

BOBBY GE
YOU ARE A
TOPOLOGICAL DONUT

for sinfonietta & multimedia electronics

Full score in C



2025

Instrumentation

Flute

Oboe

Clarinet in Bb

Bass Clarinet in Bb

Bassoon

Horn in F

Trumpet in C

Tenor Trombone

Percussion (2 players):

Percussion 1:

Trap set

Percussion 2:

Vibraphone, resonant junk metal (something noisy like
a thunder sheet)

88-key MIDI keyboard, attached to laptop with
Resolume Arena and Ableton Live patches

2 Violins

Viola

Violoncello

Contrabass

This is a C score.
Duration: c. 8'

Performance Notes

Technical Needs

Software

- This piece requires an 88-key velocity-sensitive synthesizer running into a laptop with two softwares: Ableton Live and Resolume Arena. The composer will provide the necessary patches for both.

Amplification

- The synthesizer part will need to be connected to stereo speakers. Monitors might be useful to the other musicians, and audio engineers should strive to carefully balance the electronics with live instruments.
- A useful benchmark is the synthesizer's highest octave: a high, bright arpeggiated sound. The sound should be balanced such that it is comparable to the wind section playing forte.

Video

- The visuals are an extremely important part of the piece, and they should be projected on to as large of a screen as is possible in the space. Ideally, if possible, lights should be dimmed for the audience to make the experience more theatrical.

General:

Symbols and Techniques



Feathered beams indicate an unmeasured increase/decrease in rhythmic value.

Exact number of notes does not matter.



- This symbol indicates damping for percussion.

a2; blow air



- Air noises are always notated with square noteheads. No pitches should sound at any point during these sections.

- Multiphonics are generally notated with x or diamond noteheads; in this particular piece, the exact pitch content of such multiphonics is irrelevant. Musicians should always strive for loud, noisy, and easily accessible multiphonics that they feel most comfortable playing.

Strings:



- Natural harmonics are notated using diamond noteheads over the relevant open string indicated in parentheses. Roman numerals are also used for maximum clarity. On a cello, the written passage in the bottom stave sounds as the top stave.

Program Notes

This piece was conceived when a good friend of mine, Elicia Neo, mentioned to me that she was learning Blender, a free animation software that, for whatever reason, seemed singularly donut-obsessed. For reasons still unclear to me, animating a donut was the Blender equivalent of 'Hello, World!', and the more I thought about this, the more amusing yet existential the implications became. The donut seemed a perfect metaphor for the superficiality of the digital world, distinguished as much by its immediate appeal as by its fundamental emptiness. I wondered how many digital donuts existed by virtue of Blender, and I wondered how many were used as assets in video games, films, images, memes, and beyond.

It occurred to me that even prior to the onslaught of open-source generative AI models, there were probably more digital replicas of objects than there were actual objects in the world. Between photos, drawings, animations, emoji, and derivatives thereof, the digital realm - the virtual world, the 'metaverse,' or whatever dystopic buzzword is next - was ever-growing and ever-deepening in its expansive, cannibalistic project of cataloguing every conceivable thought, symbol, and idea its screen-addled users could provide. And again, this was happening at a wildly uncontrolled rate even before the likes of ChatGPT were unleashed.

You Are a Topological Donut recounts, by way of its corny meditation stylings, a history of donut imagery. The piece begins with old-timey photos and moves through increasingly surreal animations, growing more and more nightmarish and bizarre as simulation, simulacra, and self become subsumed into a digital soup of hollow shells. Even as it sinks into apocalyptic incomprehensibility, the music remains foolishly optimistic and bright-eyed to the very end.

This piece was written in collaboration with Elicia, who created and storyboarded all the animations in Blender. Many thanks to her and the brilliant musicians of Alarm Will Sound, whose daring and technical craft gave me the confidence to write something so enthusiastically absurd.

Completed 03/31/2025

Written for Alarm Will Sound, as part of the 2025 Mizzou International Composers Festival

Dedicated to and created in collaboration with Elicia Neo, whose humor, adventurous know-how, and creativity were essential to this piece

Score in C

YOU ARE A TOPOLOGICAL DONUT

Bobby Ge

Warm and buoyant, $\text{♩} = 60$

accel.

out of time repeat pattern; number of notes unimportant

Flute: Out of time, repeat pattern; number of notes unimportant. Dynamics: pp , pp , pp , pp , pp . Articulation: non vib., pp , mf , p .

