] [e] [i] [o] [u]. The Fl. part is a flute line. The score is marked with 461 and includes instructions like 'Press the button "line 6"' and 'The chord Ab7 is played and diffused on channel 6\*'. There are also dynamic markings like 'Flatt' and '8va'.

464

P.T. /\*The line 7 appears\*/ /\*The line 8 appears\*/

M.T. 464

464

464

464

*Press the button "line 7"* *Press the button "line 8"*

/\*The chord Db7 is played and diffused on channel 1\*/ /\*The chord Gb7 is played and diffused on channel 2\*/

*slow* *fast*

S 464

[a] [e] [i] [o] [u] [a] [e] [i] [o] [u] [a] — [e] — [i] — [o] —

*p* *mf*

Fl. 464

*f* *mp*

470

P.T. /\*The line 9 appears\*/

470

M.T. 470

470

470

Press the button "line 9"

/\*The chord B7 is played and diffused on channel 3\*/

Press the button "line 10"

/\*The chord E7 is played and diffused on channel 4\*/

very fast - - - - -

470

S

[u] [a] [e] [i] [o] [u] [a] [e] [i] [o]

*mp* *f*

Vibrato - - - - -

slow - - - - -

470

Fl.

*mf* *p*

Detailed description of the musical score: The score is for measures 470 to 479. The P.T. (Piano/Tram) and M.T. (Music/Tram) staves are empty, with performance instructions: '/\*The line 9 appears\*/' for P.T. and '/\*The line 10 appears\*/' for M.T. The S (Soprano) part has two lines of music. The first line starts with a rest, followed by notes for [u], [a], [e], [i], [o], [u], [a], [e], [i], and [o]. The dynamics are *mp* and *f*. The second line starts with a rest, followed by notes for [i] and [o]. The dynamics are *mp* and *f*. The Fl. (Flute) part has a melodic line starting with a rest, followed by notes for [u], [a], [e], [i], [o], [u], [a], [e], [i], and [o]. The dynamics are *mf* and *p*. There are also performance instructions for channel 3 and 4: '/\*The chord B7 is played and diffused on channel 3\*/' and '/\*The chord E7 is played and diffused on channel 4\*/'. The tempo is marked 'very fast' and 'slow'.

476

P.T. /\*The line 11 appears\*/ /\*The line 12 appears\*/

M.T. 476

476

476

476

476

*Press the button "line 11"*

*Press the button "line 12"*

/\*The chord A7 is played and diffused on channel 5\*/

/\*The chord D7 is played and diffused on channel 6\*/

*Vibrato* - - - - -

*fast* - - - - - *very fast* - - - - -

S 476

[u] [a] [e] [i] [o] [u]

*mf* *ff*

Fl. 476

*mp* *pp*

/\*The 6 spheres change the color to white.  
The rotation along the XYZ axes starts.  
Then the wired sphere appears, increasing  
its diameter until the lines tall is reached\*/

P.T.

482

M.T.

482

/\*This action starts the patch "sphere formation" and after 1 seconds stops the patch "12lines". The patch generates a sound composed by a powerful chord of G major equally spatialized in all the 6 channel, plus 3 sinusoids spatialized along 3 circular trajectories with equal centre but orientated in different ways in the tridimensional space (this to reach the purpose of representing a sphere at audio level).  
The frequencies of the sinusoids are the root note, its third and its fifth and changes with the chord played (the default chord is G major)\*/

482

Press the button "G Major"

CLOSE 12lines

OPEN sphere\_formation

S

482

[a]

*fff*

*pp*

*pp*

*mp*

Fl.

482

*fff*

*pp*

*pp*

*mp*

*pp*

*mf*

*p*

491

491

491

491

[illegible]

495

P.T.

495

M.T.

495

495

*Press the button "C Major"*

495

S

*f* *rall.* [o] [m] *fff* *mf* *vir* *tual*

8va

495

Fl.

