

Vittorio Salvatorelli - California Love (Remix) 2

♩ = 92,000130

ComputVox

Melody



4

CR-80

ComputVox

Bass



6

CR-80

ComputVox

Bass

Melody

8

Ocarina

CR-80

Percussion

Percussion

ComputVox

Bass

Halo Pad

Melody



10

Ocarina

CR-80

Percussion

Percussion

ComputVox

Bass

Halo Pad

Melody

12

Ocarina

CR-80

Percussion

Percussion

ComputVox

Bass

Halo Pad

Melody

This musical score covers measures 12 and 13. The Ocarina part is mostly silent. The CR-80 part features a complex, rhythmic pattern of eighth and sixteenth notes. The Percussion parts include various rhythmic elements like eighth notes and rests. The ComputVox part has a melodic line with some rests. The Bass part provides a steady accompaniment with eighth notes. The Halo Pad part consists of sustained chords. The Melody part has a simple line with some rests.



14

Ocarina

CR-80

Percussion

Percussion

ComputVox

Bass

Halo Pad

Melody

This musical score covers measures 14 and 15. The Ocarina part has a melodic line starting in measure 14. The CR-80 part continues with its rhythmic pattern. The Percussion parts have more complex rhythmic figures. The ComputVox part has a melodic line with some rests. The Bass part provides a steady accompaniment with eighth notes. The Halo Pad part consists of sustained chords. The Melody part has a simple line with some rests.

16

Ocarina

CR-80

Percussion

Percussion

ComputVox

Bass

Halo Pad

Melody

Detailed description: This system of musical notation covers measures 16 and 17. The Ocarina part is mostly silent. The CR-80 part features a complex, rhythmic pattern of eighth and sixteenth notes. The Percussion parts include various rhythmic patterns, including triplets. The ComputVox part has a melodic line with some rests. The Bass part provides a steady accompaniment. The Halo Pad part consists of sustained chords. The Melody part has a simple line with some rests.



18

Ocarina

CR-80

Percussion

Percussion

ComputVox

Bass

Halo Pad

Melody

Detailed description: This system of musical notation covers measures 18 and 19. The Ocarina part has a melodic line starting in measure 18. The CR-80 part continues with its rhythmic pattern. The Percussion parts have more active patterns. The ComputVox part has a melodic line with some rests. The Bass part provides a steady accompaniment. The Halo Pad part consists of sustained chords. The Melody part has a simple line with some rests.

20

Ocarina

CR-80

Percussion

Bass

Halo Pad

Melody

22

Ocarina

CR-80

Bass

Halo Pad

Melody

24

Ocarina

CR-80

Bass

Halo Pad

Melody

26

Ocarina

CR-80

Bass

Halo Pad

Melody

Detailed description: This system contains measures 26 and 27. The Ocarina part starts with a whole rest in measure 26, followed by a melodic line in measure 27. The CR-80 part plays a rhythmic accompaniment of eighth notes with a consistent pattern. The Bass part features a walking bass line with eighth notes and some rests. The Halo Pad part consists of sustained chords in measure 26 and a long, sustained chord in measure 27. The Melody part is a simple eighth-note accompaniment.



28

Ocarina

CR-80

Bass

PizzStrngs

Halo Pad

Melody

Detailed description: This system contains measures 28 and 29. The Ocarina part has a whole rest in measure 28 and a whole rest in measure 29. The CR-80 part continues with its rhythmic accompaniment. The Bass part continues with its walking bass line. The PizzStrngs part plays a rhythmic accompaniment of eighth notes. The Halo Pad part consists of sustained chords in measure 28 and a long, sustained chord in measure 29. The Melody part continues with its eighth-note accompaniment.

30

Ocarina

CR-80

Bass

PizzStrngs

SquareLead

Halo Pad

Melody

Detailed description: This system contains measures 30 and 31. The Ocarina part has a few notes in measure 31. CR-80 plays a rhythmic pattern of eighth notes. Bass has a walking bass line. PizzStrngs plays a consistent eighth-note pattern. SquareLead is silent. Halo Pad has sustained chords. Melody plays a rhythmic eighth-note pattern.



32

Ocarina

CR-80

Bass

PizzStrngs

SquareLead

Halo Pad

Melody

Detailed description: This system contains measures 32 and 33. Ocarina has a melodic phrase in measure 32. CR-80 continues its rhythmic pattern. Bass continues its walking bass line. PizzStrngs is silent. SquareLead has a melodic phrase in measure 32. Halo Pad has sustained chords. Melody has a rhythmic eighth-note pattern with a triplet in measure 33.

34

Ocarina

CR-80

ComputVox

Bass

SquareLead

Halo Pad

Melody

Detailed description: This block contains the musical score for measures 34 and 35. The Ocarina part (treble clef) has a rest in measure 34 and enters in measure 35 with a melodic line. The CR-80 part (percussion clef) features a complex rhythmic pattern of eighth notes. The ComputVox part (treble clef) has a rest in measure 34 and enters in measure 35 with a melodic line. The Bass part (bass clef) plays a rhythmic pattern of eighth notes. The SquareLead part (treble clef) has a few notes in measure 34 and a longer note in measure 35. The Halo Pad part (treble clef) has a sustained chord in measure 34 and a longer note in measure 35. The Melody part (percussion clef) has a rhythmic pattern of eighth notes with triplets in measure 34 and a longer note in measure 35.



36

Ocarina

CR-80

ComputVox

Bass

Halo Pad

Strings

Melody

Detailed description: This block contains the musical score for measures 36 and 37. The Ocarina part (treble clef) has a rest in measure 36 and enters in measure 37 with a melodic line. The CR-80 part (percussion clef) features a complex rhythmic pattern of eighth notes. The ComputVox part (treble clef) has a melodic line in measure 36 and a longer note in measure 37. The Bass part (bass clef) plays a rhythmic pattern of eighth notes. The Halo Pad part (treble clef) has a sustained chord in measure 36 and a longer note in measure 37. The Strings part (bass clef) has a sustained chord in measure 36 and a longer note in measure 37. The Melody part (percussion clef) has a rhythmic pattern of eighth notes in measure 36 and a longer note in measure 37.

38

Ocarina

CR-80

ComputVox

Bass

Halo Pad

Strings

Melody



40

Ocarina

CR-80

ComputVox

Bass

Halo Pad

Strings

Melody

42

Ocarina

CR-80

ComputVox

Bass

Halo Pad

Strings

Melody

Detailed description: This musical score block covers measures 42 and 43. It features seven staves: Ocarina (treble clef), CR-80 (percussion clef), ComputVox (treble clef), Bass (bass clef), Halo Pad (treble clef), Strings (bass clef), and Melody (percussion clef). The Ocarina part has a few notes in measure 43. The CR-80 part has a rhythmic pattern of eighth notes. The ComputVox part has a melodic line with some rests. The Bass part has a complex rhythmic pattern with many sixteenth notes. The Halo Pad part has sustained chords. The Strings part has a few notes in measure 43. The Melody part has a simple melodic line.



