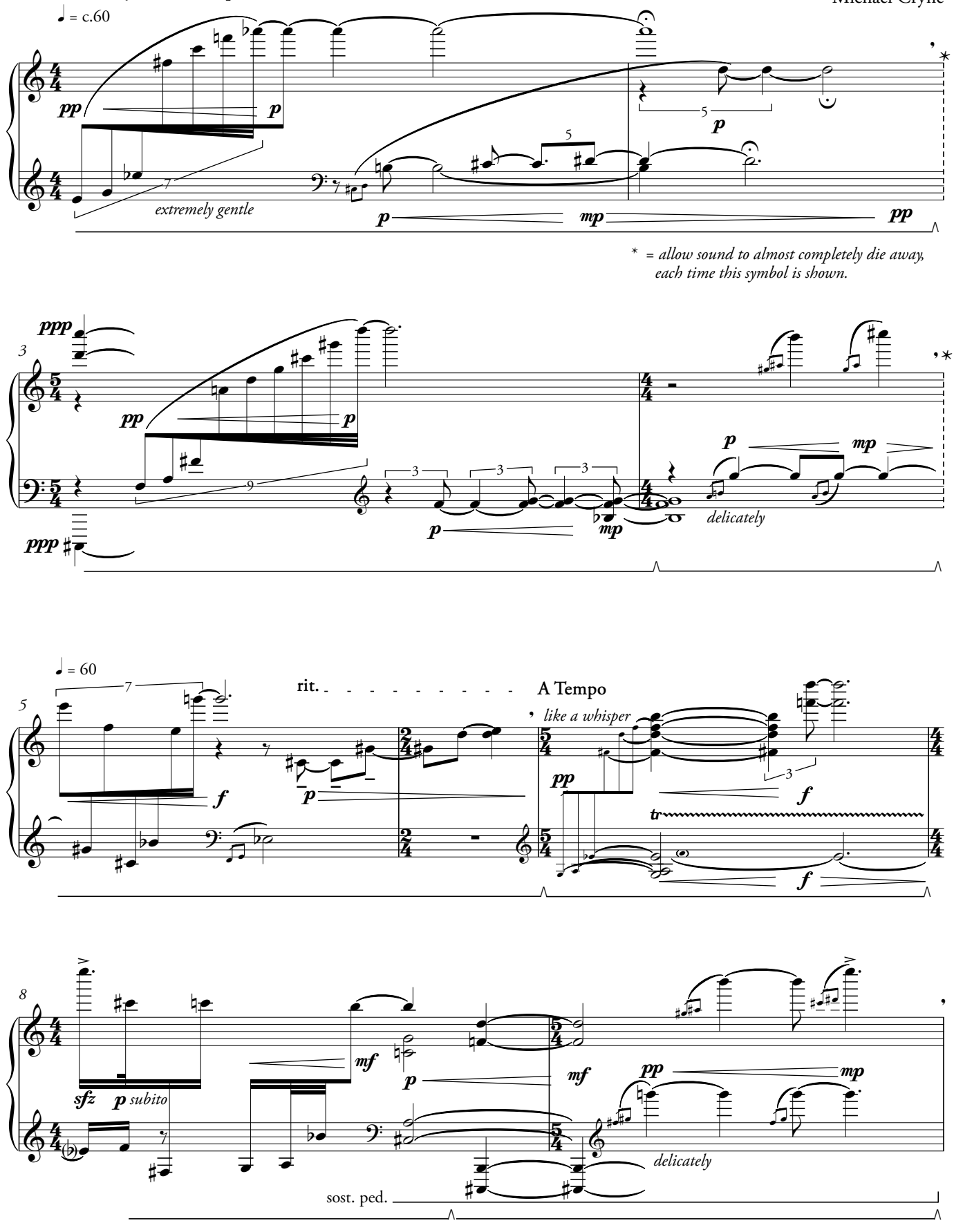
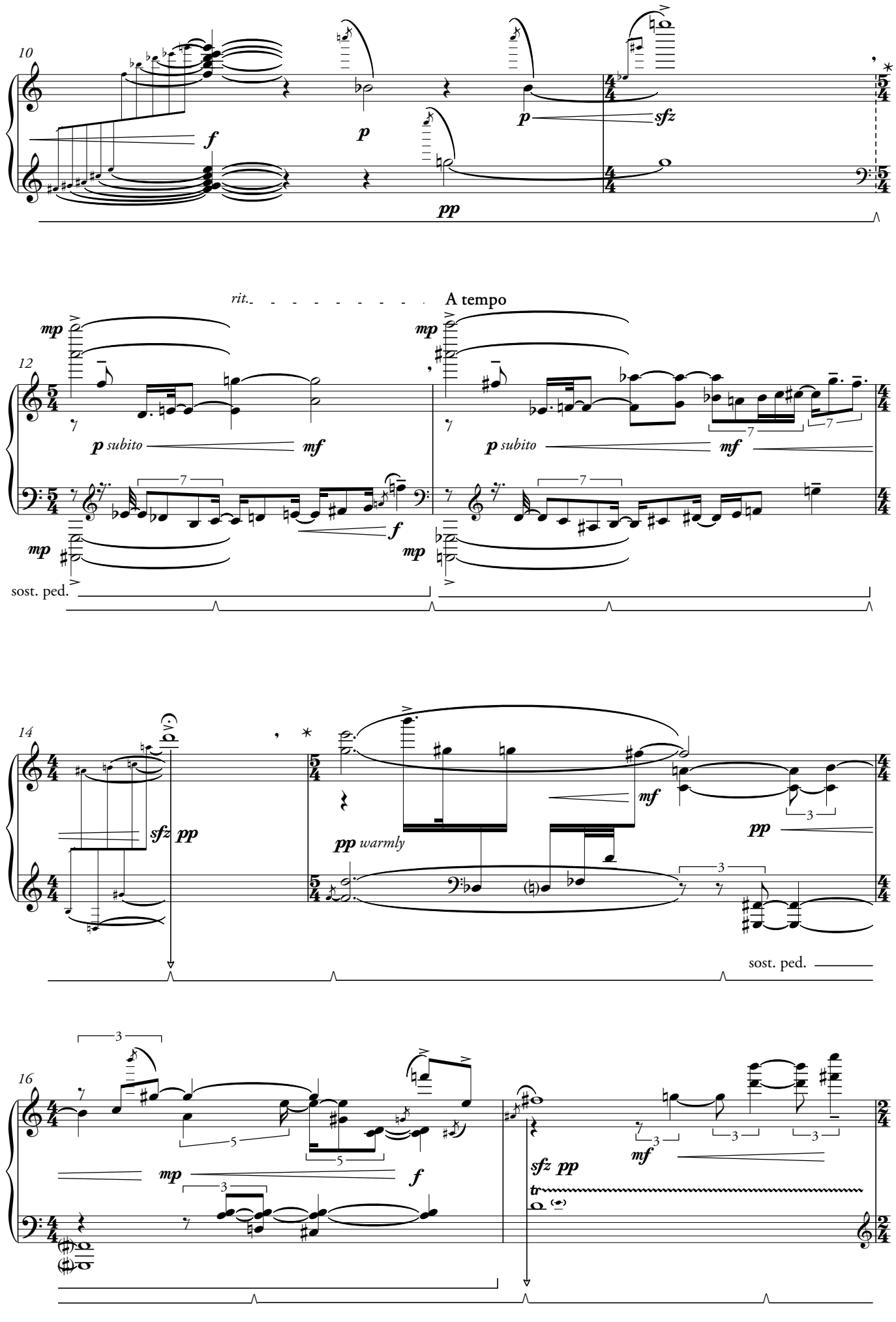
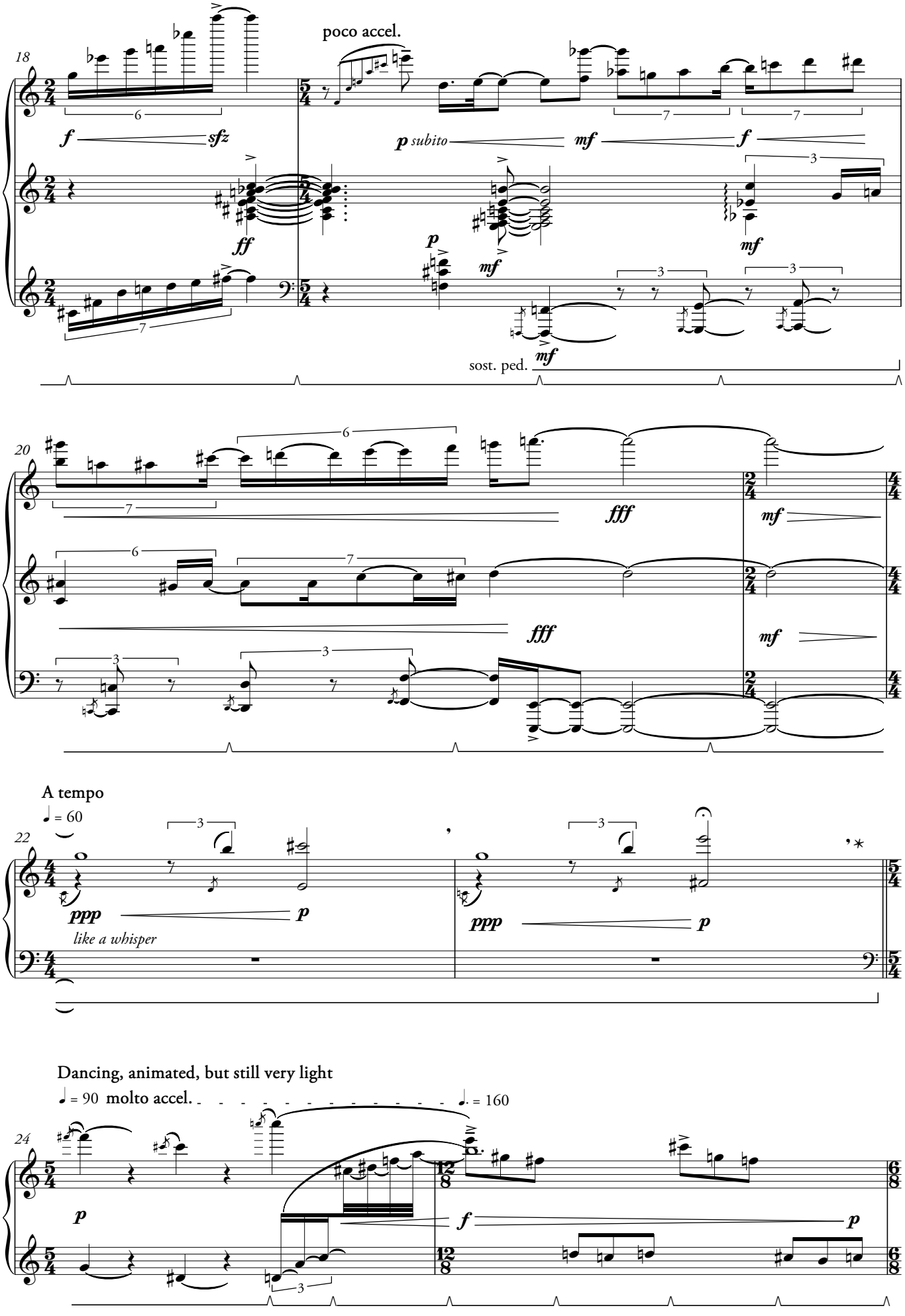
1. Zephyr

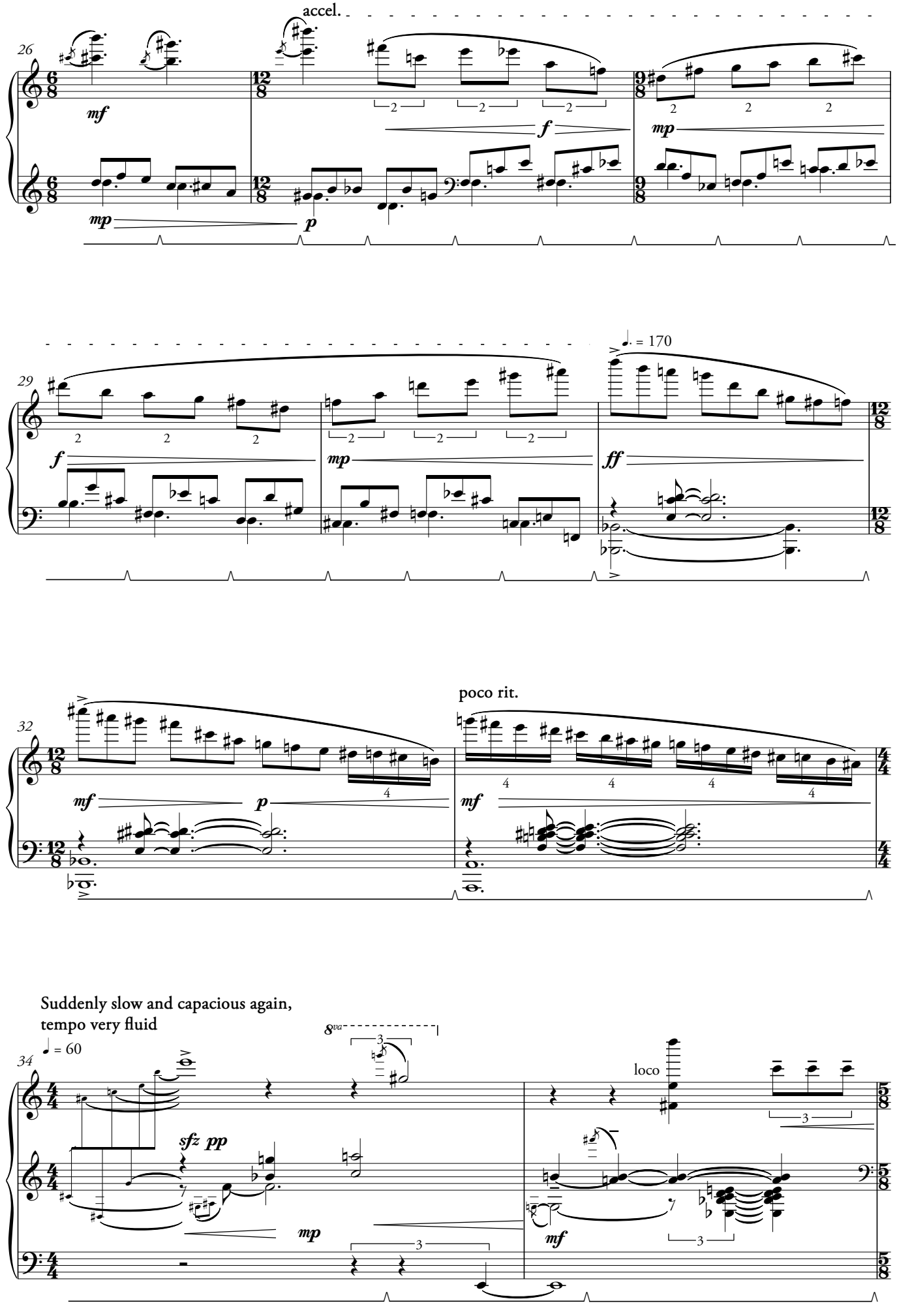
Tranquil, warm and capacious,
with a very flexible tempo