*f* *rall.* *fff* *mf*

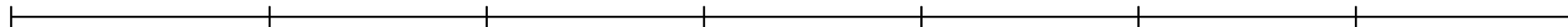
*/\*All the objects, with the exception of the sphere, disappear\*/*

*/\*The pedal note changes to C\*/*

*♩ = 120 Vibrato*

The musical score is for page 53, measures 495-500. It features four staves: P.T. (Piano/Tenor), M.T. (Mezzo/Tenor), S (Soprano), and Fl. (Flute). The S part has lyrics and dynamic markings. The Fl. part has dynamic markings and a vibrato instruction. The P.T. and M.T. parts have stage directions.

P.T.



M.T.



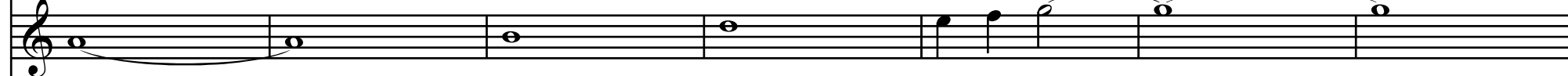
502 /\*The pedal note changes to D\*/

/\*The pedal note changes to G\*/

/\*The pedal note changes to C\*/

*Press the button "D Minor" **f****Press the button "G Major" **ff****Press the button "C Major" **fff****Vibrato*

S



re - - - a - - - li - - - - - ty

**f****ff****fff**

Fl.



509 /\*The main sphere disappears and the  
a new circle appears: it is the central  
circle of the formation of the seed of life\*/

P.T.

509

M.T.

509 /\*This action stops the chord C Major and  
causes the linear decrement to 0 of the volume  
of the 3 sinusoids over 40 seconds\*/

509 *Press the button "Stop chord"*

CLOSE  
sphere\_formation

CLOSE  
PART IV

START & OPEN  
PART V

START & OPEN  
control\_Sol\_Formation

509 [Press such a button as soon  
as the soprano ends to sing]

S

509 {Move to the vertex 1 of the hexagon}

The Sound is the principle and the origin of e - very - thing.

Fl.

509

520

P.T. START circle 1

520

520

M.T.

520

/\*Seven sounds (starting one at a time), composed by the sum of a sinusoid and a FFT-based bandpass with a very thin bandwidth, are spatialized along trajectories following the circles that forms the Seed of Life symbol. The first sound moves (that starts automatically, with frequency = C) along the interior circle, the other six sounds move along the six exterior circles. The frequency of each sound changes each time a new sound is activated. On the screen seven points moving around 520seven circles of different colours appear. As each circle appears, the velocity of the points moving on the screen gradually increments, as well as the velocity of the seven virtual sources along the trajectories.\*/

520

S

$\text{♩} = 80$

1 time regularly distributed {Move to the vertex 2 of the hexagon}

*f* The first da - y

[Change gradually the sound from Flatterzunge to pure and to blowed]  
Flatt - - - - -

520

Fl.

$\text{♩} = 80$

*sf* *pp* *pp* *mf*

*[dolcissimo]*

530

P.T.

530

M.T.

530

530

530

S

530

*f* The — se - cond da - y

2 times regularly distributed

Fl.

530

[Change gradually the sound from pure to blown]

[Change gradually the sound from Flatterzunge to pure and to blown]

Flatt - - -

*pp sf sf p pp*

START circle 2

/\*sinusoid1= E  
sinusoid2= E  
sinusoid3= G\*/

58

541

P.T.

541

M.T

541

541

S

541

*{Move to the vertex 3 of the hexagon}*

Fl.

541

*f*

*p*

*mp*

*mf*

*mp f*

*[witty]*

3



547

P.T.

547

547

M.T.

547

547

547

S

547

*f* The — thi - rd da - y

3 times regularly distributed {Move to the vertex 4 of the hexagon}

[Change gradually the sound from pure to blown]

[Change gradually the sound from Flatterzunge to pure and to blown]

Flatt - - .

Fl.

