

# why the same stars have different motions

Music for Tenor-Saxophone, Electric Guitar, and Synthesizer

**dreamy** (♩ = 24 - ♩ = 48)  
**sempre rubato molto**

*sehr dunkler Klang (ganz ähnlich dem Synthesizer)  
 very dark sound (very similar to synthesizer)*

*accél.* *ritard.* *poco vibr.* *(kein Vibrato spielen: Schwebung des Mult.)  
 (don't play vibrato: beating of mult.)* *Akzente leise ein- und dann ausblenden  
 softly fade accents in and then out*

Tenor Sax

**dreamy** (♩ = 24 - ♩ = 48)  
**sempre rubato molto**

*sehr dunkler Klang (ganz ähnlich dem Synthesizer)  
 very dark sound (very similar to synthesizer)* *l.v. sempre*

*poco vibr.* *Mult. 22* *Mehrklang a (klingend g) erst nach dem Doppelstrich kommen lassen  
 multiphonic a (sounding g) should only sound after double bar line* *Triolen von Gitarre übernehmen  
 continue triplets from guitar*

Guitar

Vol. Ped. *Attache deutlich aber dann immer Ton etwas ein- ausblenden  
 clear attack, but then always fade note in and out*

Effect Ped. **Tremolo 3**

Effects

**dreamy** (♩ = 24 - ♩ = 48)  
**sempre rubato molto**

Synth.

*Schwebung / beating (Osc. 2 detune via keyboard aftertouch)*

**Patch 1**  
 Dynamik: Volume Pedal und Anschlag  
 dynamics: volume pedal as well as velocity  
 Osc 1: Triangular Wave (70%); Osc 2: Sine Wave (30%)  
 Filter Cutoff: Very low; Res: high; Drive: Middle  
 A (1200ms), D-, S (100%), R (6500ms)

LFO1: Filter Cutoff; 0.076 Hz, amount: 0.06  
 (very soft background transformation of timbre)