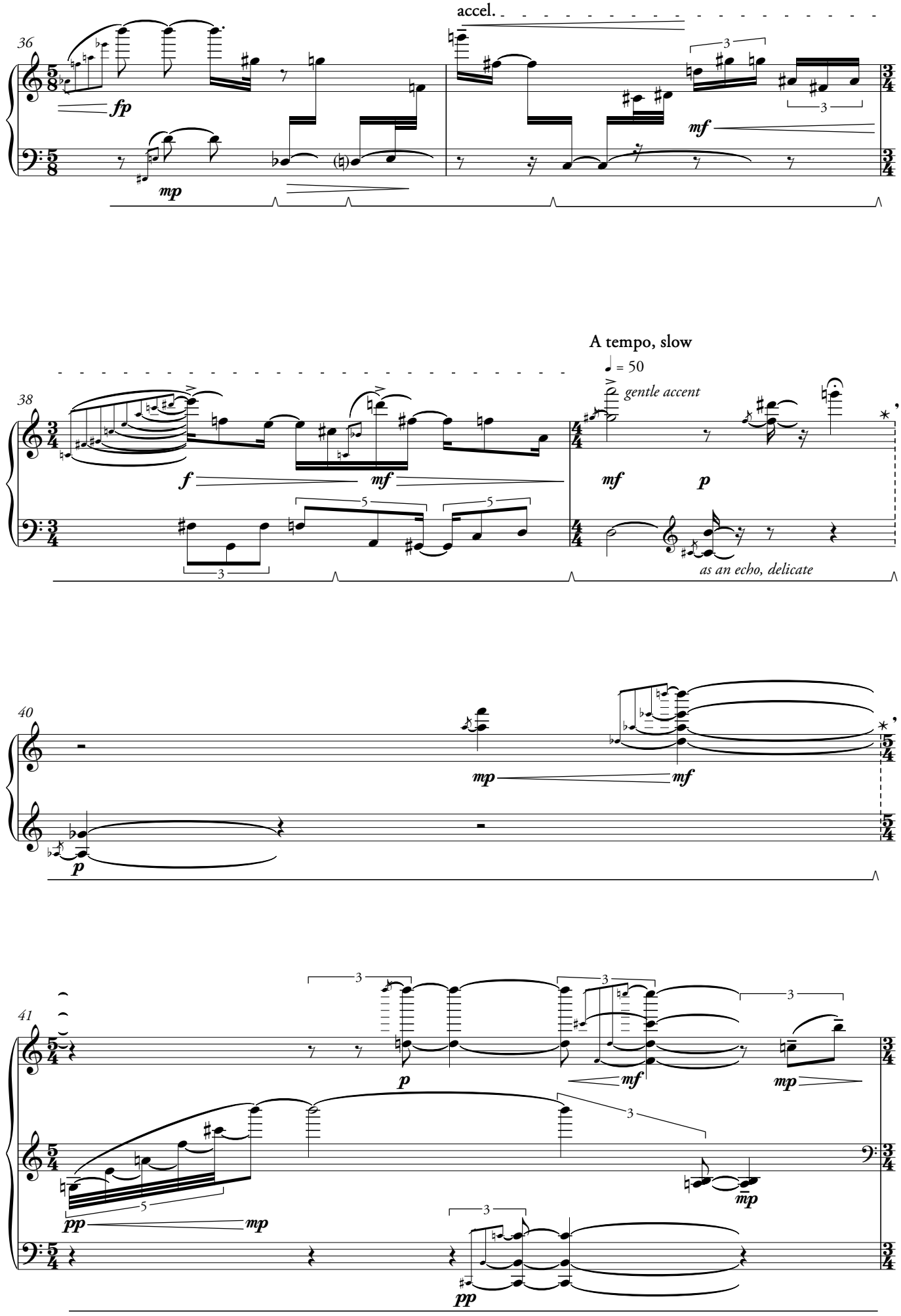
Michael Cryne

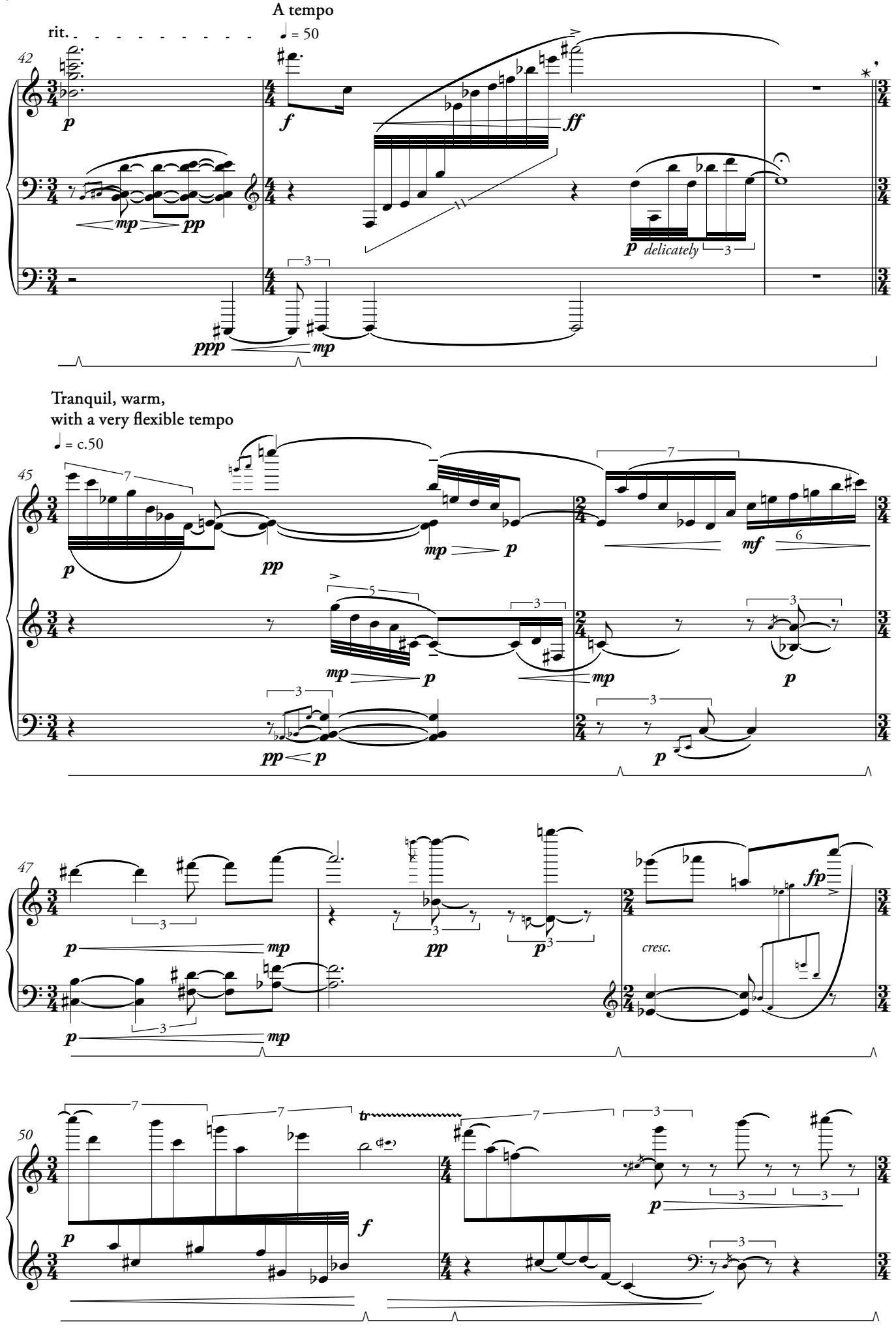


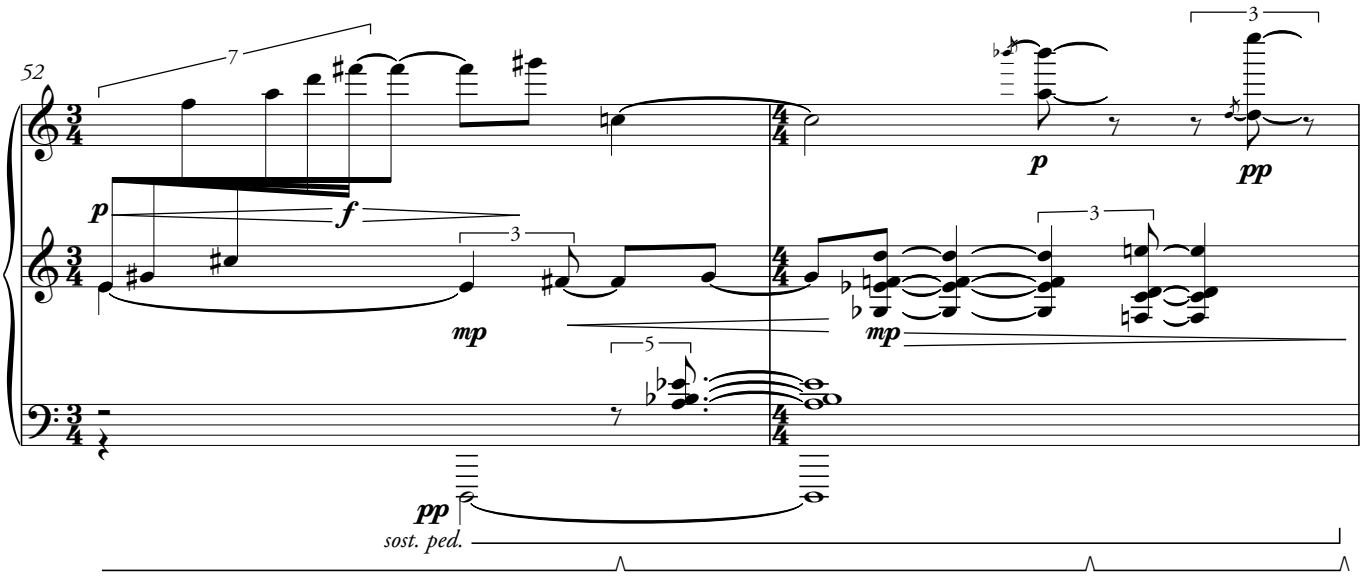

10
f
p
p
sfz
pp
rit.
A tempo
12
mp
p subito
mf
f
mp
sost. ped.
14
sfz pp
pp warmly
mf
pp
sost. ped.
16
mp
f
sfz pp
mf
tr

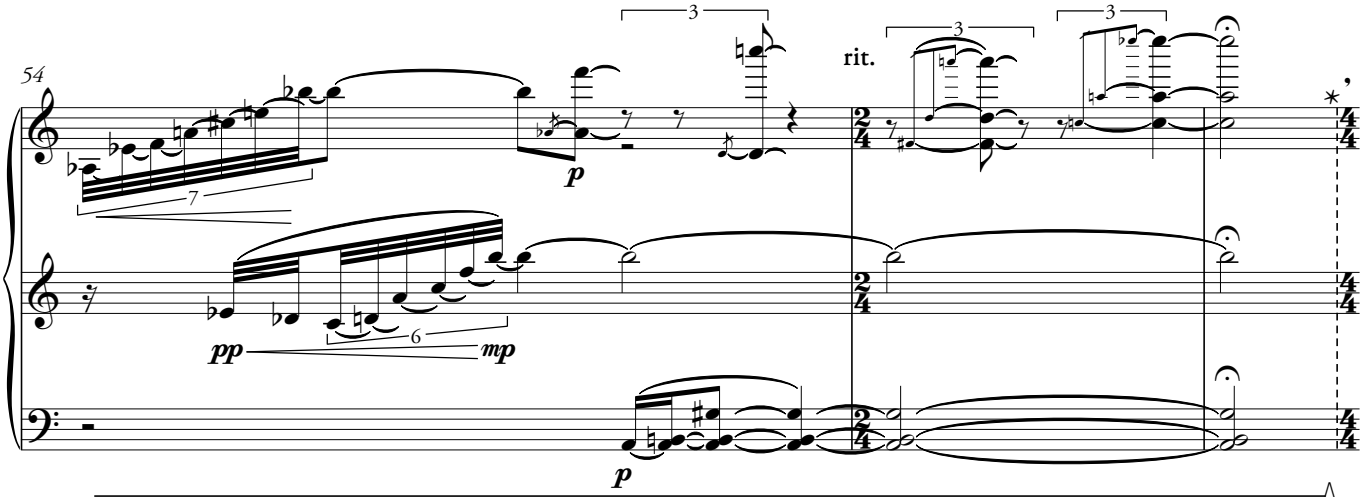

18
poco accel.
f
sfz
p subito
mf
f
ff
p
mf
mf
mf
sost. ped.
20
fff
mf
fff
mf
A tempo
♩ = 60
22
ppp
like a whisper
p
ppp
p
Dancing, animated, but still very light
♩ = 90 molto accel.
♩. = 160
24
p
f
p


accel.
26
mf
mp
p
f
mp
29
f
mp
ff
♩. = 170
32
mf
p
poco rit.
mf
Suddenly slow and capacious again,
tempo very fluid
♩ = 60
34
8va
sfz pp
mp
loco
mf

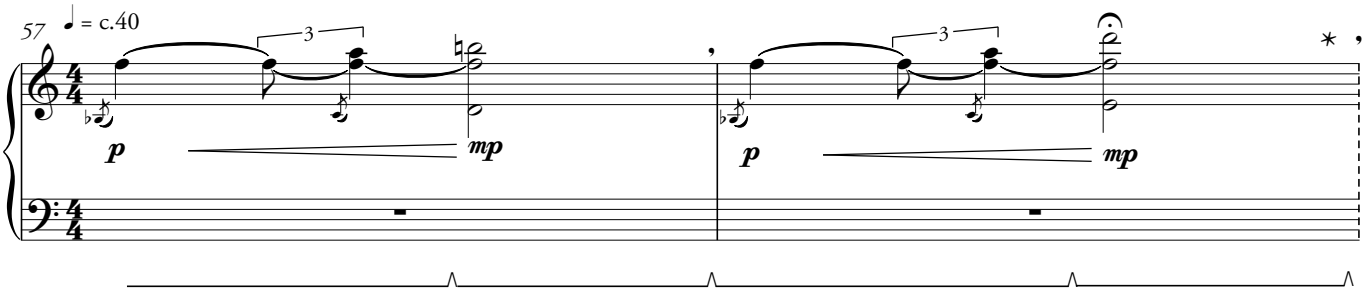

accel.
36
fp
mp
mf
A tempo, slow
♩ = 50
38
gentle accent
f
mf
mf
p
as an echo, delicate
40
mp
mf
p
41
p
mf
mp
pp
mp
mp
pp

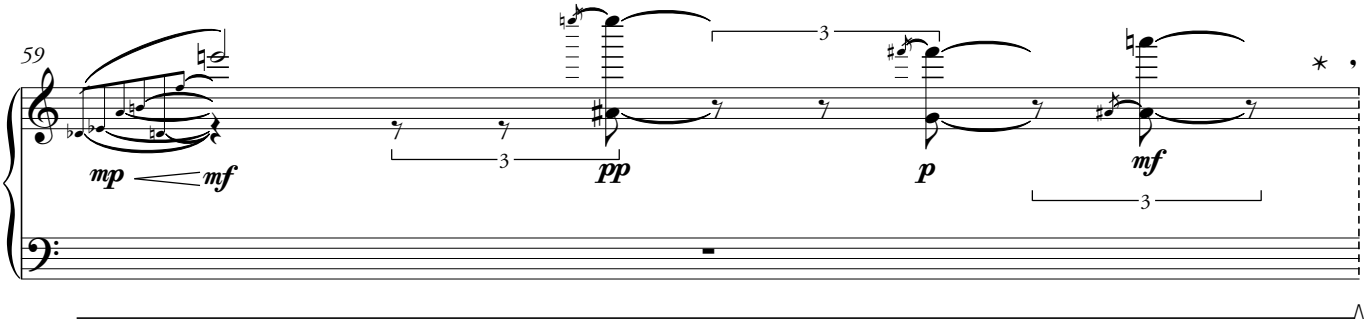

A tempo
rit.
♩ = 50
42
delicately
Tranquil, warm,
with a very flexible tempo
♩ = c.50
45
cresc.
47
50