Oboe: Out of time, repeat pattern; number of notes unimportant. Dynamics: pp , pp , pp , pp , pp . Articulation: non vib., pp , mf , p .

B♭ Clarinet: Out of time, repeat pattern; number of notes unimportant. Dynamics: pp , pp , pp , pp , pp . Articulation: non vib., pp , mf , p .

B♭ Bass Clarinet: Dynamics: pp , pp , pp , pp , pp . Articulation: non vib., pp , mf , p .

Bassoon: Dynamics: pp , pp , pp , pp , pp . Articulation: non vib., pp , mf , p .

Warm and buoyant, $\text{♩} = 60$

accel.

blow air

F Horn: Dynamics: pp , n , f , n .

C Trumpet: Dynamics: n , f , n .

Trombone: Dynamics: n , f , n .

Drum Set: Sticks: pp , mf , p , pp . Articulation: blow air, blow air, blow air.

Vibraphone: Dynamics: pp , pp , mf , pp . Articulation: repeat pattern; number of notes unimportant.

Visuals: Rotating gradient with text - 'there are more donuts...'.

Keyboard: Dynamics: pp , pp , pp .

Violin I: Dynamics: pp , pp , pp , pp , pp . Articulation: non vib., pp , pp , pp , pp .

Violin II: Dynamics: pp , pp , pp , pp , pp . Articulation: non vib., pp , pp , pp , pp .

Viola: Dynamics: pp , pp , pp , pp , pp . Articulation: non vib., pp , pp , pp , pp .

Violoncello: Dynamics: pp , pp , pp , pp , pp . Articulation: non vib., pp , f , pp .

Contrabass: Dynamics: pp , pp , pp , pp , pp . Articulation: non vib., pp , f .

♩ = 84

Fl. sim. ♩ = 84

Ob. sim. ♩ = 84

Cl. sim. ♩ = 84

B. Cl. ♩ = 84

Bsn. ♩ = 84

Hn. ♩ = 84

Tpt. ♩ = 84

Tbn. ♩ = 84

Dr. ♩ = 84

Vib. ♩ = 84

Vis. ♩ = 84

Kbd. ♩ = 84

Vln. I ♩ = 84

Vln. II ♩ = 84

Vla. ♩ = 84

Vc. ♩ = 84

Cb. ♩ = 84

FOR PERSHAL USE ONLY

A multi-page musical score for orchestra and keyboard. The score features large, bold numbers (7, 3, 8, 4, 7, 8, 4) and a large 'FOR PERTUSAUSE' watermark. Various instruments play different parts, with specific dynamics like ff, f, s, p, and v. The score includes sections for Flute, Oboe, Clarinet, Bassoon, Trombone, Trumpet, Horn, Drums, Vibraphone, Violin I, Violin II, Cello, Bass, and Keyboard. A 'Junk metal' section is labeled in the middle. The right margin has large numbers 15 and 16.

B

Fl. **15** *sf* | **3** | **4**

Ob. **16** *sf* | **4** | **4**

Cl.

B. Cl.

Bsn.

Hn. **15** *ff* | **3** | **4**

Tpt. **16** *ff* | **4** | **4**

Tbn. *ff* | **4** | **4**

Dr.

Junk

Vis. various animated donuts

Kbd.

Vln. I **15** | **3** | **4**

Vln. II **16** | **4** | **4**

Vla.

Vc. scr. | **4** | **4**

Cb. scr. | **4** | **4**

FOR PERUSA USE ONLY

C Mercurial; a bit ridiculous

Fl.

Ob.

Cl.

B. Cl.

Bsn.

Hn.

Tpt.

Tbn.

Dr.

Junk

Vib.

Kbd.

Vln. I

Vln. II

Vla.

Vc.

Cb.

Measure 10: Flute, Oboe, Clarinet play eighth-note patterns. Bassoon (B. Cl.) and Bassoon (Bsn.) play sustained notes with dynamic sf. Measure 11: Flute, Oboe, Clarinet play eighth-note patterns. Bassoon (B. Cl.) and Bassoon (Bsn.) play eighth-note patterns. Measure 12: Flute, Oboe, Clarinet play eighth-note patterns. Bassoon (B. Cl.) and Bassoon (Bsn.) play eighth-note patterns. Horn (Hn.) and Trumpet (Tpt.) play eighth-note patterns. Trombone (Tbn.) plays eighth-note patterns. Drum (Dr.) plays eighth-note patterns. Vibraphone (Vib.) has a pattern labeled "rotating donuts". Keyboard (Kbd.) plays eighth-note patterns. Violin I (Vln. I) and Violin II (Vln. II) play eighth-note patterns. Viola (Vla.) and Cello (Cv.) play eighth-note patterns. Double Bass (Cb.) plays eighth-note patterns.

