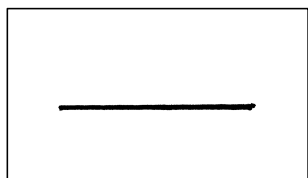
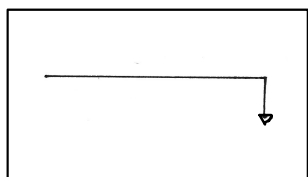


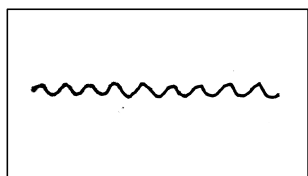
SINGLE-PITCH STATES



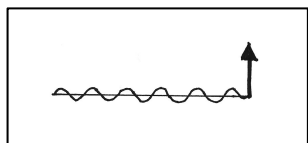
LONG SINGLE PITCHED SOUND (SUONO TENUTO/DRONE-LIKE)



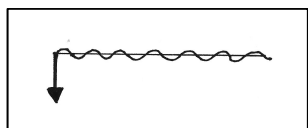
LONG SINGLE PITCHED SOUND, LOW PITCH



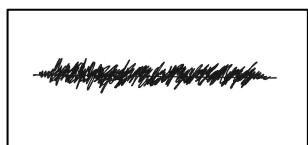
REGULAR TRILL/VIBRATO



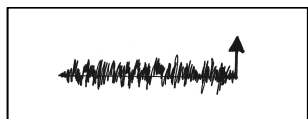
REGULAR TRILL/VIBRATO, HIGH PITCH



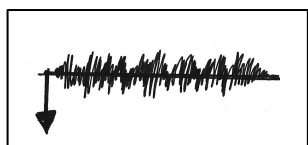
REGULAR TRILL/VIBRATO, LOW PITCH



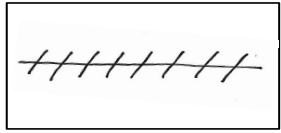
PITCHED NOISE



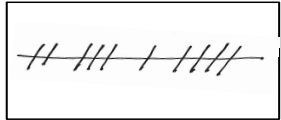
PITCHED NOISE - HIGH



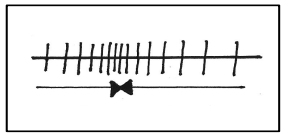
PITCHED NOISE - LOW



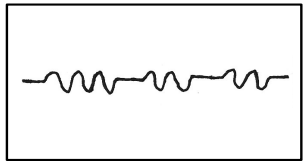
REGULAR PULSE (ON THE SAME PITCH)



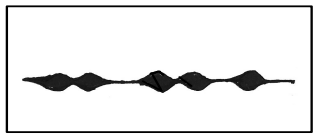
IRREGULAR PULSE



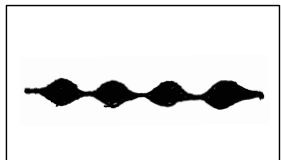
VARIABLE SPEED PULSE (FM PULSE)



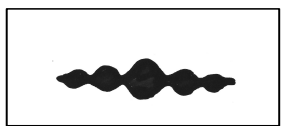
IRREGULAR VIBRATO



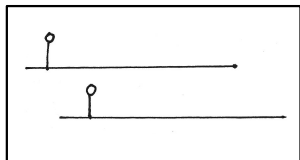
IRREGULAR TREMOLO



REGULAR TREMOLO

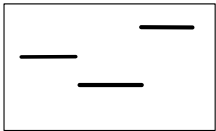


AMPLITUDE-MODULATED REGULAR TREMOLO

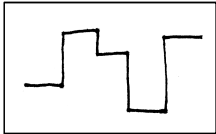


LONG DRONE-LIKE HARMONICS /MULTIPHONICS/VERY HIGH PITCHES

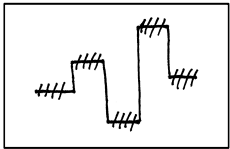
PITCH-MODULATED STATES



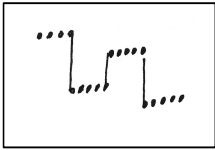
NOTE TENUTE / CALM & FIRM STATEMENTS



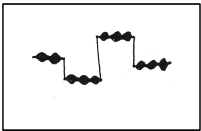
FRASEGGIO "A NOTE TENUTE"