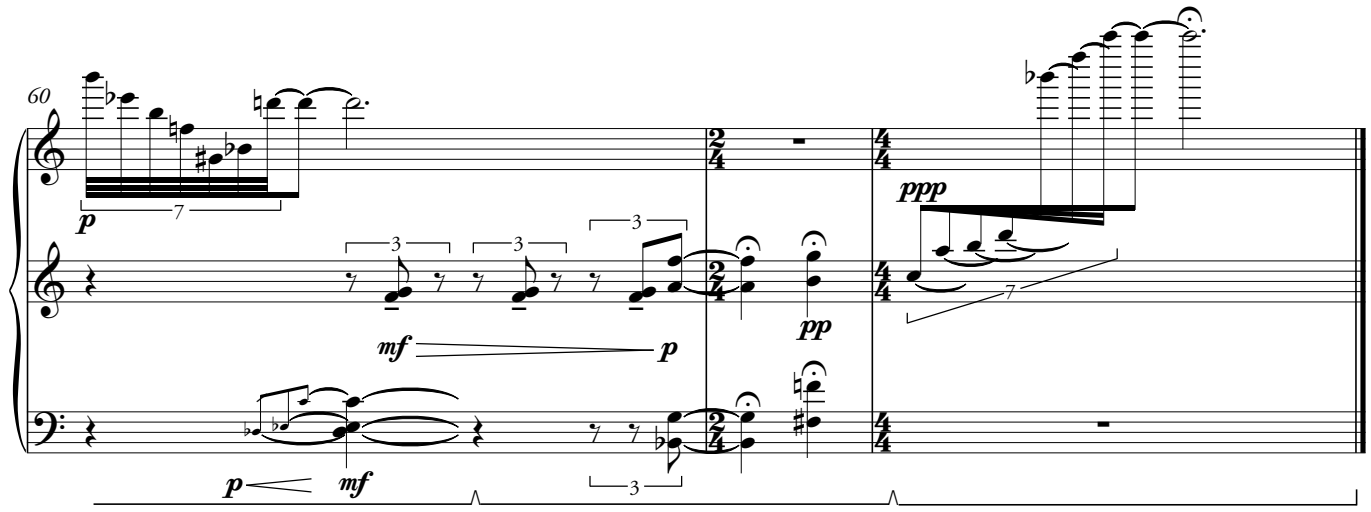




A tempo, Calm, very slow,
but still warm





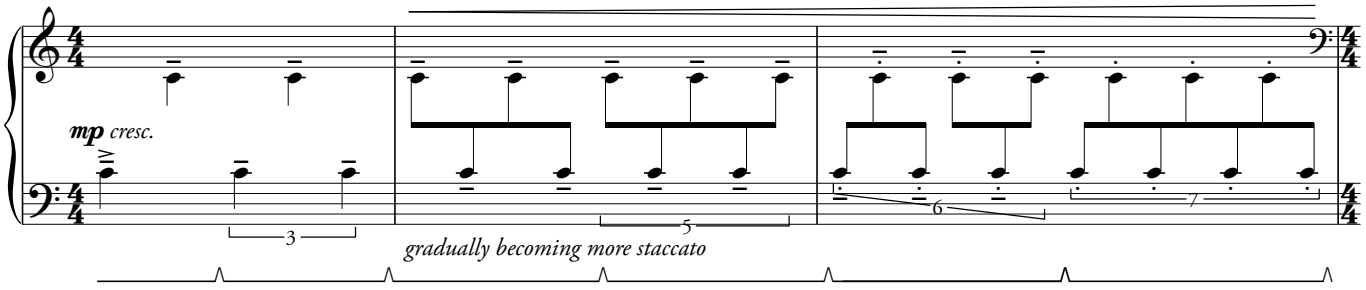

60
p
7
3
3
3
mf
p
pp
ppp
7
p
mf
3

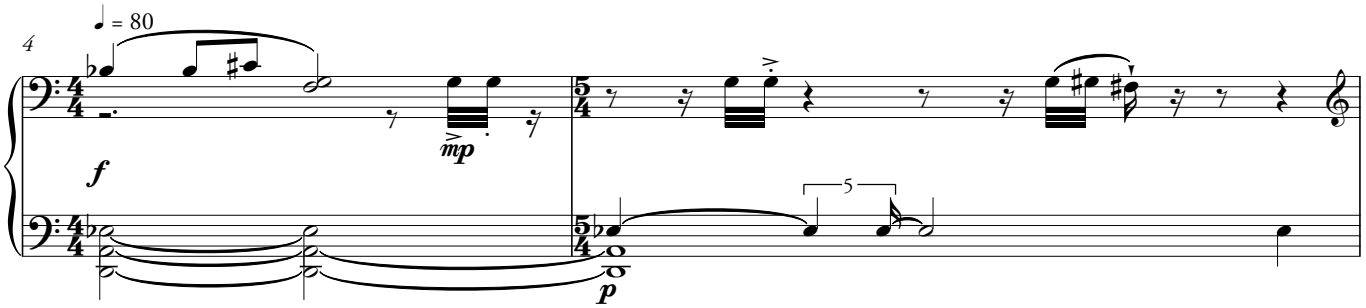
2. Broken Clockwork

Spiky & Angular

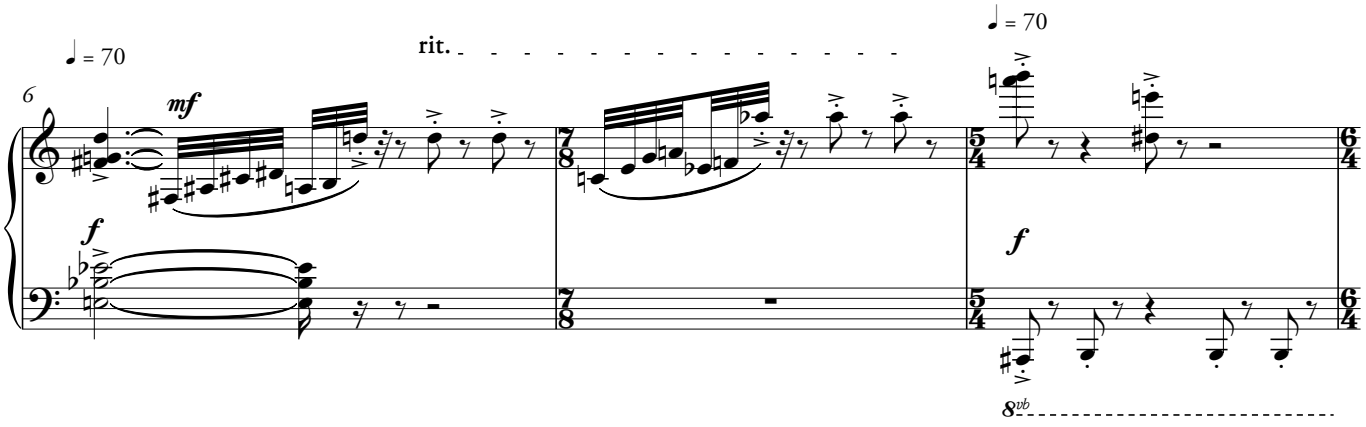
♩ = 60

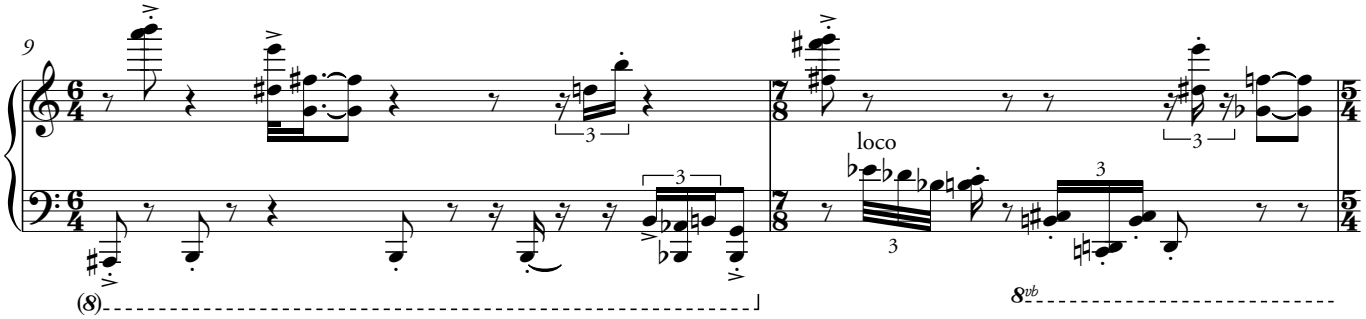
molto accel.

