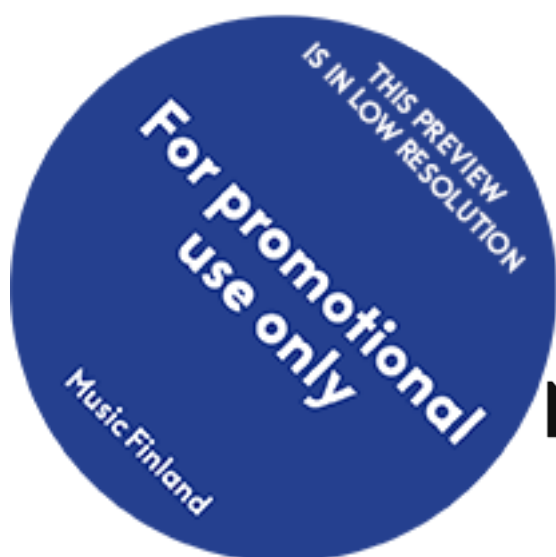


Maria Kallionpää

Climb

For Disklavier and Electronics

2017



Music Finland

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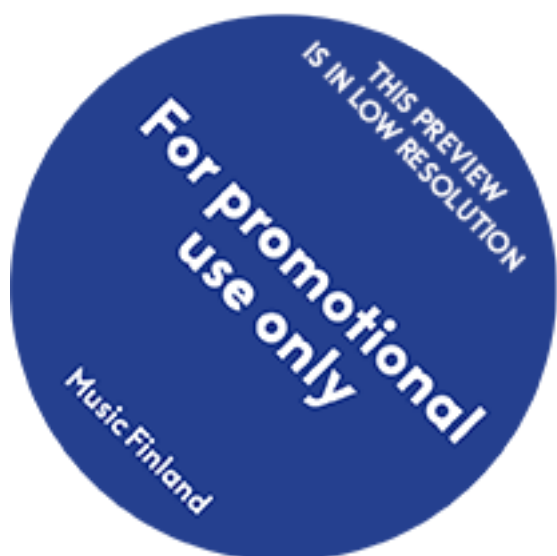


Maria Kallionpää

Climb

For Disklavier and Electronics

2017



Description

Climb! is a musical composition to be performed by a pianist and supporting technician that combines the ideas of a classical virtuoso piece and a computer game. Written for a Disklavier grand piano and interactive electronics, Climb! is an indeterminate work of 26 sections that form three paths with cross-links between. This results in an open formal structure which potentially culminates in an original reading of the work on each performance.

Although not specifically a programmatic work, a 'game like' narrative underpins Climb!, namely a climb up a mountain. The climber (i.e. pianist) encounters challenges where success or failure may steer their subsequent route.

Climb! uses bespoke music recognition software to enable the pianist to interact with the Disklavier piano and electronics. Key musical phrases embedded within the score also function as triggers, or 'codes'. When these phrases are performed and recognised by the software system they subsequently govern and control a number of performance interactions, such as: determining the next section to be played, queuing and cueing the appropriate page of digital score for that section; starting Disklavier parts that self-play, dueting with the pianist; and changing audio effect patches that represent changing weather conditions along the mountain journey.

Along with the electronics a full performance of Climb! uses other additional media, such as projected visuals that illustrate the performer's progress up the mountain, and an 'audience mobile app' that imparts a range of information pre-performance, during the performance and post-performance. The projections and audience app updates are also triggered by the musical codes that control all other performance interactions. Finally, there is an interactive online archive populated with recordings and metadata from each performance of Climb!, where different readings of the work can be explored and compared.



Requirements

A performance of Climb! will require:

- A Yamaha Concert Grand Disklavier (with a standard 5-Pin DIN MIDI input and output connections).
- 2 high quality condenser microphones, boom stands and XLR leads.
- An audio interface with two balanced XLR inputs, two outputs and MIDI input and Output (5-Pin DIN).
- A laptop / computer (MacOS or PC; MacBook Pro recommended) to run the Climb! software system and two MAX/MSP patches. The computer requires the following:
 - HDMI port (for extension screen)
 - USB Port 1 (for audio interface)
 - Bluetooth connectivity for score display foot pedal (or 2nd USB Port for optional 'hard wired' foot pedal)
 - Ethernet port or Thunderbolt port and Ethernet adapter (if the performance includes visual projections, mobile app and/or archive)
- A light extension monitor screen with HDMI input to display digital score view for the pianist (10" tablet-style screen recommended).
- A Bluetooth 'page turn' foot pedal (e.g. AirTurn PED Pro). Contact the technical team for information about a 'hard wired' foot pedal alternative.
- Stereo PA system

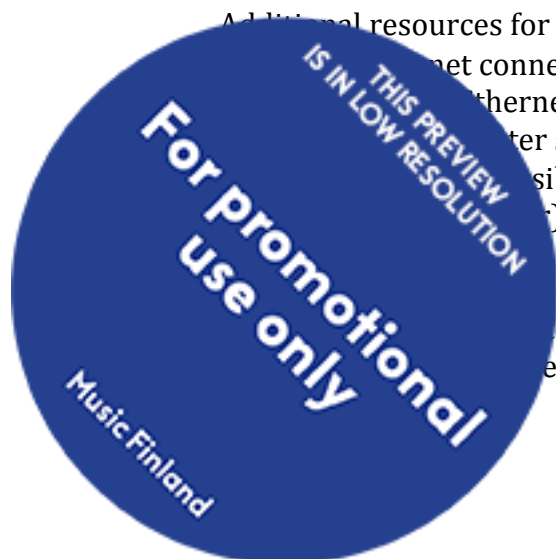
Additional resources for visual projections:

- A projector and screen, or display screen of a suitable size and quality for onstage presentation. Projector will need either a VGA or HDMI input.
- Second Laptop / computer to run projected visuals (MacOS or PC) with:
 - Ethernet port
 - VGA or HDMI port
 - USB port
- WebCam (and USB extension cables as required) for the live keyboard view
- A router with Ethernet connections.
- Ethernet (x 2) and VGA/HDMI leads.

Additional resources for 'Audience Mobile App':

- Ethernet connection from the main laptop via the router: ideally a
- Ethernet connection from the router, or alternatively via 3G/4G
- Router supports this.
- Possible web server that can host the mobile app service (as a
-). Or contact the technical team to discuss shared

- To feed into the online archive then contact the technical
- .



Musical codes

Musical codes are motifs or phrases that form part of the scored musical material. They may be a particular melodic line or rhythmic phrase. The Muzicodes software system required to perform *Climb!* recognises a correct performance of these codes and initiates a number of different actions. There are four types of codes embedded in the *Climb!* score that have different functions within a performance.

Challenge Codes: these codes determine the route that a performer will take through the sections of *Climb!* (see *Structure and Narrative of Climb!* below). These are typically the longest (i.e. most number of note events) and hardest to perform. These codes will:

- Queue the next appropriate score section to display on the performer's screen. When the performer 'page turns' at the end of the current section being performed the next queued section will appear.
- Trigger different 'weather' effect patches running in MAX Patch 2, which process the sound of the piano.
- Trigger projected visuals.
- Trigger progress updates on audience mobile app.

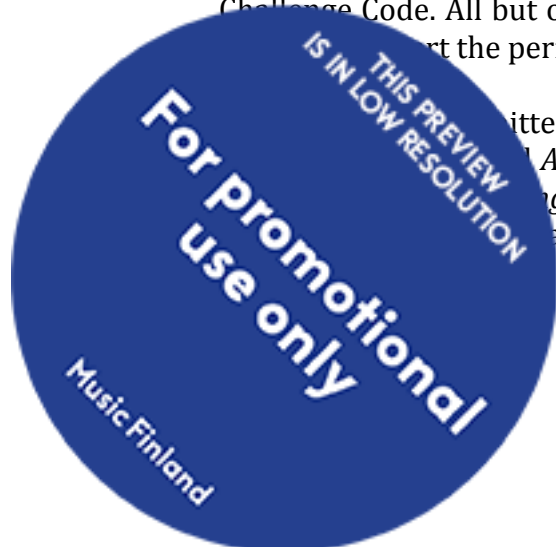
There are three alternative endings to *Basecamp*, each of which is a simple challenge code.

Choice Codes: these codes function the same as the Challenge codes described above, but here the pianist is presented with a number of musical options, where their choice and subsequent performance determines the next section to be played. These only appear in *Basecamp*.

Disklavier Codes: these codes trigger playback of a MIDI files in MAX Patch 1, which outputs into the Disklavier MIDI input, so enabling the real-time performance of the self-playing Disklavier parts. Most, but not all sections have Disklavier codes and they are typically formed around short sequences of pitches (i.e. 1 – 4 notes) as it is important that these codes are easy to play, be recognised and triggered. All sections that begin with a Disklavier part are automatically triggered when the performer 'page turns' at the end of the previous section.

Anticipation Codes: these codes trigger content for both the projected visuals and the 'audience mobile app', that highlights to the audience the approach of a Challenge Code. All but one of these codes are played by the Disklavier parts, so that the performer does not need to be concerned with them.

In the abridged version of the score *Disklavier* trigger codes are highlighted in blue. *Anticipation* codes are highlighted in blue. In this version *Choice* codes are not highlighted, but rather they are hidden as part of the 'game-like' challenge.



Structure and narrative of Climb!

All performances of Climb! commence at *Basecamp* and conclude at *Summit* (see Figure 1). Three macro compositions called 'paths' (1, 2 & 3) progress from *Basecamp* and work their way to *Summit* each containing 5 events (micro compositions) interleaved with three variations of the path material. Most, but not all events can cross-link to events on other paths (see Figure 1). A *Challenge Code* embedded within each of these events is what determines whether a performer stays on their current path (i.e. successful articulation of the code) or branches off to an event on another path (i.e. unsuccessful articulation of the code). Where there are multiple cross-links from one event to several other events, the outcome of the branch is determined at random by the system.



Figure 1: Structure of Climb!



Configuration and staging

Figure 2 illustrates the technical configuration of Climb! and suggested staging.

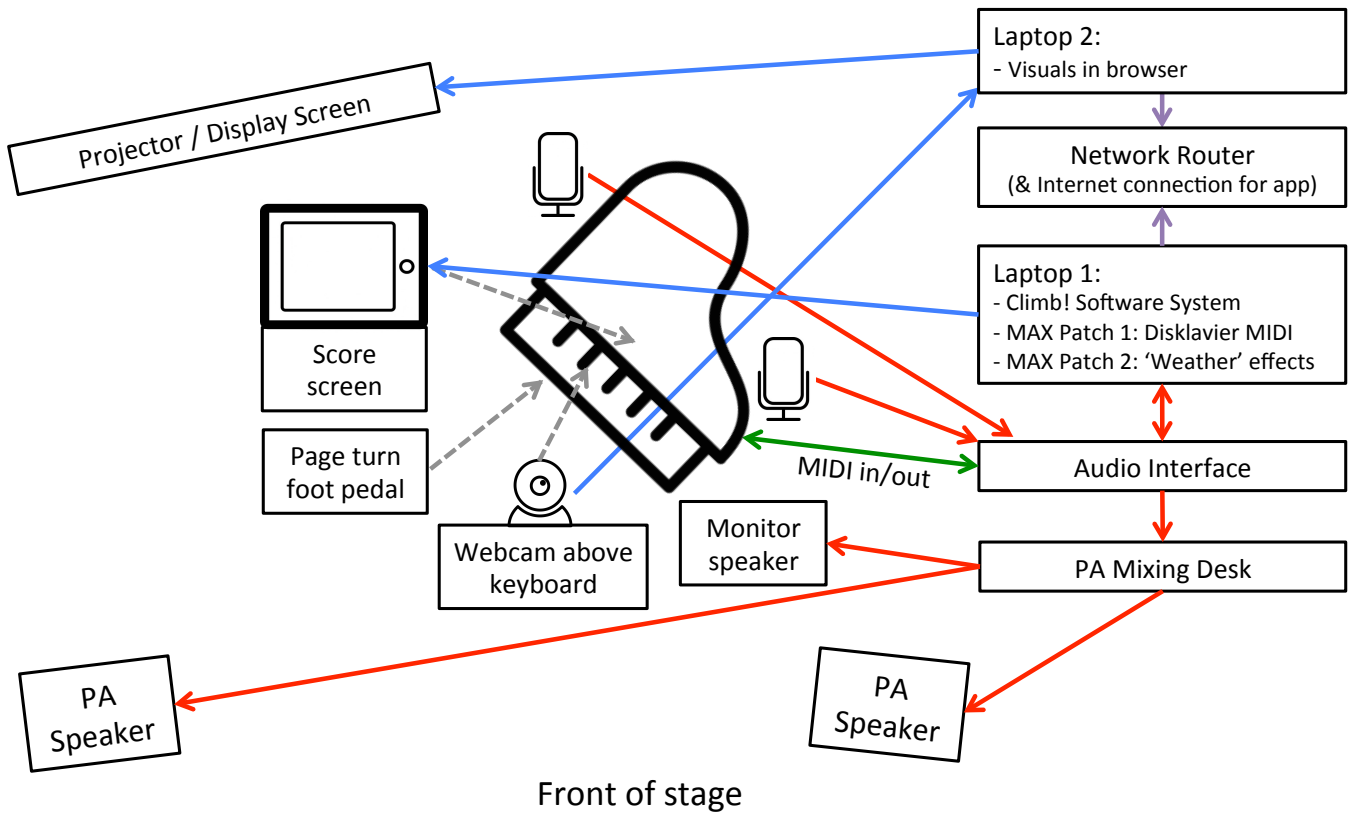
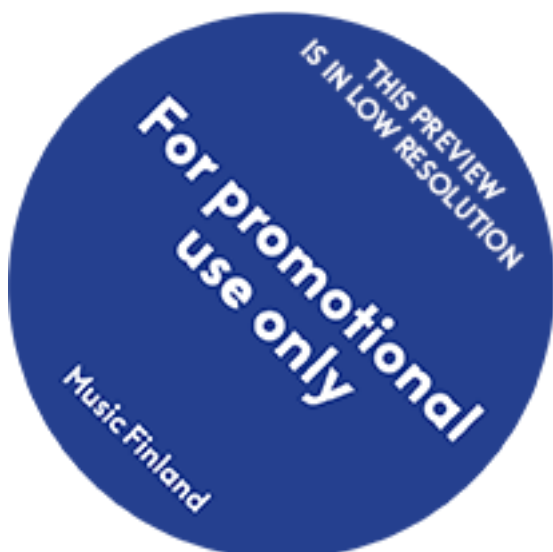


Figure 2: Climb! Configuration



Acknowledgement:

We are grateful for the support of the EPSRC-funded FAST project (project EP/L019981/1), the Kone Foundation, and University of Nottingham's Research Priority Area (RPA) Development Fund.

Credits:

Dr Maria Kallionpää – composer and pianist.

Prof Chris Greenhalgh, Dr Adrian Hazzard, Prof Steve Benford – Muzicodes (Musical code recognition software).

Dr Adrian Hazzard – animations.

Dr David M. Weigl – MELD (Digital score rendering).

Ms Mengdie Lin – Audience Mobile App programme.

For any matters regards the Climb! score, please contact Dr Maria Kallionpää

maria_kallionpaa@hotmail.com

To access the Climb! software, MAX/MSP patches, projected media, other resources or technical enquires please contact Prof. Chris Greenhalgh.

chris.greenhalgh@nottingham.ac.uk



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Basecamp

Maria Kallionpää

The musical score is divided into two systems. The first system is marked 'Piano' and 'Ped.' (Pedal). The tempo is indicated as $\text{♩} = 50$. The key signature has one sharp (F#). The time signature is 3/4. The piano part features a melody with a slur over the first two measures and a fermata at the end. The pedal part is marked 'Ped.' and has a fermata at the end. The second system is marked 'accel.' and has a tempo change to $\text{♩} = 60$. The piano part continues with a slur over the first two measures and a fermata at the end. The pedal part is marked 'Ped.' and has a fermata at the end.