44

Ocarina

CR-80

ComputVox

Bass

Halo Pad

Strings

Melody

Detailed description: This musical score block covers measures 44 and 45. It features seven staves: Ocarina (treble clef), CR-80 (percussion clef), ComputVox (treble clef), Bass (bass clef), Halo Pad (treble clef), Strings (bass clef), and Melody (percussion clef). The Ocarina part has a few notes in measure 44. The CR-80 part has a rhythmic pattern of eighth notes. The ComputVox part has a melodic line with some rests. The Bass part has a complex rhythmic pattern with many sixteenth notes. The Halo Pad part has sustained chords. The Strings part has a few notes in measure 45. The Melody part has a simple melodic line.

This musical score is divided into two systems. The first system covers measures 46 to 47, and the second system covers measures 48 to 51. The instruments and parts are as follows:

- Ocarina:** Melodic line in the upper register.
- CR-80:** Rhythmic accompaniment with a consistent eighth-note pattern.
- ComputVox:** Vocal-like accompaniment with a similar eighth-note pattern.
- Bass:** Bass line with a steady eighth-note accompaniment.
- Brass:** Harmonic support with block chords.
- Halo Pad:** Atmospheric background texture with sustained notes.
- Strings:** Sustained harmonic notes.
- Melody:** Main melodic line in the lower register.
- Bass Hit:** Percussive accents in the bass line.
- PizzStrngs:** Pizzicato string accompaniment with a rhythmic pattern.

A double bar line is present between measure 47 and measure 48.

This musical score is divided into two systems, tracks 50 and 52. Each system contains seven staves: Ocarina, Bass Hit, CR-80, ComputVox, Bass, PizzStrngs, and Halo Pad. The Ocarina part is written in treble clef, while the Bass Hit, CR-80, Bass, and Melody parts are in bass clef. The PizzStrngs and Halo Pad parts are in treble clef. The CR-80 part features a complex rhythmic pattern with many sixteenth notes. The Bass part has a steady eighth-note rhythm. The PizzStrngs part consists of a continuous sixteenth-note pattern. The Halo Pad part features sustained chords. The Melody part is a simple eighth-note sequence. The Ocarina part has a melodic line with some rests. The Bass Hit part is mostly empty, with some notes in the second system. The score is marked with a double bar line between the two systems.

54

Ocarina

Bass Hit

CR-80

ComputVox

Bass

PizzStrngs

Halo Pad

Melody

56

Ocarina

Bass Hit

CR-80

ComputVox

Bass

PizzStrngs

Halo Pad

Melody

58

Ocarina

CR-80

Bass

Halo Pad

Melody

60

Ocarina

CR-80

Bass

Halo Pad

Melody

62

Ocarina

CR-80

Bass

Halo Pad

Melody

64

Ocarina

CR-80

Bass

PizzStrngs

Halo Pad

Melody

Detailed description: This musical score block covers measures 64 and 65. It features six staves: Ocarina (treble clef), CR-80 (percussion clef), Bass (bass clef), PizzStrngs (treble clef), Halo Pad (treble clef), and Melody (percussion clef). The Ocarina part is mostly silent. The CR-80 part has a rhythmic pattern of eighth notes. The Bass part has a complex rhythmic pattern with many rests. The PizzStrngs part has a steady eighth-note pattern. The Halo Pad part has a sustained chord. The Melody part has a sequence of eighth notes, including a triplet of three notes.



66

Ocarina

CR-80

Bass

PizzStrngs

SquareLead

Halo Pad

Melody

Detailed description: This musical score block covers measures 66 and 67. It features six staves: Ocarina (treble clef), CR-80 (percussion clef), Bass (bass clef), PizzStrngs (treble clef), SquareLead (treble clef), and Melody (percussion clef). The Ocarina part has a melodic line with a flat. The CR-80 part has a rhythmic pattern of eighth notes. The Bass part has a complex rhythmic pattern with many rests. The PizzStrngs part has a steady eighth-note pattern. The SquareLead part is mostly silent. The Halo Pad part has a sustained chord with a sharp. The Melody part has a sequence of eighth notes, including a triplet of three notes.

68

Ocarina

CR-80

Bass

PizzStrngs

SquareLead

Halo Pad

Melody

Detailed description: This block contains the musical score for measures 68 and 69. The Ocarina part is mostly silent. The CR-80 part features a complex, rhythmic pattern of eighth notes. The Bass part has a steady eighth-note accompaniment. PizzStrngs is silent. SquareLead has a melodic line with some rests. Halo Pad provides a harmonic background with sustained chords. The Melody part consists of eighth notes with some triplets.



70

Ocarina

CR-80

ComputVox

Bass

SquareLead

Halo Pad

Melody

Detailed description: This block contains the musical score for measures 70 and 71. The Ocarina part has a melodic line starting in measure 70. The CR-80 part continues with its rhythmic pattern. ComputVox is silent. The Bass part continues with its eighth-note accompaniment. SquareLead has a melodic line with some rests. Halo Pad provides a harmonic background with sustained chords. The Melody part continues with eighth notes.

72

Ocarina

CR-80

ComputVox

Bass

Halo Pad

Strings

Melody

Detailed description: This block contains the musical score for measures 72 and 73. The Ocarina part is mostly silent. The CR-80 part features a complex, rhythmic pattern of eighth and sixteenth notes. The ComputVox part has a melodic line with some rests. The Bass part provides a steady accompaniment with eighth notes. The Halo Pad part consists of sustained chords. The Strings part has a long, sustained note with a slight rise in pitch. The Melody part has a simple, rhythmic line.



74

Ocarina

CR-80

ComputVox

Bass

Halo Pad

Strings

Melody

Detailed description: This block contains the musical score for measures 74 and 75. The Ocarina part begins with a melodic phrase. The CR-80 part continues with its rhythmic pattern. The ComputVox part has a melodic line with some rests. The Bass part provides a steady accompaniment with eighth notes. The Halo Pad part consists of sustained chords. The Strings part has a long, sustained note with a slight rise in pitch. The Melody part has a simple, rhythmic line.

76

Ocarina

CR-80

ComputVox

Bass

Halo Pad

Strings

Melody

Detailed description: This block contains the musical score for measures 76 and 77. The Ocarina part is mostly silent. The CR-80 part features a complex, rhythmic pattern of eighth and sixteenth notes. The ComputVox part has a melodic line with some rests. The Bass part provides a steady accompaniment. The Halo Pad part consists of sustained chords. The Strings part has a long, sustained note. The Melody part has a simple, melodic line.



