
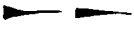





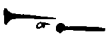

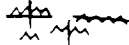












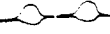




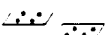






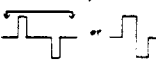












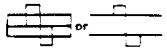

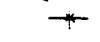
















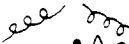








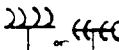

















SOUND CLASSIFICATIONS






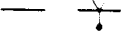


	=	Accelerating sounds
	=	Accented long sounds
	=	Additional subject variables
	=	Air
	=	Anchor sounds
	=	Angular sounds
	=	Ascending principle
	=	Attack (point of initiation) emphasis
	=	Bent sounds
	=	Buzzing sounds
	=	Center focus sound (emphasis)
	=	Chord (specified sounds)
	=	Chromatic sounds (lines)
	=	Circular breathing
	=	Clipped sounds
	=	Cluster formations
	=	Curve sounds

	=	Diatonic sounds ascending
	=	Diatonic sounds descending
	=	Double sounds
	=	Double stops
	=	Double (tongued) sounds
	=	Envelope cluster formation
	=	Fluid sounds
	=	Flutter tongue sounds
	=	Grace note sounds
	=	Gliss sounds
	=	Gurgle sounds
	=	Half sounds (cutting off something previously whole)
	=	Harmonics
	=	High sounds
	=	High sounds (w/voice)
	=	Hollow center sound
	=	Increased pulse space
	=	Intervallic shifting sounds

-  = Jagged sounds
-  = Key sounds (instrument key sounds or valve sounds)
-  = Legato sound (passages)
-  = Legato sounds
-  = Line decay sound (emphasis)
-  = Long sound
-  = Low sounds
-  = Metric sound phrase
-  = Micro tonal sounds
-  = Monophony
-  = Moving sound cluster
-  = Multiphonics
-  = Multiple sound lines
-  = Muted sounds
-  = Opposition sounds
-  = Parallel sounds
-  = Petal sounds
-  = Phrase decay sounds

	=	Phrase grouping statements
	=	Polyphony
	=	Principle operation
	=	Pulsating sound (emphasis)
	=	Pure instrument sounds
	=	Reduced sound pattern (from what was first established)
	=	Reduced sound shape (from what was first established)
	=	Relationship occurrences
	=	Repetitive sound
	=	Retarding sounds
	=	Reverse sounds (air sucked in)
	=	Scratching sounds
	=	Sets of sound
	=	Sequenced movement sounds
	=	Shadow sounds
	=	Short high sounds
	=	Short low sounds
	=	Single sound lines
	=	Single sounds (lines)

	=	Slap sounds (strings) or slap tongue sounds
	=	Slapping sounds (battato)
	=	Smearred sounds
	=	Smooth sounds
	=	Soft sounds
	=	Soft sound attacks (or soft attack sounds)
	=	Sound (and note sounds)
	=	Sound beam
	=	Sound body
	=	Sound block
	=	Sound column
	=	Sound mass
	=	Sound mass (adding in the process of)
	=	Sound mass (reducing in the process of)
	=	Sound pattern
	=	Sound shape (or shapes)
	=	Specified scale system sounds
	=	Spiral sounds
	=	Staccato long sound

	=	Staccato vibrato
	=	Static momentum
	=	Timbre change sound (some sound represented w/different timbre)
	=	Tremolos
	=	Trills
	=	Vamp generating structures
	=	Velocity : fast to slow sounds (prestated)
	=	Voice w/sound