3 ♩ = 50

Pno.

p

6

6

6

6

Ped.

* Ped.

* Ped.

*

[illegible]

7

Pno.

3 Ped. * Ped. * Ped. *

8

Pno.

Ped. *

p

Choose one of the three endings.

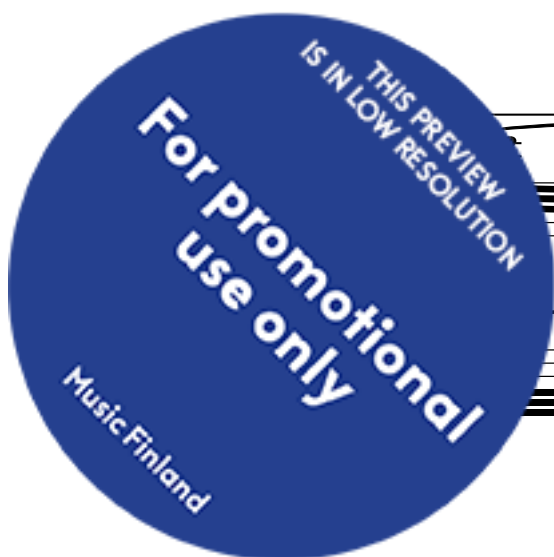
Ending 1

Ending 2

9

Ped. * Ped. * Ped. *

p



*

The Angry Deer (1a)

Piano

$\text{♩} = 150$

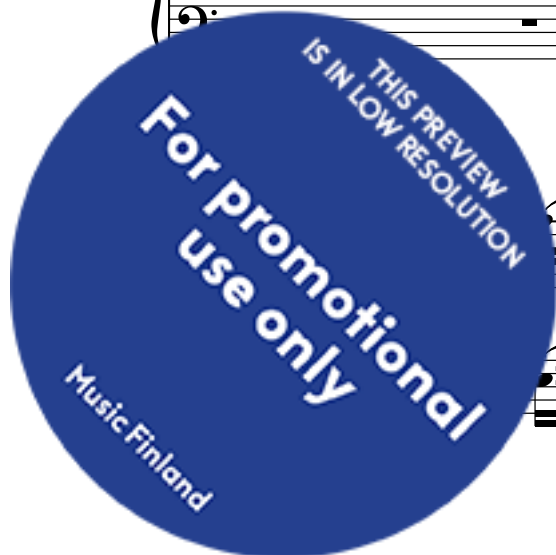
mf *f*

Pno.

3

Pno.

5



7

Pno.

Disk.

f

f

9

Pno.

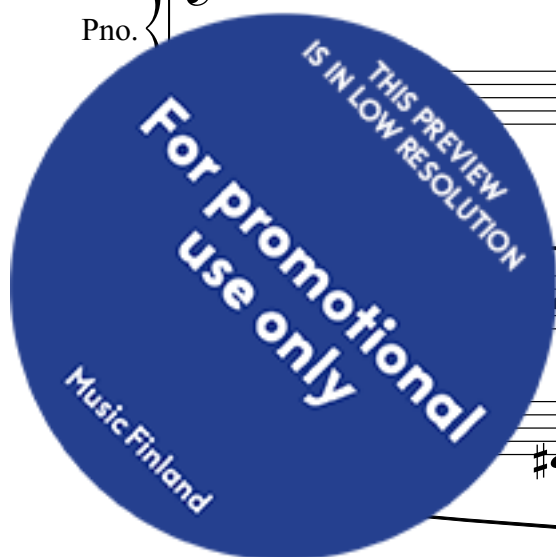
Disk.

f

f

11

Pno.



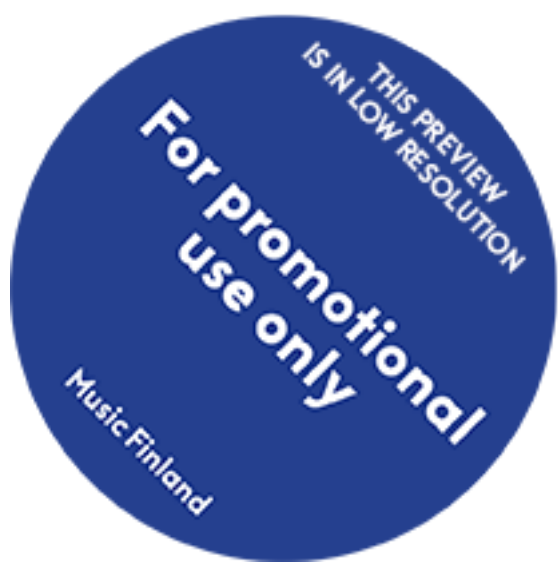
12

Pno.

Disk.

fff

fff



Path 1a

Moderato ♩ = 70

Piano

mp *mp* *pp*

sfz

Red. * *Red.* * *Red.* *

Moderato ♩ = 70

Disk

ff *ppp*

Red. * *Red.* *

Pno.

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* *Red.*

8

Pno.

* Ped.

9

Pno.

* Ped.

Disk.

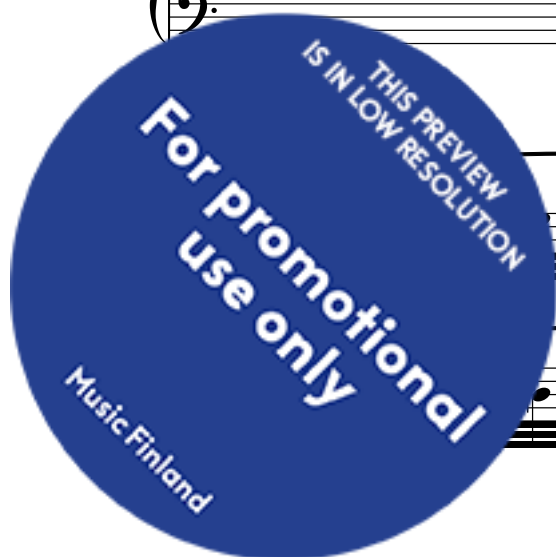
p

*

10

Pno.

*



11

Pno.

Red. * *Red.*

12

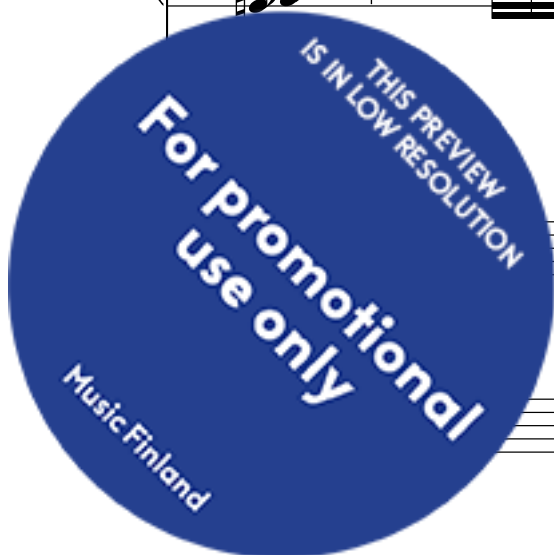
Pno.

* *Red.*

13

Pno.

* *Red.* *



p

14

Pno.

Ped. * *Ped.*

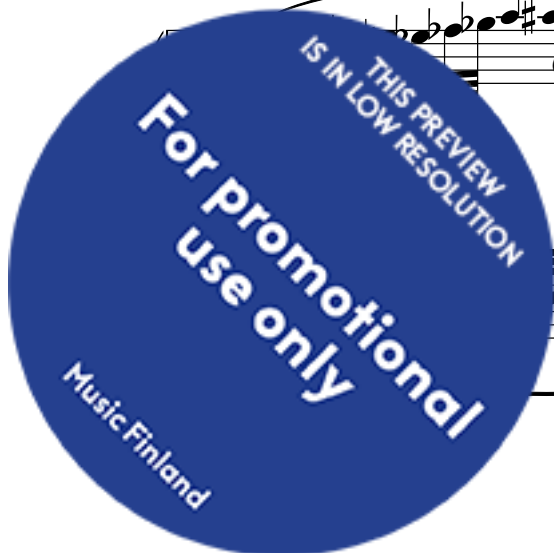
15

Pno.

* *Ped.*

16

Ped.



17

Pno.

Disk.

Ped.

*

Ped.

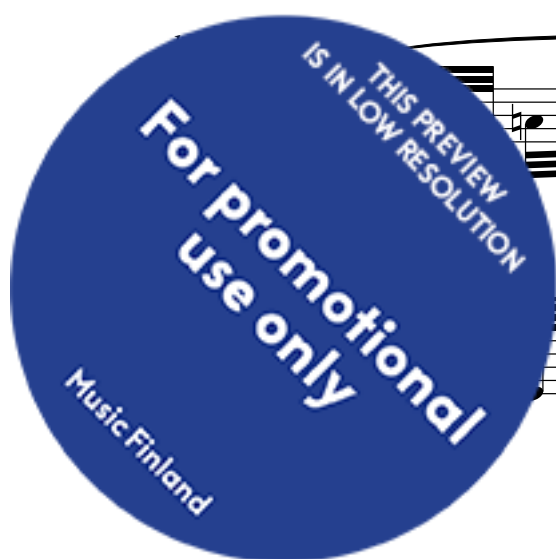
*

18

Pno.

Ped.

*Ped.



mf

*

20

Pno.

f

21

Pno.

mp

ppp

Red. *

Red. *



A Flooded Path (2a)

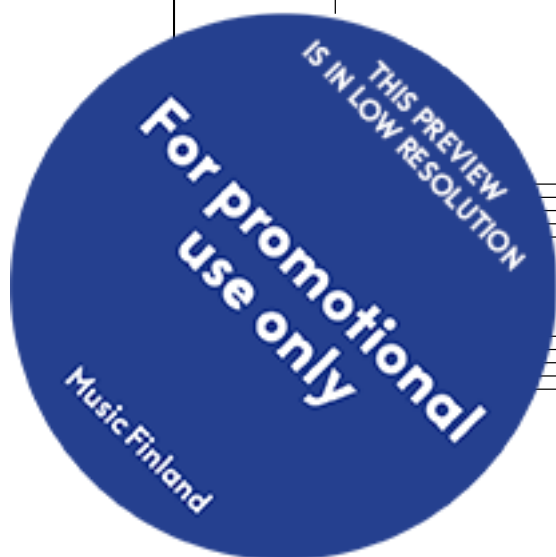
Moderato ♩ = 60

Piano

Moderato ♩ = 60

Disklavier

Pno.



5

Disk.

6

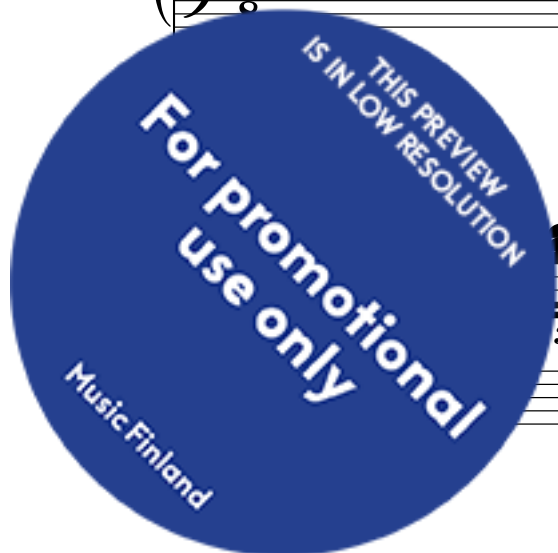
Disk.

7

Disk.

8

Pno.



9

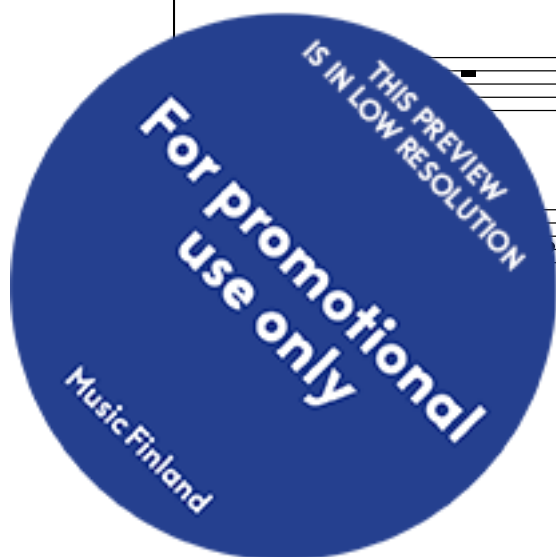
Disk.

10

Disk.

11

Pno.



13

Pno.

pp *mp*

Disk.

ppp *p*

Ped.

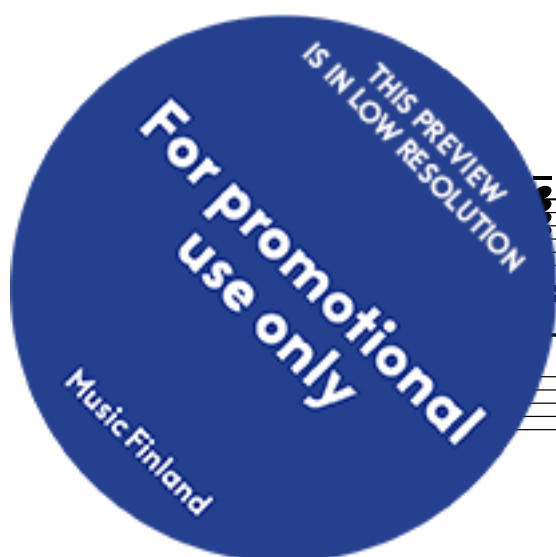
15

Pno.

mp 3

Disk.

3



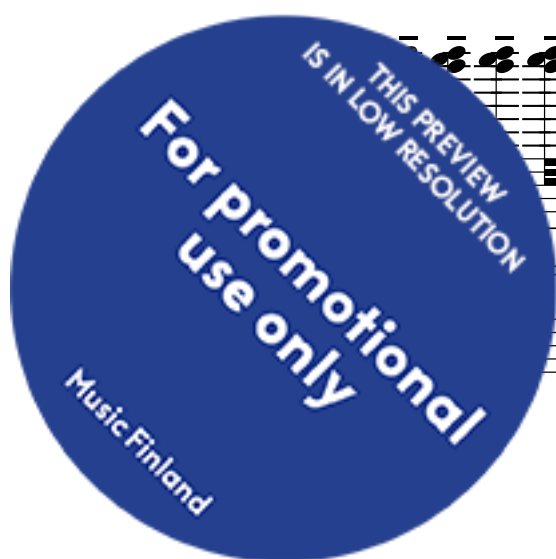
17

Disk.

18

Pno.

Disk.



20

Pno.

mf *sfz* *mp*

Disk.

mp *p*

ppp

22

Pno.

sfz

Disk.

ppp



Path 1b

Moderato ♩ = 70

Piano

Moderato ♩ = 70

Disk

Pno.

Pno.



8

Pno.

Lead. * Lead.

9

Pno.

* Lead.

10

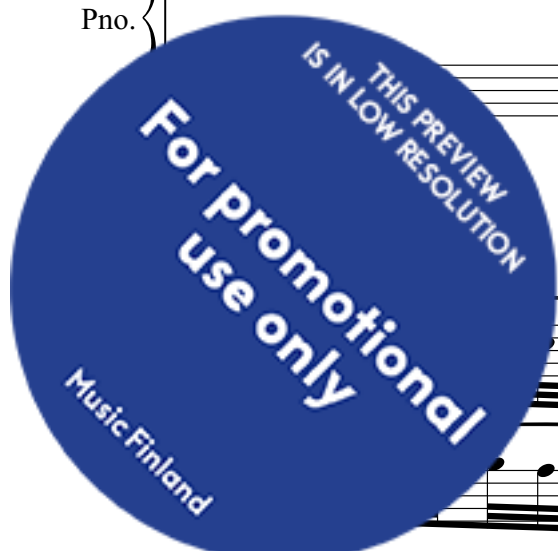
Pno.