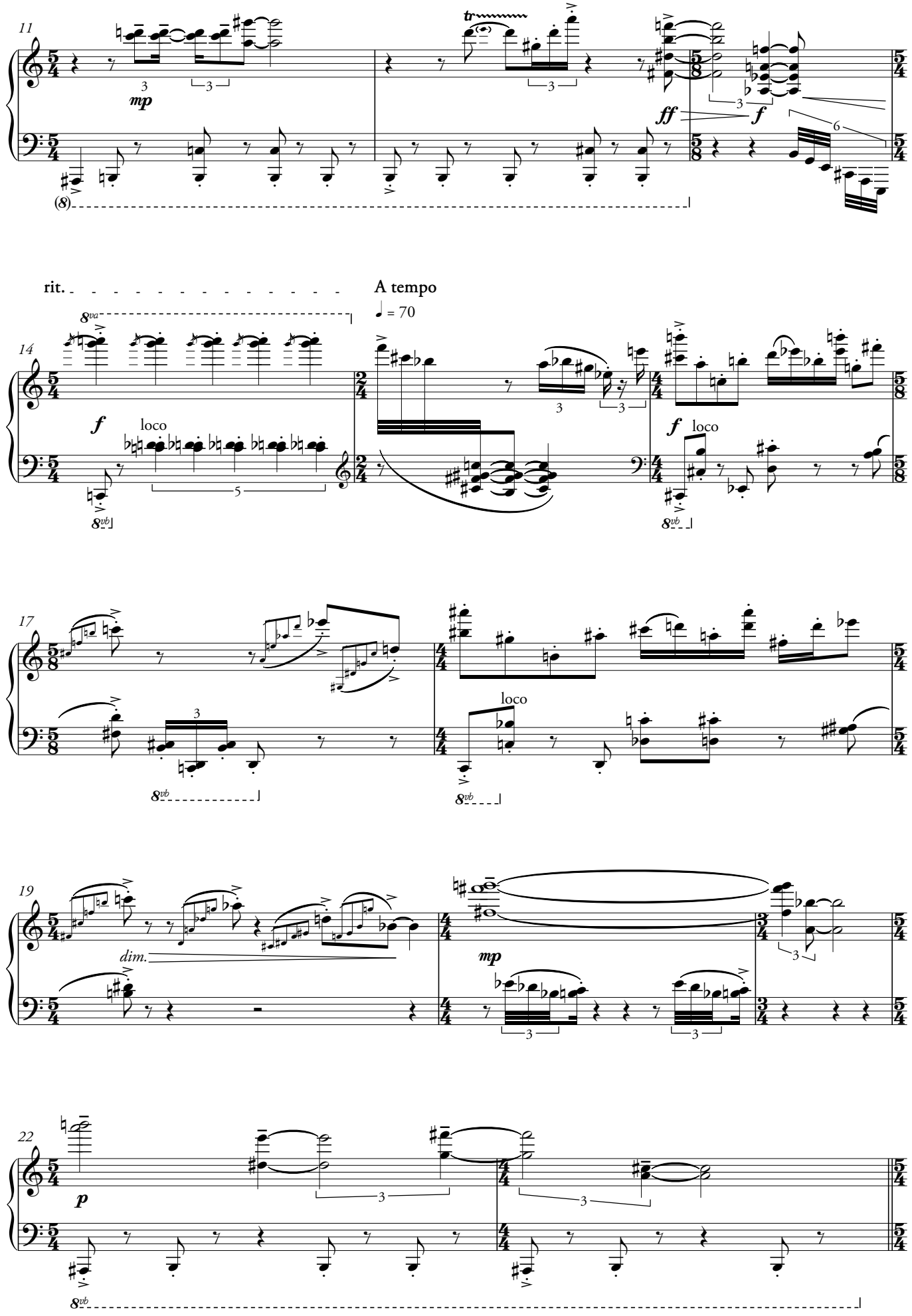


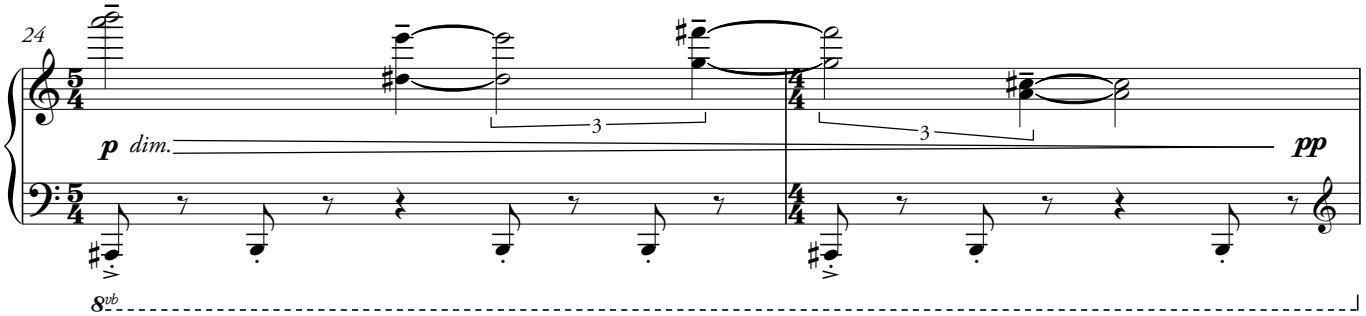


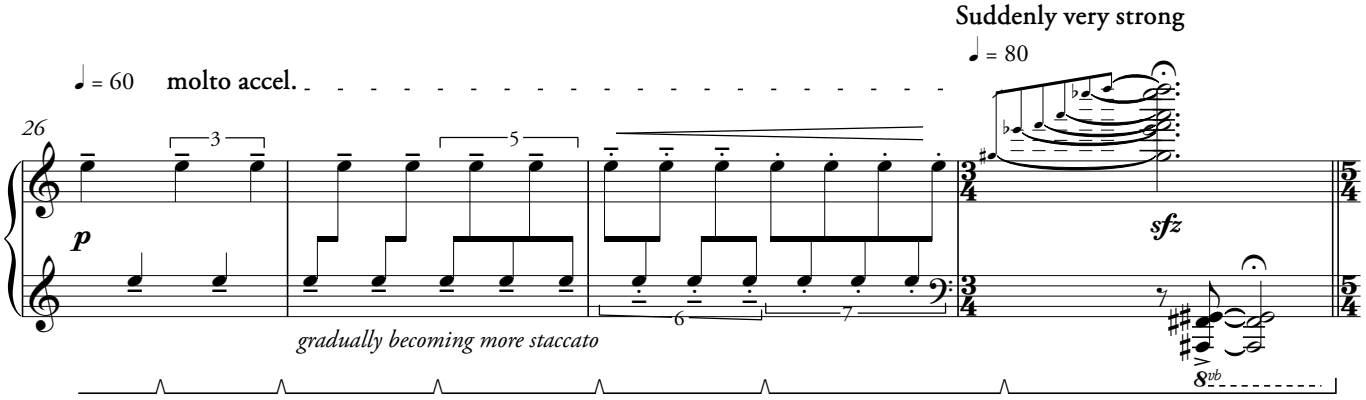
A tempo, contained and precise

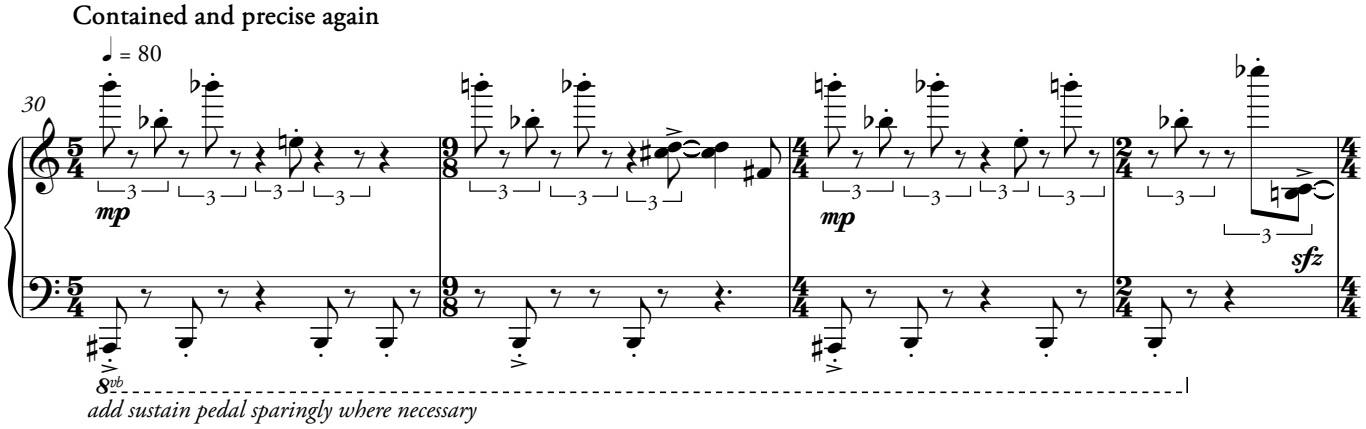


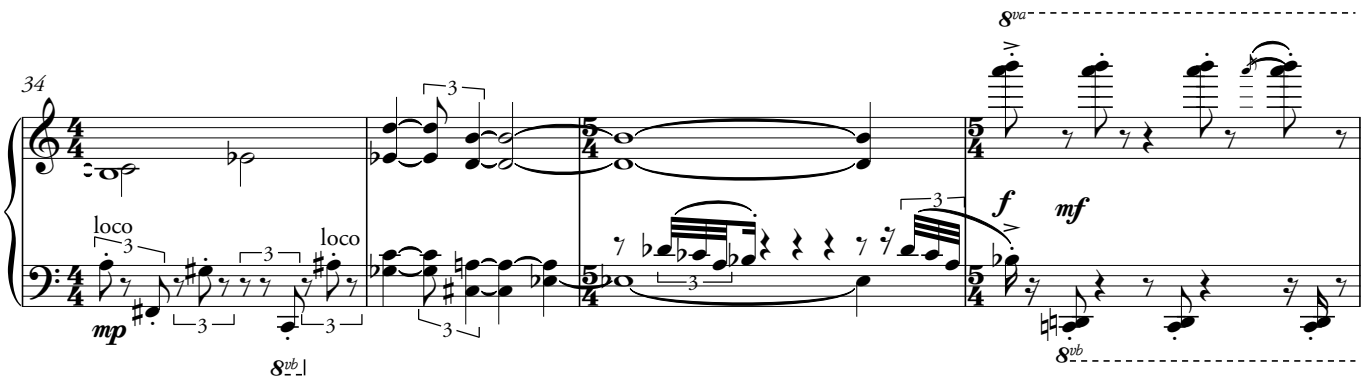


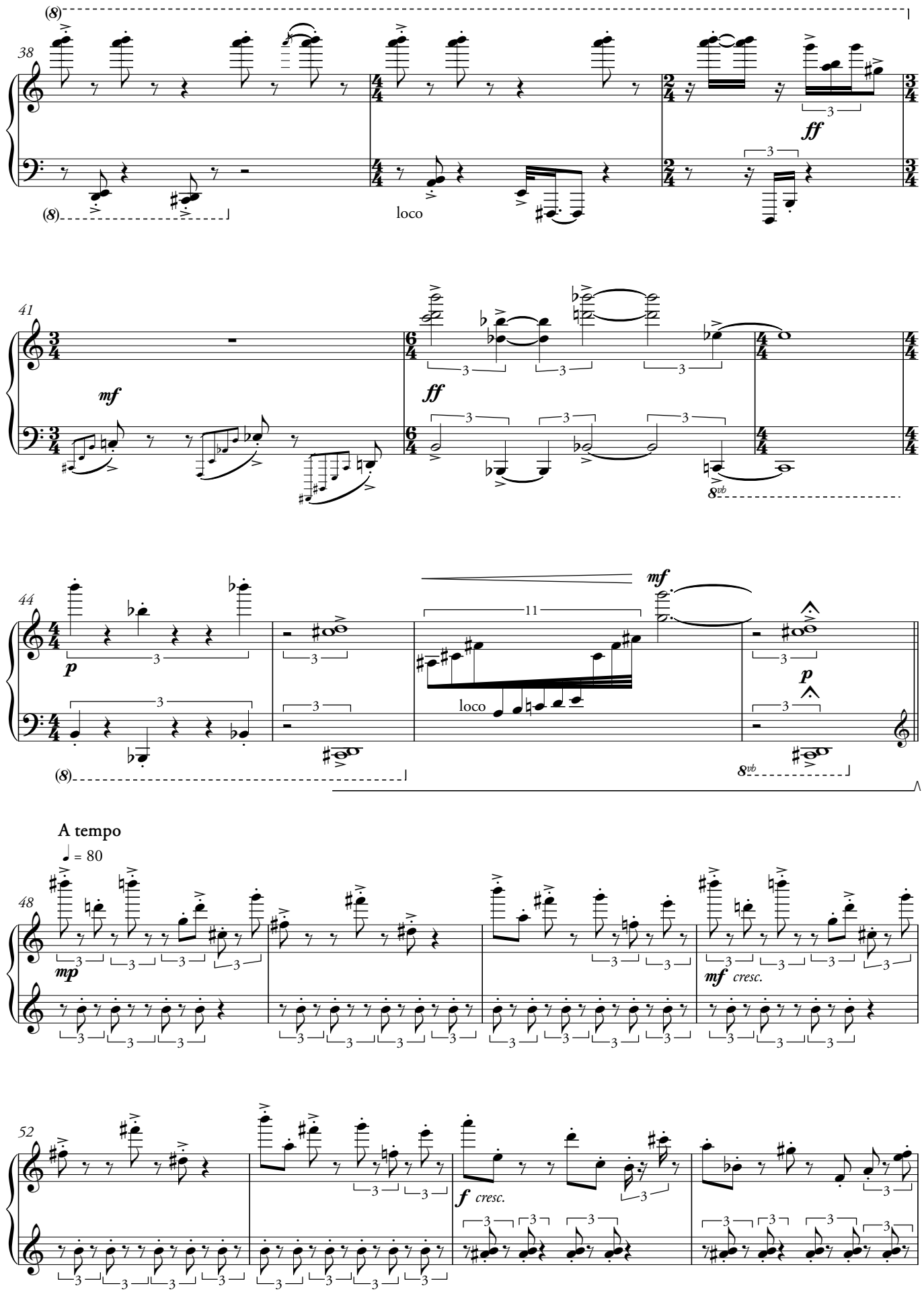

11
mp
ff
f
rit.
A tempo
♩ = 70
14
f
loco
f
loco
17
loco
19
dim.
mp
22
p

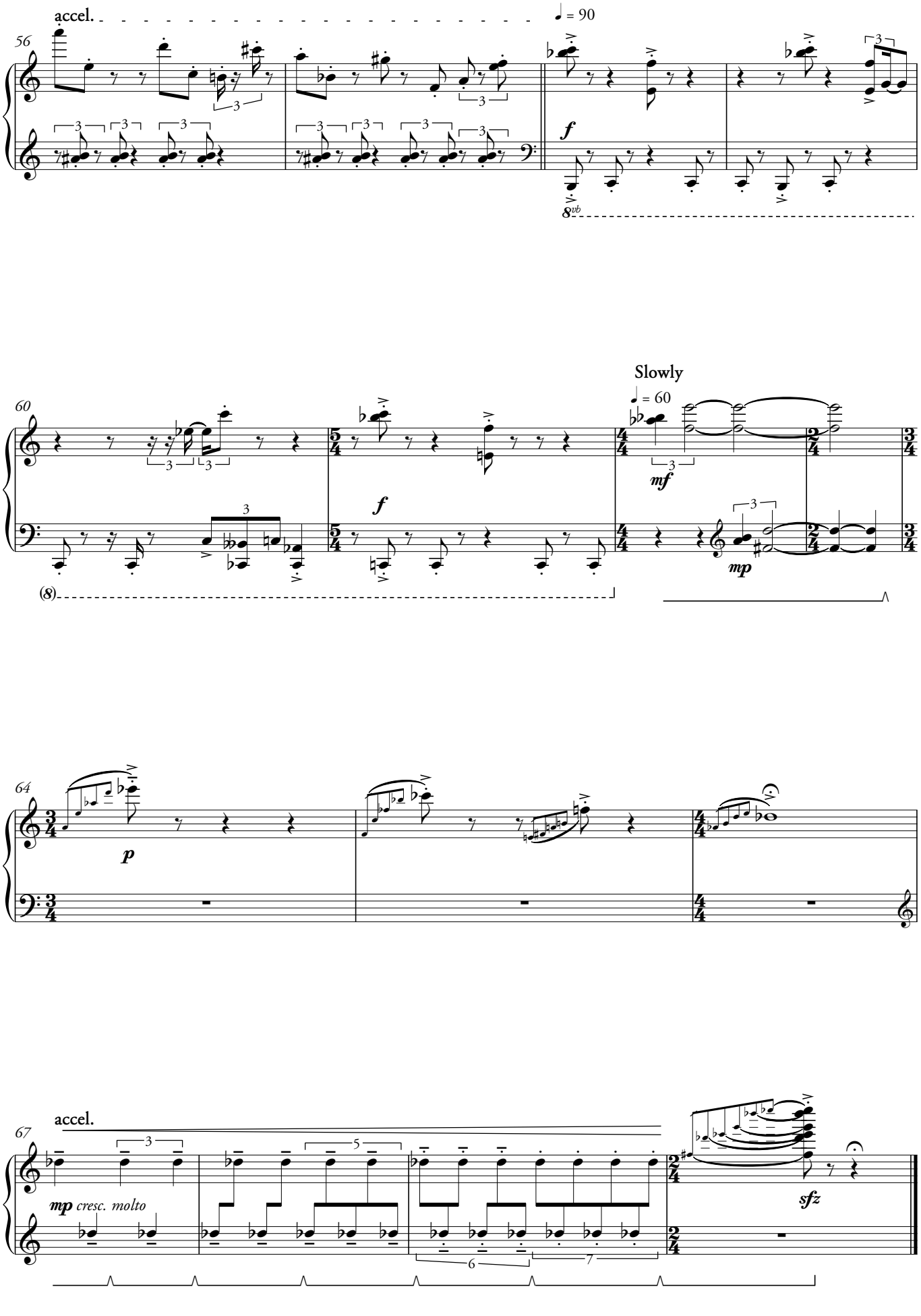

24
p dim.
pp
8vb


Suddenly very strong
♩ = 80
♩ = 60 molto accel.
26
p
sfz
gradually becoming more staccato
8vb


Contained and precise again
♩ = 80
30
mp
mp
sfz
8vb
add sustain pedal sparingly where necessary


34
loco
loco
mp
8vb
8va
f
mf
8vb


38
(8)
loco
ff
41
mf
ff
8vb
44
p
mf
loco
p
8vb
A tempo
♩ = 80
48
mp
mf cresc.
52
f cresc.


accel.
♩ = 90
56
f
8vb
Slowly
♩ = 60
60
mf
f
mp
(8)
64
p
67
accel.
mp cresc. molto
sfz

