

Vittorio Salvatorelli - California Love (remix)

♩ = 92,000130

ComputVox

Melody

The first system of music features two staves. The top staff, labeled 'ComputVox', is in treble clef with a 4/4 time signature. It contains a melodic line starting in the third measure with a quarter note G4, followed by eighth notes A4, B4, and C5. The bottom staff, labeled 'Melody', is in bass clef with a 4/4 time signature. It contains a bass line starting in the third measure with a quarter note G2, followed by eighth notes F2, E2, and D2. A tempo marking '♩ = 92,000130' is placed above the first staff.



CR-80

ComputVox

Bass

The second system of music features three staves. The top staff, labeled 'CR-80', is in bass clef with a 4/4 time signature and contains a complex rhythmic pattern of eighth notes. The middle staff, labeled 'ComputVox', is in treble clef with a 4/4 time signature and contains a melodic line with a triplet of eighth notes in the third measure. The bottom staff, labeled 'Bass', is in bass clef with a 4/4 time signature and contains a bass line with eighth notes and rests. A measure number '4' is written above the first staff.



CR-80

ComputVox

Bass

Melody

The third system of music features four staves. The top staff, labeled 'CR-80', is in bass clef with a 4/4 time signature and contains a complex rhythmic pattern of eighth notes. The second staff, labeled 'ComputVox', is in treble clef with a 4/4 time signature and contains a melodic line with a triplet of eighth notes in the third measure. The third staff, labeled 'Bass', is in bass clef with a 4/4 time signature and contains a bass line with eighth notes and rests. The bottom staff, labeled 'Melody', is in bass clef with a 4/4 time signature and contains a melodic line with a quarter note G2 in the third measure. A measure number '6' is written above the first staff.

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. The Bass part continues with its accompaniment. The Halo Pad part has sustained chords. The Melody part has a simple line.

This musical score is divided into three systems, each starting with a measure number (20, 22, and 24) on the left. Each system contains six staves: Ocarina (treble clef), CR-80 (percussion clef), Percussion (percussion clef), Bass (bass clef), Halo Pad (treble clef), and Melody (percussion clef). The Ocarina part is mostly silent, with some notes in measures 22 and 24. The CR-80 and Percussion parts feature complex rhythmic patterns. The Bass part provides a steady accompaniment. The Halo Pad part consists of sustained chords. The Melody part is a continuous sequence of notes. Double bar lines are present on the left side of the score, separating the systems.

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 phrase in measure 27. The CR-80 part plays a rhythmic accompaniment of eighth notes. The Bass part plays a walking bass line. The Halo Pad part has sustained chords. The Melody part has a rhythmic pattern of eighth notes.



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 has sustained chords. The Melody part continues with its rhythmic pattern.

30

Ocarina

CR-80

Bass

PizzStrngs

SquareLead

Halo Pad

Melody



32

Ocarina

CR-80

Bass

PizzStrngs

SquareLead

Halo Pad

Melody

34

Ocarina

CR-80

ComputVox

Bass

SquareLead

Halo Pad

Melody



36

Ocarina

CR-80

ComputVox

Bass

Halo Pad

Strings

Melody



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 measures 47 and 48.

This musical score consists of two systems, tracks 50 and 52. Each system contains seven staves: Ocarina, Bass Hit, CR-80, ComputVox, Bass, PizzStrngs, and Halo Pad. The Ocarina staff uses a treble clef, while the Bass Hit, Bass, and Melody staves use a bass clef. The CR-80 and Melody staves use a percussion clef. The PizzStrngs staff uses a treble clef. The Halo Pad staff uses a treble clef. The score includes various musical notations such as notes, rests, and dynamic markings. A double bar line is present 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

Detailed description: This is a multi-stem musical score for measures 54 and 56. The score is arranged vertically with the following instruments from top to bottom: Ocarina (treble clef), Bass Hit (bass clef), CR-80 (percussion clef), ComputVox (treble clef), Bass (bass clef), PizzStrngs (treble clef), Halo Pad (treble clef), and Melody (percussion clef). Measure 54 shows the Ocarina playing a melodic line with a slur over the first two notes. The Bass Hit staff is empty. The CR-80 staff has a rhythmic pattern of eighth notes. The ComputVox staff has a complex rhythmic pattern with many slurs. The Bass staff has a rhythmic pattern of eighth notes. The PizzStrngs staff has a rhythmic pattern of eighth notes. The Halo Pad staff has a chordal pattern with a slur over the first two notes. The Melody staff has a rhythmic pattern of eighth notes. Measure 56 shows the Ocarina staff empty. The Bass Hit staff is empty. The CR-80 staff has a rhythmic pattern of eighth notes. The ComputVox staff has a rhythmic pattern of eighth notes. The Bass staff has a rhythmic pattern of eighth notes. The PizzStrngs staff is empty. The Halo Pad staff has a chordal pattern with a slur over the first two notes. The Melody staff has a rhythmic pattern of eighth notes. A double bar line is located between measures 55 and 56.