Lead. *

11

Pno.

7



Lead. 19 *

12

Pno.

Ped. * Ped.

13

Pno.

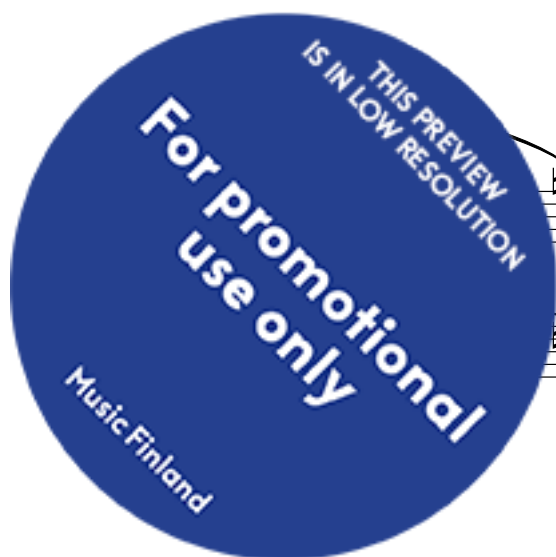
mf *

14

Pno.

f >

ppp Ped. *



Avatar Finds a Shimmering Stone (3a)

$\text{♩} = 60$

Disklavier *pp*

Ped. * *Ped.* *

2

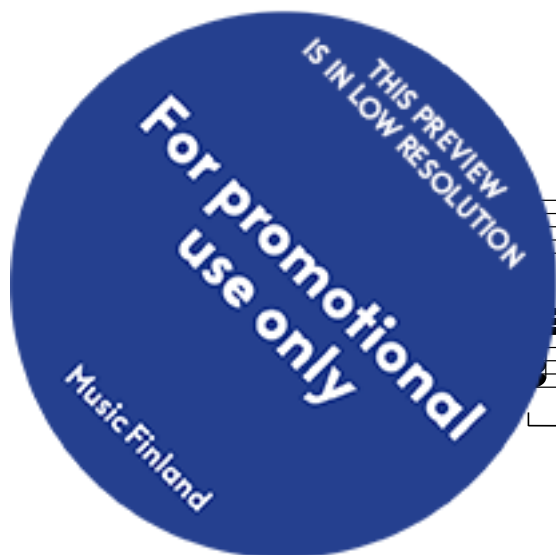
Disk. *p*

Ped. * *Ped.* *

3

Disk. *mf*

Ped. * *Ped.* *



* *Ped.* *

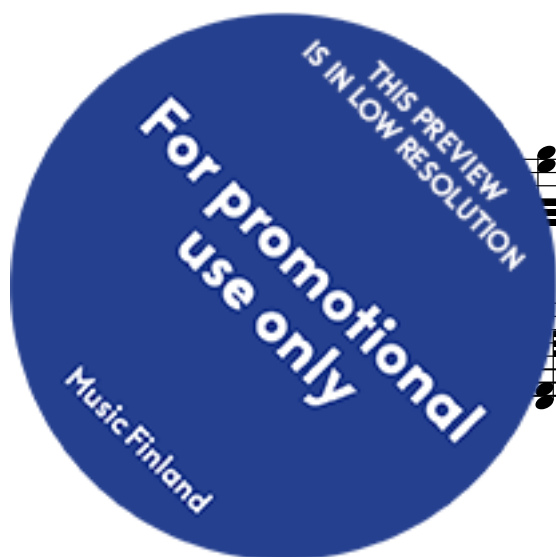
The musical score for 'Disk.' is written on a grand staff. The piano part (p) is in the right hand, starting with a treble clef and a key signature of one flat. The redaction (Red.) symbol is placed below the piano part. The score includes a measure with a fermata and a measure with a redaction symbol.

Musical score for 'Disk.' featuring a piano (p) and a double bass (b). The score is in 2/4 time and consists of two staves. The piano part is marked with a '6' and a '7'. The double bass part is marked with a '7'. The score includes various musical notations such as notes, rests, and accidentals.

Disk.

Ped. *

The image shows a musical score for the song "The Rose Tree". It consists of two staves. The top staff begins with a treble clef and a key signature of one flat (B-flat). The melody is written in a simple, folk-like style. The bottom staff begins with a bass clef and a key signature of one flat. It features a bass line with several measures of whole and half notes. The score includes various musical notations such as clefs, key signatures, and note values. There are also some markings like "7" and "5" below the staves, which might indicate fingerings or specific musical techniques. The overall style is that of a traditional folk song.



9

Disk.

Ped. * *Ped.* *

10

Disk.

Ped. * *Ped.* * *Ped.* * *Ped.* *

11

Disk.

Ped. * *Ped.* * *Ped.* *

rit.

ff *p*

Ped. * *Ped.* * *Ped.* * *Ped.* * *Ped.* *



$\text{♩} = 40$

13

Disk.

ff *pp*

Ped. * *Ped.* * *Ped.* * *Ped.* *

14

Pno.

mf

5

5

5

5

5

* *Ped.* * *Ped.* * *Ped.* *

rit.

15

Pno.

f

pp

Ped. * Ped. *

Disk.

rit.

f

5

$\text{♩} = 40$

18

5

5

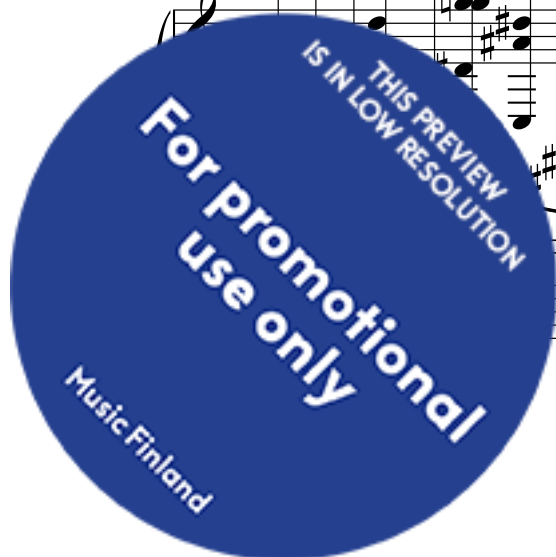
5

5

5

pp

* Ped. * Ped. * Ped. *



19 *rit.* *pp*⁵

Pno.

Ped. *

rit. *f* *7* *mp*

Disk.

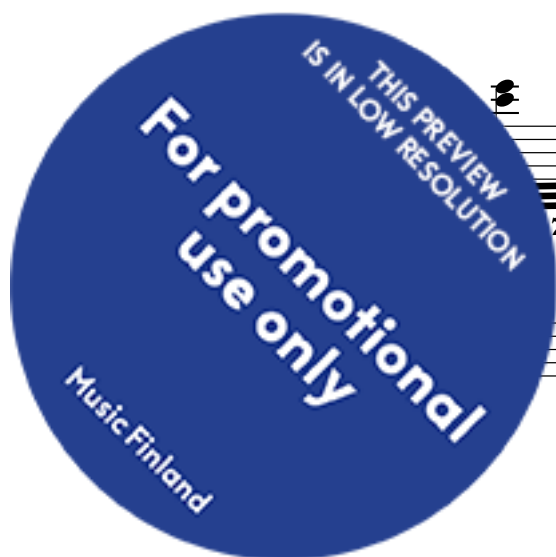
Ped. *

Ped. * *Ped.* * *Ped.* *

22 *f* *7* *p*

Disk.

Ped. * *Ped.* * *Ped.* * *Ped.* *



f *7* *Ped.* * *Ped.* *

24

Disk.

f

7

Ped. *

7

Ped. *

7

Ped. *

25

Disk.

7

Ped. *

Ped. *

7

*



Path 1c

Moderato ♩ = 70

Piano

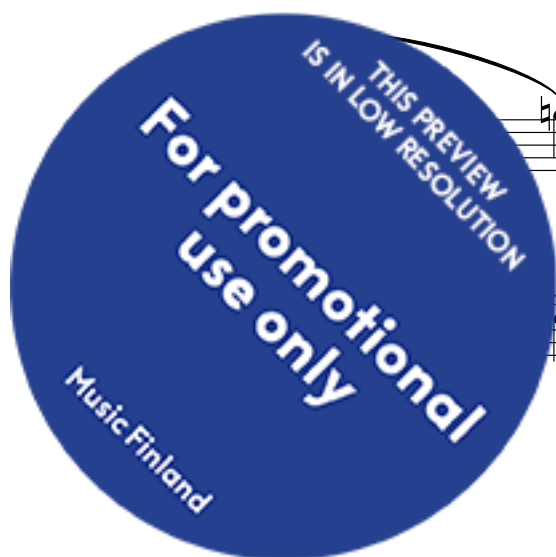
mp *sfz* *mp* *pp*

Ped. * Ped. * Ped. *

Pno.

ff *ppp*

Ped. * Ped. *



ppp

* Ped. *

A Sleeping Bear (4a)

♩ = 50

Piano

5 5 5 5

pp *mp* *pp*

Ped. *

Disklavier

ppp

Ped. *

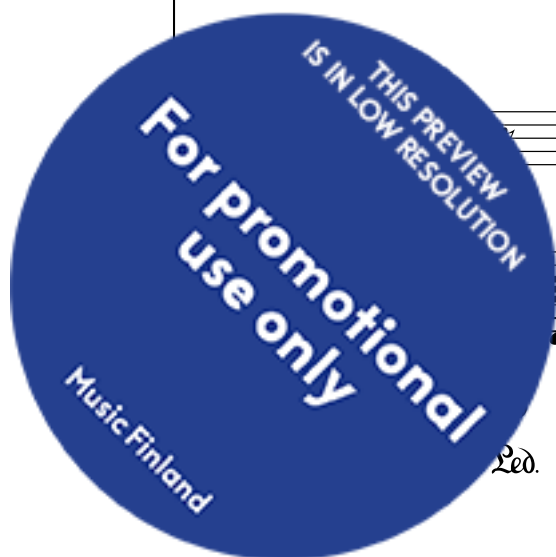
2

Pno.

pp *mp* *pp*

5 5

Ped. *



7

Disk.

f

ppp
Ped.

8

Pno.

ff

Disk.

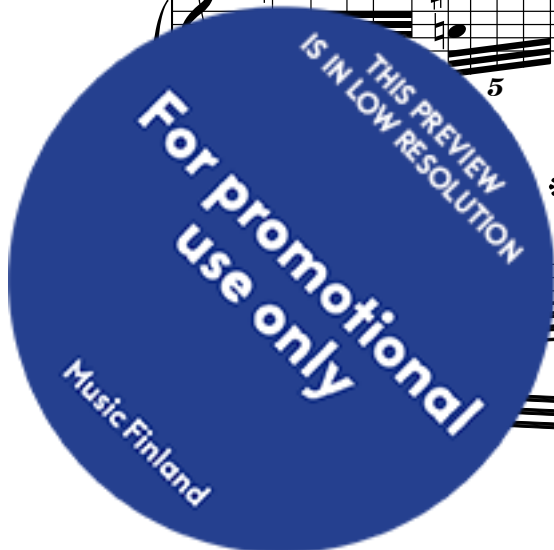
pp *mp*

* Ped. * Ped.

9

$\text{♩} = 90$

* Ped. * Ped. * Ped. * Ped. * Ped. * Ped. *



10

Disk.

Ped. * Ped. * Ped. * Ped. * Ped. * Ped. * Ped. *

11

Disk.

pp

Ped. * Ped. * Ped. * Ped. * Ped. * Ped. * Ped. *

Ped. * Ped. * Ped. * Ped. * Ped. * Ped. * Ped. *

13

Disk.

f 5

5 5 5 5 5 5

Ped. *Ped. *Ped. *Ped. *Ped. *Ped. *Ped. *

14

Pno.

$\text{♩} = 50$

pp 5 *mp* 5

Ped. *

Disk.

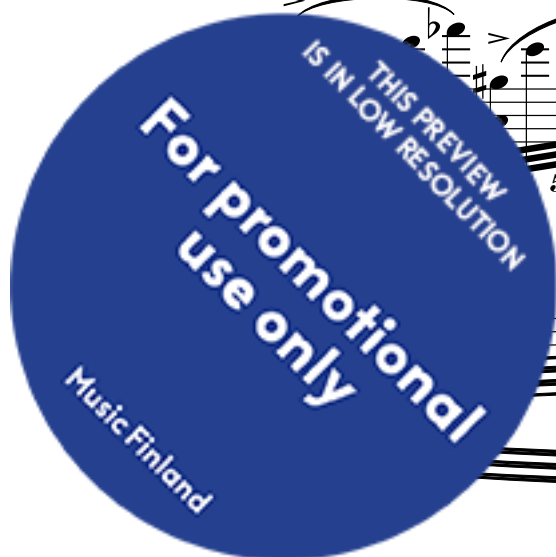
pp 5 5

ppp

$\text{♩} = 90$

5 5 5 5

* Ped. * Ped. * Ped. * Ped. *



♩ = 50

16

Pno.

pp 5 *mp* 5

Ped. *

Disk.

pp 5

ppp

♩ = 90

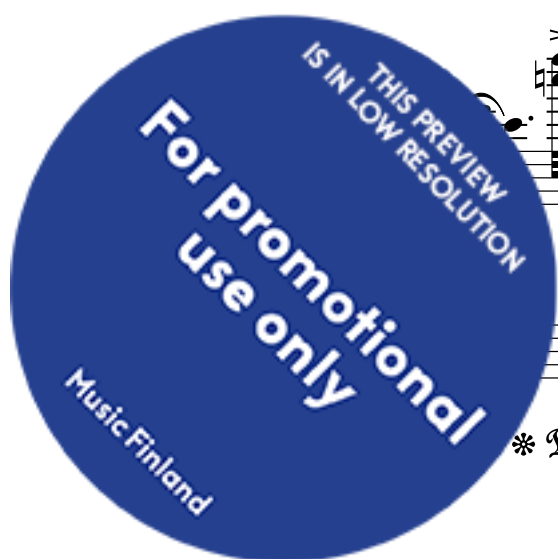
17

Disk.

f 5 5 5 5 5 5 5

Ped. * Ped. * Ped. * Ped. *

mf



5 5 5 5 5 5 5

* Ped. * Ped. * Ped. * Ped. * Ped. *

19

Disk.

pp 5

Ped. * Ped. * Ped. * Ped. * Ped. * Ped. *

20

Disk.

5 5 5 5 5 5

Ped. * Ped. * Ped. * Ped. * Ped. * Ped. *

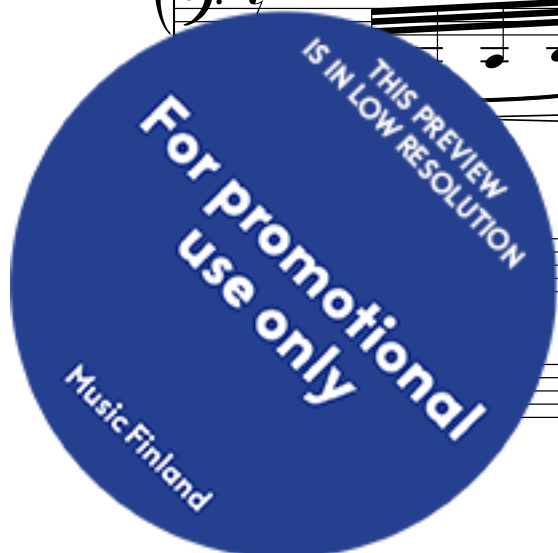
21

Pno.

5 5 5

p

Ped.