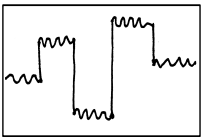
PITCH-MODULATED REGULAR PULSES



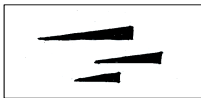
PITCH-MODULATED REGULAR POINTS



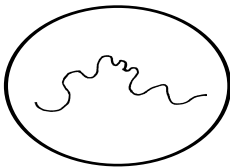
PITCH-MODULATED REGULAR TREMOLI



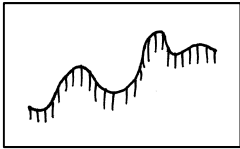
PITCH-MODULATED REGULAR VIBRATI



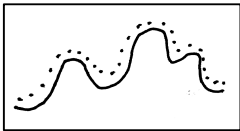
NOTE TENUTE, CRESCENDO



MELODIC LEGATO LINE

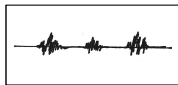


MELODIC LEGATO LINE, REGULAR PULSE

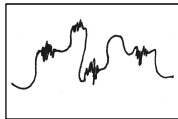


MELODIC STACCATO LINE, REGULAR PULSE

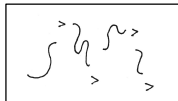
COMBI STATES



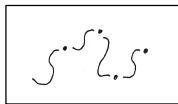
SUONO TENUTO + NOISE BURSTS



MELODIC LINE + NOISE BURSTS



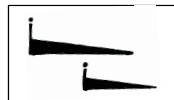
MELODIC LINE + ACCENTS



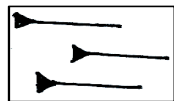
MELODIC LINE + POINTS



ACCENTED HIGHER PITCH + NOTA TENUTA, DECRESCENDO

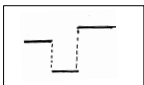


HIGHER POINT + NOTA TENUTA, DECRESCENDO



ACCENTED LONG SOUND

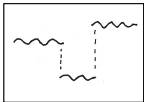
(NON-)OVERLAPPED STATES



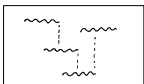
SUONI TENUTI, NON-OVERLAPPED



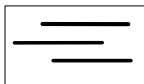
PITCHED REGULAR POINTS STATEMENTS, NON-OVERLAPPED



VIBRATI, NON-OVERLAPPED



VIBRATI, OVERLAPPED: AVOID CHANGING PITCH WITH OTHER PLAYERS

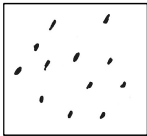


OVERLAPPING DRONES/SHEETS

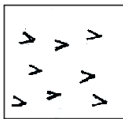
