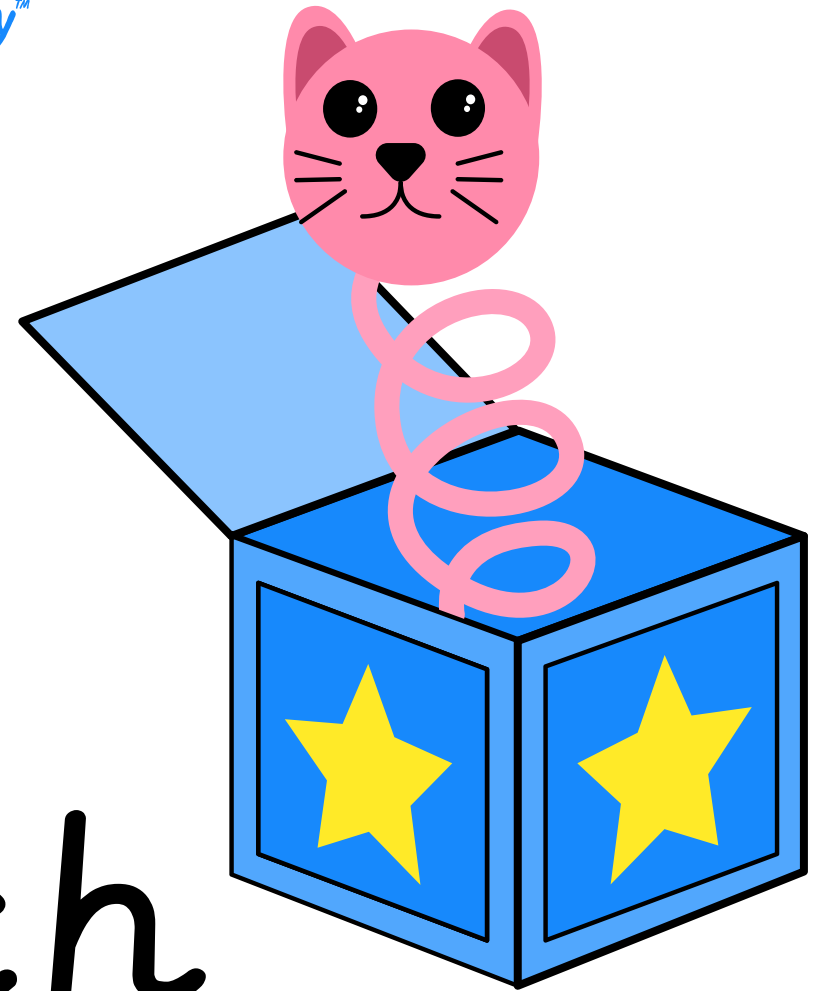
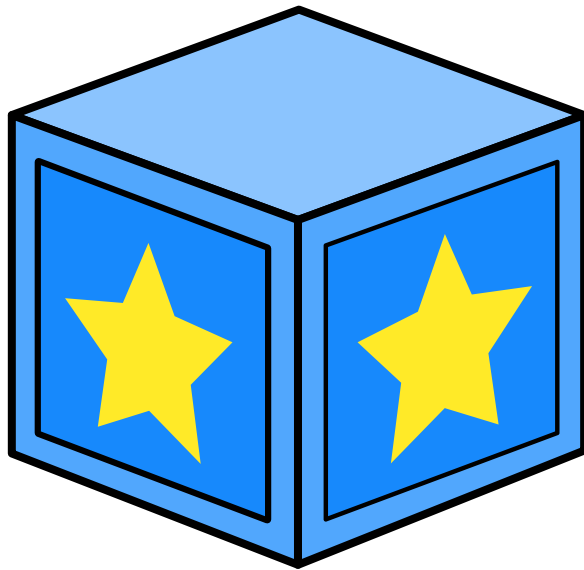