547

*mp* *ff* *p* *sf* *sf* *sf* *mp* *pp* *mp* *f* *mp* *f*

START circle 3

/\*sinusoid1= F  
sinusoid2= F  
sinusoid3= A  
sinusoid4= C\*/

60

558

START circle 4

P.T.

```
/*sinusoid1= G
sinusoid2= G
sinusoid3= B
sinusoid4= D
sinusoid5= G*/
```

558

558

M.T

558

558

S

4 times regularly  
distributed

558

*f* The \_\_\_\_\_ fo - urth da - y*[witty]**[Change gradually the  
sound from pure to blown]**[Change gradually the  
sound from Flatterzunge  
to pure and to blown]*  
Flatt - - -

Fl.

558

*mp**f**mp**f**mp**sf**sf**sf**sf**mf**pp*

569

P.T.

569

569

M.T

569

569

S

569

*{Move to the vertex 5 of the hexagon}*

Flatt - - - - -

Fl.

*p* *f* *mp*

The musical score is for measures 569 to 573. The staves are arranged vertically: P.T. (Piano/Trumpet), M.T. (Music/Trumpet, two staves), S (Soprano), and Fl. (Flute). The Fl. part begins with a treble clef and a key signature of one flat (B-flat). The dynamics are *p* (piano) for measures 569-571, *f* (forte) for measure 572, and *mp* (mezzo-piano) for measure 573. A 'Flatt' instruction is present in measures 569 and 573. The S part has a stage direction '{Move to the vertex 5 of the hexagon}' in measure 569. The P.T. and M.T. staves are empty.

574

START circle 5

P.T.

574

```
/*sinusoid1= A
sinusoid2= A
sinusoid3= C
sinusoid4= E
sinusoid5= A
sinusoid6= C*/
```

M.T

574

574

S

574

Fl.

574

*Flatt - - - - -**[Change gradually the  
sound from blown to pure]**f**mp**ff mp**f mp**f mp**ff**p**mf**sf**sf**sf**sf**sf**sf*

580

P.T.

580

M.T.