FOR PERSHAL USE ONLY

Fl.

Ob.

Cl.

B. Cl.

Bsn.

Hn.

Tpt.

Tbn.

Dr.

Junk

Vis.

Kbd.

Vln. I

Vln. II

Vla.

Vc.

Cb.

FOR PERUSA

9

16

4

3

4

cadenza; feel free to improvise

Fl.

Ob.

Cl.

B. Cl.

Bsn.

Hn.

Tpt.

Tbn.

Dr.

Junk

Vis.

Kbd.

Vln. I

Vln. II

Vla.

Vc.

Cb.

FOR PERUSAL USE ONLY

45 46 47 48 49 50

FOR PERUSAL USE ONLY

Fl. Ob. Cl. B. Cl. Bsn.

Hn. Tpt. Tbn. Dr. Vib.

Vib. Vis. Kbd.

Vln. I Vln. II Vla. Vc. Cb.

blow air
n
3

blow air
n
blow air
n
blow air
n
3

'you will never eat most of them...' 3

pp
pp
pp
pp
3

51 52 53 54 55 56

D Gentle, ♩ = 60

accel.

Fl. **3** *ff* **4** *pp* *ord.* *pp*
 Ob. **3** *pp*
 Cl. **4** *pp*
 B. Cl. **3** *pp*
 Bsn. **3** *pp*

D Gentle, ♩ = 60

accel.

Hn. **3** *ff* **4** *pp* *mf* *pp*
 Tpt. **3** *ff* **4** *pp* *p* *mp*
 Tbn. **3** *ff* **4** *pp* *pp* *mp*
 Dr. **3** *mf* *pp* **4** *pp* *5* *6* *5* *5*
 Vib. **3** *pp* *pp* **4** *pp* *pp* *3*
 Vis. **3** *pp* *pp* **4** *pp* *pp*
 Kbd. **3** *pp* *pp* **4** *pp* *pp*

FOR PERUSI USE ONLY

D Gentle, ♩ = 60

accel.

Vln. I **3** *ff* **4** *pp* *non vib.* *pp* *mf*
 Vln. II **3** *ff* **4** *pp* *non vib.* *pp* *mf*
 Vla. **3** *pp* *pp* **4** *pp* *mf* *pp*
 Vc. **3** *ff* **4** *pp* *pp*
 Cb. **3** *pp* *pp*

FOR PERUSI USE ONLY

15

• = 84

Fl. *mf*

Ob. *mf*

Cl. *pp*

B. Cl. *mf*

Bsn. *pp* *mf*

Hn. *pp* *mf*

Tpt. *pp* *mf*

Tbn. *pp*

Dr. *pp*

Vib. *pp*³ *mf*

Vis.

Kbd.

Vln. I *pp*

Vln. II *pp*

Vla. *mf*

Vc. *pp*

Cb. *mf*

blow air

blow air

blow air

blow air

blow air

pp

ord.

s.p. *tr*

ord.

s.p. *tr*

ord.

gliss. always lasts full note duration

gliss.

gliss.

• = 84

• = 84

• = 84

E Double time, ♩ = 168

Fl.

3

Ob.

Cl.

B. Cl.

Bsn.

4

E Double time, ♩ = 168

Hn.

Tpt.

Tbn.

Dr.

Vib.

Vis.

FOR JERUSALEM USE ONLY

Kbd.

3

4

Vln. I

Vln. II

Vla.

Vc.

Cb.

FOR PERUSA USE ONLY

Fl.

Ob.

Cl.

B. Cl.

Bsn.

Hn.

Tpt.

Tbn.

Dr.

Vib.

Vis.

Kbd.

Vln. I

Vln. II

Vla.

Vc.

Cb.

67

68

69

70

FOR PERUSAL USE ONLY

Fl. $F \bullet = \bullet$

Ob.

Cl.

B. Cl. p

Bsn. ff

Hn. $F \bullet = \bullet$ mute on

Tpt. ff harmon mute on

Tbn. ff harmon mute on

Dr. chill breakcore p as possible

Vib. mf $\text{R} \text{o}$

Vis. random letters over spinning circle

Kbd.