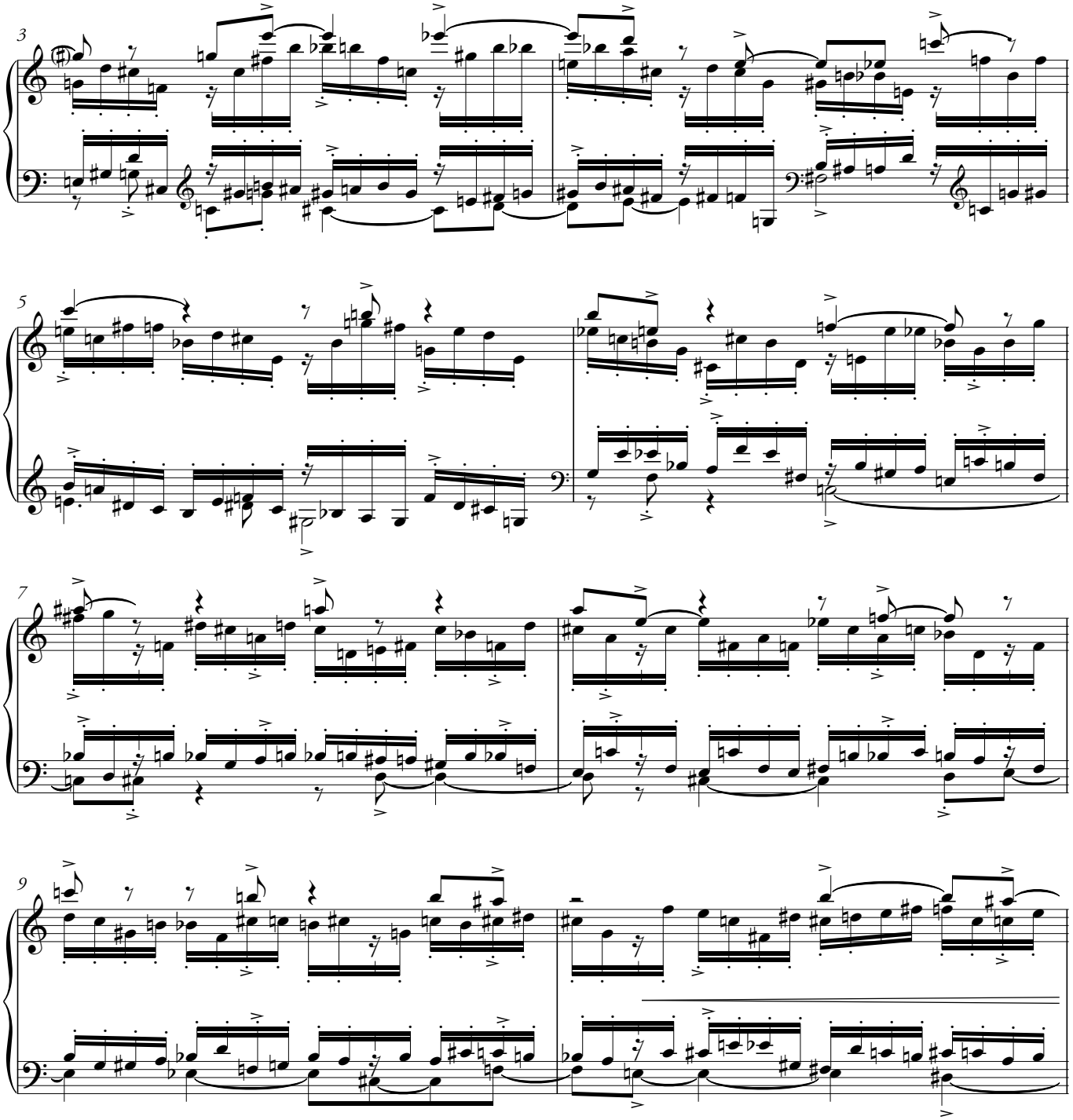
3. Kinesis

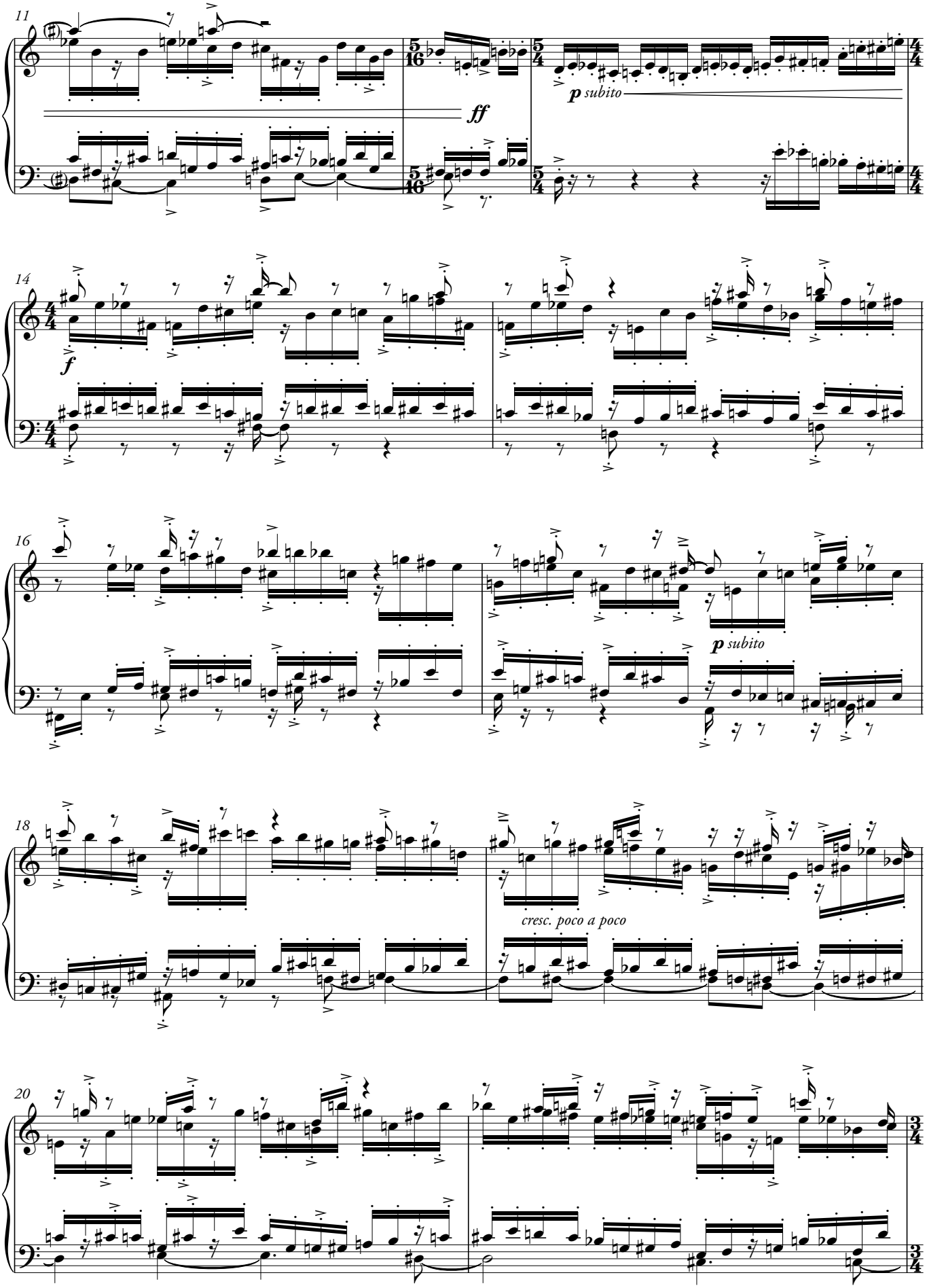
Mechanical and relentless

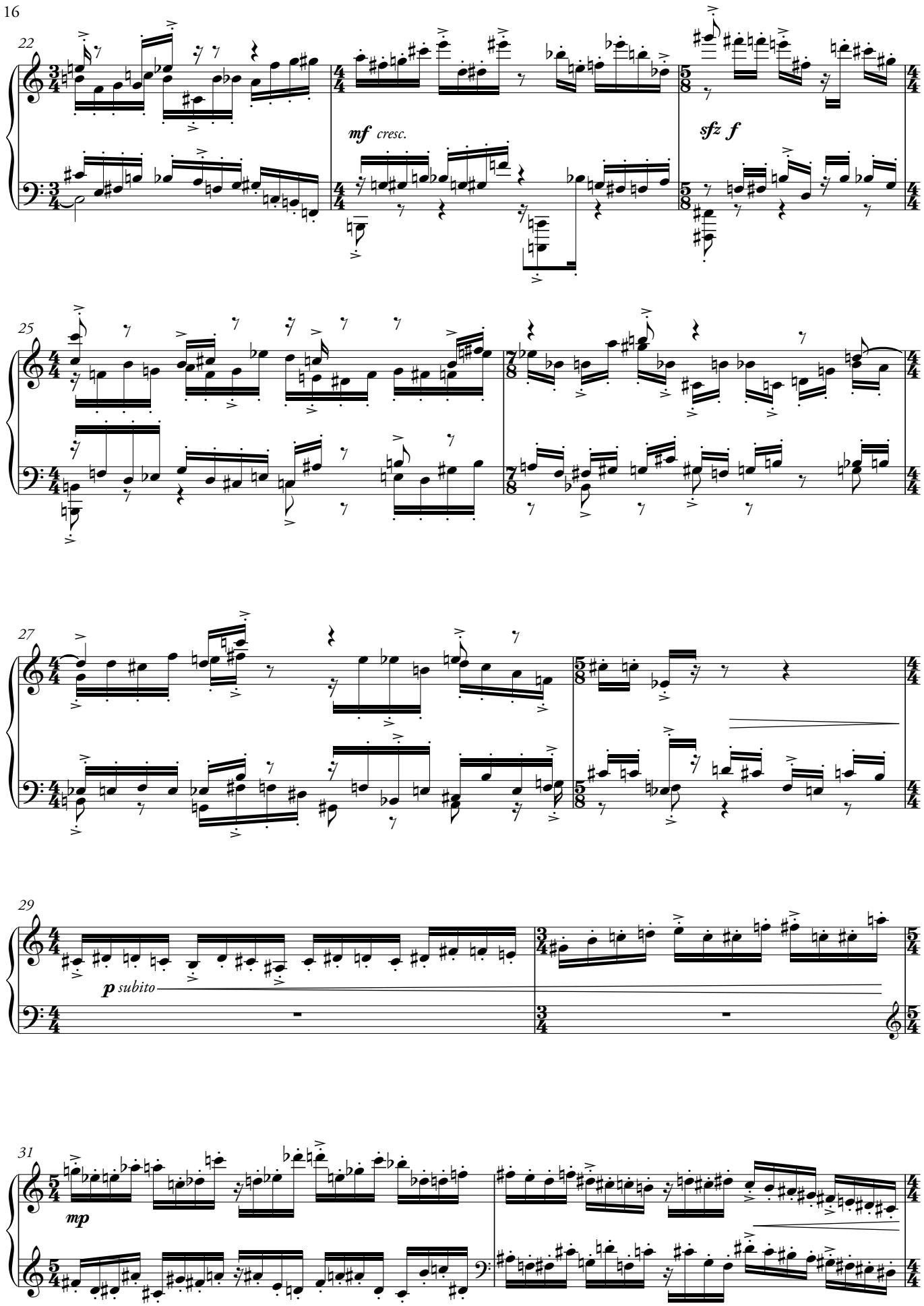
♩ = 120

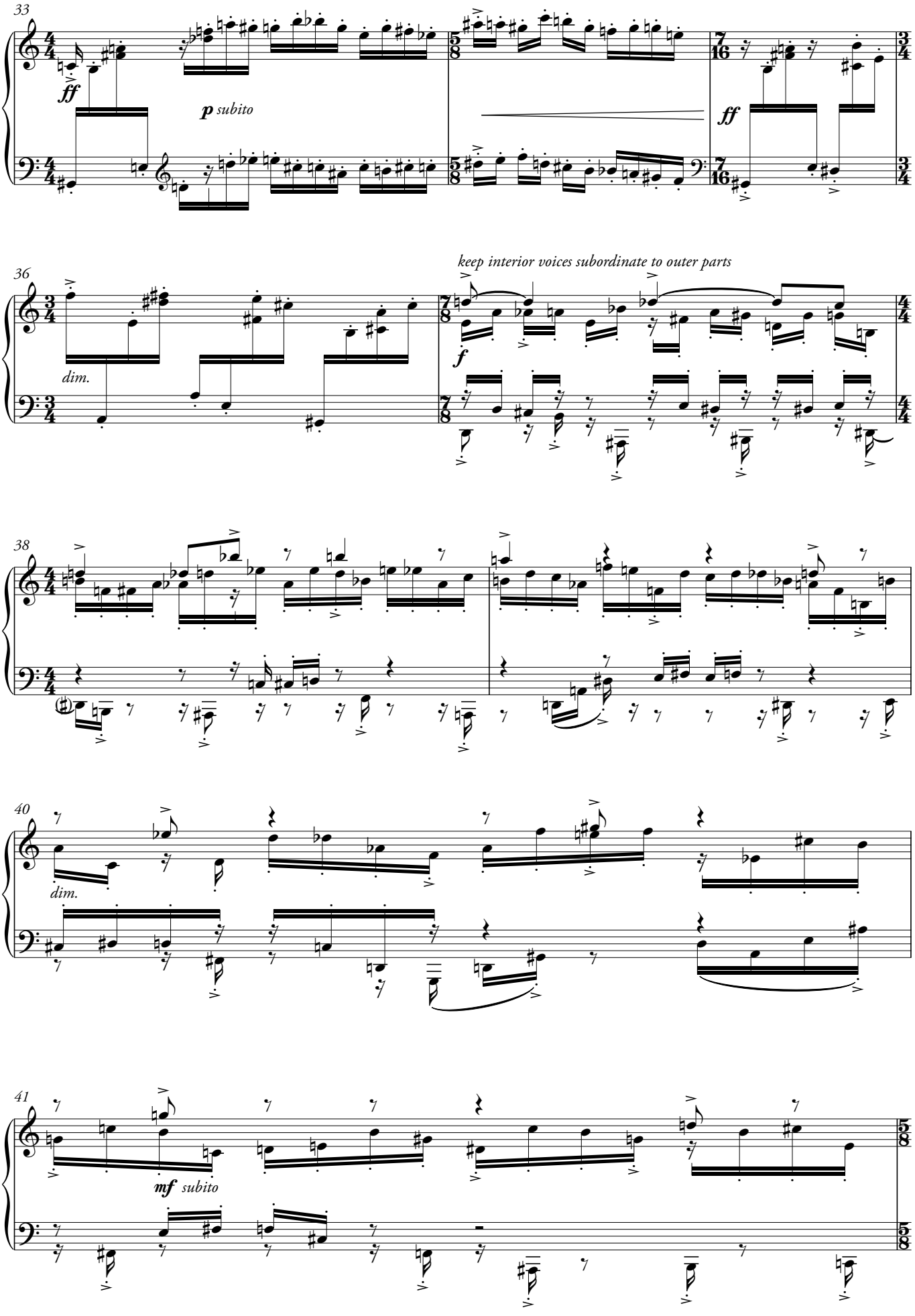
f *

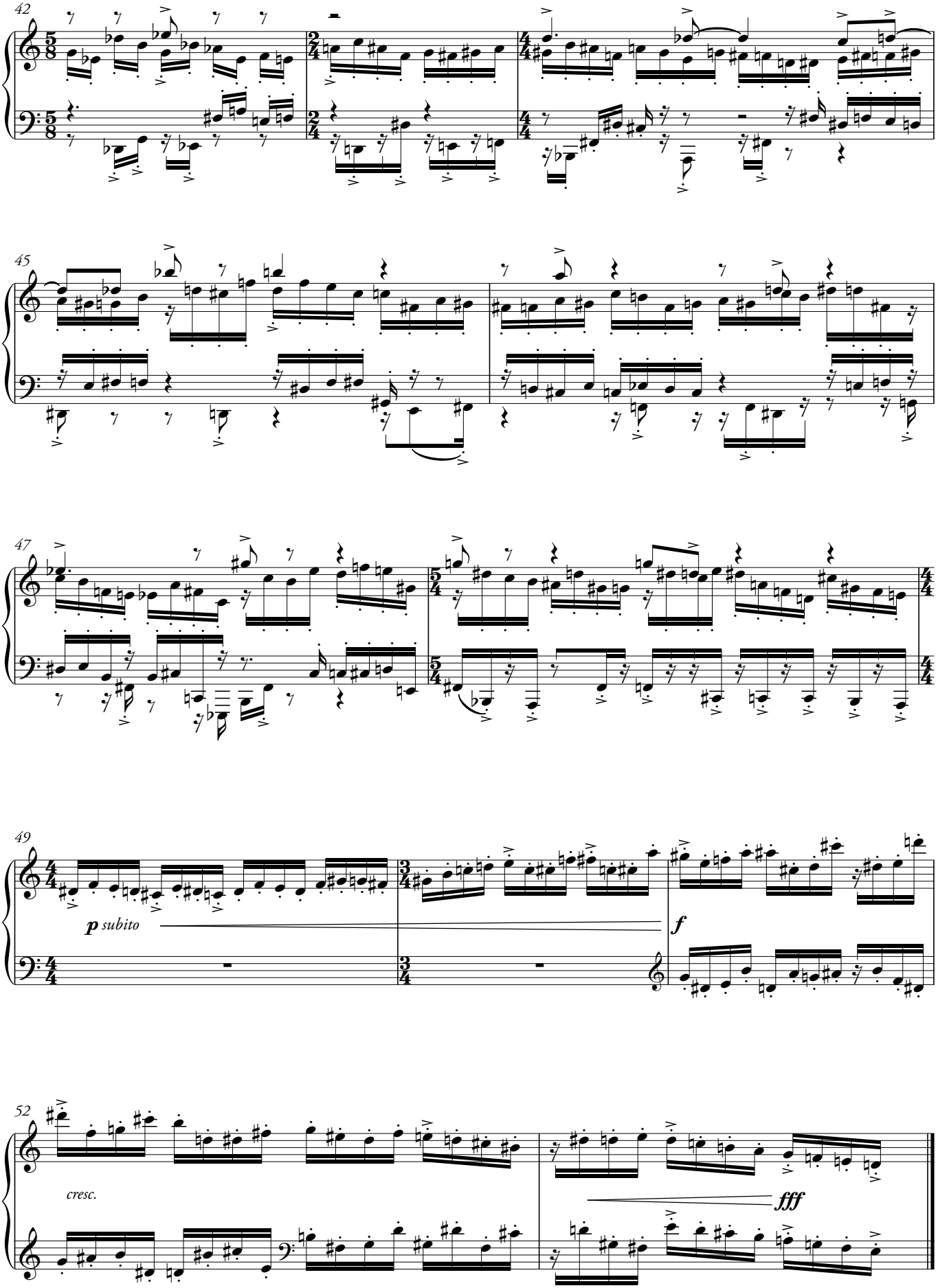
* = try to keep the dynamics as uniform and mechanical as possible, until marked otherwise