22

Pno.

Disk.

mf *

5 5 5

pp 5 5 5

23

Pno.

Disk.

pppp

mp *ppp*

5 5 5



Rolling Stones (5a)

♩ = 50

Piano

Disklavier

Pno.

♩ = 40

Pno.

3

7

mp *p*

Disk.

7

mp *p*

Ped.

* Ped.

* Ped.

*

Pno.

4

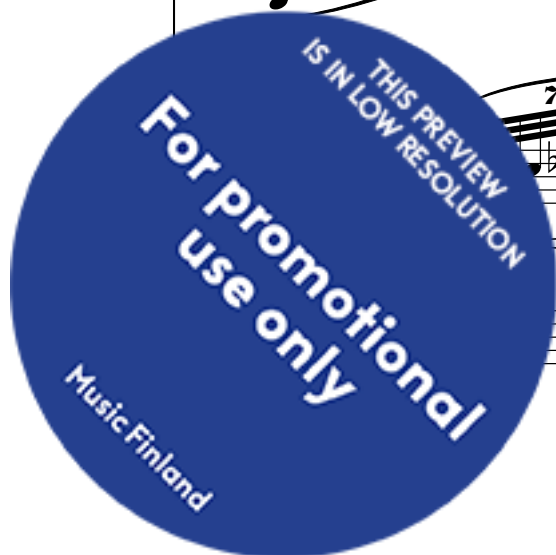
mf *f*

7

mp *p* *f*

Ped.

*



5

Pno.

mf *f* 7

Disk.

mf *f* 7

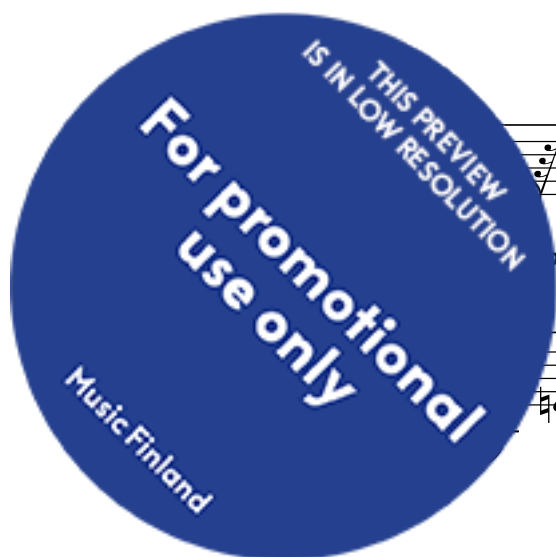
Ped. *

♩ = 50

6

Disk.

p



8

Pno.

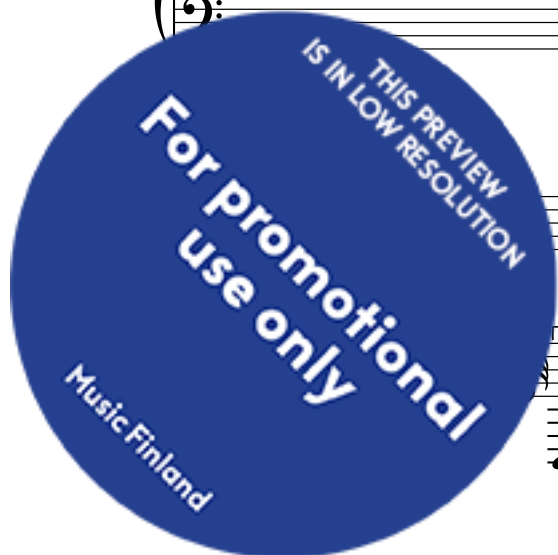
f

Disk.

9

Pno.

mp



10

Pno.

mp

7

7

7

7

7

Disk.

mp

7

7

7

7

7

poco rit.

11

Pno.

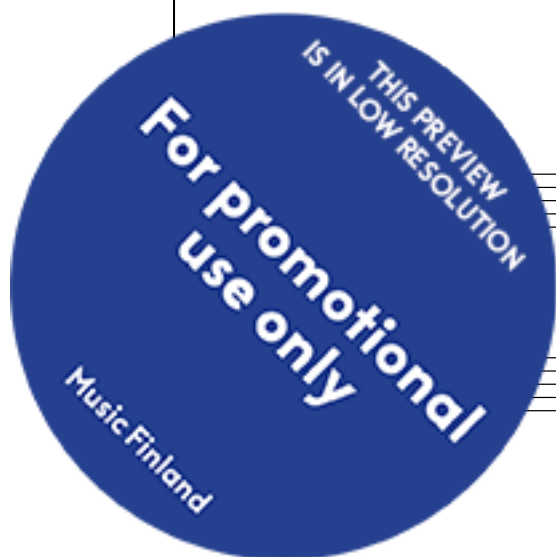
7

sf

3/4

3/4

3/4



♩ = 50

12

Pno.

Disk.

mp *mf*

p *mp*

Ped. *

13

Pno.

sfz *f* *f*

Ped. *

The Stones (1b)

♩ = 100

Piano

Disklavier

♩ = 100

mp
Ped. *

p
Ped. * Ped. * Ped. * Ped. *

Pno.

3

Ped. * Ped. *

Ped. *

3

Ped. *



The musical score consists of two systems, each with a grand staff (treble and bass clefs) and a single bass line.

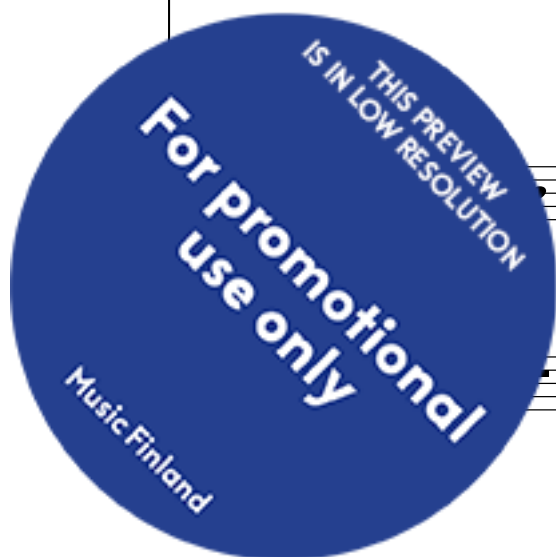
System 1:

- Pno. (Piano):** The right hand plays a series of eighth notes, mostly with flats. There are three triplet markings (3) over groups of three notes. The left hand is mostly silent, with a few notes in the bass clef. Dynamics include *p* (piano) and *Ped.* (pedal). Asterisks (*) are placed below the staff.
- Disk. (Disk):** The right hand plays a series of eighth notes, mostly with flats. There are three triplet markings (3) over groups of three notes. The left hand is mostly silent, with a few notes in the bass clef. Dynamics include *p* (piano) and *Ped.* (pedal). Asterisks (*) are placed below the staff.

System 2:

- Pno. (Piano):** The right hand continues the eighth-note pattern. Dynamics include *p* (piano) and *Ped.* (pedal). Asterisks (*) are placed below the staff.
- Disk. (Disk):** The right hand continues the eighth-note pattern. Dynamics include *p* (piano) and *Ped.* (pedal). Asterisks (*) are placed below the staff.

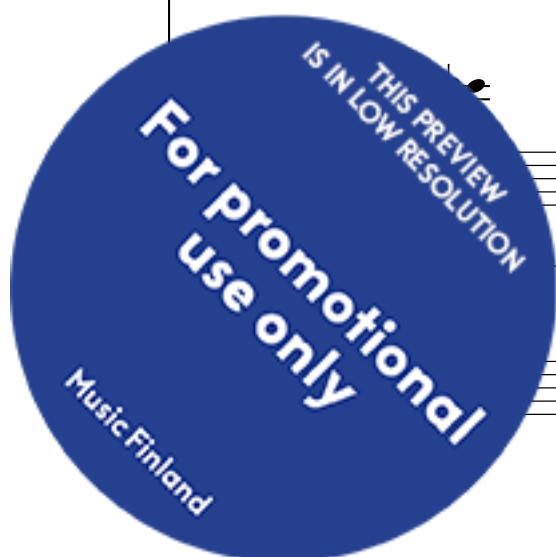
The image shows a musical score for the song "The Rose Tree". It features a vocal line and a piano accompaniment. The vocal line is written on a single staff with a key signature of one flat (B-flat) and a 3/4 time signature. The melody consists of a series of eighth and quarter notes, with a triplet of eighth notes in the first measure. The piano accompaniment is written on a grand staff (treble and bass clefs). The right hand plays a series of chords and single notes, while the left hand plays a simple bass line. The score includes a repeat sign and a first ending bracket. The lyrics "The Rose Tree" are written below the vocal line, with asterisks marking the beginning and end of the first ending. The tempo is marked "Andante" and the dynamics are "p" (piano).



Pno.

Disk.

Pno.



10

play any pitches

Pno.

Ped. *

Disk.

Ped. * Ped. *

ppp



Path 2a

♩ = 120

Piano

f *pp*³ *ff* *p*

3 3 3 3

Red. * Red. *

Pno.

4

pp *p*

3 3 3 3

Red. * Red. *

9

ppp *mp* *p*

3 3 3 3

Red. * Red. *

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12

Pno.

mp

pp

Red. *

Red. *



A Tree Trunk on the Path (2b)

♩ = 60

Piano

mp *pp*

Ped. *

Piano

mf *pp*

Ped. *

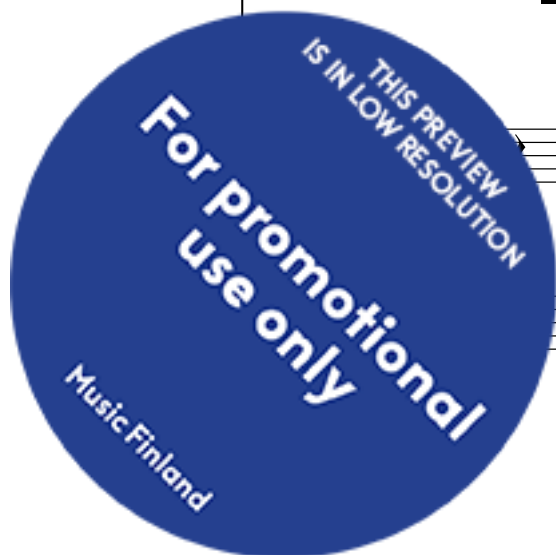
Piano

p *p*

Ped. *

mp *mp*

Ped. *



8

Piano

Disklavier

mp

3

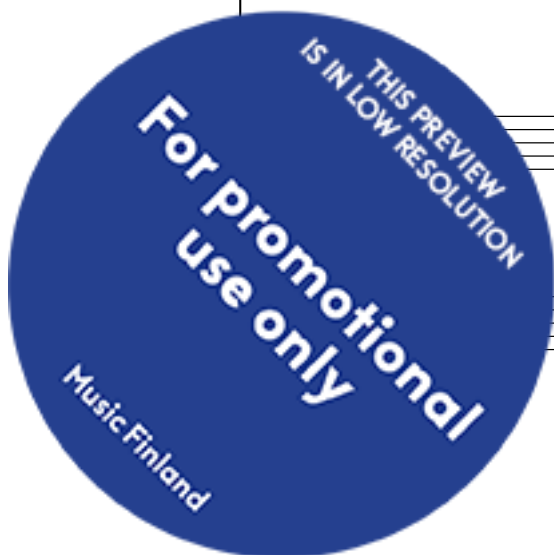
3

3

3

The musical score for the 'Piano' section consists of two staves. The left staff begins with a treble clef and a key signature of one sharp (F#). It features a series of complex chords, including a triplet of eighth notes. The right staff begins with a bass clef and a key signature of one sharp (F#). It also features complex chords and a triplet of eighth notes. The word 'Piano' is written vertically to the left of the staves. The score is marked with a '9' at the beginning of the first staff.

The image shows a musical score for the song "The Rose Tree". It consists of two systems of music. The first system has a treble clef and a key signature of one flat (B-flat). The melody is written on a single staff, and the accompaniment is written on a grand staff (treble and bass clefs). The second system has a bass clef and a key signature of one sharp (F-sharp). The melody is written on a single staff, and the accompaniment is written on a grand staff (treble and bass clefs). The music is in 4/4 time. The first system ends with a double bar line. The second system begins with a new key signature of one sharp (F-sharp). The melody is written on a single staff, and the accompaniment is written on a grand staff (treble and bass clefs). The music is in 4/4 time. The first system ends with a double bar line. The second system begins with a new key signature of one sharp (F-sharp). The melody is written on a single staff, and the accompaniment is written on a grand staff (treble and bass clefs). The music is in 4/4 time.



11

Piano

mf

Disklavier

mp

3

3

3

3

13

Piano

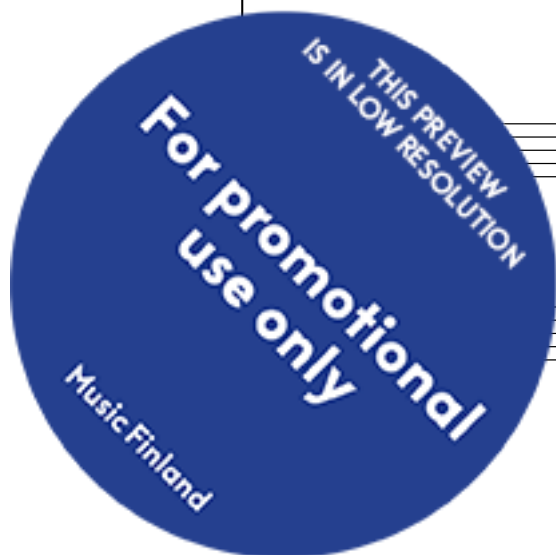
sfz

p

mf

Red.

**Red.*



15

Piano

f

Red. * *Red.* * *Red.*

Disklavier

mp

3

3

3

mf

17

Piano

mp

pp

Red.

pp

pp

pp



19

Disklavier

p

mp

3

3

3

3

Ped. * Ped. * Ped. *

20

Disklavier

3

3

3

3

p

Ped. * Ped. *

21

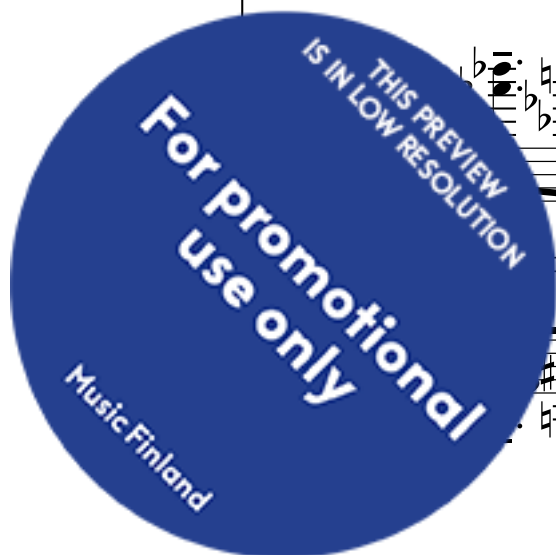
Piano

p

mf

f

3



mf

23

Piano

Measures 23-24 of the piano part. Measure 23 features a treble staff with a triplet of eighth notes (F#4, G#4, A4) and a bass staff with a triplet of eighth notes (F#3, G#3, A3). Measure 24 continues with similar triplet patterns in both staves, with a fermata over the final notes.