Vln. I $s\!f$

Vln. II $s\!f$

Vla. $s\!f$

Vc. $s\!f$ ord. p poco a poco cresc. gliss. gliss. gliss. gliss.

Cb. $s\!f$ arco poco a poco cresc. gliss. always lasts full note duration gliss. gliss. gliss.

FOR PERUSAL USE ONLY

Fl. (G (♩ = 168))

Ob. (ord.) (p) (rf)

Cl. (ff) (p) (rf) (rf)

B. Cl. (p) (rf) (rf) (rf)

Bsn. (mp) (mp) (mp) (mp)

Hn. (G (♩ = 168)) (ff) (pp) (mf) (pp) (ord. (mute in)) (ord. + → o → +) (pp) (mf) (pp)

Tpt. (ff) (ord. + → o → +) (pp) (mf) (pp)

Tbn. (ff) (ord. + → o → +) (pp) (mf) (pp)

Dr. (ff p) (Vibrphone)

Vib. (f) (ff)

Vis.

Kbd.

Vln. I (G (♩ = 168) ord.) (ff) (p) (gliss. always lasts full note duration) (mf)

Vln. II (ff) (p) (ord.) (gliss.) (mf)

Vla. (ff) (ord.) (free bowing) (p) (change strings as needed)

Vc. (ff) (p) (gliss.) (gliss.) (gliss.) (gliss.) (change strings as needed)

Cb. (ff) (ord.) (free bowing) (gliss.) (gliss.) (gliss.) (gliss.) (mf)

molto accel. **$\text{d} = 84$** **molto accel.**

Fl.
Ob.
Cl.
B. Cl.
Bsn.

molto accel. **$\text{d} = 84$** **molto accel.**

Hn.
Tpt.
Tbn.

Dr.
Vib.
Vis.
Kbd.

(8)

molto accel. **$\text{d} = 84$** **molto accel.**

Vln. I
Vln. II
Vla.
Vc.
Cb.

94 95 96 97 98 99 100

Fl. *Ob.* *Cl.* *B. Cl.* *Bsn.*

Hn. *Tpt.* *Tbn.* pos. 7 *pp* *f* *pp* *p*

Dr. *Vib.* *Vis.* 'if a donut is a hole and a hole is a donut...' *pp*

Kbd. 6 6 6 6 *pp*

Vln. I gliss. *gliss.* *gliss.* *gliss.* *gliss.* *gliss.* *gliss.*

Vln. II *gliss.* *gliss.* *gliss.* *gliss.* *gliss.* *gliss.* *gliss.*

Vla. *gliss.* *gliss.* *gliss.* *gliss.* *gliss.* *gliss.* *gliss.*

Vc. *p* *gliss.* *mp* *gliss.* *mf* *gliss.*

Cb. *gliss.* *gliss.* *gliss.* *gliss.* *gliss.* *gliss.*

J. = 84

FOR PERVERSAL USE ONLY

A page from a musical score featuring a complex arrangement of instruments including Flute, Oboe, Clarinet, Bassoon, Horn, Trumpet, Trombone, Drums, Vibraphone, Vis., Kbd., Violin I, Violin II, Viola, Cello, and Double Bass. The score is filled with musical notation, including various dynamics like ff, ff³, ff², pp, flz., and gliss., as well as performance instructions such as 'Running!', 'ord.', 'super wide vib.', and 'animated donuts, normal-ish'. Large, bold, black text overlays are superimposed on the music. The words 'FOR PERTHUS' and 'USE ONLY' are written diagonally across the page. A large number '3' is positioned at the top right, and another '3' is at the bottom right. The piano part at the bottom has a dynamic of ff and a vibrato instruction of 8vb.

Fl.

Ob.

Cl.

B. Cl.

Bsn.

Hn.

Tpt.

Tbn.

Dr.

Vib.

Vis.

Kbd.

Vln. I

Vln. II

Vla.

Vc.

Cb.