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), Bass (bass clef), PizzStrngs (treble clef), Halo Pad (treble clef), and Melody (percussion). 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 rhythmic pattern with a triplet of eighth notes in measure 65.



66

Ocarina

CR-80

Bass

PizzStrngs

SquareLead

Halo Pad

Melody

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

68

Ocarina

CR-80

Bass

PizzStrngs

SquareLead

Halo Pad

Melody

Detailed description: This musical score block covers measures 68 and 69. It features seven staves: Ocarina (treble clef), CR-80 (percussion), Bass (bass clef), PizzStrngs (treble clef), SquareLead (treble clef), Halo Pad (treble clef), and Melody (percussion). The Ocarina part has a whole rest in measure 68 and a whole note in measure 69. The CR-80 part has a continuous rhythmic pattern of eighth notes. The Bass part has a rhythmic pattern of eighth notes with some rests. The PizzStrngs part has whole rests in both measures. The SquareLead part has a melodic line with a slur over measures 68 and 69. The Halo Pad part has a sustained chord with a slur over measures 68 and 69. The Melody part has a rhythmic pattern of eighth notes with triplets in measure 68.



70

Ocarina

CR-80

ComputVox

Bass

SquareLead

Halo Pad

Melody

Detailed description: This musical score block covers measures 70 and 71. It features seven staves: Ocarina (treble clef), CR-80 (percussion), ComputVox (treble clef), Bass (bass clef), SquareLead (treble clef), Halo Pad (treble clef), and Melody (percussion). The Ocarina part has a melodic line starting in measure 70. The CR-80 part has a continuous rhythmic pattern of eighth notes. The ComputVox part has a whole rest in measure 70 and a whole note in measure 71. The Bass part has a rhythmic pattern of eighth notes with some rests. The SquareLead part has a melodic line with a slur over measures 70 and 71. The Halo Pad part has a sustained chord with a slur over measures 70 and 71. The Melody part has a rhythmic pattern of eighth notes with triplets in measure 70.



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 is a simple line of notes with some rests.



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 is a simple line of notes with some rests.

76

Ocarina

CR-80

ComputVox

Bass

Halo Pad

Strings

Melody

Detailed description: This system of musical notation covers measures 76 and 77. The Ocarina part (treble clef) is mostly silent, with a few notes in measure 77. The CR-80 part (percussion clef) features a complex, rhythmic pattern of eighth and sixteenth notes. The ComputVox part (treble clef) has a melodic line with some rests. The Bass part (bass clef) provides a steady accompaniment with eighth notes. The Halo Pad part (treble clef) consists of sustained chords. The Strings part (bass clef) has a few notes with long ties. The Melody part (percussion clef) has a simple, sparse line.



78

Ocarina

CR-80

ComputVox

Bass

Halo Pad

Strings

Melody

Detailed description: This system of musical notation covers measures 78 and 79. The Ocarina part (treble clef) has a melodic line starting in measure 78. The CR-80 part (percussion clef) continues with its rhythmic pattern. The ComputVox part (treble clef) has a melodic line with some rests. The Bass part (bass clef) provides a steady accompaniment with eighth notes. The Halo Pad part (treble clef) consists of sustained chords. The Strings part (bass clef) has a few notes with long ties. The Melody part (percussion clef) has a simple, sparse 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 clef), ComputVox (treble clef), Bass (bass clef), Brass (treble clef), Halo Pad (treble clef), Strings (bass clef), and Melody (percussion 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 line, Bass with a driving rhythm, 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 includes eight parts: Ocarina (treble clef), Bass Hit (bass clef), CR-80 (percussion), ComputVox (treble clef), Bass (bass clef), PizzStrngs (treble clef), Halo Pad (treble clef), and Melody (percussion). The Ocarina part features a melodic line with some grace notes. The Bass Hit part has a few notes with a long sustain. The CR-80 part is a rhythmic pattern of eighth notes. The ComputVox part consists of vertical lines representing vocal effects. The Bass part has a rhythmic line with some notes. The PizzStrngs part is a continuous eighth-note pattern. The Halo Pad part has sustained chords. The Melody part is a rhythmic line of eighth notes.

86

Ocarina

Bass Hit

CR-80

ComputVox

ComputVx2

Bass

PizzStrngs

Halo Pad

Melody

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 low-frequency pulses. CR-80 provides a rhythmic accompaniment with eighth notes. ComputVox and ComputVx2 have rhythmic patterns of eighth notes. Bass has a melodic line with eighth notes and rests. PizzStrngs play a continuous eighth-note pattern. Halo Pad provides sustained harmonic support with chords. Melody has a rhythmic pattern of eighth notes.