24

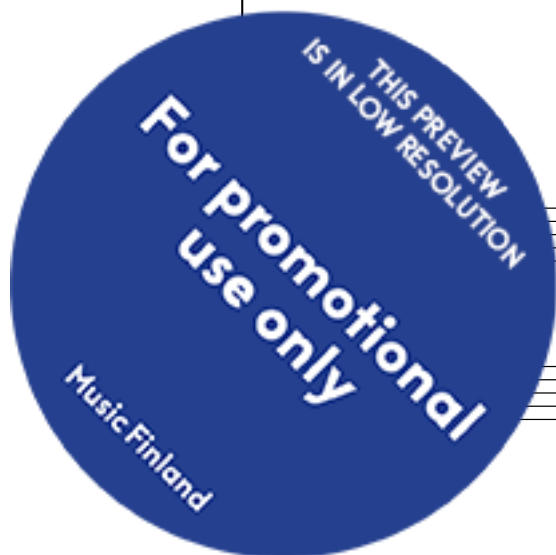
Piano

Measures 24-25 of the piano part. Measure 24 continues the triplet patterns from the previous system. Measure 25 introduces a new triplet in the treble staff (B4, C#5, D5) and a triplet in the bass staff (B2, C#3, D3).

25

Piano

Measures 25-26 of the piano part. Measure 25 continues the triplet patterns. Measure 26 features a triplet of eighth notes (E4, F#4, G#4) in the treble staff and a triplet of eighth notes (E3, F#3, G#3) in the bass staff.



mp 3

Measures 26-27 of the piano part. Measure 26 continues the triplet patterns. Measure 27 features a triplet of eighth notes (F#4, G#4, A4) in the treble staff and a triplet of eighth notes (F#3, G#3, A3) in the bass staff.

Piano

mf

3

Disklavier

pp



Path 2b

♩ = 120

Piano

f *pp* *ff* *p*

3 3 3 3

Ped. *

Pno.

4

pp *p*

3 3 3 3

Ped. *

9

ppp *mp* *p*

3 3 3 3

Ped. *

59

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12

Pno.

mp

Ped. *

Ped. *

6/4 4/4

3 3 3 3

3 3

14

Pno.

pp

pppp

rit.

Ped. *

Ped. *

3 3

3 3

4/4 2/4



A Scary, Whispering Forest (3b)

$\text{♩} = 90$

Piano

pp 3

Ped.

*Ped.

*

Disklavier

ppp 3

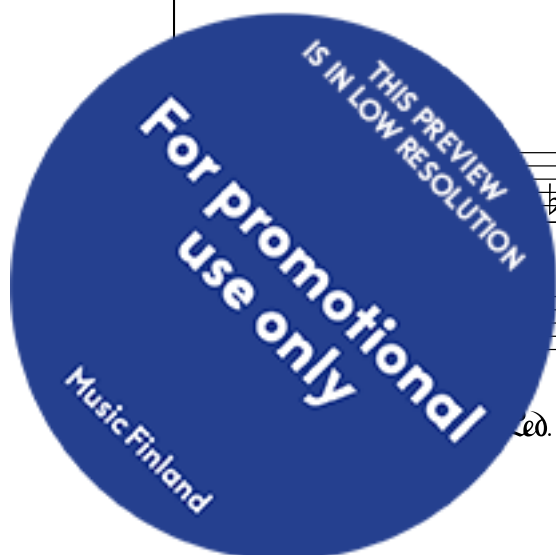
Ped.

*

5

Pno.

mp 5 3



3 3

Ped.

*Ped.

*

8

Pno.

mp *mf* *pp*

5 3

Disk.

mp *pp*

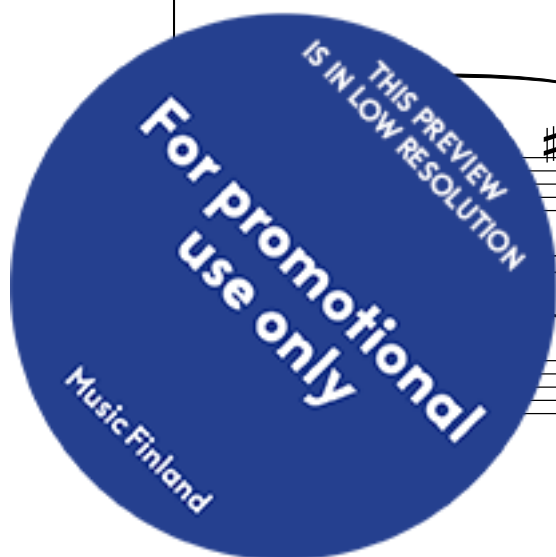
5 3

10

Pno.

mp

5 3



p

11

Pno.

mp *mf*

5 3

Disk.

pp 5 3 *mp*

5 3

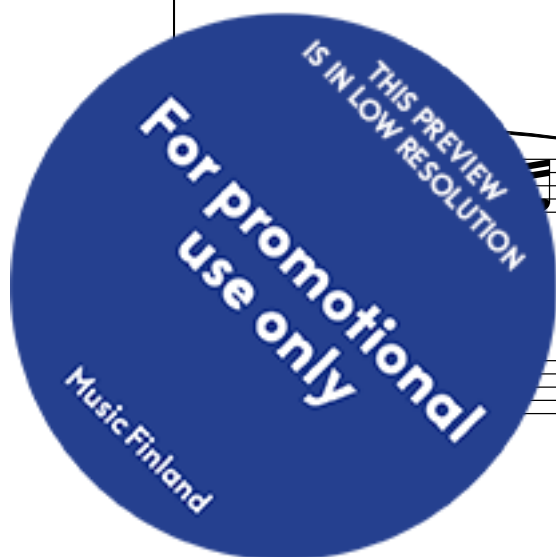
mp

12

Pno.

pp

Ped.



13

Pno.

Disk.

pp

Ped.

5 3 *

5

8

*

14

Pno.

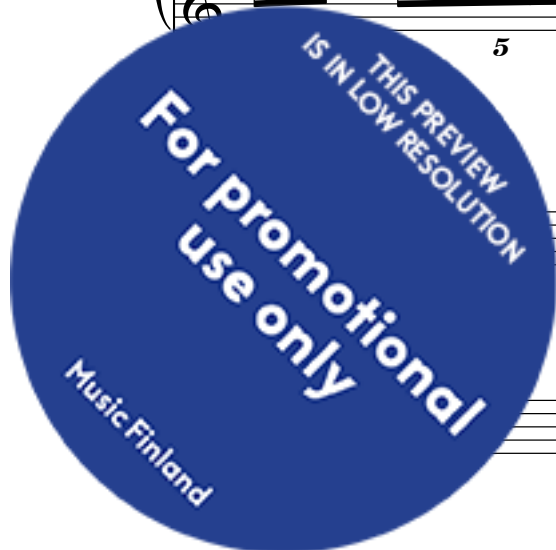
pp

Ped.

5 3 *

5

*



15

Pno.

Disk.

pp

Red.

5 3 5

5 3

16

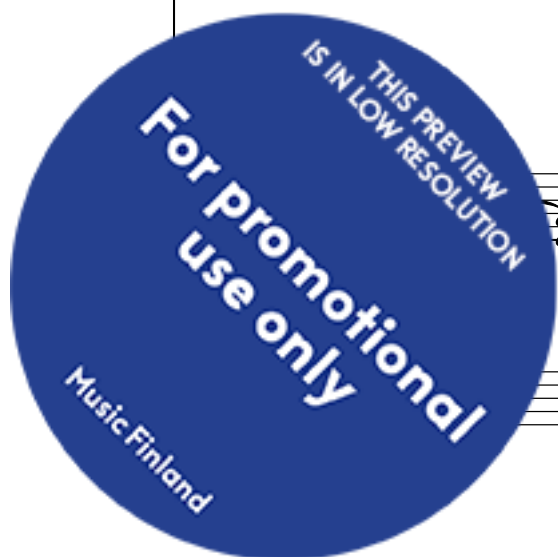
Pno.

pp

Red.

5 3 5

5 3



17

Pno.

3

5

3

Red.

*

Disk.

pp

5

3

18

Pno.

5

3

3

3

mp

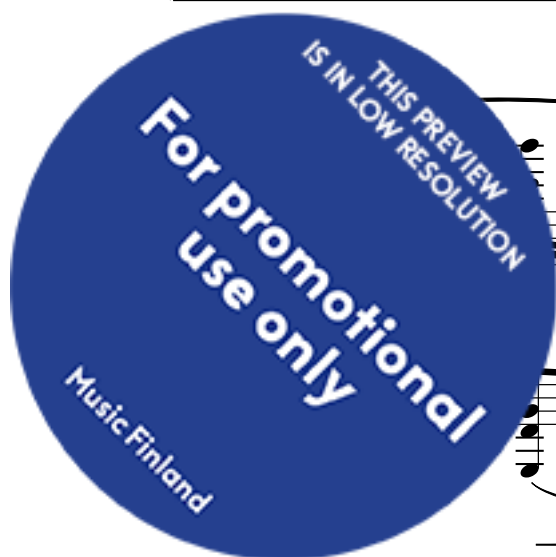
Disk.

5

3

5

3



3

5

3

5

3

mp

66

20

Pno.

Disk.

pp

ppp

Ped.

** Ped.*

Ped.

24

Pno.

Disk.

pp

Ped.

** Ped.*

28

Pno.

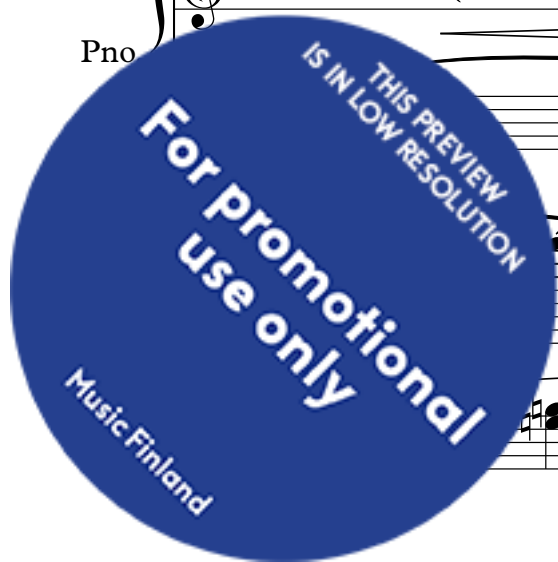
mf

pp

pp

pp

pp



30

Pno.

mp 5 3

5 3

mp

Disk.

p



Path 2c

♩ = 120

Piano

f *pp* *ff* *p*

3 3 3 3

Ped. * Ped. *

4

Pno.

pp *p*

3 3 3 3

Ped. * Ped. *

9

ppp *mp* *p*

3 3 3 3

Ped. * Ped. *

69

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12

Pno.

mp

Ped. *

Ped. *

14

Pno.

pp

pppp

rit.

Ped. *

Ped. *



A Hallucination (4b)

♩ = 80

Cantabile

Piano

pp

7

♩ = 100

Pno.

Disk.

pp

*pp*³ Ped.

* Ped.

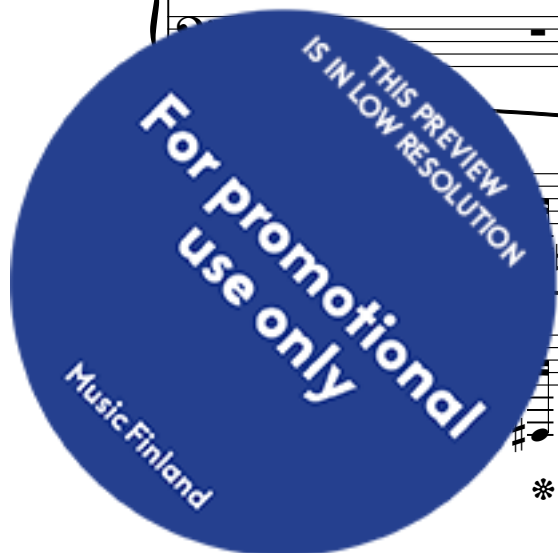
10

Pno.

mp

mp

* Ped. * Ped. *



[illegible][illegible]

21

Disk.

pp

pp

Ped. * Ped. * Ped. * Ped. * Ped.

23

Pno.

mf

Ped. * Ped. *

mf

* Ped. * Ped. *

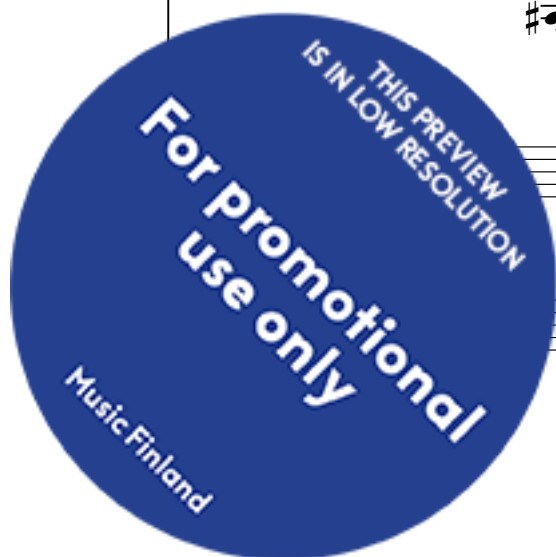
25 $\text{♩} = 60$

Pno. *ff* *3* *Ped.* *

Disk. *pp*

29 *rit.*

Pno. *mf*



Birds Attack (5b)

$\text{♩} = 100$

Piano

mf *f*

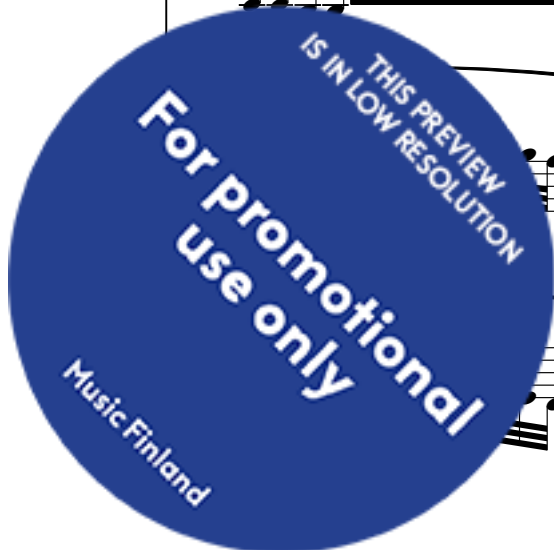
Disklavier

This musical score is for a piece titled 'Birds Attack (5b)'. It is written in 4/4 time with a tempo of 100 beats per minute. The Piano part consists of two staves (treble and bass clef) and is marked with a mezzo-forte (*mf*) dynamic in the first measure and a forte (*f*) dynamic in the second measure. The Disklavier part consists of two empty staves (treble and bass clef).

Pno.

mp *mp*

This musical score is for a piece titled 'Birds Attack (5b)'. It is written in 4/4 time. The Piano part consists of two staves (treble and bass clef) and is marked with a mezzo-piano (*mp*) dynamic. The score includes a triplet of eighth notes in the first measure of the treble staff and a triplet of eighth notes in the first measure of the bass staff.



4

Pno.

Disk.

5

Pno.

f



6

Pno.

Disk.

p *mf*

p *mf*

mp

8

Pno.

Disk.

p *mf*

mp

p

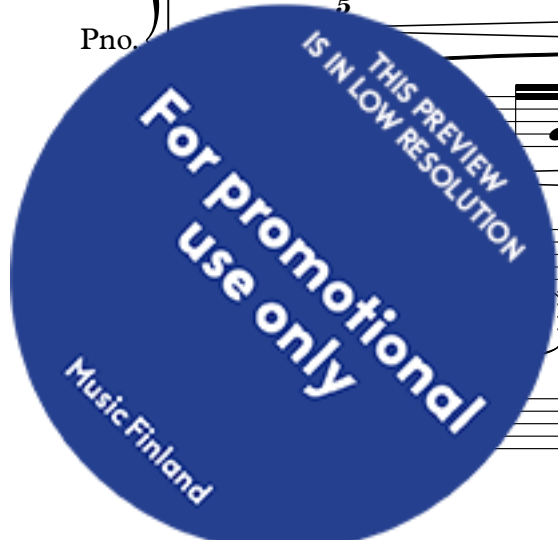
9

Pno.