POINTS / SPARSE EVENTS STATES



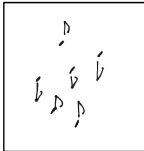
DENSE POINTS



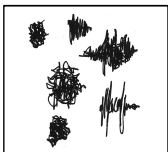
SPARSE POINTS



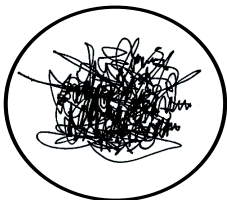
SPARSE ACCENTS



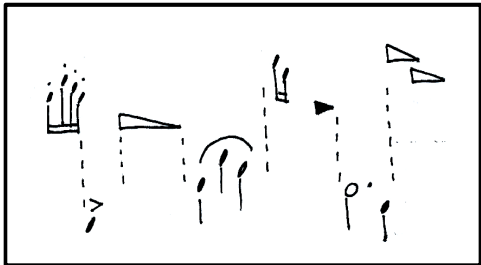
SPARSE SHORT PITCHED SOUNDS



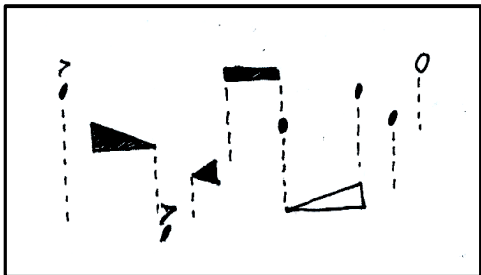
SPARSE NOISE BURSTS



FULL, FAST, WIDE NOISE



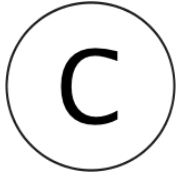
GROUP MUSIC: PLAY SHORT SENTENCE, AVOID OVERLAPPING



POINT MUSIC: PLAY SINGLE EVENTS, AVOID OVERLAPPING



SILENCE



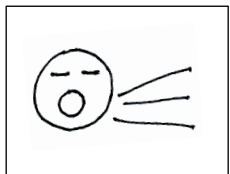
COPY ANOTHER PLAYER - AS IF PLAYING THE SAME PART



SURPRISING StATEMENT (ONE SHOT)



ANYTHING UNCONVENTIONAL



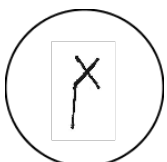
SING / SCREAM



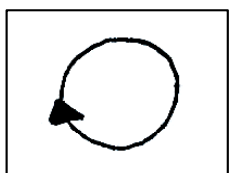
SPEECH



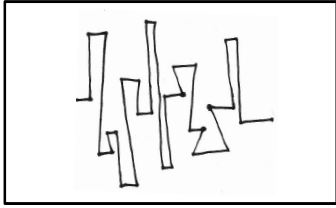
AS IT SAYS



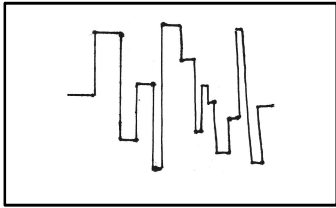
PERCUSSIVE SOUND



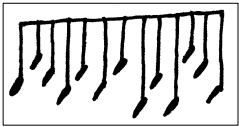
LOOP (TAPE-LIKE)



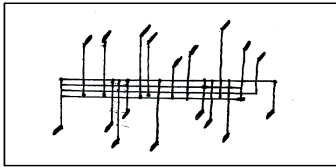
ANGULAR, NERVOUS PHRASING WITH WIDE PITCH JUMPS



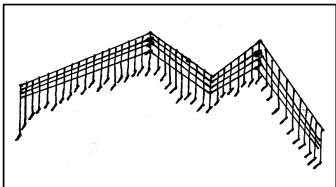
SQUARED, NERVOUS PHRASING WITH WIDE PITCH JUMPS



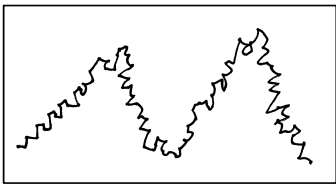
FAST REGULAR PHRASING, NOTE TENUTE, WITH SMALL INTERVALS



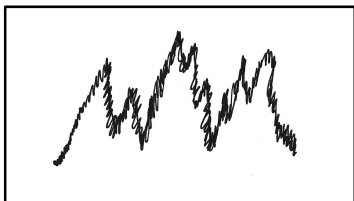
FAST REGULAR PHRASING WITH WIDE PITCH JUMPS



FAST RUN THROUGH ALL REGISTERS



FAST, NOISY RUN THROUGH ALL REGISTERS



FAST, MORE NOISY RUN THROUGH ALL REGISTERS