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 bass line. The PizzStrngs part shows a sequence of notes with stems. The Halo Pad part has a few chords. The Melody part has a series of notes with stems.

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: Ocarina (treble clef), Bass Hit (bass clef), CR-80 (percussion clef), ComputVox (treble clef), Bass (bass clef), PizzStrngs (treble clef), and Halo Pad (treble clef). Measure 91 shows the Ocarina playing a melodic line, the CR-80 providing a rhythmic accompaniment, and the Bass playing a complex bass line. The PizzStrngs play a rhythmic pattern, and the Halo Pad provides a sustained harmonic background. Measure 92 continues these parts with some changes in the Ocarina and Bass lines.



93

Ocarina

CR-80

ComputVox

Bass

Halo Pad

Detailed description: This musical score block covers measures 93 and 94. It features five staves: Ocarina (treble clef), CR-80 (percussion clef), ComputVox (treble clef), Bass (bass clef), and Halo Pad (treble clef). Measure 93 shows the Ocarina playing a melodic line, the CR-80 providing a rhythmic accompaniment, and the Bass playing a complex bass line. The ComputVox and Halo Pad provide additional harmonic and rhythmic elements. Measure 94 continues these parts with some changes in the Ocarina and Bass lines.



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 and a half-note rest in measure 96. The CR-80 part (soprano clef) plays a rhythmic pattern of eighth notes. The ComputVox part (treble clef) has a melodic line with rests in measure 96. The Bass part (bass clef) plays a rhythmic pattern of eighth notes with a half-note rest in measure 96. The DiscoNoise part (treble clef) is silent. The Halo Pad part (treble clef) provides a sustained harmonic background with a half-note rest in measure 96.



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 half-note rest in measure 97 and a melodic line in measure 98. The CR-80 part (soprano clef) continues its rhythmic eighth-note pattern. The ComputVox part (treble clef) has a melodic line with a half-note rest in measure 98. The Bass part (bass clef) plays a rhythmic pattern of eighth notes with a half-note rest in measure 98. The DiscoNoise part (treble clef) has a half-note rest in measure 97 and a melodic line in measure 98. The Halo Pad part (treble clef) provides a sustained harmonic background with a half-note rest in measure 98.

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 the final one being a sustained triad. The Bass staff (bass clef) provides a driving eighth-note bass line. 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 consists of eight staves. The Ocarina staff (treble clef) has a whole rest in the first measure and a quarter note in the second. The Bass Hit staff (bass clef) has a whole rest in the first measure and a single note in the second. The CR-80 staff (percussion clef) shows a complex rhythmic pattern of eighth and sixteenth notes. The ComputVox staff (treble clef) has a whole rest in the first measure and a melodic line in the second. The ComputVx2 staff (treble clef) has a melodic line in the first measure and a whole rest in the second. The Bass staff (bass clef) has a rhythmic line in the first measure and a melodic line in the second. The DiscoNoise staff (treble clef) has a whole rest in the first measure and a melodic line in the second. The Halo Pad staff (treble clef) has a sustained chord in the first measure and a whole rest in the second.

107

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 107. The score includes the following parts: Ocarina (treble clef) with a melodic line; Bass Hit (bass clef) with a single note and a long sustain; CR-80 (percussion clef) with a complex rhythmic pattern; ComputVox (treble clef) with a vocal-like melody; ComputVx2 (treble clef) with a harmonic accompaniment; Bass (bass clef) with a driving eighth-note line; DiscoNoise (treble clef) with a sustained noise effect; PizzStrngs (treble clef) with a rhythmic strumming pattern; and Halo Pad (treble clef) with a sustained, atmospheric pad.

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), Bass Hit (bass clef, rests), CR-80 (percussion clef, rhythmic pattern), ComputVox (treble clef, vocal line with a triplet), ComputVx2 (treble clef, accompaniment), Bass (bass clef, melodic line), DiscoNoise (treble clef, noise effect), PizzStrngs (treble clef, rhythmic strumming), 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 a track starting at measure 111. The score includes eight parts: Ocarina (melodic line with a key signature of one flat), Bass Hit (bass line with a long note), CR-80 (drum pattern with eighth notes), ComputVox (vocals with triplets), ComputVx2 (chordal accompaniment), Bass (bass line with eighth notes), DiscoNoise (noise effect), PizzStrngs (pizzicato strings with sixteenth notes), and Halo Pad (pads with sustained chords). The music is in a 4/4 time signature.