78

Ocarina

CR-80

ComputVox

Bass

Halo Pad

Strings

Melody

Detailed description: This block contains the musical score for measures 78 and 79. The Ocarina part has a melodic line starting in measure 78. The CR-80 part continues with its rhythmic pattern. The ComputVox part has a melodic line with some rests. The Bass part provides a steady accompaniment. The Halo Pad part consists of sustained chords. The Strings part has a long, sustained note. The Melody part has a simple, melodic line.

80

Ocarina

CR-80

ComputVox

Bass

Brass

Halo Pad

Strings

Melody

82

Ocarina

CR-80

ComputVox

Bass

Brass

Halo Pad

Strings

Melody

||

Detailed description: This is a musical score for measures 80 and 82. The score is arranged in a multi-stem format. The instruments and parts are: Ocarina (treble clef), CR-80 (percussion), ComputVox (treble clef), Bass (bass clef), Brass (treble clef), Halo Pad (treble clef), Strings (bass clef), and Melody (treble clef). Measure 80 shows the Ocarina playing a single note, CR-80 with a complex rhythmic pattern, ComputVox with a melodic line, Bass with a rhythmic accompaniment, Brass with a few notes, Halo Pad with sustained chords, Strings with a long note, and Melody with a simple line. Measure 82 continues the patterns, with the Ocarina playing a short phrase, CR-80 maintaining its rhythm, ComputVox with a more active melodic line, Bass with a busy accompaniment, Brass with more notes, Halo Pad with changing chords, Strings with a long note, and Melody with a more complex line. A double bar line is present between measures 80 and 82.

84

Ocarina

Bass Hit

CR-80

ComputVox

Bass

PizzStrngs

Halo Pad

Melody

Detailed description: This is a multi-stem musical score for a track starting at measure 84. The score consists of eight staves. The Ocarina staff (treble clef) features a melodic line with a quarter rest, followed by eighth and quarter notes. The Bass Hit staff (bass clef) has a half note chord in the first measure and a whole note chord in the second. The CR-80 staff (percussion clef) shows a rhythmic pattern of eighth notes with accents. The ComputVox staff (treble clef) contains a sequence of chords, each marked with a vertical line and a slash, indicating a specific sound effect. The Bass staff (bass clef) plays a rhythmic bass line with eighth notes and rests. The PizzStrngs staff (treble clef) has a continuous eighth-note pattern. The Halo Pad staff (treble clef) features sustained chords with a wavy line underneath, indicating a pad effect. The Melody staff (percussion clef) has a rhythmic pattern of eighth notes with accents.

86

Ocarina

Bass Hit

CR-80

ComputVox

ComputVx2

Bass

PizzStrngs

Halo Pad

Melody

87

Detailed description: This musical score page contains nine staves. The Ocarina staff (treble clef) has a melodic line with some rests. The Bass Hit staff (bass clef) shows two distinct bass notes. The CR-80 staff (percussion clef) features a complex, rhythmic pattern of notes. The ComputVox staff (treble clef) has a series of notes with stems pointing downwards. The ComputVx2 staff (treble clef) has a few notes with a long slur underneath. The Bass staff (bass clef) has a rhythmic line with stems pointing downwards. The PizzStrngs staff (treble clef) has a continuous, fast-moving line of notes. The Halo Pad staff (treble clef) has a series of chords with a long slur underneath. The Melody staff (percussion clef) has a rhythmic line with stems pointing downwards. The page number 86 is at the top left, and 87 is at the bottom right.

88

Ocarina

Bass Hit

CR-80

ComputVox

ComputVx2

Bass

PizzStrngs

Halo Pad

Melody

Detailed description: This is a multi-stem musical score for a track starting at measure 88. The score includes nine staves: Ocarina (treble clef), Bass Hit (bass clef), CR-80 (percussion clef), ComputVox (treble clef), ComputVx2 (treble clef), Bass (bass clef), PizzStrngs (treble clef), Halo Pad (treble clef), and Melody (percussion clef). The Ocarina part features a melodic line with a long note in the second measure. Bass Hit consists of two chords. CR-80 plays a rhythmic pattern of eighth notes. ComputVox and ComputVx2 provide vocal-like accompaniment. Bass has a melodic line with eighth notes. PizzStrngs play a consistent eighth-note strumming pattern. Halo Pad provides harmonic support with sustained chords. Melody has a simple eighth-note accompaniment.

90

Ocarina

Bass Hit

CR-80

ComputVox

ComputVx2

Bass

PizzStrngs

Halo Pad

Melody

Detailed description: This is a multi-stem musical score for a track starting at measure 90. The score includes nine staves: Ocarina (treble clef), Bass Hit (bass clef), CR-80 (percussion clef), ComputVox (treble clef), ComputVx2 (treble clef), Bass (bass clef), PizzStrngs (treble clef), Halo Pad (treble clef), and Melody (percussion clef). The Ocarina part features a melodic line with a long slur. The Bass Hit part shows a single bass note. The CR-80 part has a complex rhythmic pattern with eighth notes and rests. The ComputVox part consists of a series of notes with stems. The ComputVx2 part features triplet patterns. The Bass part has a simple melodic line. The PizzStrngs part shows a rhythmic pattern with a flat sign. The Halo Pad part has a few chords. The Melody part has a simple rhythmic pattern with eighth notes and rests.

91

Ocarina

Bass Hit

CR-80

ComputVox

Bass

PizzStrngs

Halo Pad

Melody

Detailed description: This musical score block covers measures 91 and 92. It features seven staves. The Ocarina staff (treble clef) has a few notes in measure 91 and rests in measure 92. The Bass Hit staff (bass clef) has a single note in measure 91. The CR-80 staff (percussion clef) has a rhythmic pattern of eighth notes. The ComputVox staff (treble clef) has a melodic line with some rests. The Bass staff (bass clef) has a complex bass line with many notes and rests. The PizzStrngs staff (treble clef) has a rhythmic pattern of eighth notes. The Halo Pad staff (treble clef) has sustained chords. The Melody staff (percussion clef) has a simple rhythmic pattern of eighth notes.



93

Ocarina

CR-80

ComputVox

Bass

Halo Pad

Detailed description: This musical score block covers measures 93 and 94. It features five staves. The Ocarina staff (treble clef) has rests in measure 93 and notes in measure 94. The CR-80 staff (percussion clef) has a rhythmic pattern of eighth notes. The ComputVox staff (treble clef) has a melodic line with some rests. The Bass staff (bass clef) has a complex bass line with many notes and rests. The Halo Pad staff (treble clef) has sustained chords.