580

580

S

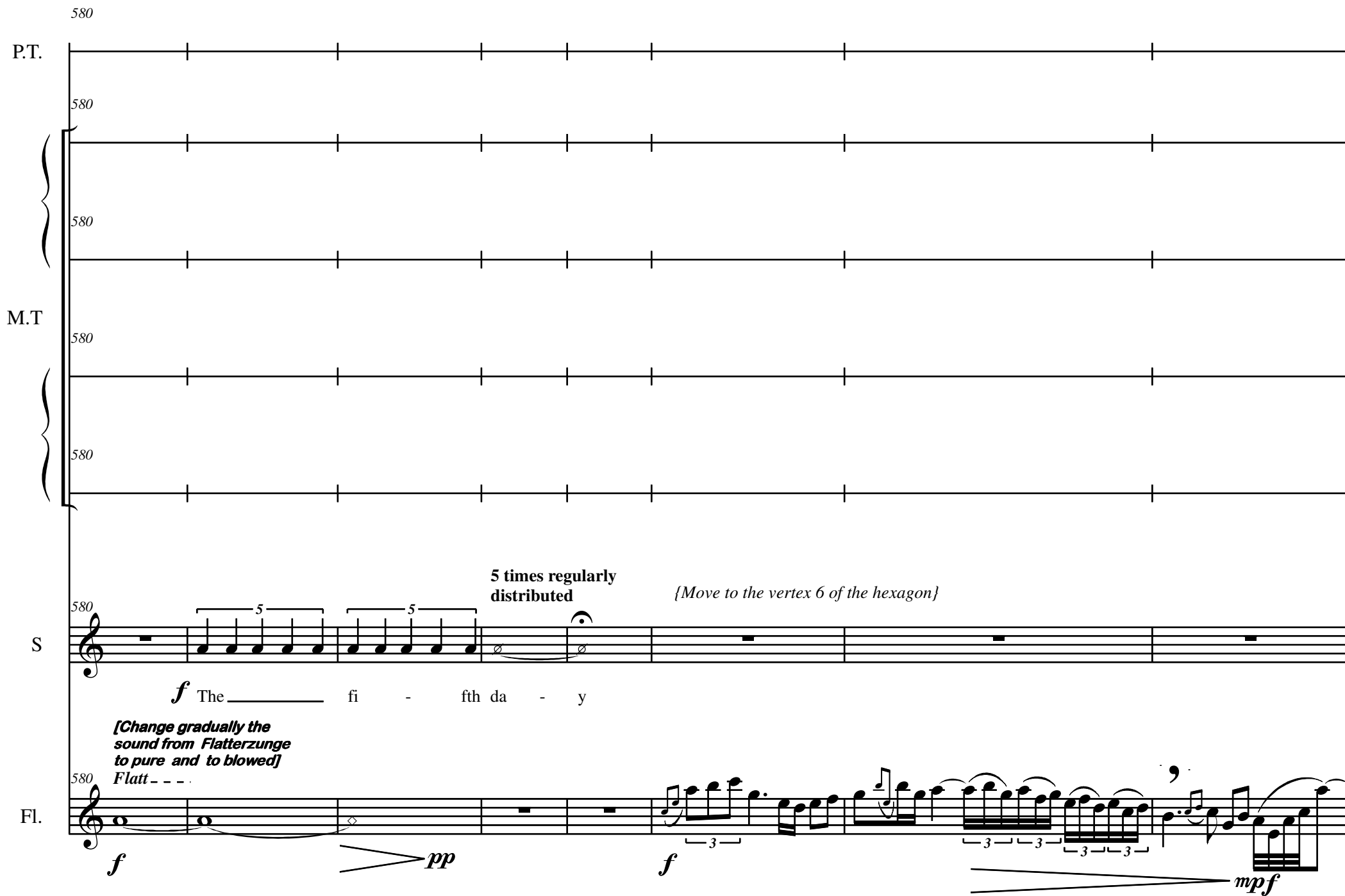
*f* The \_\_\_\_\_ fi - fth da - y

*[Change gradually the sound from Flatterzunge to pure and to blowed]*  
Flatt - - -

5 times regularly distributed {Move to the vertex 6 of the hexagon}

Fl.

*f* *pp* *f* *mpf*



START circle 6

P.T.

```
/*sinusoid1= B
sinusoid2= B
sinusoid3= d
sinusoid4= F
sinusoid5= B
sinusoid6= D
sinusoid7= F*/
```

M.T.

S

Fl.

*[Change gradually the  
sound from blown to pure]*

*f* *mp* *f* *mp* *f* *p* *f* *sf sf sf sf sf sf*

594

P.T.

594

M.T.

594

594

S

594

*f* The \_\_\_\_\_ si - xth da - y

*[Change gradually the sound from Flatterzunge to pure and to blown]*

*Flatt - - - -*

6 times regularly distributed {Come back to the microphone}

Fl.

*ff* *pp* *mp* *f* *mp* *f*

Detailed description: The image shows a musical score for measures 594 to 600. The staves are labeled P.T., M.T., S, and Fl. The S staff has lyrics 'The si - xth da - y' and a performance instruction '[Change gradually the sound from Flatterzunge to pure and to blown]'. The Fl. staff has dynamic markings ff, pp, mp, f, mp, f and includes triplets. The S part has a '6 times regularly distributed' instruction and a microphone instruction '{Come back to the microphone}'.

P.T.

START & OPEN  
PART VI

M.T.

S

Fl.

*[Change gradually the  
sound from blown to pure]*

602

*mp* *f* *mp* *f* *p* *ff*

5 3 3

3 3

P.T.

607

M.T

CLOSE  
PART V

607

**S**

607

Fl.

O - [m]\_\_\_\_\_

*mf*

/\*Six new black Seeds of Life appear  
at the same time around the central  
one (and get more and more white)  
forming in this way the Egg of Life\*/

P.T.

M.T.

/\*The sound is spatialized along  
a linear trajectory from right to  
left. When it reaches the left  
it restarts from the right\*/

/\*The sound is spatialized along  
a linear trajectory from back to  
front. When it reaches the front  
it restarts from the back\*/

/\*The sound is spatialized along  
a linear trajectory from down to  
top. When it reaches the  
top restarts from the bottom\*/

START & OPEN  
part\_VI\_3\_directions

/\*root note\*/

/\*third\*/

/\*fifth\*/

START part\_VI\_directionR-L

START part\_VI\_directionB-F

START part\_VI\_directionD-T

/\*The F major chord is formed\*/

[Should be pressed when  
the sound produced by  
part\_VI\_directionR-L  
disappears for the first time]

[Should be pressed when  
the sound produced by  
part\_VI\_directionB-F  
disappears for the first time]

*[dolcissimo]*

S

The Egg of Life

Fl.