FOR PERTUSA USE ONLY

118 119 120 121

29

FOR PERTHUSA USE ONLY

K Over the top

Musical score for measures 133-136. The score includes parts for Flute (Fl.), Oboe (Ob.), Clarinet (Cl.), Bassoon (Bsn.), Bass Clarinet (B. Cl.), Horn (Hn.), Trumpet (Tpt.), Trombone (Tbn.), Drum (Dr.), Percussion (Perc.), Vibraphone (Vis.), Keyboard (Kbd.), Violin I (Vln. I), Violin II (Vln. II), Cello (C. Cello), Double Bass (Cb.), and Bassoon (Bsn.). The section starts with woodwind entries (Fl., Ob., Cl.) at dynamic *p*, followed by brass entries (B. Cl., Bsn.) at dynamic *f*. The section ends with woodwind entries (Fl., Ob., Cl.) at dynamic *b2f*.

K Over the top

Continuation of the musical score for measures 133-136. The section continues with brass entries (Tpt., Tbn.) at dynamic *p*, followed by woodwind entries (Hn., Tpt., Tbn.) at dynamic *ff*. The section ends with woodwind entries (Hn., Tpt., Tbn.) at dynamic *sf*.

Continuation of the musical score for measures 133-136. The section continues with woodwind entries (Hn., Tpt., Tbn.) at dynamic *p*, followed by woodwind entries (Hn., Tpt., Tbn.) at dynamic *ff*. The section ends with woodwind entries (Hn., Tpt., Tbn.) at dynamic *sf*.

Continuation of the musical score for measures 133-136. The section continues with woodwind entries (Hn., Tpt., Tbn.) at dynamic *p*, followed by woodwind entries (Hn., Tpt., Tbn.) at dynamic *ff*. The section ends with woodwind entries (Hn., Tpt., Tbn.) at dynamic *sf*.

K Over the top

Final continuation of the musical score for measures 133-136. The section continues with woodwind entries (Hn., Tpt., Tbn.) at dynamic *p*, followed by woodwind entries (Hn., Tpt., Tbn.) at dynamic *ff*. The section ends with woodwind entries (Hn., Tpt., Tbn.) at dynamic *sf*.

FOR PERTHUSE ONLY

Fl.

Ob.

Cl.

B. Cl.

Bsn.

Hn.

Tpt.

Tbn.

Dr.

Perc.

Vis.

Kbd.

Vln. I

Vln. II

Vla.

Vc.

Cb.

Fl.

Ob.

Cl.

B. Cl.

Bsn.

Hn.

Tpt.

Tbn.

Dr.

Perc.

Vis.

Kbd.

Vln. I

Vln. II

Vla.

Vc.

Cb.

FOR PERVERSION

USE ONLY

36

L Mercurial

Fl. Ob. Cl. B. Cl. Bsn. Hn. Tpt. Tbn. Dr. Perc. Vis. Kbd.

REPERUSAJSE

KOR

L Mercurial

Vln. I Vln. II Vla. Vc. Cb.

15 16 4

FOR PERUSA USE ONLY

FOR PERUSAL USE ONLY

Fl.

Ob.

Cl.

B. Cl.

Bsn.

Hn.

Tpt.

Tbn.

Dr.

Perc.

Vis.

Kbd.

Vln. I

Vln. II

Vla.

Vc.

Cb.

157

158

159

160

161

M ♩ = 60

Fl. Ob. Cl. B. Cl. Bsn. Hn. Tpt. Tbn. Dr. Vib. Vis. Kbd. Vln. I Vln. II Vla. Vc. Cb.

FOR PERUSA USE ONLY

Fl.

Ob.

Cl.

B. Cl.

Bsn.

Hn.

Tpt.

Tbn.

Dr.

Vib.

Vis.

Kbd.

Vln. I

Vln. II

Vla.

Vc.

Cb.

n f r

tr

ord.

n f n

s.p. tr

fast as possible

pp mf pp pp

pp mf pp pp

p

A page of musical notation for orchestra and piano, featuring large, stylized text overlays.

The text overlays read:

- FOR PERUS** (Large, diagonal text across the middle)
- USE ONLY** (Large, diagonal text above the middle)
- 'embrace their ubiquity.'** (Small text near the bottom left)

Musical details:

- Flute (Fl.):** pp, pp, pp.
- Oboe (Ob.):** pp.
- Clarinet (Cl.):** 3, pp.
- Bassoon (B. Cl.):** mf, pp, f, pp.
- Bassoon (Bsn.):** pp, pp, mf, pp, pp, mf.
- Horn (Hn.):** pp, mf, pp, mf.
- Trombone (Tpt.):** p.
- Tuba (Tbn.):** pp, 3, p, mf, pp, pp, mp, gliss., mf, p, gliss.
- Drum (Dr.):** pp, 5, 6, mf, 6, 5, 3, pp.
- Vibraphone (Vib.):** p, mf, p, f, p.
- Violin I (Vln. I):** s.p., pp, f, pp, pp, n, f, n.
- Violin II (Vln. II):** mf, pp, n, f, n, n, f.
- Cello (C. B.):** mf, p, f, pp, p.
- Double Bass (Cb.):** mf, p, f, pp, p.
- Violoncello (Vcl.):** III, IV, 3, pp, f, pp, mf, pp, p.
- Double Bass (C. B.):** pp, 3, pp, f, pp, p.