95

Ocarina

CR-80

ComputVox

Bass

DiscoNoise

Halo Pad

Detailed description: This musical score block covers measures 95 and 96. The Ocarina part (treble clef) features a melodic line with a flat key signature, starting with a quarter note and followed by eighth notes. The CR-80 part (soprano clef) plays a rhythmic pattern of eighth notes. The ComputVox part (treble clef) has a sparse melody with rests. The Bass part (bass clef) plays a steady eighth-note pattern. The DiscoNoise part (treble clef) is mostly silent with a few notes at the end of measure 96. The Halo Pad part (treble clef) provides a harmonic background with sustained chords and a melodic line.



97

Ocarina

CR-80

ComputVox

Bass

DiscoNoise

Halo Pad

Detailed description: This musical score block covers measures 97 and 98. The Ocarina part (treble clef) has a melodic line with a flat key signature, featuring a quarter note and eighth notes. The CR-80 part (soprano clef) continues with its rhythmic eighth-note pattern. The ComputVox part (treble clef) has a sparse melody with rests. The Bass part (bass clef) plays a steady eighth-note pattern. The DiscoNoise part (treble clef) is mostly silent with a few notes at the end of measure 98. The Halo Pad part (treble clef) provides a harmonic background with sustained chords and a melodic line.

99

Ocarina

Bass Hit

CR-80

ComputVox

Bass

DiscoNoise

Halo Pad



101

Ocarina

Bass Hit

CR-80

ComputVox

Bass

DiscoNoise

Halo Pad

103

Ocarina

Bass Hit

CR-80

ComputVox

ComputVx2

Bass

DiscoNoise

Halo Pad

Detailed description: This is a multi-stem musical score for a track starting at measure 103. The score consists of eight staves. The Ocarina staff (treble clef) features a melodic line with a flat key signature and a half-note ending. The Bass Hit staff (bass clef) has a single bass note with a long sustain. The CR-80 staff (percussion clef) shows a complex, rhythmic pattern of eighth notes. The ComputVox staff (treble clef) contains a short vocal-like sequence. The ComputVx2 staff (treble clef) plays a sequence of chords, with a final chord marked with a double bar line and a fermata. The Bass staff (bass clef) provides a driving eighth-note bassline. The DiscoNoise staff (treble clef) has a short burst of noise. The Halo Pad staff (treble clef) features a sustained, atmospheric pad of chords.

105

Ocarina

Bass Hit

CR-80

ComputVox

ComputVx2

Bass

DiscoNoise

Halo Pad

Detailed description: This is a multi-stem musical score for a track starting at measure 105. The score is divided into two measures. The Ocarina part (treble clef) has a whole rest in the first measure and a quarter note G4 in the second. The Bass Hit part (bass clef) has a whole rest in the first measure and a low octave G2 in the second. The CR-80 part (percussion clef) features a complex rhythmic pattern of eighth and sixteenth notes with accents. The ComputVox part (treble clef) has a whole rest in the first measure and a melodic line in the second. The ComputVx2 part (treble clef) has a melodic line in the first measure and a whole rest in the second. The Bass part (bass clef) has a rhythmic line in the first measure and a melodic line in the second. The DiscoNoise part (treble clef) has a whole rest in the first measure and a melodic line in the second. The Halo Pad part (treble clef) has a sustained chord in the first measure and a whole rest in the second.

109

Ocarina

Bass Hit

CR-80

ComputVox

ComputVx2

Bass

DiscoNoise

PizzStrngs

Halo Pad

Detailed description: This is a multi-stem musical score for a track starting at measure 109. The score includes the following parts: Ocarina (treble clef, mostly rests with a few notes at the end); Bass Hit (bass clef, rests with a chord symbol below); CR-80 (percussion clef, rhythmic pattern of eighth notes); ComputVox (treble clef, vocal line with a triplet); ComputVx2 (treble clef, chordal accompaniment); Bass (bass clef, melodic line); DiscoNoise (treble clef, rests with a noise effect symbol); PizzStrngs (treble clef, rhythmic pattern of eighth notes); and Halo Pad (treble clef, sustained chords). The score is written in a key with one flat and a 4/4 time signature.

111

Ocarina

Bass Hit

CR-80

ComputVox

ComputVx2

Bass

DiscoNoise

PizzStrngs

Halo Pad

Detailed description: This is a multi-stem musical score for page 31, starting at measure 111. The score includes the following parts: Ocarina (treble clef, melodic line with a flat); Bass Hit (bass clef, rests followed by a hit); CR-80 (percussion clef, rhythmic accompaniment); ComputVox (treble clef, vocal-like lines with triplets); ComputVx2 (treble clef, accompaniment for ComputVox); Bass (bass clef, rhythmic line with eighth notes); DiscoNoise (treble clef, rests); PizzStrngs (treble clef, rhythmic accompaniment with a sharp); and Halo Pad (treble clef, sustained chords with a sharp). The score is written in a single system with a vertical brace on the left.

113

Ocarina

Bass Hit

CR-80

ComputVox

ComputVx2

Bass

DiscoNoise

PizzStrngs

Halo Pad

Detailed description: This is a multi-stem musical score for a track starting at measure 113. The score includes nine staves. The Ocarina staff has a treble clef and contains a few notes in the second measure. The Bass Hit staff has a bass clef and a single note in the second measure. The CR-80 staff has a double bar line and contains a complex rhythmic pattern of eighth notes. The ComputVox staff has a treble clef and contains a melodic line with slurs. The ComputVx2 staff has a treble clef and contains a bass line with slurs. The Bass staff has a bass clef and contains a melodic line with slurs. The DiscoNoise staff has a treble clef and contains a few notes in the second measure. The PizzStrngs staff has a treble clef and contains a continuous eighth-note pattern. The Halo Pad staff has a treble clef and contains a few notes in the second measure.

115

Ocarina

Bass Hit

CR-80

ComputVox

ComputVx2

Bass

DiscoNoise

PizzStrngs

Halo Pad

Detailed description: This is a multi-stem musical score for a track starting at measure 115. The score includes the following parts: Ocarina (treble clef, melodic line with some grace notes); Bass Hit (bass clef, mostly rests with a few notes); CR-80 (percussion clef, rhythmic accompaniment with eighth notes); ComputVox (treble clef, melodic line with chromatic movement); ComputVx2 (treble clef, accompaniment with chords and a sustained note); Bass (bass clef, rhythmic line with eighth notes); DiscoNoise (treble clef, mostly rests with a vertical line indicating noise); PizzStrngs (treble clef, rhythmic accompaniment with eighth notes); and Halo Pad (treble clef, sustained chords and pads). The score is divided into two measures by a vertical bar line.