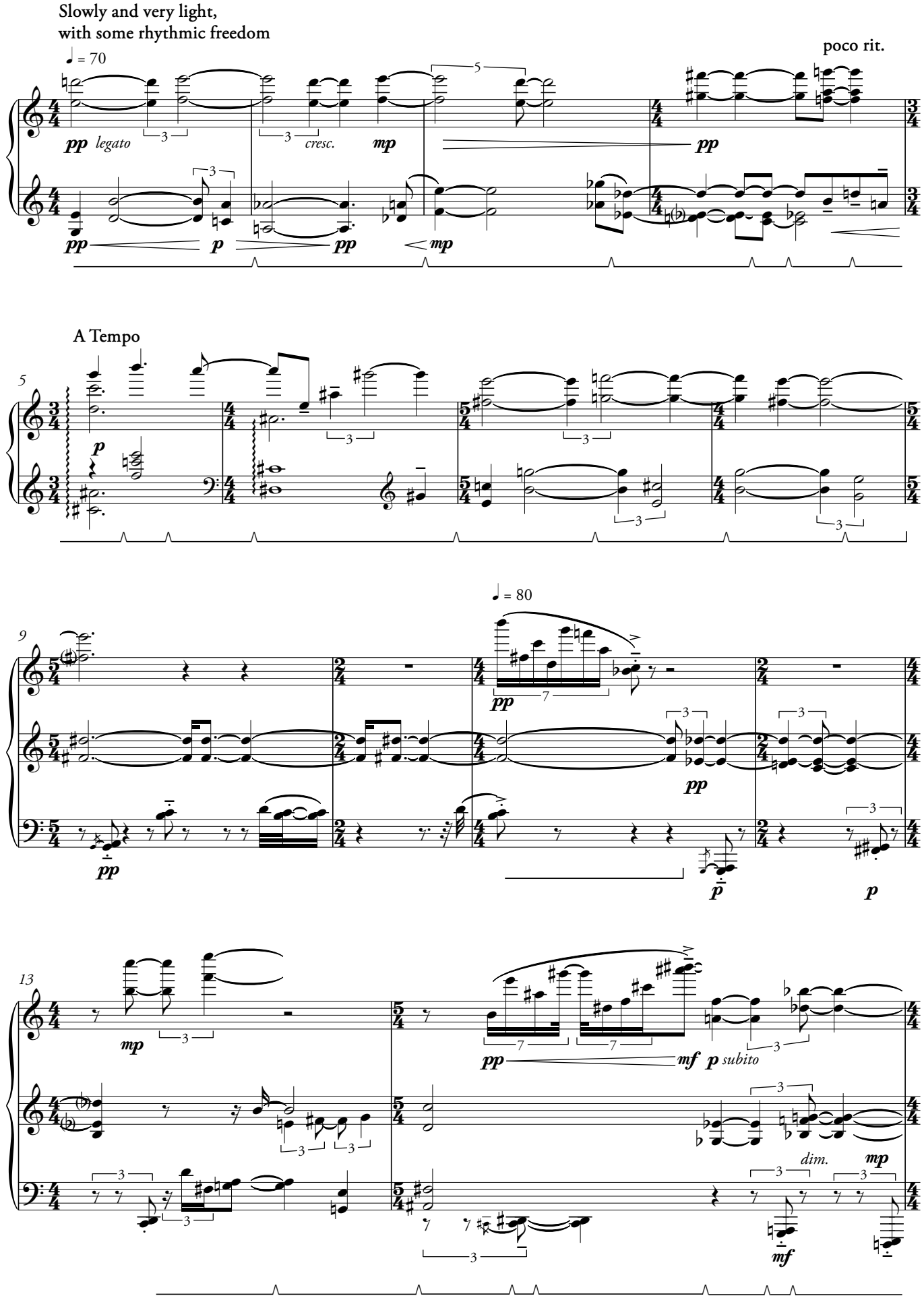

11
ff
p subito
14
f
16
p subito
18
cresc. poco a poco
20

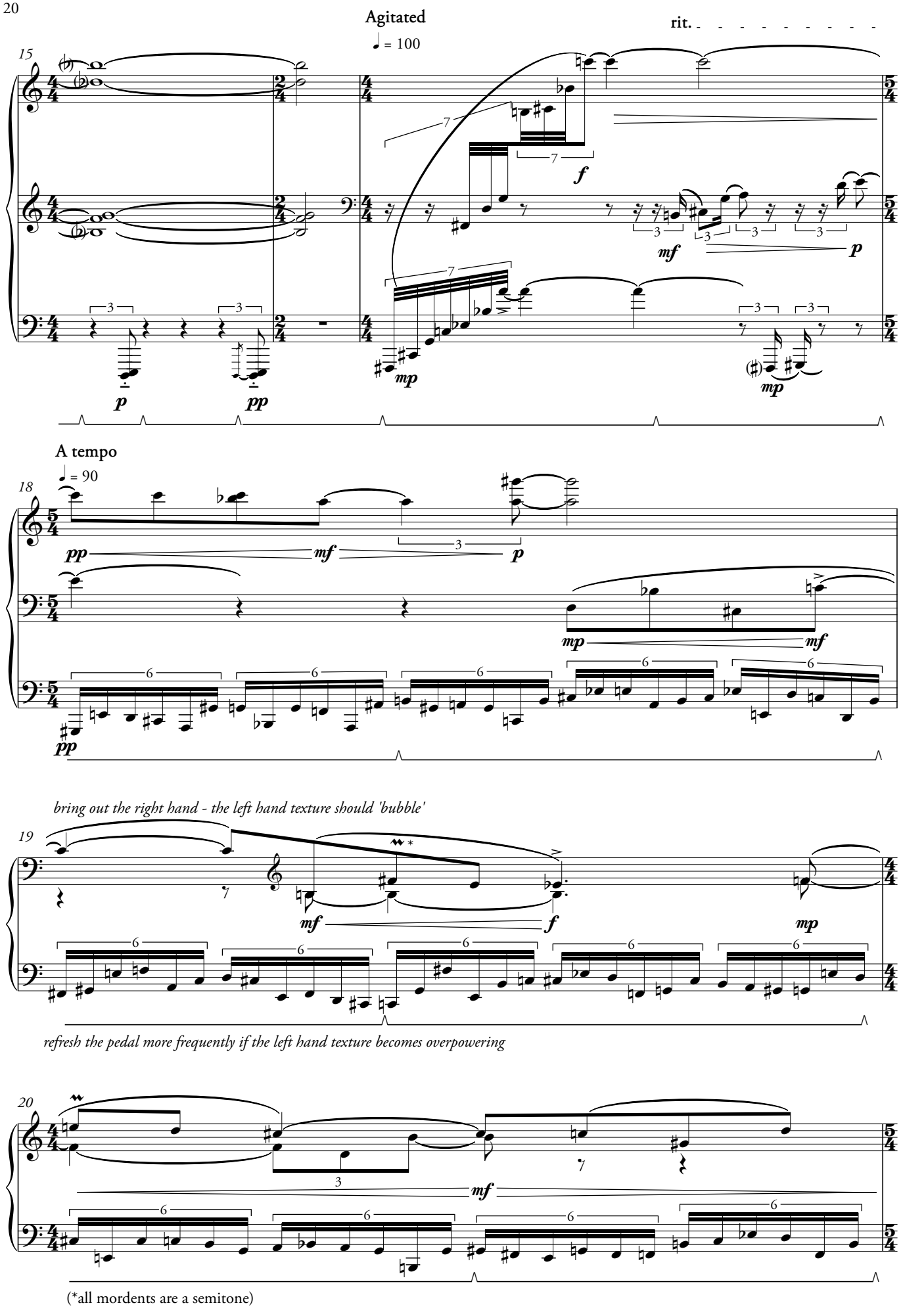

22
mf cresc.
sfz f
25
27
29
p subito
31
mp

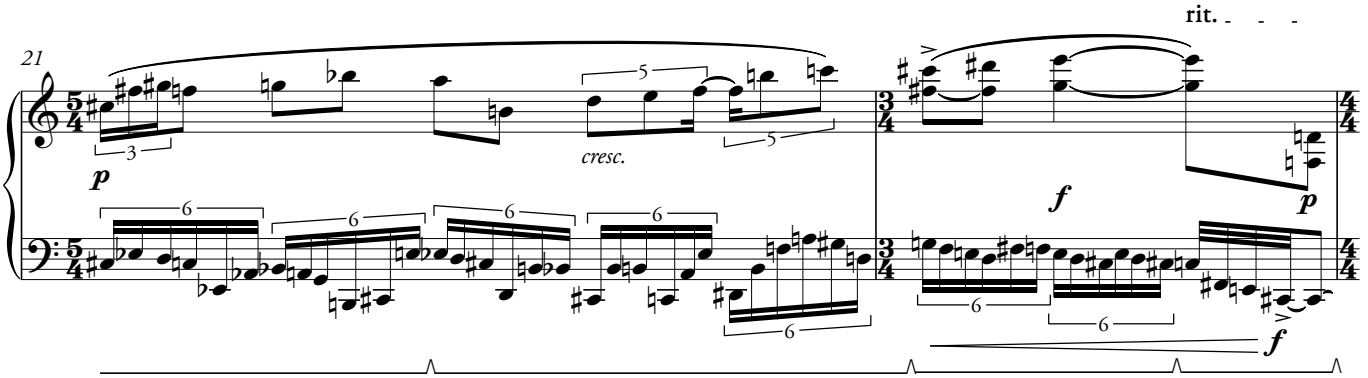

33
ff
p subito
ff
36
keep interior voices subordinate to outer parts
dim.
f
38
40
dim.
41
mf subito

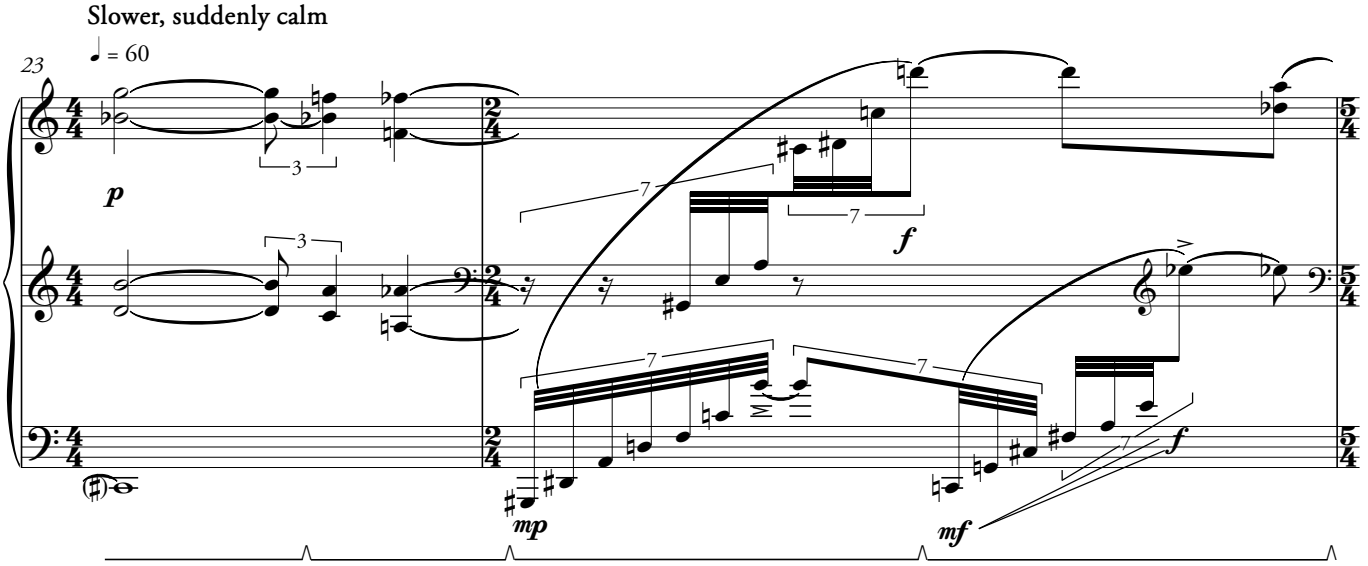

42
45
47
49
p subito
f
52
cresc.
fff

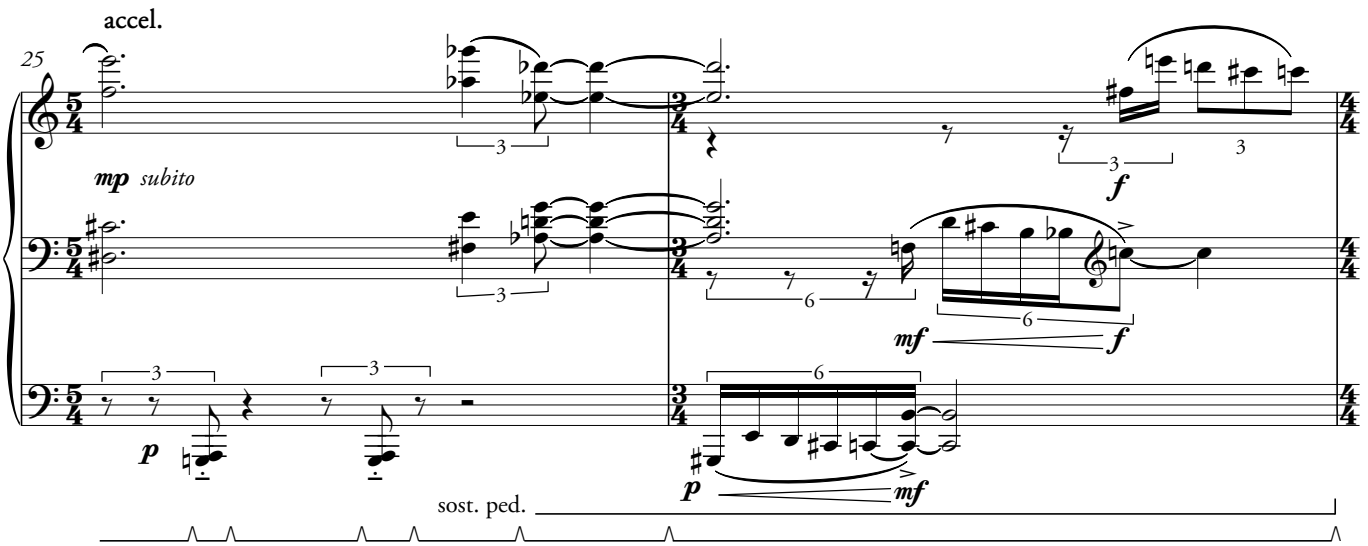
4. Surface Tension




Agitated
♩ = 100
rit.
15
A tempo
♩ = 90
18
bring out the right hand - the left hand texture should 'bubble'
19
refresh the pedal more frequently if the left hand texture becomes overpowering
20
(*all mordents are a semitone)

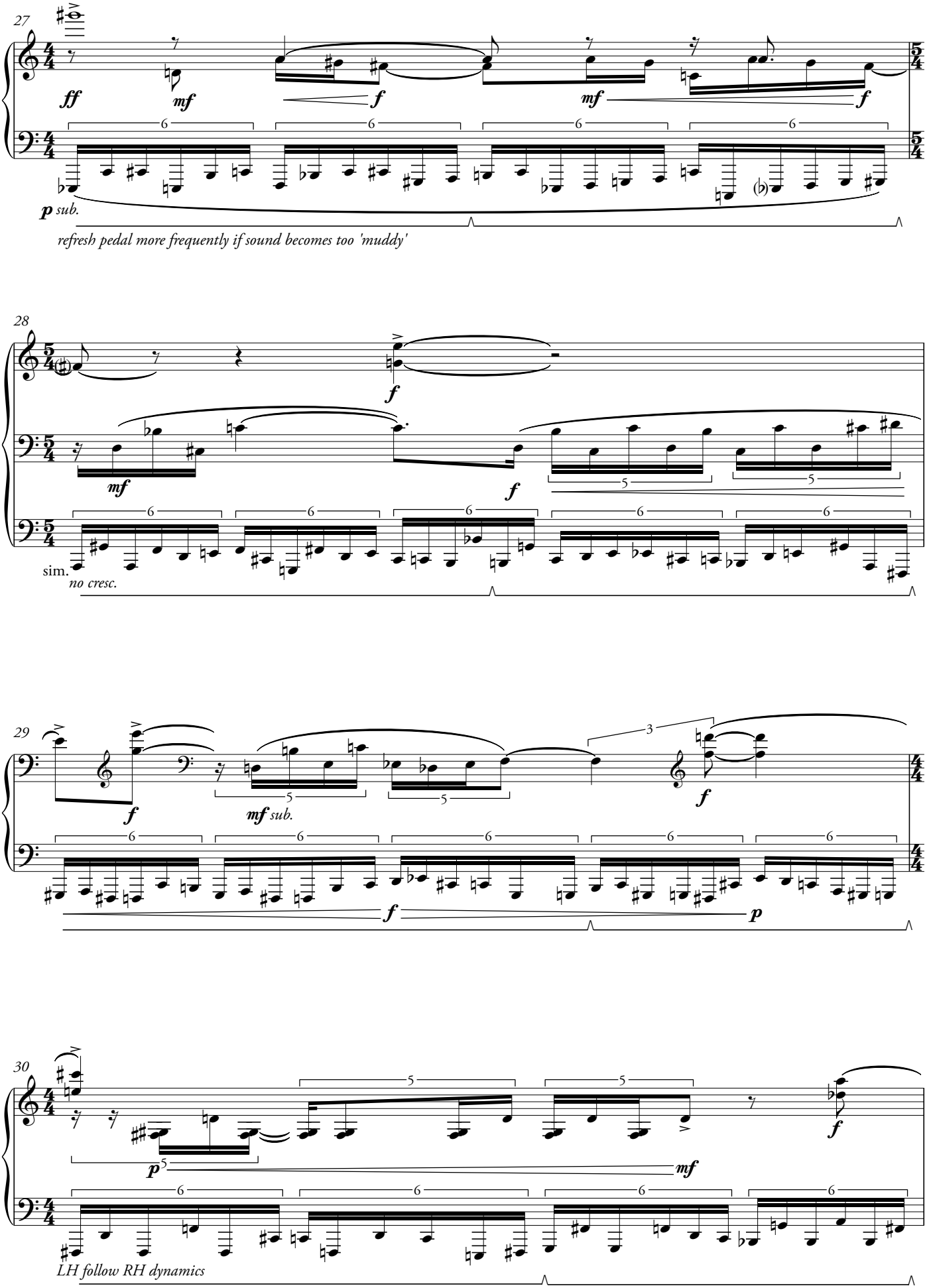

rit.
21
cresc.