Tempo markings: $\text{♩} = 84$, $\text{♩} = 84$, $\text{♩} = 84$.

Fl.

Ob.

Cl.

B. Cl.

Bsn.

Hn.

Tpt.

Tbn.

Dr.

Vib.

Vis.

Kbd.

Vln. I

Vln. II

Vla.

Vc.

Cb.

PERUSI

USE ONLY

179 180 181 182

O Double time, $\text{♩} = 168$

Fl. p mf
Ob. p f
Cl. f
B. Cl.
Bsn. pp

O Double time, $\text{♩} = 168$

Hn. f
Tpt. f
Tbn. f 'wah'
Dr. p ff
Vib. f
Vis. glass donut

Kbd.

Vln. I s.p. preserve contour while glissing upward $gliss.$ change strings as needed $v.$ ord. f
Vln. II s.p. preserve contour while glissing upward $gliss.$ change strings as needed $ord.$ f
Vla. $gliss.$ $gliss.$
Vc. $gliss.$ $gliss.$
Cb. p f f

Fl. □ △ △ △ △ △

Ob. 5 15 any raucous multiphonic

Cl. 8 16 ff any raucous multiphonic

B. Cl. ff some raucous multiphonic

Bsn. ff □ △ △ △ △ △

Hn. 5 15 blow air n

Tpt. 8 16 blow air n

Tbn. 16 blow air n

Dr. sf Junk sf

Perc. f jelly donut

Vis.

Kbd. f

Vln. I 5 15 m.s.p. m.s.p. fff

Vln. II 8 16 m.s.p. m.s.p. fff

Vla. 16 m.s.p. fff

Vc. snap arco, scr. ff arco, scr.

Cb. ff snap ff

FOR PERUSAL USE ONLY

play 3x

Fl. play 3x 3 15 16 3 4

Ob.

Cl.

B. Cl.

Bsn.

Hn. play 3x 3 15 16 3 4

Tpt.

Tbn. gliss. sf

Dr. x x x x sf

Perc.

Vis.

Kbd.

Vln. I play 3x 3 15 16 3 4

Vln. II p ff

Vla. p ff

Vc. b

Cb. b

FOR PERUSA USE ONLY

A black and white musical score page featuring a large, stylized graphic of the word "FOR RERUSH" written diagonally across the staves. The score includes parts for Flute (Fl.), Oboe (Ob.), Clarinet (Cl.), Bassoon (Bsn.), Horn (Hn.), Trumpet (Tpt.), Trombone (Tbn.), Drum (Dr.), Percussion (Perc.), Vis., Keyboard (Kbd.), Violin I (Vln. I), Violin II (Vln. II), Cello (Cv.), and Double Bass (Cb.). Various dynamics like ff, sf, p, and gliss. are indicated throughout the score.

♩ = 168

Fl. *p*

Ob. *p*

Cl. *p*

B. Cl. *ff*

Bsn. *ff*

Hn. *ff*

Tpt. *ff*

Tbn. *ff*

Dr. *f* *mp*

Vib. *f* *ddr.* →

Vis. donut are all you are we you are we you

Spinning bacteria

Fl. *p* *f* *p* *p*

Ob. *p* *f* *p* *f*

Cl. *p* *f* *p* *f*

B. Cl. *p* *f* *p*

Bsn. *p* *f* *p* *f*

Hn. *p*

Tpt. *p*

Tbn. *p*

Dr. *p*

Vib. *mf*

Kbd. *p* *mf* *p*

♩ = 168

Vln. I *v*

Vln. II *v*

Vla. *v*

Vc. *v*

Cb. *v*

Vln. I *p* *f*

Vln. II *p*

Vla. *p* *gliss.* *gliss.* *gliss.*

Vc. *p* *f*

206 207 208 209 210

FOR PERTURBATION USE ONLY

Fl.

Ob.

Cl.

B. Cl.

Bsn.