117

Bass Hit

CR-80

ComputVox

ComputVx2

Bass

DiscoNoise

PizzStrngs

Halo Pad

Melody

Detailed description: This is a multi-track musical score for two measures, 117 and 118. The tracks are: Bass Hit (bass clef, measure 117 has a whole rest, measure 118 has a double bar line and a symbol), CR-80 (percussion clef, rhythmic pattern of eighth notes), ComputVox (treble clef, melodic line with various intervals), ComputVx2 (treble clef, chordal accompaniment), Bass (bass clef, melodic line), DiscoNoise (treble clef, mostly rests with some noise symbols), PizzStrngs (treble clef, rhythmic pattern of eighth notes), Halo Pad (treble clef, sustained chords), and Melody (percussion clef, mostly rests with some notes in measure 118).

119

Ocarina

CR-80

ComputVox

Bass

PizzStrngs

Halo Pad

Strings

Melody

121

Ocarina

CR-80

ComputVox

Bass

PizzStrngs

Halo Pad

Strings

Melody

119

121

123

Ocarina

Bass Hit

CR-80

ComputVox

Bass

DiscoNoise

PizzStrngs

Halo Pad

Strings

Melody

Detailed description: This is a multi-stem musical score for a track. The score is organized into ten horizontal staves, each labeled with an instrument or sound effect. The top staff is 'Ocarina' in treble clef, mostly silent. The second staff is 'Bass Hit' in bass clef, featuring a few notes with a long slur. The third staff is 'CR-80' in a high register, showing a rhythmic pattern of eighth notes. The fourth staff is 'ComputVox' in treble clef, with a melodic line and some rests. The fifth staff is 'Bass' in bass clef, showing a complex rhythmic pattern with many notes. The sixth staff is 'DiscoNoise' in treble clef, mostly silent. The seventh staff is 'PizzStrngs' in treble clef, showing a consistent rhythmic pattern of eighth notes. The eighth staff is 'Halo Pad' in treble clef, with sustained chords and a long slur. The ninth staff is 'Strings' in bass clef, with a few notes and a long slur. The bottom staff is 'Melody' in a high register, showing a simple melodic line with some rests.

125

Ocarina

Bass Hit

CR-80

ComputVox

ComputVx2

Bass

DiscoNoise

PizzStrngs

Halo Pad

Strings

Melody

Detailed description: This is a multi-stem musical score for a track starting at measure 125. The score includes the following parts: Ocarina (treble clef), Bass Hit (bass clef), CR-80 (percussion clef), ComputVox (treble clef), ComputVx2 (treble clef), Bass (bass clef), DiscoNoise (treble clef), PizzStrngs (treble clef), Halo Pad (treble clef), Strings (bass clef), and Melody (percussion clef). The Ocarina part features a melodic line with some accidentals. The Bass Hit part shows a single bass note. The CR-80 part has a complex rhythmic pattern. The ComputVox part contains vocal-like lines with various note values and rests. The ComputVx2 part has a few notes. The Bass part plays a steady eighth-note line. The DiscoNoise part has a few notes. The PizzStrngs part features a continuous sixteenth-note pattern. The Halo Pad part has sustained chords. The Strings part has a few notes. The Melody part has a few notes.

127

Ocarina

CR-80

ComputVox

ComputVx2

Bass

PizzStrngs

Halo Pad

Strings

Melody

Detailed description: This is a musical score for measures 127 and 128. The score is arranged in a vertical stack of staves. The top staff is for Ocarina, which is mostly silent with a few notes at the beginning. The second staff is for CR-80, featuring a rhythmic pattern of eighth notes. The third staff is for ComputVox, showing a melodic line with some rests. The fourth staff is for ComputVx2, which has a few notes and rests. The fifth staff is for Bass, with a rhythmic pattern of eighth notes. The sixth staff is for PizzStrngs, showing a rhythmic pattern of eighth notes. The seventh staff is for Halo Pad, with a sustained chord. The eighth staff is for Strings, with a sustained chord. The ninth staff is for Melody, with a few notes and rests.

129

CR-80

ComputVox

ComputVx2

Bass

Halo Pad

Strings

Melody

Detailed description: This system covers measures 129 to 131. The CR-80 track is a piano accompaniment with chords. ComputVox and ComputVx2 are vocal lines with lyrics. The Bass track has a simple bass line. Halo Pad provides a sustained harmonic background. Strings play a melodic line. The Melody track has a simple melodic line.

132

ComputVox

ComputVx2

Detailed description: This system covers measures 132 to 134. It features two vocal tracks, ComputVox and ComputVx2, with lyrics. The ComputVox track has a melodic line with some grace notes. The ComputVx2 track has a more rhythmic line. There are also piano accompaniment parts for both tracks.

135

ComputVox

ComputVx2

Detailed description: This system covers measures 135 to 137. It features two vocal tracks, ComputVox and ComputVx2, with lyrics. The ComputVox track has a melodic line with a triplet in measure 136. The ComputVx2 track has a more rhythmic line. There are also piano accompaniment parts for both tracks.

138

ComputVox

ComputVx2

Detailed description: This system covers measures 138 to 140. It features two vocal tracks, ComputVox and ComputVx2, with lyrics. The ComputVox track has a melodic line with a triplet in measure 138. The ComputVx2 track has a more rhythmic line. There are also piano accompaniment parts for both tracks.

140

ComputVox

ComputVx2



143

ComputVox

ComputVx2



146

ComputVox

ComputVx2



148

ComputVox

ComputVx2

Vittorio Salvatorelli - California Love (Remix) 2

Ocarina

♩ = 92,000130

8

14

19

25

31

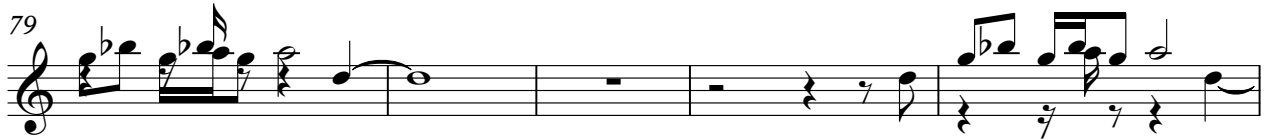
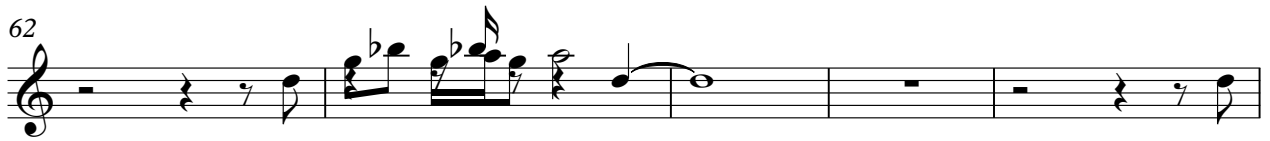
37

