





Lines longer and  
consecutive notes

- Points played in groups
- Textures played in group (similar textures)  
+/- dense

seek as a  
skyline →



noise  
+ res

N

noise

?

beatings

G

accents

the cutoff  
frequency  
of the filter

V

M

L

ratteling  
objects

H

A

the frequencies of the 2 sine waves