Disk.

mf *p*

mp *p*



10

Disk.

mp

p

mp

7 7 7 7 7 7

11

Pno.

f

Disk.

mp

7 7 7

13

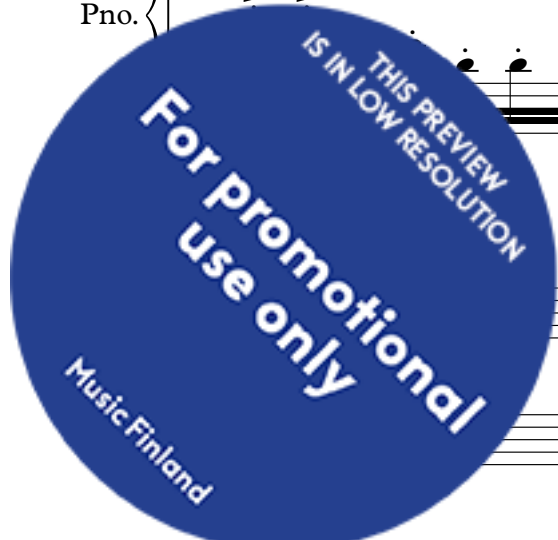
Pno.

f

Disk.

mp

7 7



14

Pno.

Disk.

mf

mp

16

Pno.

Disk.

f

17

Pno.

f

18

Pno.

Disk.

19

Pno.

Disk.

20

Pno.



22

Pno.

5 *p* *mf*

Disk.

7 *p* 7 7

23

Pno.

5 5 5 *mf* *p* *mp*

Disk.

sfz *p* 7

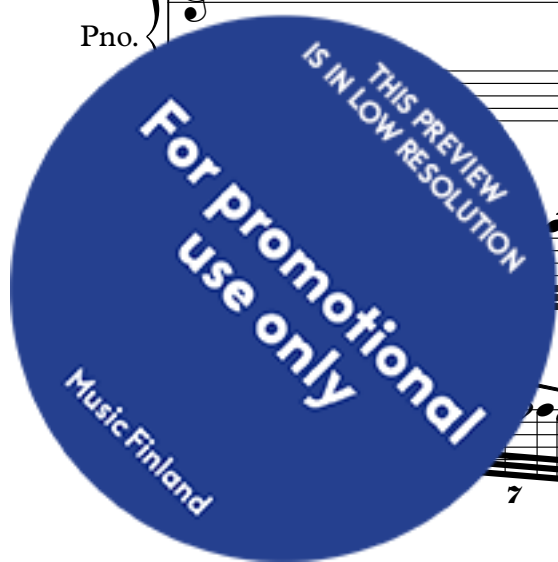
24

Pno.

7 7 7

Disk.

7 7 7



25

Pno.

f

Disk.

mp

7 7 7

27

Pno.

f *ff*

Disk.

mp

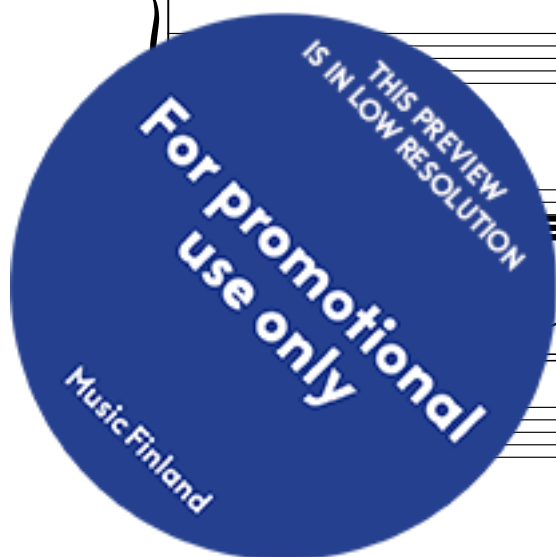
7 7

28

Pno.

7

ppp



Echo (1c)

$\text{♩} = 60$

Piano

pp

Disklavier

$\text{♩} = 60$

ppp

2

Pno.

mf

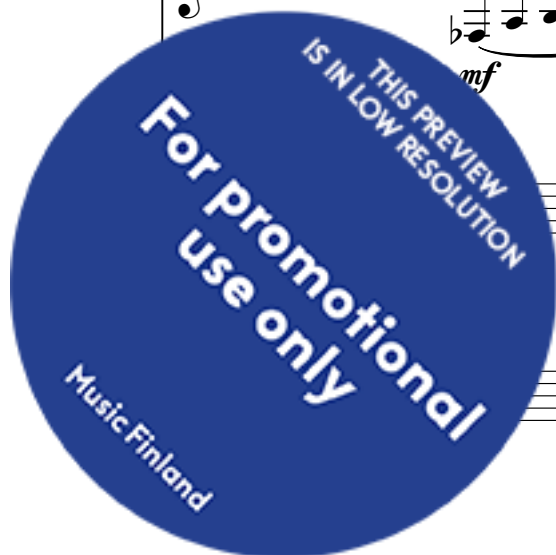
f

Ped.

3

*

f



Path 3a

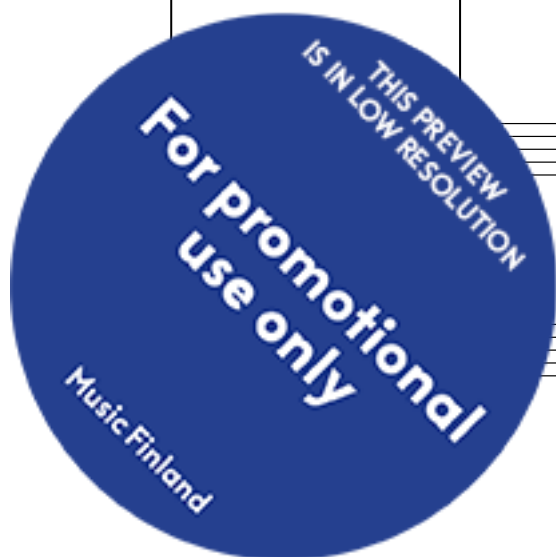
Misterioso ♩ = 90

poco rit.

Piano

Disklavier

Pno.



13

Pno.

pp

Disk.

p

Ped.

*

Ped.

*

Ped.

*

14

Disk.

pp

Ped. *

16

Pno.

pp *mf*

3 3

3 3

Disk.

3 3 3 3

mp

3 3 3 3

Ped. * Ped. *

17

Pno.

f

3 3 3 3

3

3

*

18

Pno.

Disk.

f 3 3 3 3 3 3

Ped. * Ped. * Ped. * Ped. *

19

Pno.

p 3 3 3

* Ped. * Ped. * Ped. *

20

Pno.

sfz

mp

3 3 3

3 3

p

3 3

Disk.

mp

3

3

3

3

23

Pno.

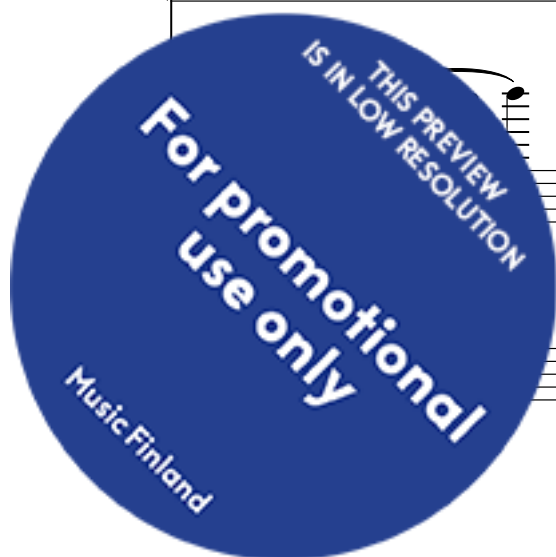
pp

3 3 3 3

p

3 3

Red.



25

Pno.

mf

pp

Disk.

pp

The musical score for measures 25 and 26 features two instruments: Piano (Pno.) and Disk. The Piano part consists of two staves. In measure 25, the right hand plays a series of eighth-note triplets, starting with a half rest and ending with a quarter rest. The left hand plays eighth-note triplets, starting with a half rest and ending with a quarter rest. The dynamic is *mf*. In measure 26, the right hand continues the triplet pattern, ending with a quarter rest. The left hand plays eighth-note triplets, ending with a quarter rest. The dynamic is *pp*. The Disk. part consists of two staves. In measure 25, the right hand plays eighth-note triplets, starting with a half rest and ending with a quarter rest. The left hand is silent. The dynamic is *pp*. In measure 26, both hands are silent.

27

Pno.

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Ped.

*

29

Pno.

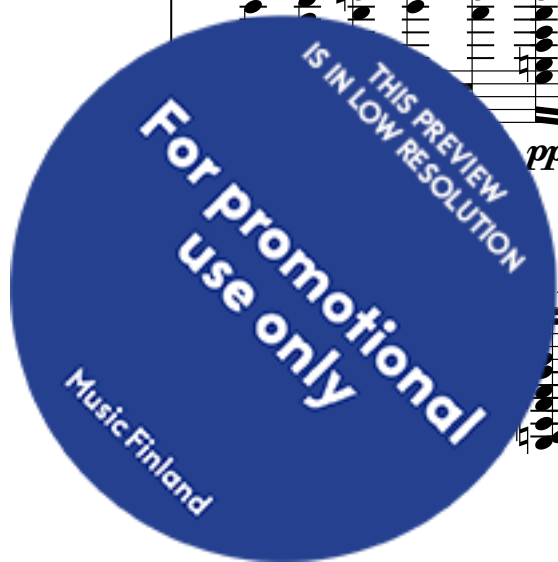
Disk.

pp

30

Pno.

pp



31

Pno.

Disk.

mf

32

Pno.

p *pp* *ppp*

36

Pno.

Disk.

pp

3 3 3 3

39

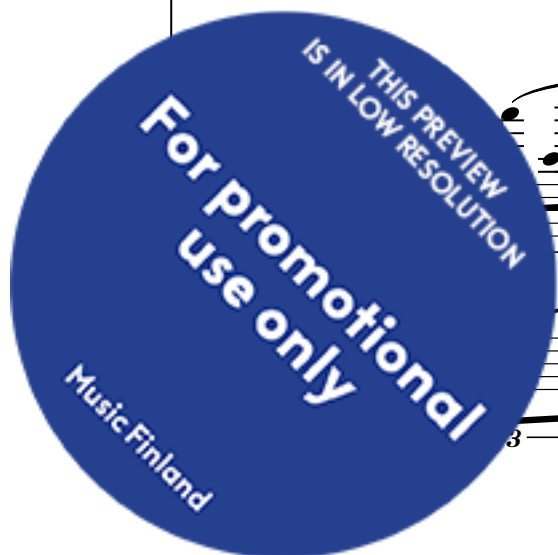
Pno.

pp

sfz p

ppp

3 3 3 3



41

Pno.

Disk.

mf

The musical score for measures 41 and 42. The piano part (Pno.) is silent, indicated by whole rests on both staves. The disk part (Disk.) features a complex rhythmic pattern in the right hand, consisting of eighth and sixteenth notes, with a final measure marked *mf*. The left hand of the disk part is silent, indicated by whole rests on both staves.



The Herd of Cows (2c)

♩ = 60

Piano

mp

p *mp*

Disklavier

p *mp*

ped. *

5

Pno.

mf

mf

9

Disk.

p *mp*

3 3 3 3

11 **rall.** ♩ = 90

Pno.

p

3 3 3 3

5 7

Disk.

pp

3 3

13

Pno.

f

5 3

5 7 5 3

14

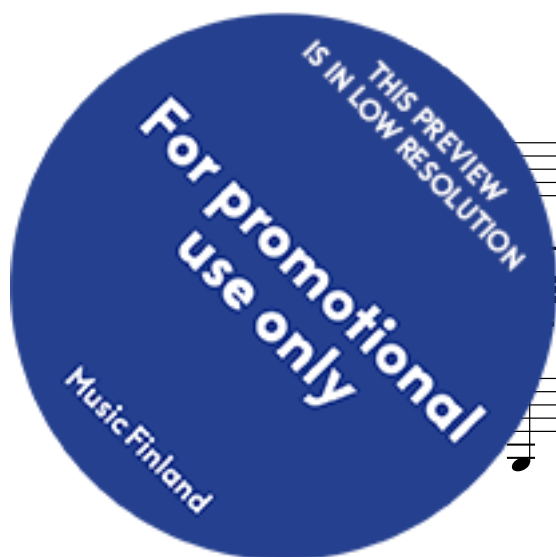
Disk.

15

Disk.

16

Disk.



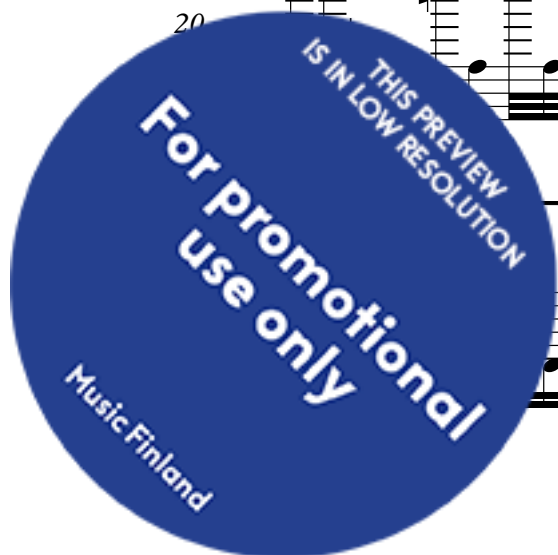
18

Disk.

19

Disk.

20



♩ = 60

21

Pno.

p *pp*

Disk.

5 3

5

26

Pno.

p *mp*

3 3



mp

3 3 3 3

* Red.

30

Pno.

mf

rit.

Disk.

pp

mf



Path 3b

Misterioso ♩ = 90

poco rit.

Piano

Disklavier

pp

pp

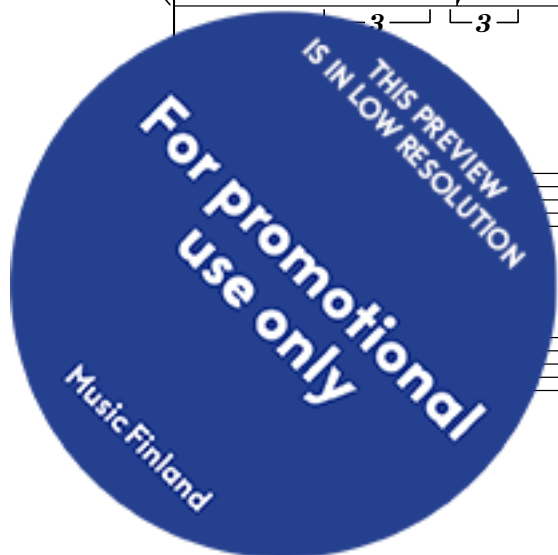
mp

Pno.

4 ♩ = 90

pp

pp



10

Pno.

pp *mf*

3 3

3 3

Disk.

mp

3 3 3 3

3 3 3 3

Ped. * Ped. *

11

Pno.

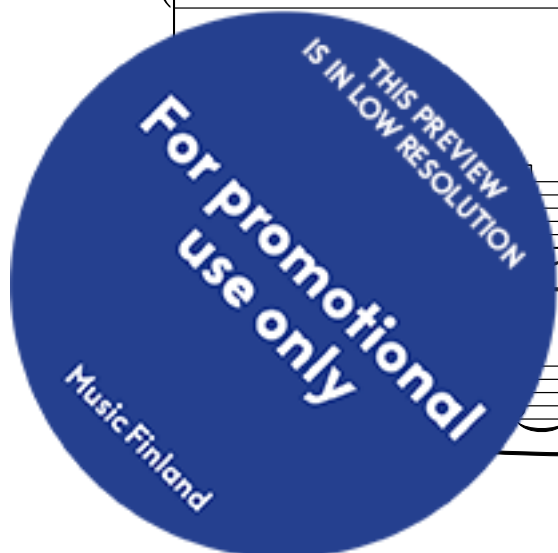
f

3 3 3 3

3

3

*



12

Pno.