43

48

52

56



Ocarina

117

3

125

25

Vittorio Salvatorelli - California Love (Remix) 2

Bass Hit

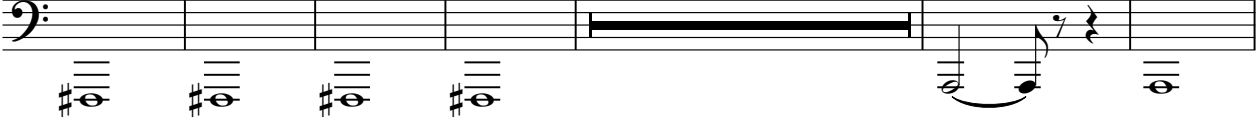
♩ = 92,000130

47




53

27



86

8



101

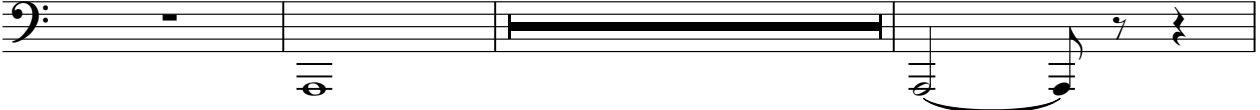


109



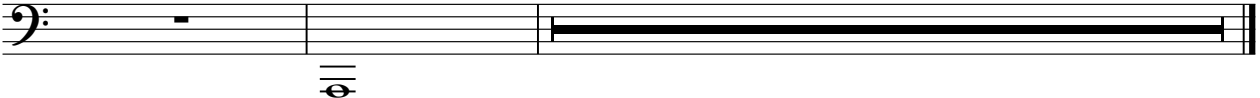
117

4



124

27



$\text{♩} = 92,000130$
3

6
8
10
12
14
16
18
20
22

V.S.

24

Two staves of music for measures 24 and 25. The top staff contains a melodic line with eighth notes and rests, while the bottom staff contains a bass line with eighth notes. Measure 24 starts with a guitar-specific notation: a cross on the first string and an 'x' on the second string.

26

Two staves of music for measures 26 and 27. The notation continues with eighth notes and rests in both staves.

28

Two staves of music for measures 28 and 29. The notation continues with eighth notes and rests in both staves.

30

Two staves of music for measures 30 and 31. The notation continues with eighth notes and rests in both staves.

32

Two staves of music for measures 32 and 33. The notation continues with eighth notes and rests in both staves.

34

Two staves of music for measures 34 and 35. The notation continues with eighth notes and rests in both staves.

36

Two staves of music for measures 36 and 37. The notation continues with eighth notes and rests in both staves.

38

Two staves of music for measures 38 and 39. The notation continues with eighth notes and rests in both staves.

40

Two staves of music for measures 40 and 41. The notation continues with eighth notes and rests in both staves.

42

Two staves of music for measures 42 and 43. The notation continues with eighth notes and rests in both staves.

44

46

48

50

52

54

56

58

60

62

V.S.

This image displays a sequence of ten guitar tablature systems, numbered 64 through 82. Each system consists of two staves: a top staff for fretting and a bottom staff for picking. The notation includes various note values (quarter, eighth, and sixteenth notes), rests, and fret numbers indicated by 'x' marks. The music is organized into measures, with vertical bar lines separating them. The overall structure is consistent across all systems, showing a repetitive melodic and harmonic pattern.

84

86

88

90

92

94

96

98

100

102

V.S.

104

Musical notation for guitar, measures 104-105. The top staff shows a sequence of chords and single notes, while the bottom staff shows a complex rhythmic pattern of eighth notes.

106

Musical notation for guitar, measures 106-107. Similar to the previous system, it features a melodic line on the top staff and a rhythmic accompaniment on the bottom staff.

108

Musical notation for guitar, measures 108-109. Continues the melodic and rhythmic patterns established in the previous systems.

110

Musical notation for guitar, measures 110-111. Shows a continuation of the guitar piece with consistent notation.

112

Musical notation for guitar, measures 112-113. The notation remains consistent with the previous systems.

114

Musical notation for guitar, measures 114-115. Continues the melodic and rhythmic patterns.

116

Musical notation for guitar, measures 116-117. Shows the progression of the guitar piece.

118

Musical notation for guitar, measures 118-119. Continues the melodic and rhythmic patterns.

120

Musical notation for guitar, measures 120-121. Shows the progression of the guitar piece.

122

Musical notation for guitar, measures 122-123. Continues the melodic and rhythmic patterns.

124

Musical notation for measures 124 and 125. The notation is written on two staves. The upper staff contains a sequence of eighth notes, and the lower staff contains a sequence of sixteenth notes. Measure 124 consists of two measures of music, and measure 125 consists of two measures of music.

126

Musical notation for measures 126 and 127. The notation is written on two staves. The upper staff contains a sequence of eighth notes, and the lower staff contains a sequence of sixteenth notes. Measure 126 consists of two measures of music, and measure 127 consists of two measures of music.

128

Musical notation for measures 128 and 129. The notation is written on two staves. The upper staff contains a sequence of eighth notes, and the lower staff contains a sequence of sixteenth notes. Measure 128 consists of two measures of music, and measure 129 consists of two measures of music. The number 22 is written above the second measure of measure 129.

♩ = 92,000130

7

13

17

20

132

♩ = 92,000130

8

Musical notation for measures 1-8. The staff is in 4/4 time. Measure 1 is a whole rest. Measures 2-8 contain a rhythmic pattern of eighth notes and rests, with some notes beamed together. The notation includes stems, flags, and beams.

12

Musical notation for measures 9-12. The staff continues the rhythmic pattern from the previous system, featuring eighth notes and rests.

17

Musical notation for measures 13-16. The staff continues the rhythmic pattern, with some notes beamed together and stems.

19

133

Musical notation for measures 17-133. The staff shows the beginning of the sequence (measures 17-19) and then a long horizontal bar representing a continuation of the pattern up to measure 133.

♩ = 92,000130

2

3

7

11

15

19

15

37

3

3

40

43

46

49

V.S.

52

55 **14**

72

74

77

80

83

86

89

93

Musical score for guitar, measures 97-129. The score is written in treble clef with a key signature of one flat (B-flat). The piece features a complex rhythmic pattern of eighth and sixteenth notes, often beamed together. Measure 97 starts with a quarter rest followed by eighth notes. Measure 102 contains two triplet markings over eighth notes. Measure 107 has a triplet of eighth notes. Measures 111 and 114 also feature triplet markings. The piece concludes with a final measure (129) consisting of a series of eighth notes.

