SCORE THE TREES OUT THERE ARE BENT AND DRIPPING



^{*} Global dynamics are relative, the ensemble should sound like one entity with shifting, fluctuating dimensions. Feel it out.

** Synthesizer dynamics are relative to the rest of ensemble, should consistently sit slightly lower than the rest of the instruments but blended and always present, like a ghost.

^{***} Use the volume fader to match the ensemble as best you can. Synthesizer dynamics are boxed: QUIET (ppp-p) - MEDIUM (mp-mf) - LOUD (f-fff).