*[Change gradually the  
sound from pure to blown]*

*mf**pp*

! , delays end

632 START control\_Redhae\_formation

632 START vitruvio

P.T.

/\*This action enable the drawing of other Seeds of Life around the Egg of Life forming in this way the Flower of Life\*/

/\*The Flower of Life gets more and more black and then disappears; in the meanwhile the image of the Vitruvian Man appears behind the Flower of Life. When the Flower of Life is disappeared only the vitruvio image remains. This actions stops the patch "reverber+6delays" activated for the soprano processing\*/

632

M.T.

! , delays end

START reverber+6delays

! , delays end

STOP reverber+6delays

632

S

! , delays end [dolcissimo]

The Flower of Life —

632

Fl.

! , delays end [Change gradually the sound from pure to blowed]

accel. ----- rall. -----

mf pp

ppp mf ppp

"The Flower of Life was and is known by all the Life. All the Life not only here but everywhere knew that it is the the creation pattern, the way of entrance and the way of exit. The Spirit created us in such a semblance. You know that it is true: it is written in your body, in all the bodies."

P.T.

644 /\*The image of the Vitruvian  
Man disappears slowly\*/

/\*A pulsing sphere appears in the center of the  
screen emerging from the black background  
and getting more and more white\*/

644

START & OPEN  
control\_breath

*mf*

644

Press various times the "Hold" button until a  
complex soundscape of crossing breaths is  
created. [Increase the octaves volumes until  
the maximum is reached].

M.T

644

/\*This action starts the patch  
"reverber+6delays" for the flute\*/

644

*Press the button  
"Play C Major"*

*ff*

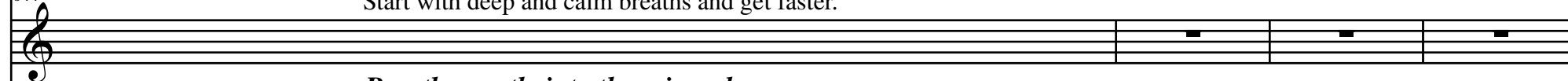
[Press such a button as  
soon as the soprano  
finishes to recite]

Breathe in and out in different ways (changing speed  
and depth) and several times until the live electronics  
effects create a state of caos.

Start with deep and calm breaths and get faster.

S

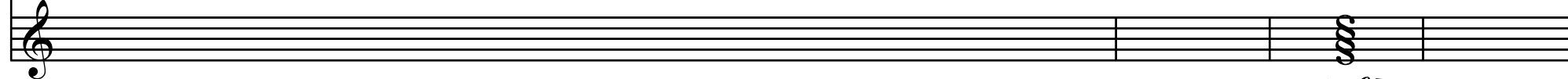
644



*Breathe gently into the microphone*

Fl.

644



• delays end

*accel.* ----- *rall.* -----

*ppp**mf**ppp*

654

P.T.

654

654

M.T.

654

654

654

S

654

Fl.

654

/\*The pulsing sphere gets more and more black until it disappears\*/

*ppp* STOP control\_breath

[Decrease the volume as synchronously as possible with the sphere disappearance]

/\*This action causes the stop of the patch "Hold2PitchShifterRevLR" after its volume decreases linearly to 0 over 30 seconds. It also stops the patch "control\_Redhae Formation" after each sinusoid at a time decrease linearly to 0 over 5 seconds\*/

STOP DSP

delays end

STOP reverber+6delays

STOP part\_VI\_directionD-T

STOP part\_VI\_directionB-F

delays end

STOP part\_VI\_directionR-L

/\*The volume of each direction decreases linearly to 0 over 15 seconds\*/

*"To my high fantasy here power failed; but now my desire and my will, like a wheel which evenly is moved, the Love was turning which moves the Sun and the other stars."*