# NOTATION

Arrows

A direction of range.
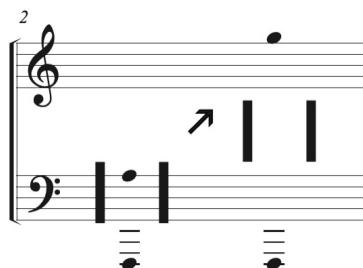
Example: The first range expands up to the second range.

Bars

The range of notes allowed (within the given mode). If Left Hand (LH) and Right Hand (RH) have different ranges, this will be notated.
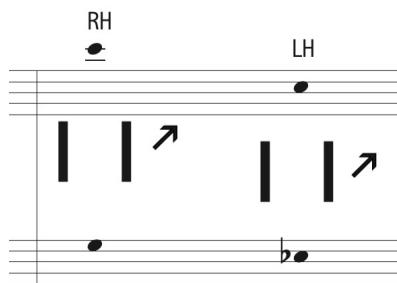
If different hands aren't specified, this range applies to Both Hands (BH):
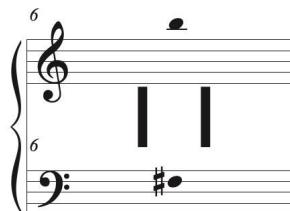
Braces

These can indicate such things as the Starting Notes (as in the example), the End Notes, or the gravity center (g.c.). If there is no description, the Braces usually indicate the Starting Note(s).

Starting Notes

Bracket

The selection of notes that can be played.
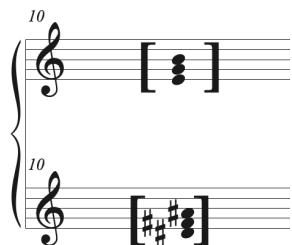
*Example: The RH is given one selection of notes, and the LH another.*

Descriptives Above the Staff

Phrases that label a specific section as a discrete unit.

Curling Smoke
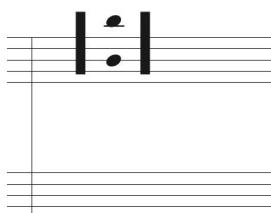
Descriptives Below the Staff

offer more specific instructions.
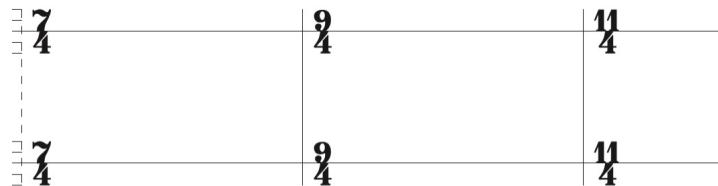
BH: Fragmented phrases based on Orb, and loosely
based on the given time signatures. Phrase 3
can be shorter than 11/4.

Dotted Arrows

The same selection of notes can be played in octaves above (if above the bracket) and/or below (if below the bracket.
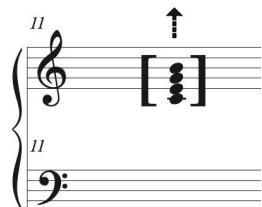
Example: All C's, E's, G's and B's above this selection are also allowed.

Dotted Lines

Indicate the material presented before the dotted line applies to the measures that follow it.

Example: Measure 20 indicates a sample motif to be used in relation to Faster Orb. Mm. 21-22 indicate that Faster Orb should be played in a 7/4 measure followed by a 9/4 measure.

Ottava (8va / 8vb)

This marking only applies to the note it is next to.
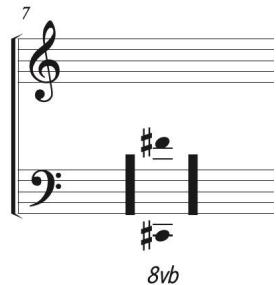
Example: The 8vb only applies to the C#.

Modes

Each blueprint is based on mode(s) that depict the notes that can be used. The full list of modes can be found in the appendix.