

**Sternenrest, part II : GLAS (based on the star HD 129929)**

6.857      11.143      16.286      22.626      28.966

P+G Modes  
 noise surfaces  
 Gf1  
 PpP  
 Pf6 + Pf4  
 Gf3  
 Pf2  
 P-modes  
 135°  
 mf  
 6"

Noise  
 Rf5  
 noise + Glass  
 12.68"  
 1) dynamics  
 2) density

Glass\_Chord  
 3.428"  
 3.428"  
 4.286"  
 5.143"  
 p-pp  
 p

TRAV.  
 Gf3  
 315°, clockwise  
 Gf1  
 Gf3

Core  
 Core: "Water"; rotation: counterclockwise, 75 BPM

4  $\text{♩} = 70$       5      6      8  $\text{♩} = 75^{71}$

1      2      3      4      5<sup>1</sup>      6      7

Perc.  
 ① ② to be lowered into water  
 mf  
 ord ① ② (as before)  
 p mf  
 ① ord  
 p

35.306	41.646	54.326	58.28	1'07
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P+G Modes

Noise

Rf5

TRAV.

Gf1

Gf3

Core ("water")

Perc.

90°/270° Gf1 + Gf3 6.46"

180°/360° Gf1' + Gf3' 3.23"

start rotation P (at 135°) & G-modes, counterclockwise; only Pf4: clockwise.

90°/270° G-modes 9.69"

P-modes 6" 9.69"

225°

90°

315° noise

15.4845"

14.1674"

0.2

15.4845"

0.15

0.15

8 9 10 11 12 13 14

*mf* *p* *f*