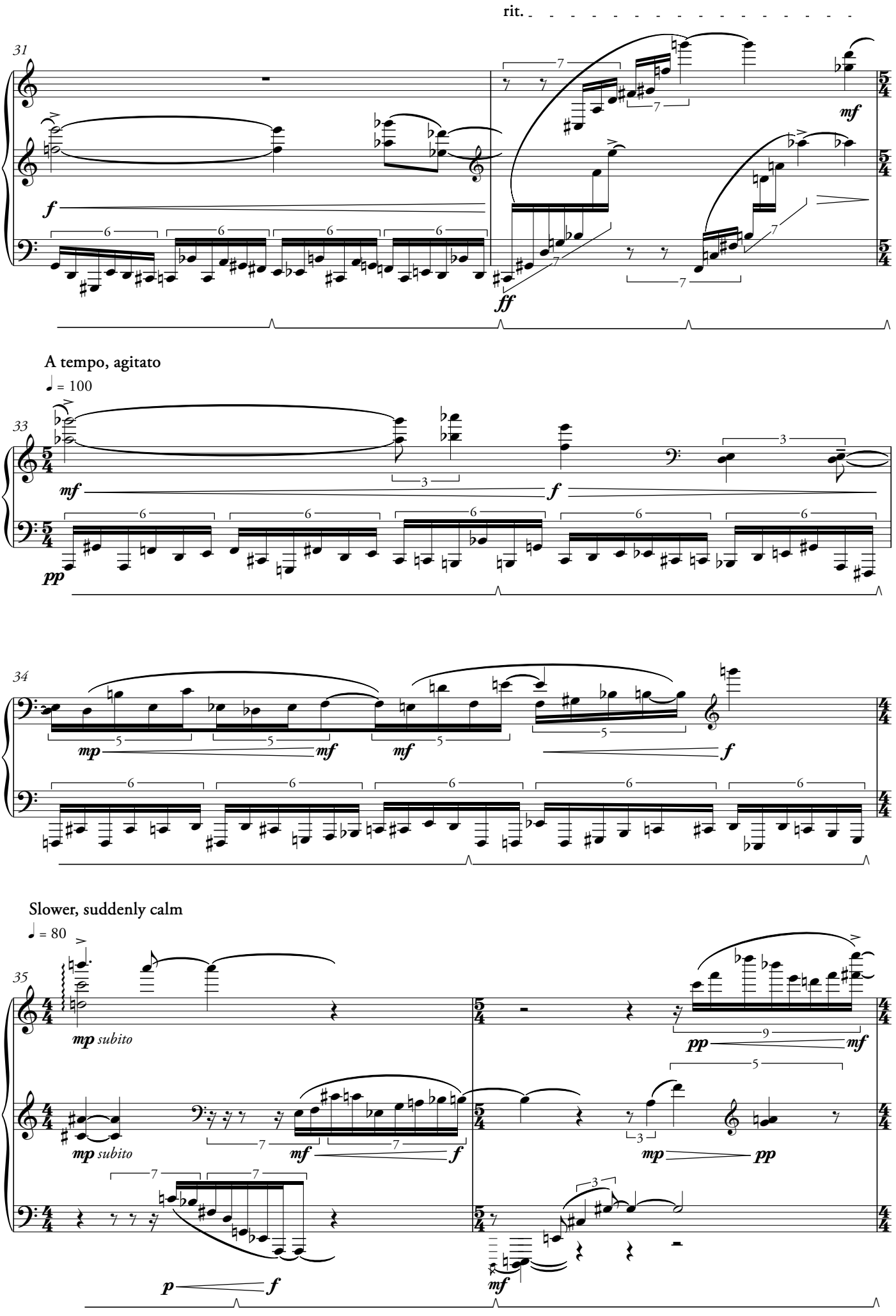

Slower, suddenly calm
♩ = 60
23

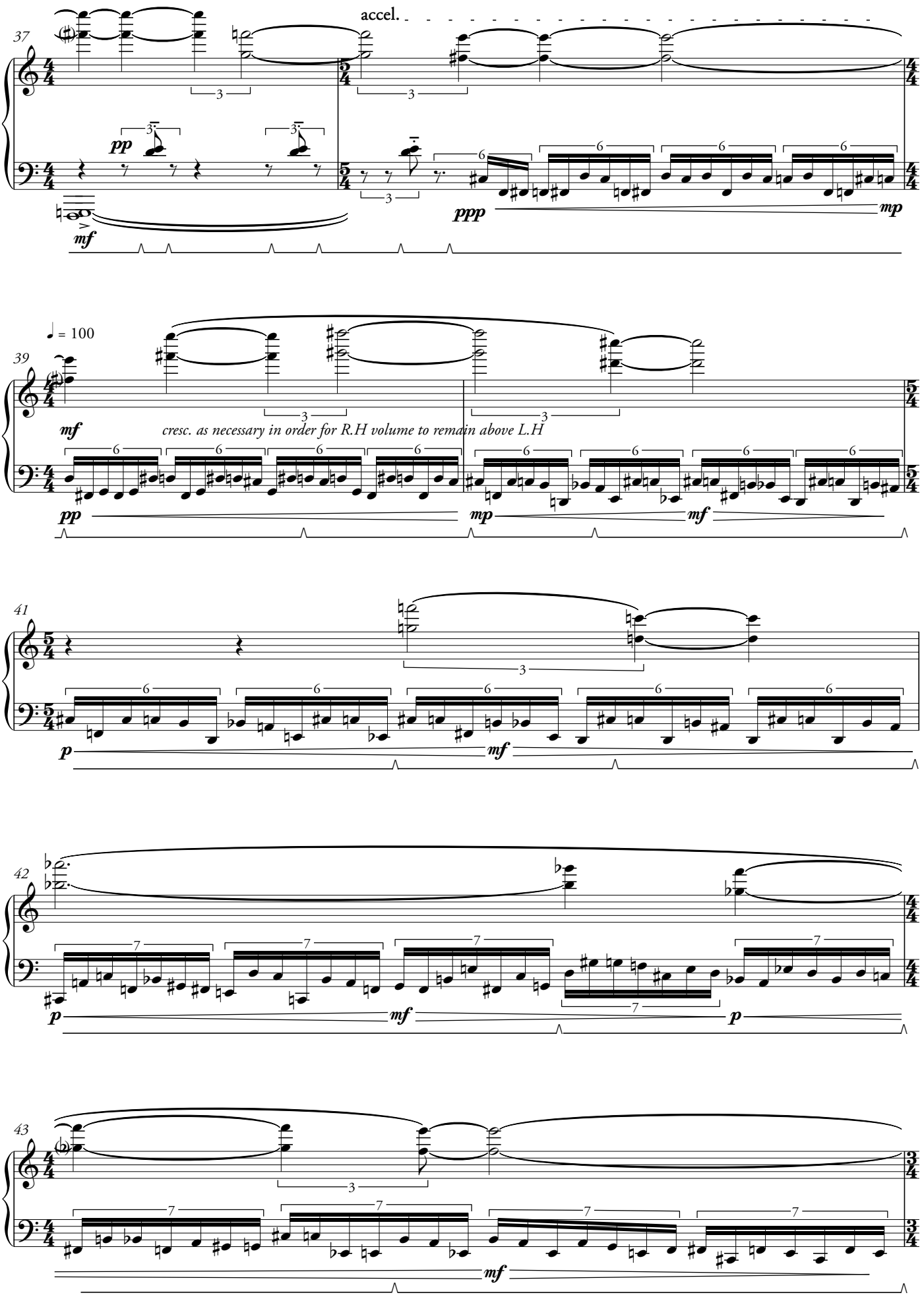

accel.
25
mp subito
sost. ped.

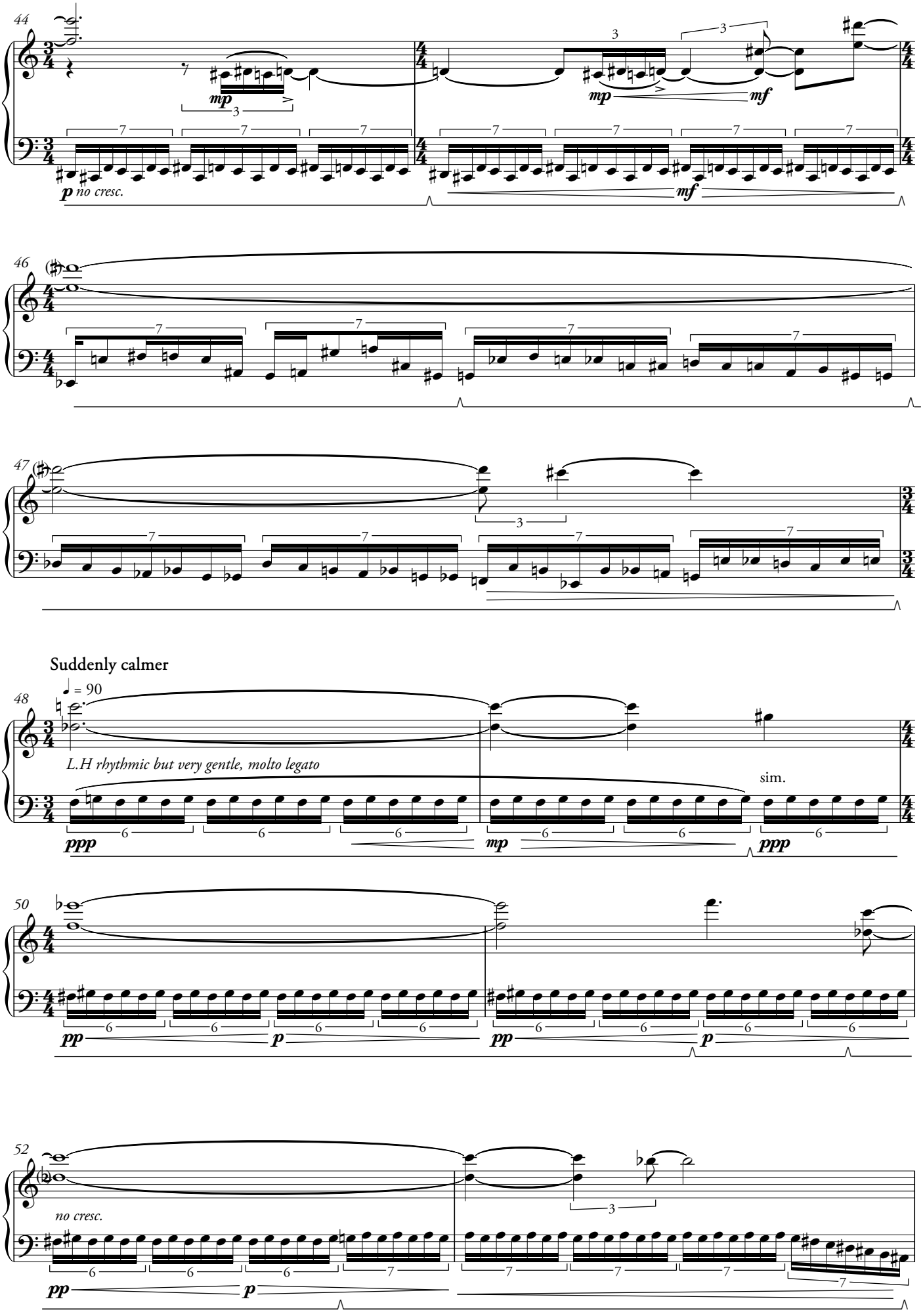
Agitato

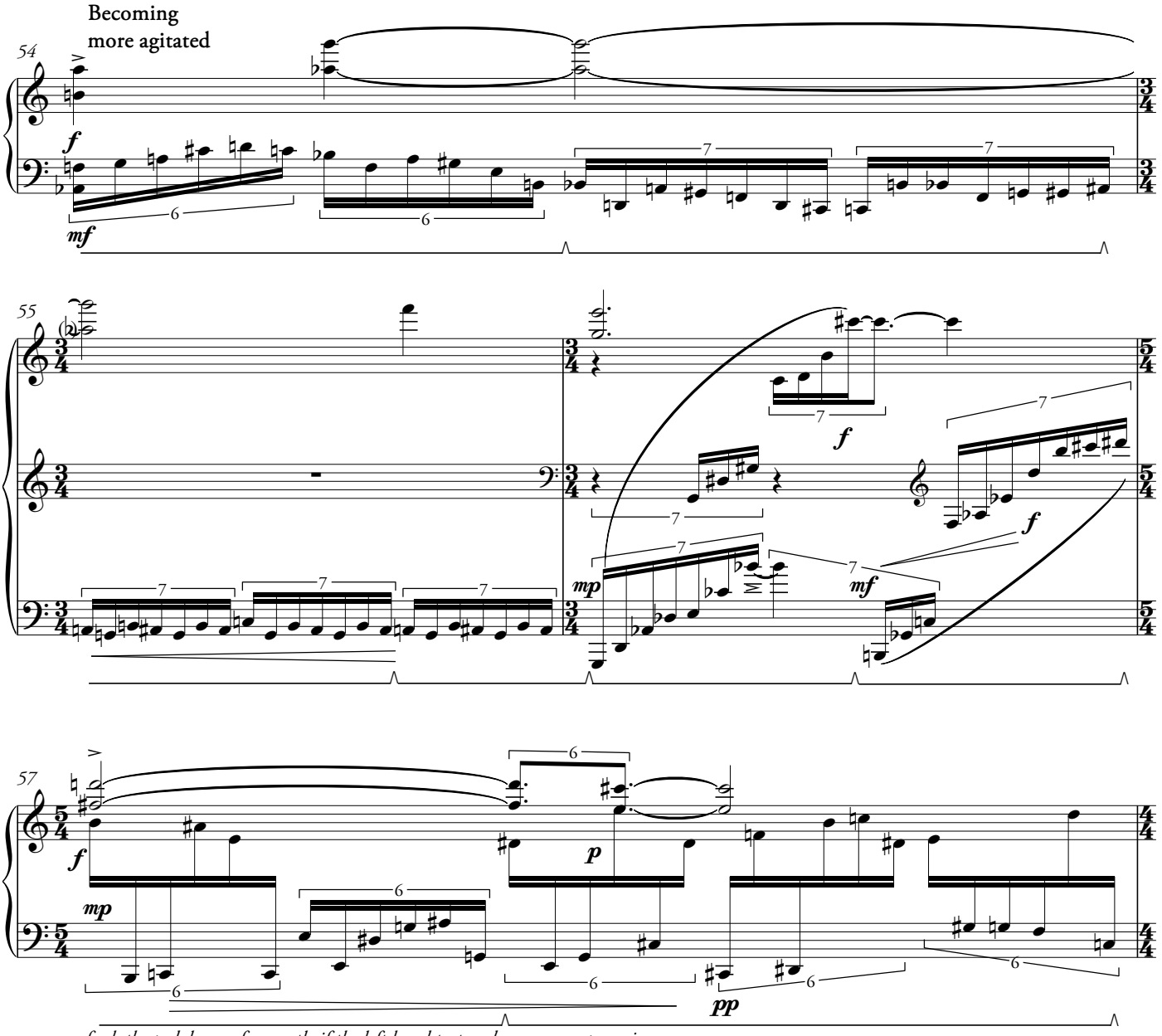
♩ = 100

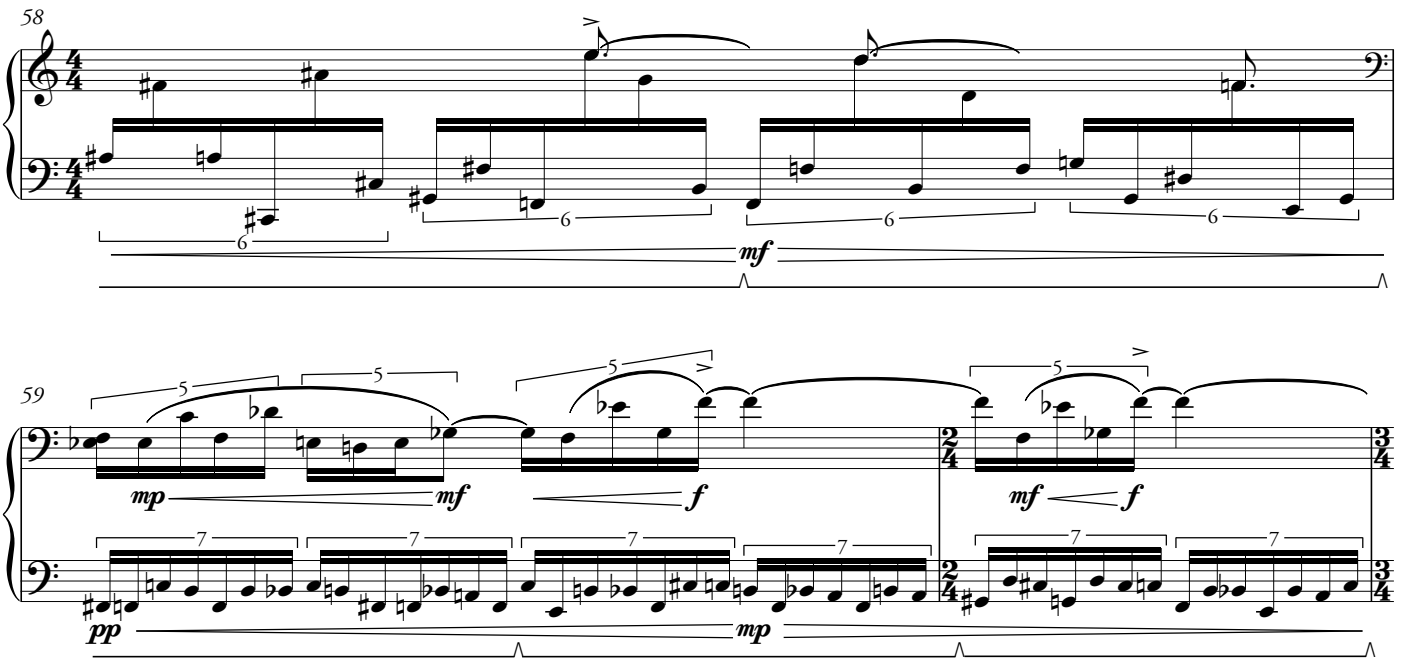

27
ff
mf
f
mf
f
p sub.
refresh pedal more frequently if sound becomes too 'muddy'
28
f
mf
f
sim.
no cresc.
29
f
mf sub.
f
f
p
30
p
mf
f
LH follow RH dynamics