Disk.

f 3 3 3 3 3 3

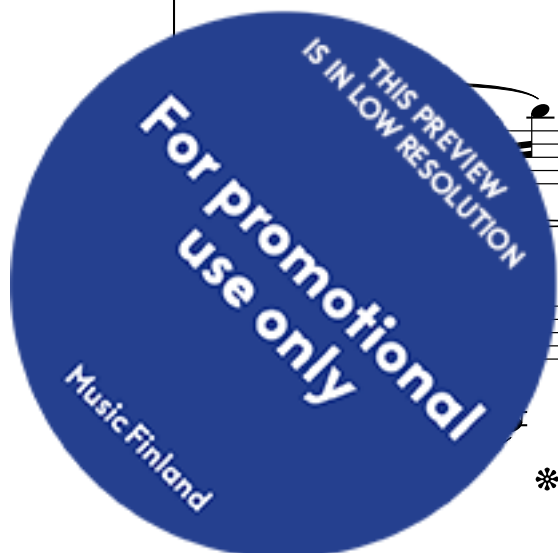
Ped. * Ped. * Ped. * Ped. *

13

Pno.

p 3 3 3

* Ped. * Ped. * Ped. *



14

Pno.

sfz

mp

3 3 3 3 3

Disk.

mp

3 3 3 3 3

16

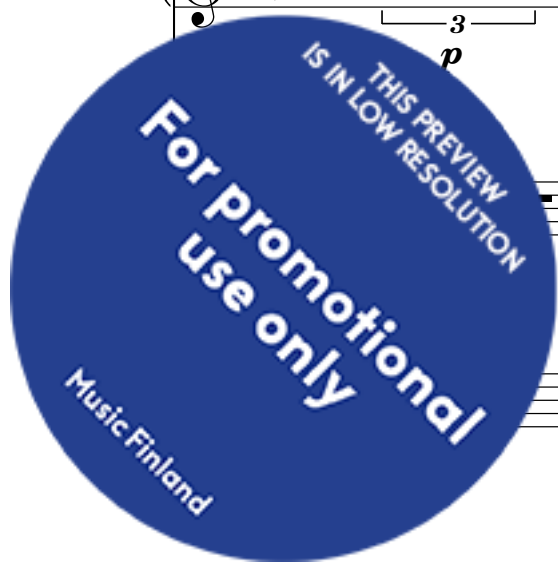
Pno.

p

3 3

ppp

3 3



18

Pno.

Disk.

pp

19

Pno.

pp

20

Pno.

Disk.

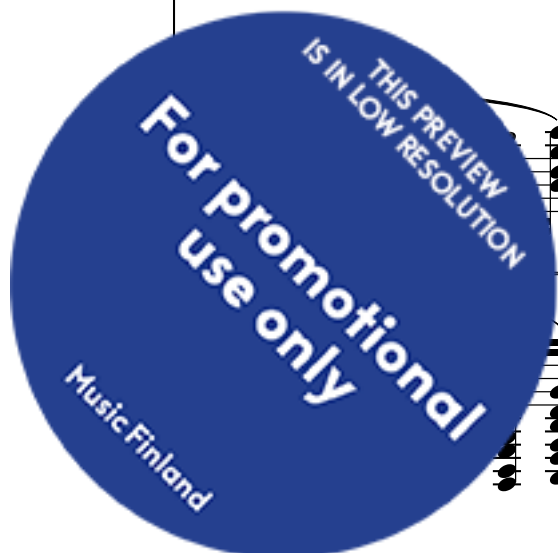
mf

21

Pno.

p

pp



23

Pno.

Disk.

pp

ppp

ppp



A Talkative Stranger (3c)

♩ = 90

Piano

Disklavier

mf

mp

Ped. *

Ped. *

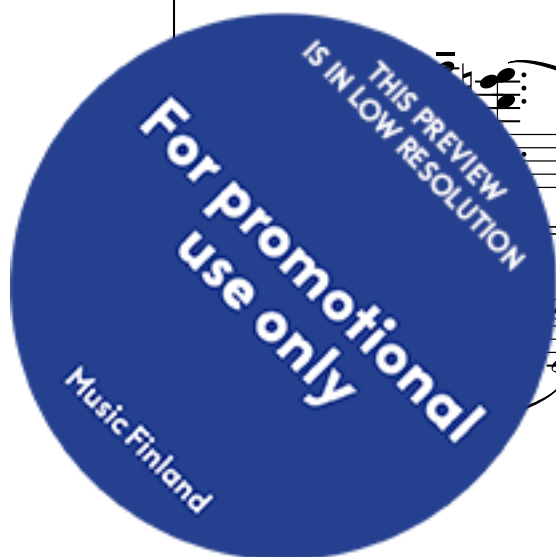
Ped. *

Ped. *

Ped. *

Pno.

f



7

Pno.

f $\triangleleft$ *ff*³

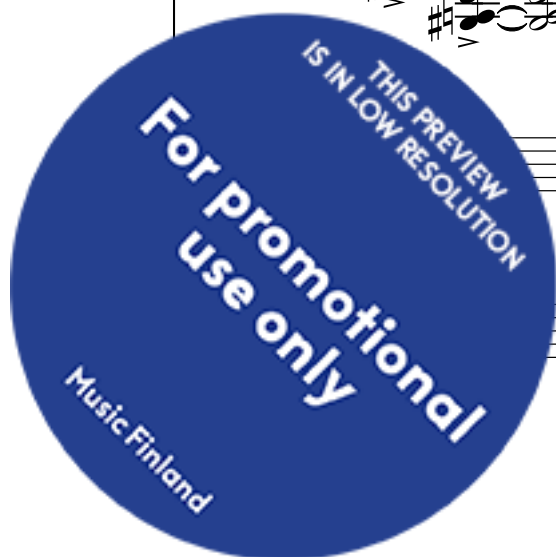
Disk.

ff

10

Pno.

f 5 3 3



12

Pno.

f

5

3

Disk.

f

14

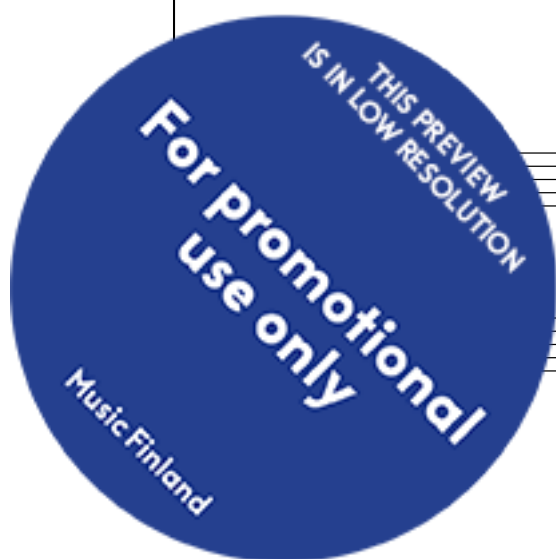
Pno.

f

5

3

3



$\text{♩} = 60$

15

Pno. *f* 5 3

Disk. *pp* Red. *

18

Pno. *mp* *mf*

f

Path 3c

Misterioso ♩ = 90 **poco rit.**

Piano

pp

Disklavier

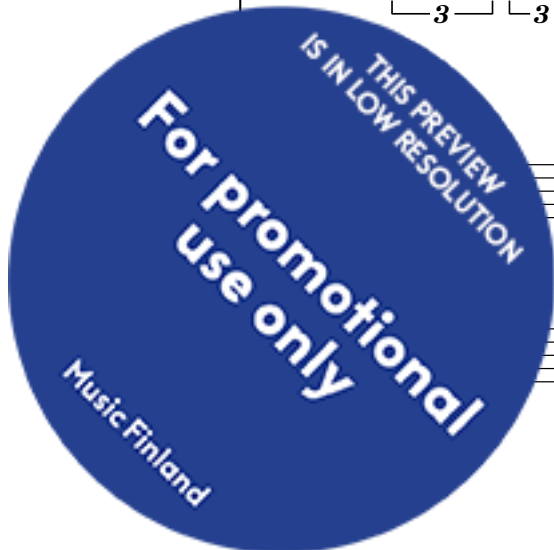
pp mp

4 ♩ = 90

Pno.

pp

pp



7

Pno.

pp

3 3 3 3

3 3 3 3

Disklavier

p

2 3 3

3 3 3

Ped. 3 * Ped. 3 * Ped. 3 *

8

Disklavier

pp

3 3 3 3

3 3 3 3

Ped. * Ped. * Ped. * Ped. *

9

Pno.

pp *mf*

3 3

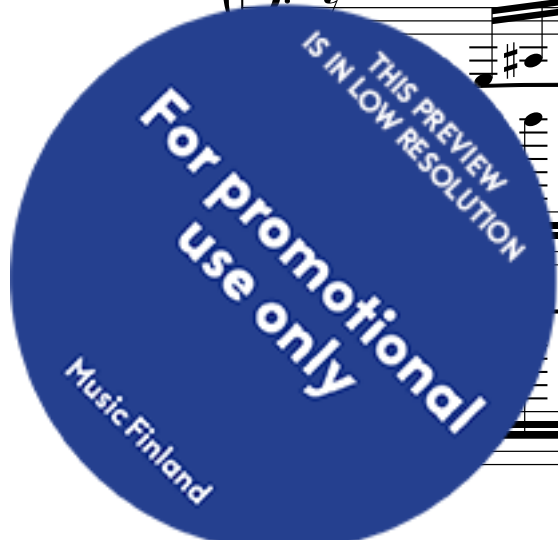
3 3 3 3

3 3 3

3 3 3

3 3 3

Ped. 3 * Ped. 3 *



10

Pno.

pp *mf*

Disklavier

mp

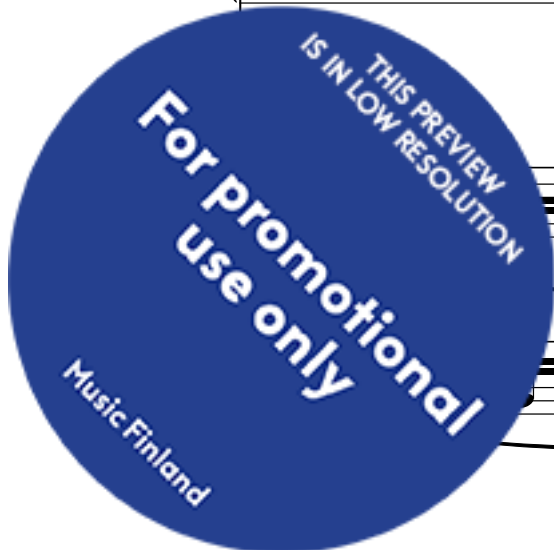
Ped. * Ped. *

11

Pno.

f

*



12

Pno.

Disklavier

f 3 3 3 3 3 3

Ped. * Ped. * Ped. * Ped. *

13

Pno.

sfz

mp 3 3

p 3 3 3 3 3 3 *mp* 3 3

Ped. * Ped. * Ped. *

15

Pno.

pp *sfz* *p*

Disklavier

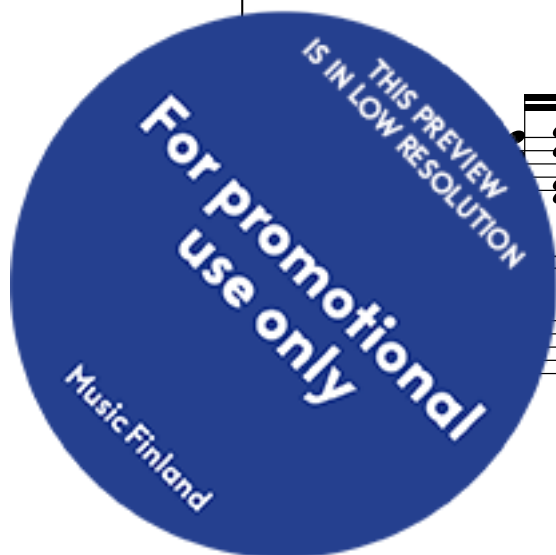
ppp

3

16

Pno.

mf



An Apple Tree (4c)

♩ = 60

Piano

4/4

4/4

pp

mp

Disklavier

4/4

4/4

p

pp

mp

p

Ped.

*

Ped.

*

6

Pno.

p 5 3 3 5 3 3 *mp*

3 3 5 3 3

The image shows a musical score for the song "The Rose Tree". It consists of two staves. The top staff is for the vocal melody, and the bottom staff is for the piano accompaniment. The key signature is one sharp (F#), and the time signature is 2/4. The vocal melody begins with a quarter note G4, followed by a quarter rest, then a half note A4. The piano accompaniment begins with a quarter note G3, followed by a quarter note A3, then a half note B3. The score includes a bridge section marked "pp" (pianissimo) and a final section marked "f" (forte). The lyrics "The Rose Tree" are written below the vocal staff.

120

8

Pno.

pp *mf*

Disk.

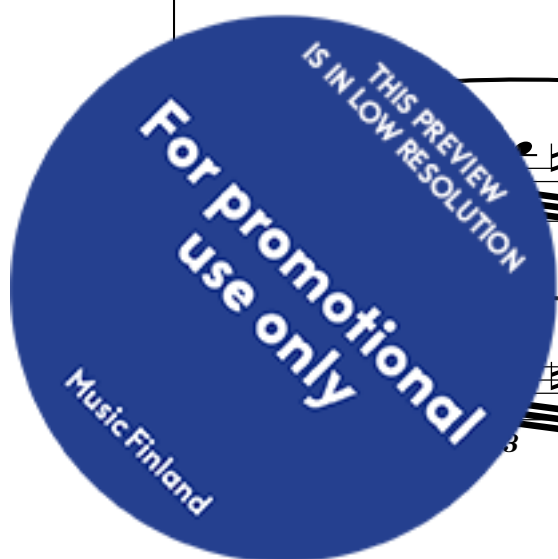
pp *mp* *p*

Red.

*

11

Pno.



p

3 5 3 3

3 3 5 3

12

Pno.

mp *mf*

3

Disk.

p *pp*

5 3 3

p

5 3 3

13

Pno.

pp

3

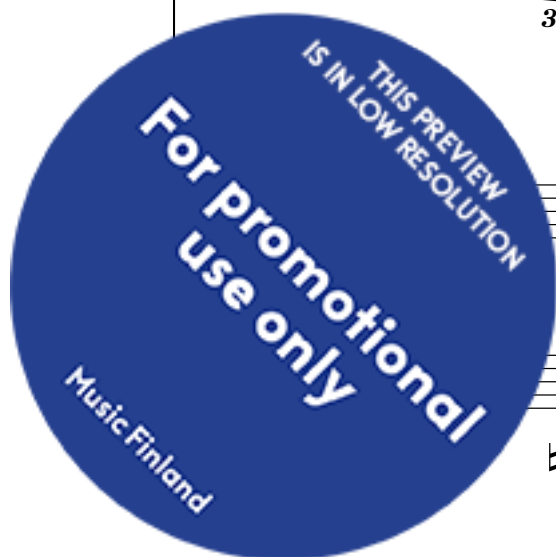
3

pp

3

3

3



15

Pno.

mp *mf*

3

3

Disk.

pp *mp*

3

3

3

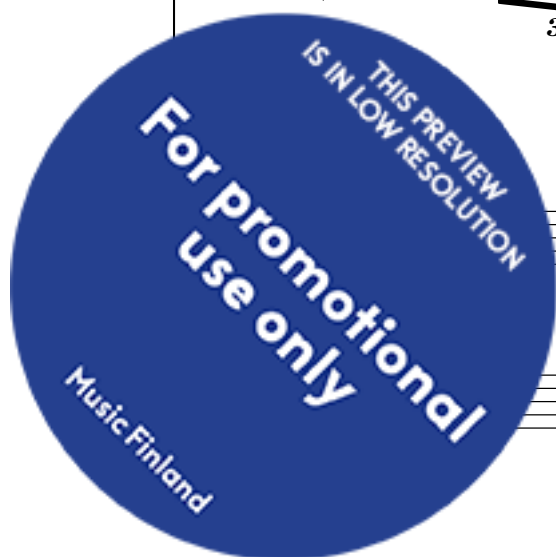
17

Pno.

pp *ff*

3

5



5 c Falling Trees

♩ = 60

Piano

♩ = 60

Disklavier

Piano

4

3

3

f

sfz

THIS PREVIEW IS IN LOW RESOLUTION

For promotional use only

Music Finland

7

Piano

mf

3

3

Disklavier

p

20.