pitch

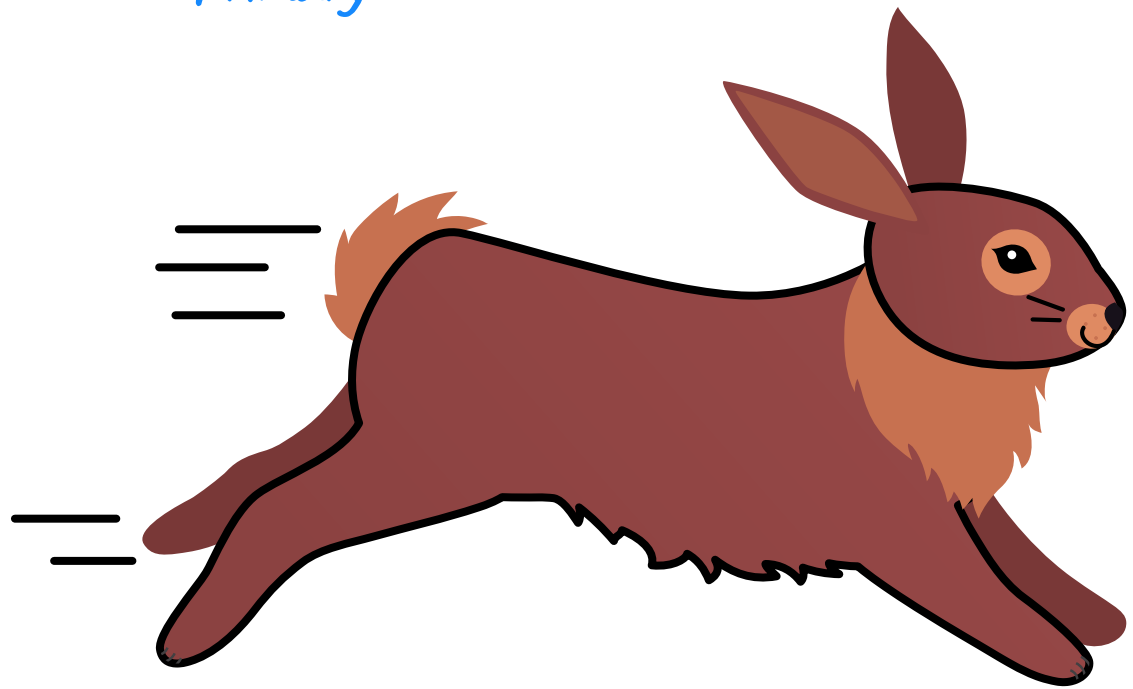
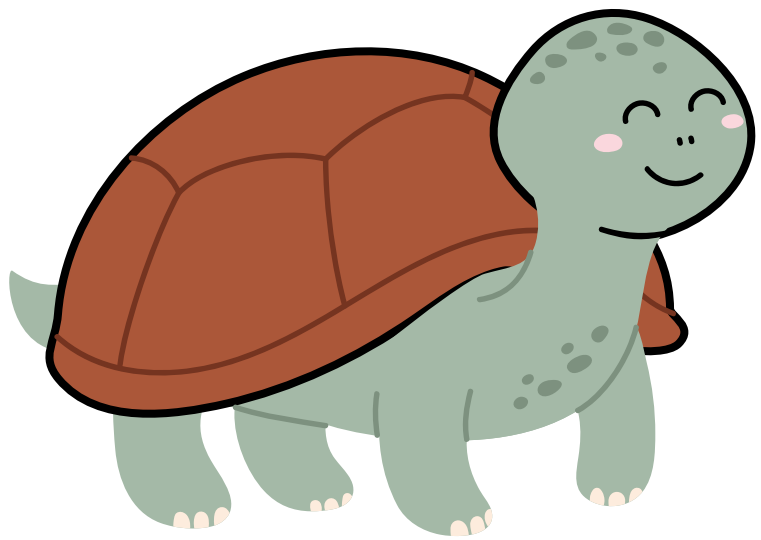
1	2	3	4	5	6	7	8	9	10

duration

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30			

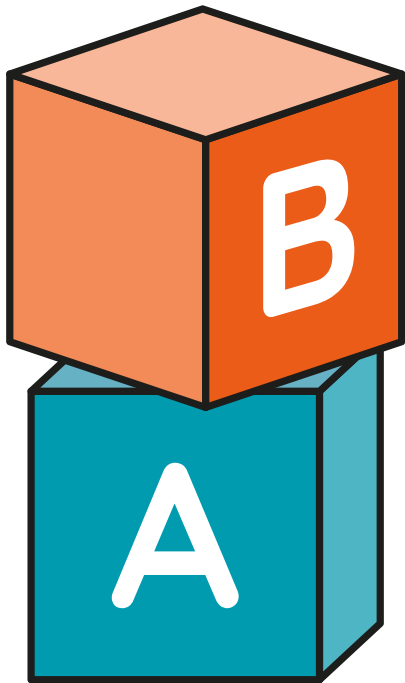


dynamics

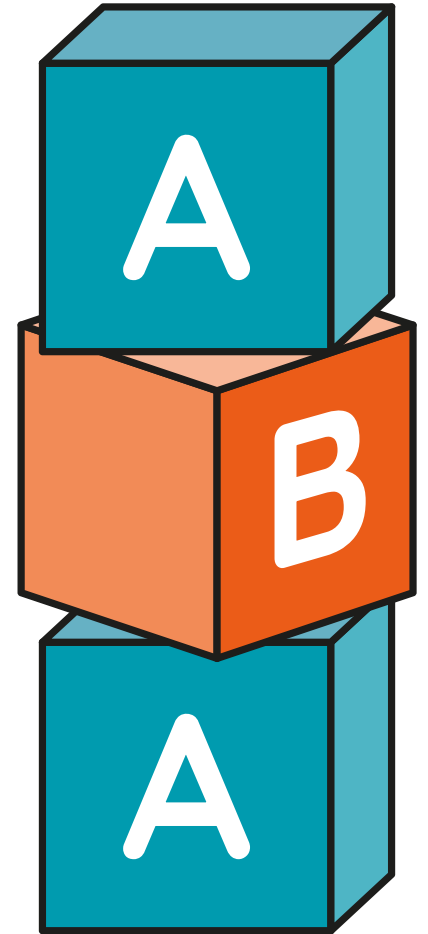


tempo

texture



structure





timbre