Hn.

Tpt.

Tbn.

Dr.

Vib.

Vis. we universe are donut are you are we you are

green Bobby donut

Kbd.

Vln. I

Vln. II

Vla.

Vc.

Cb.

211

212

213

214

215

FOR PERUSAL USE ONLY

Fl.

Ob.

Cl.

B. Cl.

Bsn.

Hn.

Tpt.

Tbn.

Dr.

Vib.

Vis. you are we you w universe are various donuts, increasingly surreal

Kbd.

Vln. I

Vln. II

Vla.

Vc.

Cb.

ff

ff

221 222 223 224 225

FOR PERTINACIAL USE ONLY

Fl.

Ob.

Cl.

B. Cl.

Bsn.

Hn.

Tpt.

Tbn.

Dr.

Vib.

Vis.

Kbd.

Vln. I

Vln. II

Vla.

Vc.

Cb.

240 241 242 243 244

60

Fl.

Ob.

Cl.

B. Cl.

Bsn.

Hn.

Tpt.

Tbn.

Dr.

Vib.

Vis.

Kbd.

Vln. I

Vln. II

Vla.

Vc.

Cb.

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breathe, and accept...

T $\text{d} = \text{j}$ **72**

non vib.

p

5:6

8:6

fff

5:6

7

5

3

3

3

ff

poco a poco cresc.

p

breathe, and accept...

(8)

sf

p

T $\text{d} = \text{j}$ **72**

s.p. gliss.

pp

pp

pp

pp

fff

fff

fff

fff

fff

FOR PERUSAL USE ONLY

Fl.

Ob.

Cl.

B. Cl.

Bsn.

Hn.

Tpt.

Tbn.

Dr.

Vib.

Vis.

Kbd.

Vln. I

Vln. II

Vla.

Vc.

Cb.

ff 3 6

ff 5

ff 6 6

6 3 3 3

3

7

p

f 3 7

gliss.

p

pos. 7

gliss.

f

6

3

6

p

6

3

6

p

(8)

scoop into note

sf

scoop into notes

sf

scoop into note

sf

scoop into note

sf

sf

sf

257

258

rit.

FOR PERUSA USE ONLY

Fl.

Ob.

Cl.

B. Cl.

Bsn.

Hn.

Tpt.

Tbn.

Dr.

Vib.

Vis.

Kbd.

Vln. I

Vln. II

Vla.

Vc.

Cb.

Fl. 6 some raucous multiphonic 3 flz.

Ob. sf 4 ord.

Cl. flz.

B. Cl. 3 6 6 3 ord. v flz. v

Bsn. sf fff ord. v v

Hn. flz. 3 V = 92

Tpt. p ff ord. ff ord. ff ff

Tbn. gliss. flz. 3 ff

Dr. 5 3 3 ff

Vib. 6 5 3 3 5

Vis. (8)

Kbd. (8)

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Vln. I sf super wide vib. C

Vln. II sf super wide vib. gliss. gliss.

Vla. sf super wide vib. 3 II gliss. gliss.

Vc. sf super wide vib. 3 fff gliss. gliss.

Cb. sf super wide vib. 3 fff gliss.

A page from a musical score featuring a grid of 18 staves for various instruments. The instruments listed on the left are Flute, Oboe, Clarinet, Bassoon, Horn, Trumpet, Trombone, Drum, Vibraphone, Vis. (Vibraphone), Kbd. (Keyboard), Violin I, Violin II, Viola, Cello, and Bass. The title "LORD PERUSA" is written in large, bold, black letters diagonally across the page. The score is organized into measures separated by vertical bar lines. Numerous performance instructions are included, such as "kaleidoscope tunnel fall-thru Bobby", "free bowing", "super wide vib!", "dramatic!", "gliss.", and "super wide vib!". Measure numbers 5, 6, 3, 7, and 8 are also present.

67

W With finality, ♩ = 132

FOR PERUSA USE ONLY

W With finality, ♩ = 132

A musical score page with ten staves. From top to bottom, the instruments are: Flute (Fl.), Oboe (Ob.), Clarinet (Cl.), Bassoon (Bsn.), Horn (Hn.), Trumpet (Tpt.), Trombone (Tbn.), Drum (Dr.), Vibraphone (Vib.), and Violin I (Vln. I). The title "FOR PERTHUSA" is written diagonally across the page. A large, bold, black watermark reading "USE ONLY" is overlaid on the music.

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