*

10

Piano

f

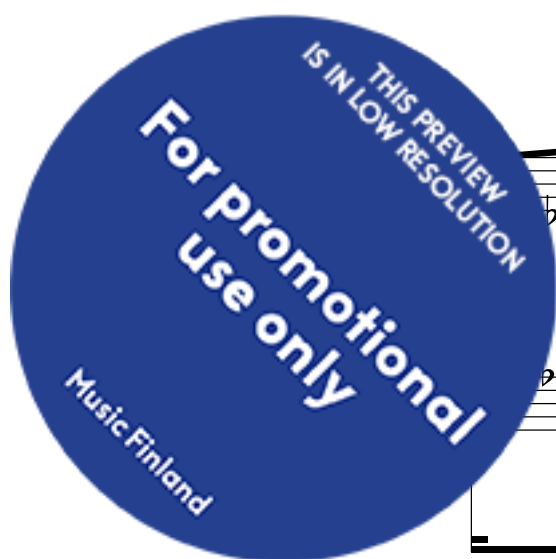
3

3

Disklavier

p

p



3

3

125

13

Disklavier

3

3

14

Disklavier

3

3

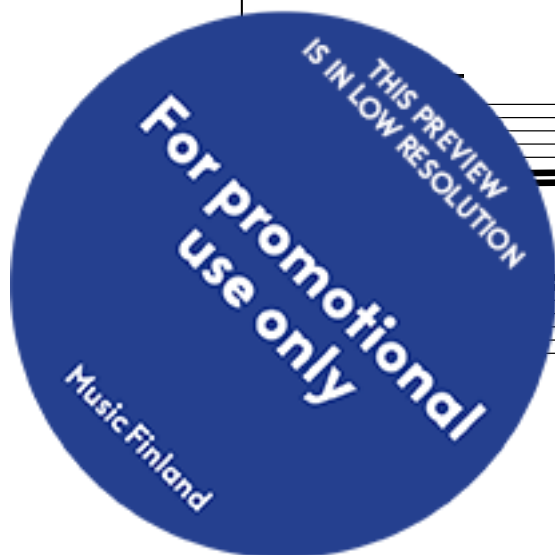
3

15

Piano

3

3



3

3

3

16

Disklavier

17

Disklavier

18

Piano

*

20

Piano

3

3

3

f

5/4

5/4

5/4

Disklavier

2/4

2/4

2/4

5/4

5/4

5/4

23

Piano

pp

mp

2/4

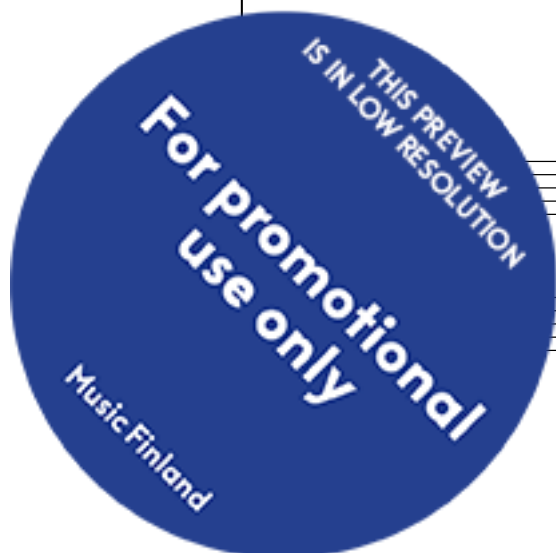
2/4

2/4

2/4

2/4

2/4



2/4

2/4

2/4

2/4

2/4

2/4

25

Piano

mf *6* *f* *6* *ff* *6*

Disklavier

mf 3 3

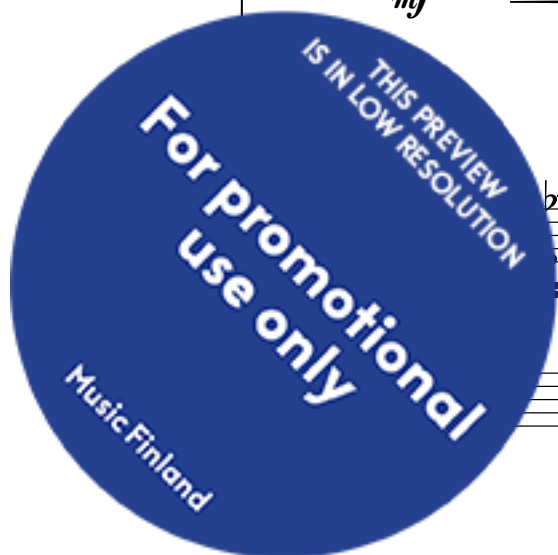
26

Piano

mf *6* *f* *6*

Disklavier

3 3



27

Piano

6 6 *ff*

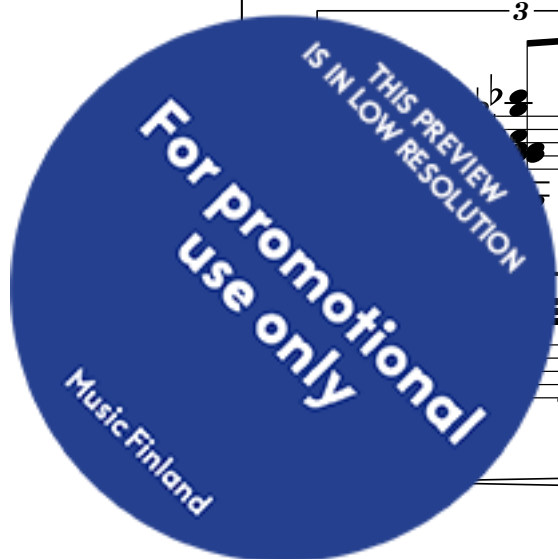
Disklavier

3 3 *ff*

28

Piano

3 6 *f* 3 6 *ff*



29

Piano

Disklavier

f 6 6 *ff*

p 3 3 *ff*

ff

30

Piano

3 3 6 6 *f* *ff*

31

Piano

f 6 6 *ff*

Disklavier

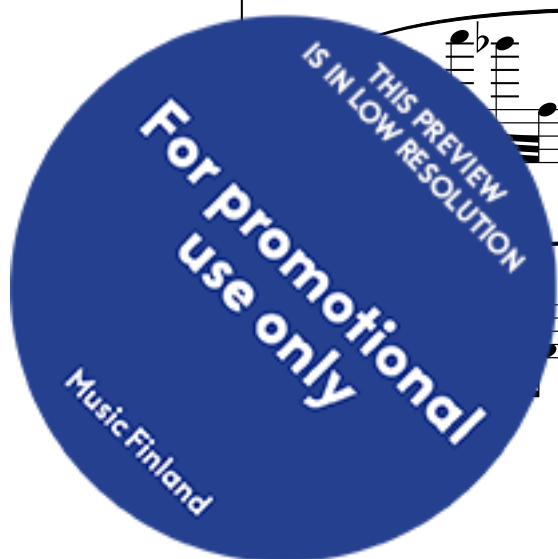
p 3 3 *fff*

fff

32

Piano

mf *f*



35

Piano

rit.

f *pp*

Disklavier

f *p*

rit.

Ped. *

Ped. *



The Summit

$\text{♩} = 70$

Piano

pp

Disklavier

$\text{♩} = 70$

3

Pno.

p



5 ♩ = 70 rit.

Pno.

mf *pp*

rit.

Disk.

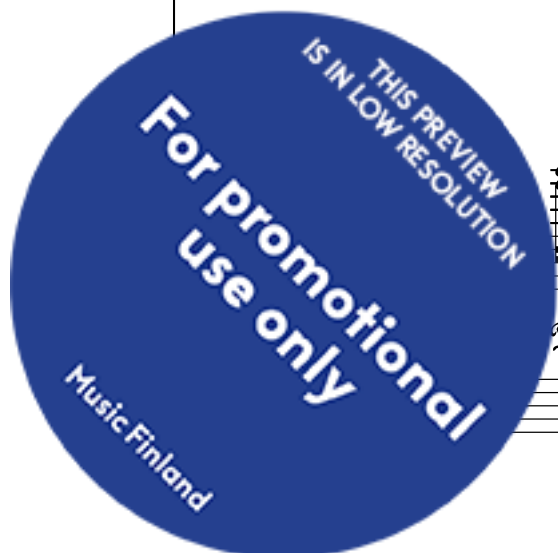
mp
Ped. * Ped. *

6 ♩ = 70

Pno.

mf

Ped. * Ped. * Ped.



7

Pno.

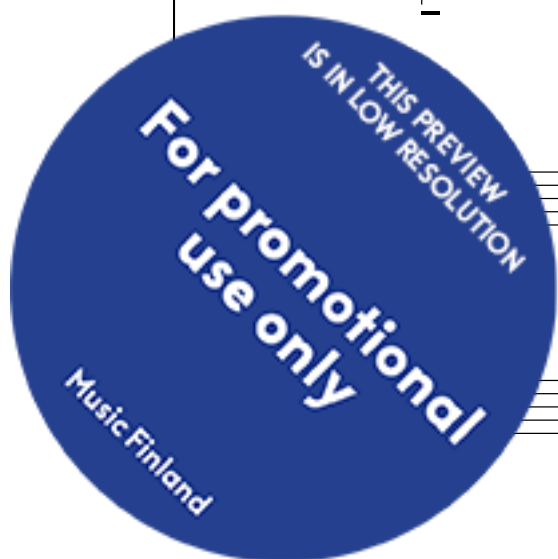
Disk.

* Ped. * Ped. * Ped. *

8

Pno.

f



mf

Ped. * Ped. * Ped. * Ped. * Ped. *

10

Pno.

Disk.

Ped. * Ped. * Ped. *

11

Pno.

p

Ped. * Ped. * Ped. *

rall.

Pno.

12

rall.

Disk.

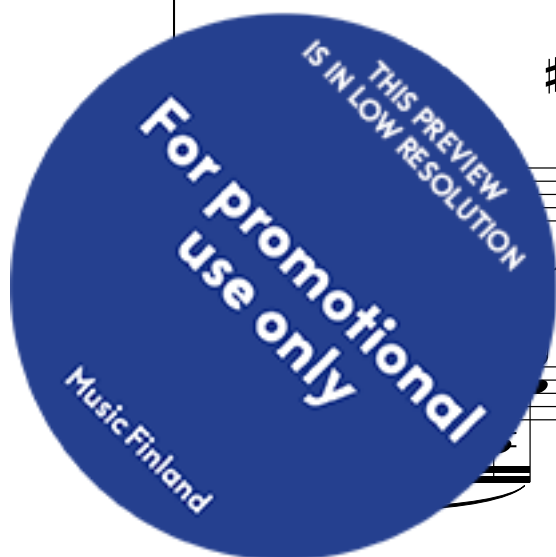
mp

Ped. * Ped. * Ped. *

13 - ♩ = 70

Pno.

ff



f

15

Pno.

Disk.

f

Ped. *

Ped. *

17

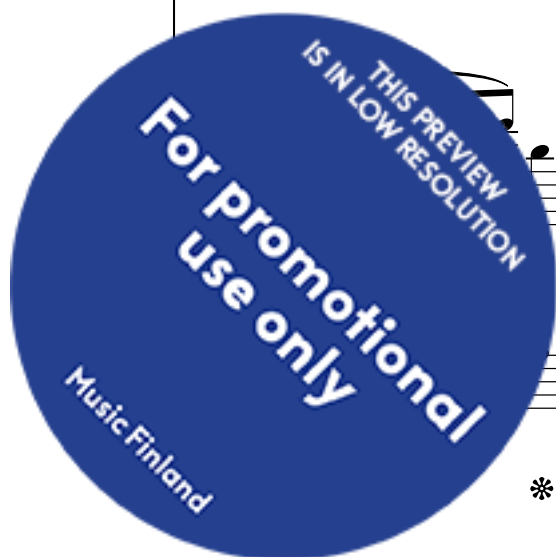
Pno.

pp

Ped. *

Ped. *

Ped. *



19 **rit.** ♩ = 70

Pno.

Disk.

rit. ♩ = 70

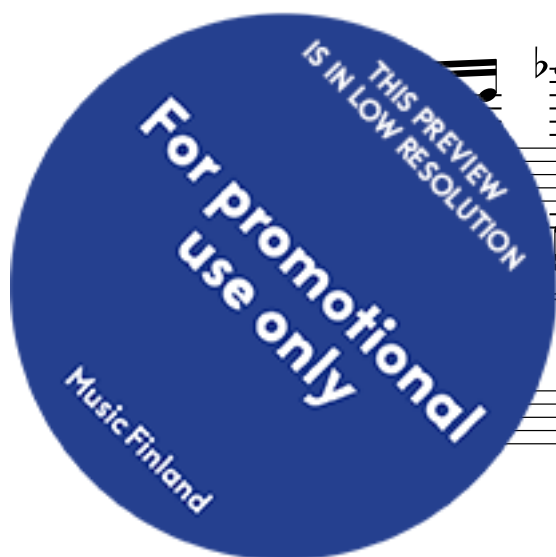
mp

Ped. *

21

Disk.

Ped. * *Ped.* * *Ped.* * *Ped.* * *Ped.* * *Ped.* * *Ped.* * *Ped.* * *Ped.* *



mp

* *Ped.* * *Ped.* *

24

Pno.

p *mf* *pp*

Ped. * Ped. * Ped. * Ped. * Ped. * Ped. *

Disk.

p

26

Pno.

mf

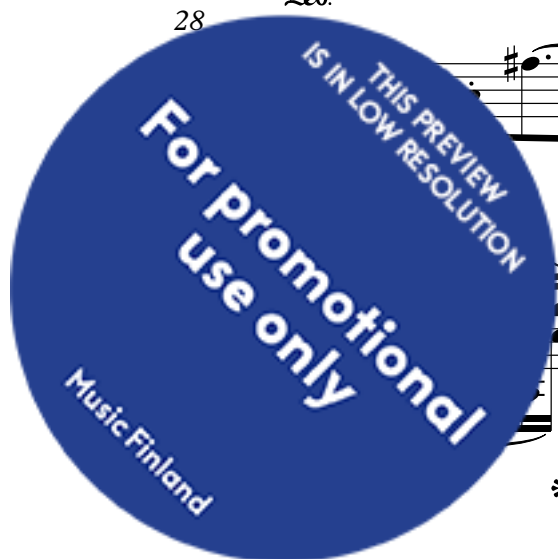
p

Disk.

28

Ped. *

* Ped. * Ped. * Ped. * Ped. *



30

Pno.

Disk.

Ped. * *Ped.* * *Ped.* * *Ped.* * *Ped.* * *mp* *Ped.* * *Ped.* *

32 **rit.**

Pno.

f *p* *pp*

Ped. * *Ped.* * *Ped.* * *Ped.* * *Ped.* *