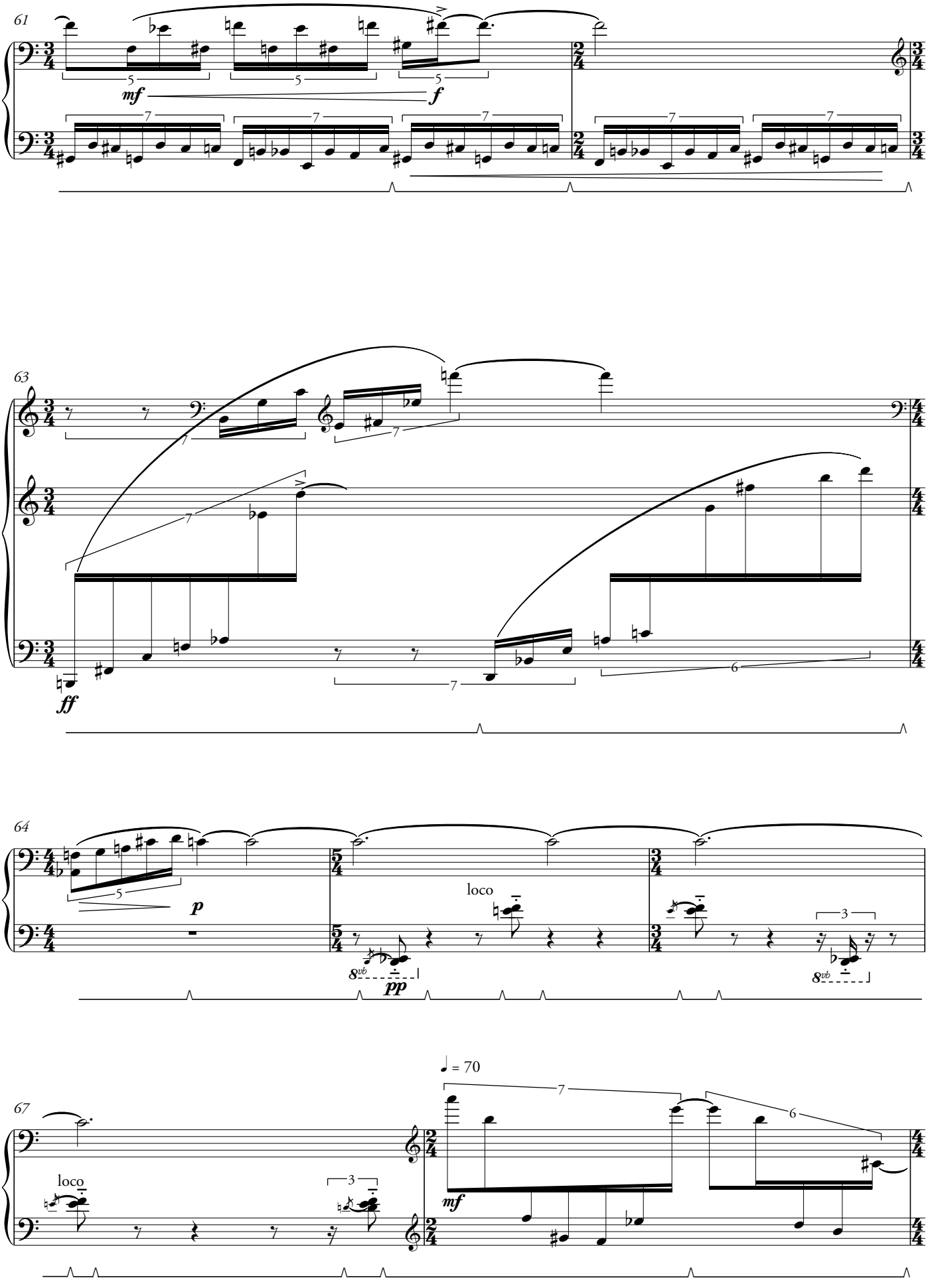

rit.
31
f
ff
mf
A tempo, agitato
♩ = 100
33
mf
f
pp
34
mp
mf
f
Slower, suddenly calm
♩ = 80
35
mp subito
pp
mf
p

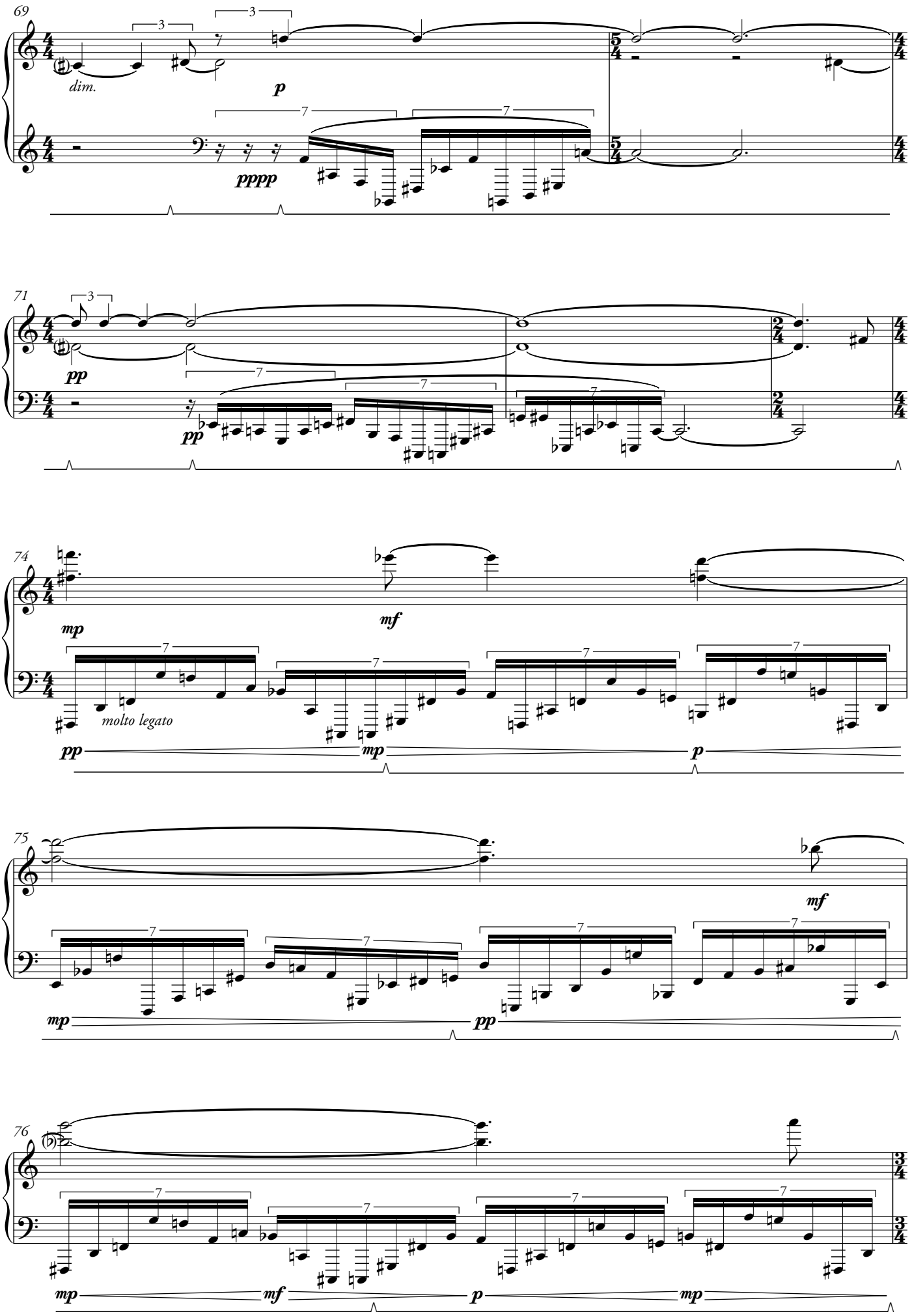

accel.
37
pp
mf
ppp
mp
♩ = 100
39
mf
cresc. as necessary in order for R.H volume to remain above L.H
pp
mp
mf
41
p
mf
42
p
mf
p
43
mf

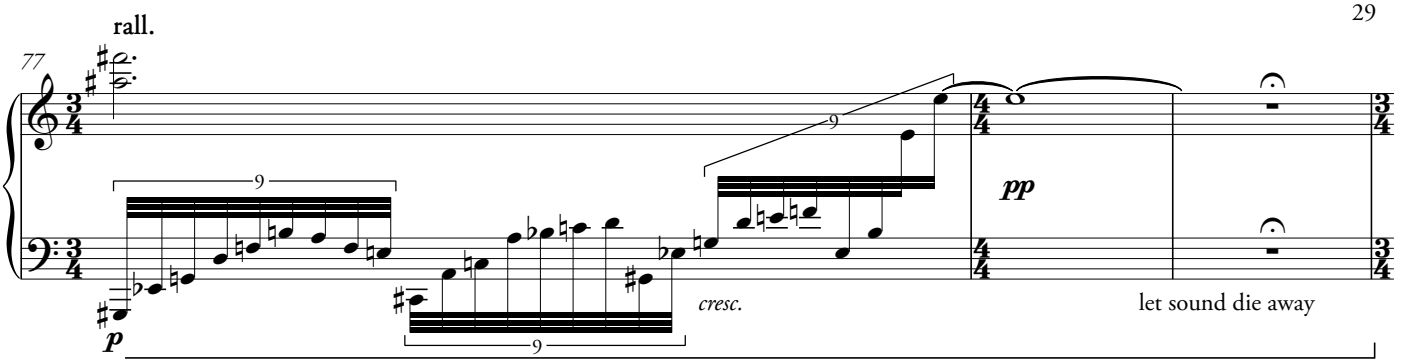

44
mp
mp
mf
p no cresc.
mf
46
47
Suddenly calmer
48
♩ = 90
L.H rhythmic but very gentle, molto legato
sim.
ppp
mp
ppp
50
pp
p
pp
p
52
no cresc.
pp
p

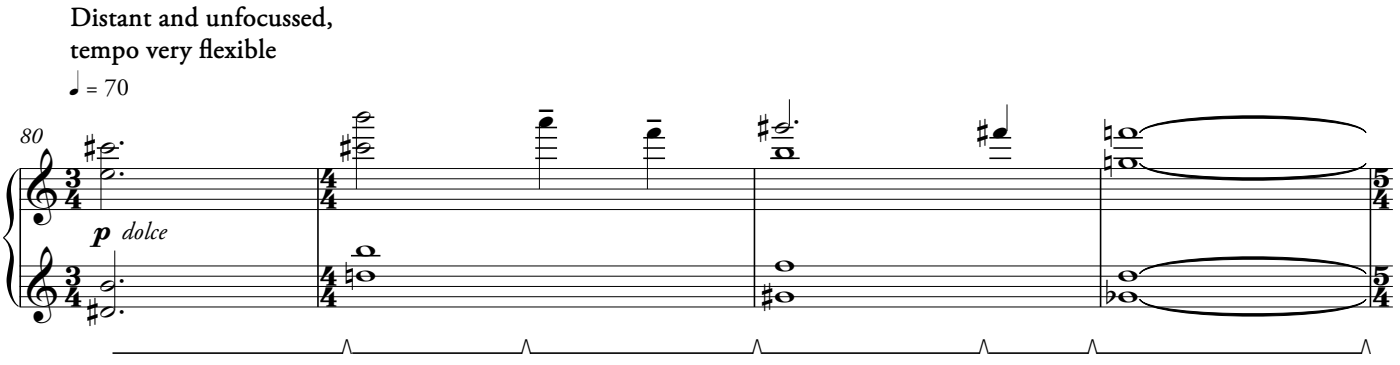

Becoming
more agitated
54
55
57
refresh the pedal more frequently if the left hand texture becomes overpowering

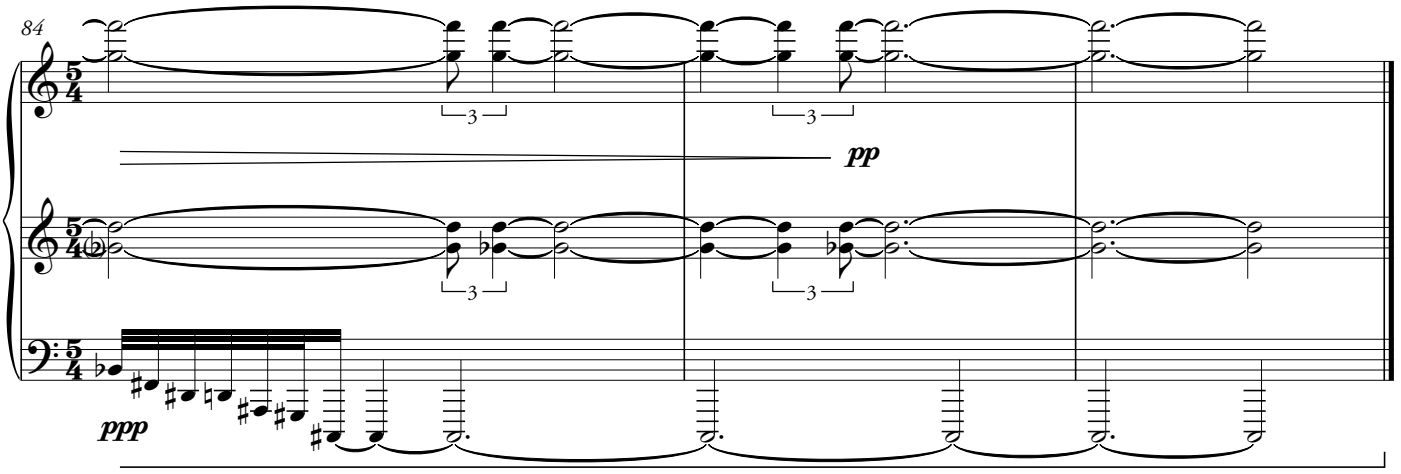

58
59


61
mf
f
63
ff
64
p
loco
pp
loco
67
♩ = 70
mf


69
dim.
p
pppp
71
pp
pp
74
mp
mf
molto legato
pp
mp
p
75
mf
mp
pp
76
mp
mf
p
mp


rall.
77
9
9
9
p
cresc.
pp
let sound die away


Distant and unfocussed,
tempo very flexible
♩ = 70
80
p dolce


84
3
3
pp
3
3
ppp