V.S.

132

Musical notation for measures 132-134. Measure 132 starts with a treble clef and a key signature of one flat. It features a series of eighth notes in the right hand and a bass line with eighth notes. Measure 133 continues the eighth-note pattern. Measure 134 concludes with a half note and a quarter note.

135

Musical notation for measures 135-137. Measure 135 begins with a treble clef and a key signature of one flat. It includes a triplet of eighth notes in the right hand. Measure 136 continues with eighth notes and a triplet. Measure 137 ends with a half note and a quarter note.

138

Musical notation for measures 138-139. Measure 138 features a triplet of eighth notes in the right hand. Measure 139 continues with eighth notes and a triplet.

140

Musical notation for measures 140-142. Measure 140 starts with a treble clef and a key signature of one flat, featuring a triplet of eighth notes. Measure 141 continues with eighth notes. Measure 142 ends with a half note and a quarter note.

143

Musical notation for measures 143-145. Measure 143 begins with a treble clef and a key signature of one flat, featuring a triplet of eighth notes. Measure 144 continues with eighth notes. Measure 145 ends with a half note and a quarter note.

146

Musical notation for measures 146-147. Measure 146 starts with a treble clef and a key signature of one flat, featuring eighth notes. Measure 147 continues with eighth notes.

148

Musical notation for measures 148-149. Measure 148 begins with a treble clef and a key signature of one flat, featuring a triplet of eighth notes. Measure 149 concludes with a half note and a quarter note, followed by a double bar line and a fermata.

Vittorio Salvatorelli - California Love (Remix) 2

ComputVx2

♩ = 92,000130

85

89

91

12

106

111

116

7

127

136

144

149

The image displays a musical score for guitar, likely a lead guitar part, in 4/4 time. The tempo is marked as ♩ = 92,000130. The score is divided into measures, with measure numbers 85, 89, 91, 106, 111, 116, 127, 136, 144, and 149 indicated. The notation includes a variety of rhythmic patterns, such as eighth and sixteenth notes, and rests. There are several instances of triplets (marked with '3') and slurs. The score also features complex chordal structures, including power chords and barre techniques (indicated by horizontal lines with numbers above the staff). The overall style is characteristic of a rock or pop guitar solo.

Vittorio Salvatorelli - California Love (Remix) 2

Bass

♩ = 92,000130

3



6



8



11



14



16



19



21



23



26



V.S.

28



31



34



36



39



42



44



47



49



51



54



56



59



62



64



67



70



72



75



78



V.S.

80



83



86



88



91



93



95



98



100



103



106



108



111



113



115



118



121



123



126



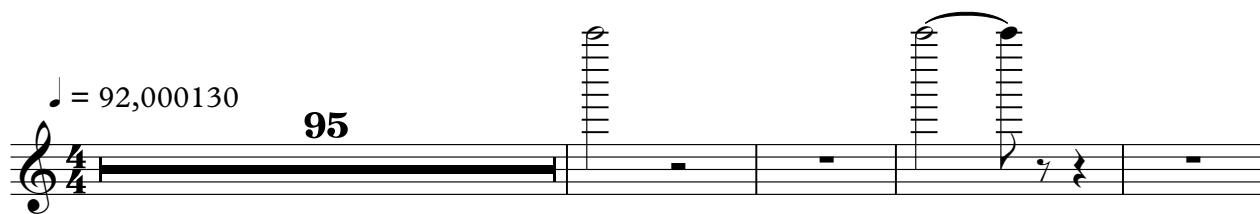
128



23

♩ = 92,000130

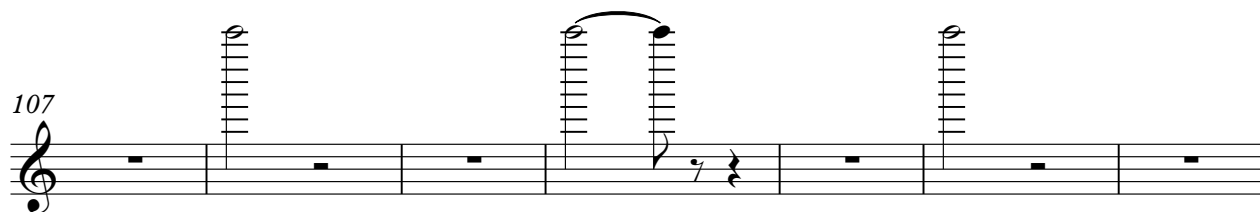
95



100

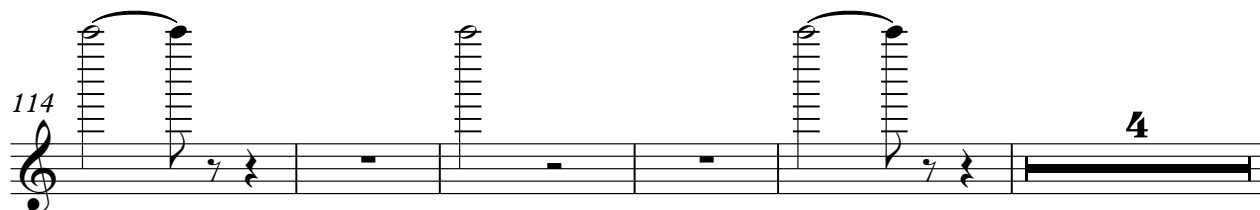


107



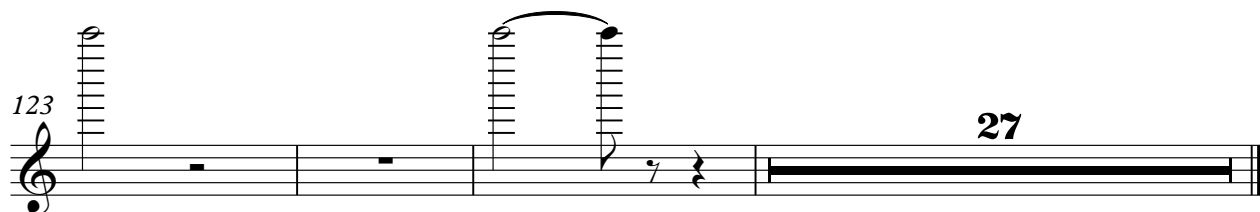
114

4



123

27



♩ = 92,000130

27

29

31 16

48

50

52

54 8

64

66

67 16

PizzStrngs

84

86

88

90

92

16

109

111

113

115

117

PizzStrngs



Vittorio Salvatorelli - California Love (Remix) 2

Brass

♩ = 92,000130

45

33

81

69

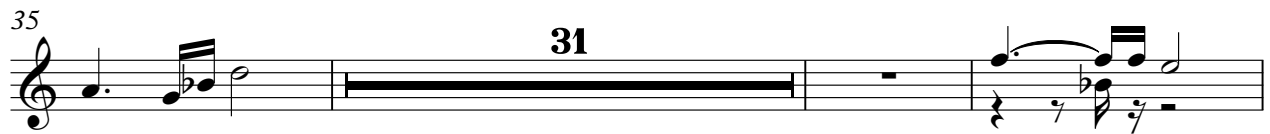
♩ = 92,000130

30



35

31



69

81



♩ = 92,000130

7

13

20

27

34

40

47

54

60

67

74

80

87

94

100

107

113

120

127

21

Vittorio Salvatorelli - California Love (Remix) 2

Strings

♩ = 92,000130

35

41

48 24

77

84 35

124

129 22

Melody

Vittorio Salvatorelli - California Love (Remix) 2

♩ = 92,000130

2 3

9

13

17

20

22

24

26

28

30

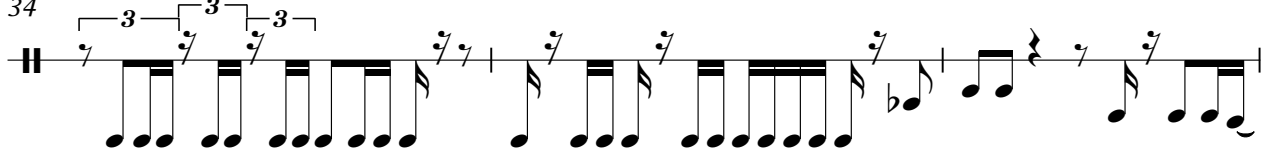
V.S.

Melody

32



34



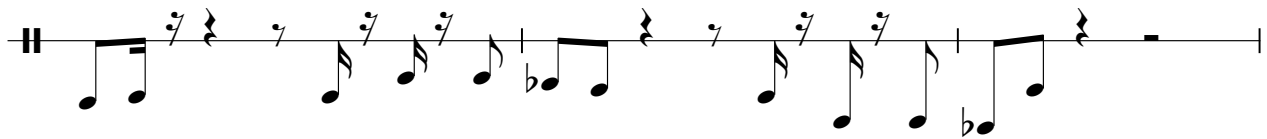
37



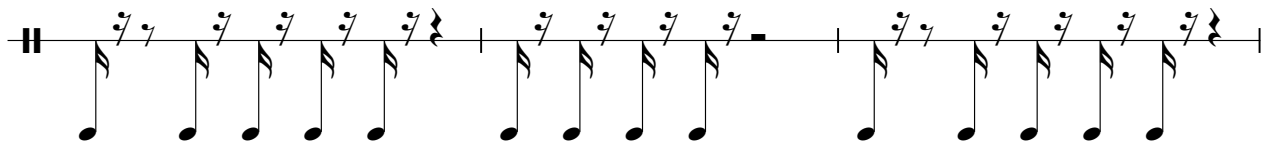
41



45



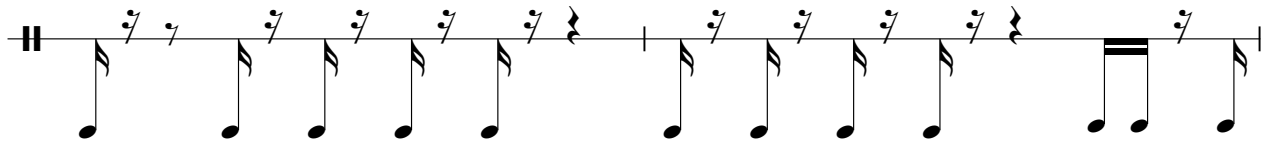
48



51



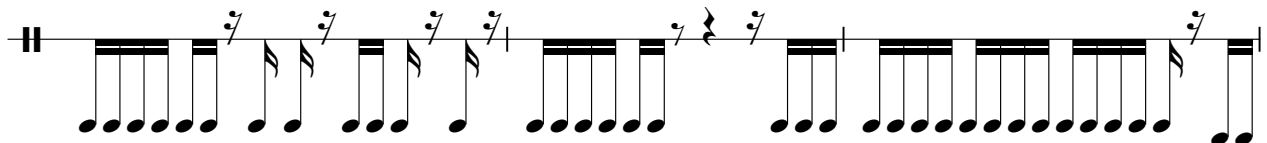
54



56



58



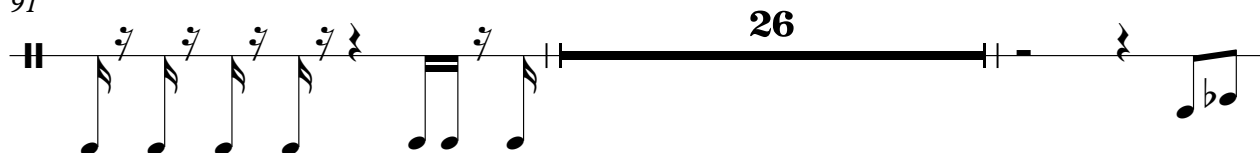
Musical score for guitar melody, measures 61-85. The score is written on a single staff with a treble clef and a key signature of one flat (B-flat). The melody consists of eighth and sixteenth notes, often beamed together in groups. Measure 61 features several triplet markings. Measure 71 includes a B-flat note. Measure 74 has a B-flat note and a half note. Measure 78 has a B-flat note and a half note. Measure 82 has a B-flat note and a half note. Measure 85 has a B-flat note and a half note. The score ends with a double bar line.

V.S.

88



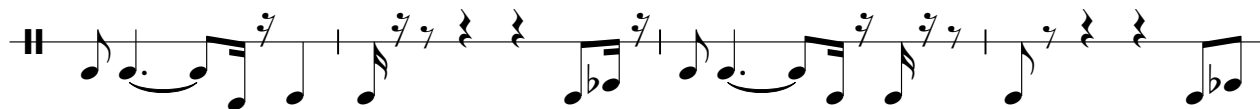
91



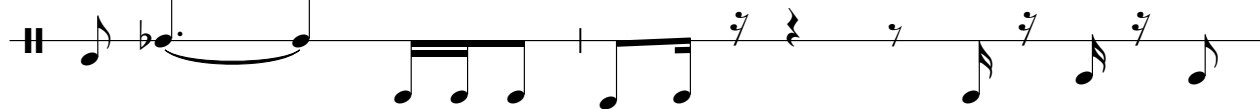
119



123



127



129