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 consists of 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) with a melodic line; Bass Hit (bass clef) with a single note and a long sustain; CR-80 (percussion clef) with a complex rhythmic pattern of eighth notes; ComputVox (treble clef) with a melodic line; ComputVx2 (treble clef) with a chordal accompaniment; Bass (bass clef) with a rhythmic line; DiscoNoise (treble clef) with a sustained noise effect; PizzStrngs (treble clef) with a rhythmic pattern of eighth notes; and Halo Pad (treble clef) with a sustained chordal accompaniment. The score is written in a key with one sharp (F#) and a common time signature.

117

Bass Hit

CR-80

ComputVox

ComputVx2

Bass

DiscoNoise

PizzStrngs

Halo Pad

Melody

Detailed description: This musical score page contains nine tracks. The 'Bass Hit' track has a single note on the first beat of the second measure. The 'CR-80' track features a complex, rhythmic pattern of eighth notes. 'ComputVox' and 'ComputVx2' are vocal lines with various notes and rests. The 'Bass' track has a steady eighth-note line. 'DiscoNoise' has a long note with a tremolo effect in the second measure. 'PizzStrngs' consists of a continuous eighth-note pattern. 'Halo Pad' has sustained chords. The 'Melody' track has a few notes at the end of the second measure.

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 instruments are: Ocarina (treble clef), Bass Hit (bass clef), CR-80 (percussion clef), ComputVox (treble clef), Bass (bass clef), DiscoNoise (treble clef), PizzStrngs (treble clef), Halo Pad (treble clef), Strings (bass clef), and Melody (percussion clef). The score is divided into two measures. The first measure contains musical notation for all instruments, including notes, rests, and articulation marks. The second measure shows some instruments (Ocarina, Bass Hit, DiscoNoise, Halo Pad, and Strings) with whole rests, while others (CR-80, ComputVox, Bass, and Melody) continue with musical notation. The overall style is that of a professional music production score.

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 ten different parts: Ocarina (melodic line with some grace notes), Bass Hit (a single bass note), CR-80 (a rhythmic pattern of eighth notes), ComputVox (a vocal-like line with some slurs), ComputVx2 (a line with some rests and notes), Bass (a complex bass line with many sixteenth notes), DiscoNoise (a line with some rests and notes), PizzStrngs (a rhythmic pattern of sixteenth notes), Halo Pad (a line with some chords and a long sustain), Strings (a line with some chords and notes), and Melody (a line with some notes and rests).

127

Ocarina

CR-80

ComputVox

ComputVx2

Bass

PizzStrngs

Halo Pad

Strings

Melody

129

CR-80

ComputVox

ComputVx2

Bass

Halo Pad

Strings

Melody

Detailed description: This system covers measures 129 to 131. The CR-80 track has rests. ComputVox and ComputVx2 play a rhythmic pattern of eighth notes with accents. The Bass track has a long note in measure 130. Halo Pad and Strings play sustained chords. Melody has a few notes in measure 129.

132

ComputVox

ComputVx2

Detailed description: This system covers measures 132 to 134. ComputVox and ComputVx2 continue their rhythmic patterns. ComputVox has some melodic variation in measure 134.

135

ComputVox

ComputVx2

Detailed description: This system covers measures 135 to 137. A triplet of eighth notes is marked in measure 136. ComputVox has a melodic line with a triplet. ComputVx2 continues its rhythmic accompaniment.

138

ComputVox

ComputVx2

Detailed description: This system covers measures 138 to 140. A triplet of eighth notes is marked in measure 138. ComputVox has a melodic line with a triplet. ComputVx2 continues its rhythmic accompaniment.

140

ComputVox

ComputVx2



143

ComputVox

ComputVx2



146

ComputVox

ComputVx2



148

ComputVox

ComputVx2



Vittorio Salvatorelli - California Love (remix)

Ocarina

♩ = 92,000130

8

14

19

25

31

37

43

48

52

56



Ocarina

3

117

3

125

25



Vittorio Salvatorelli - California Love (remix)

CR-80

♩ = 92,000130

**3**

6

8

10

12

14

16

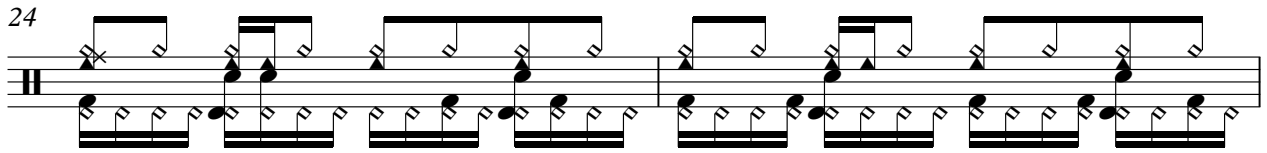
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20

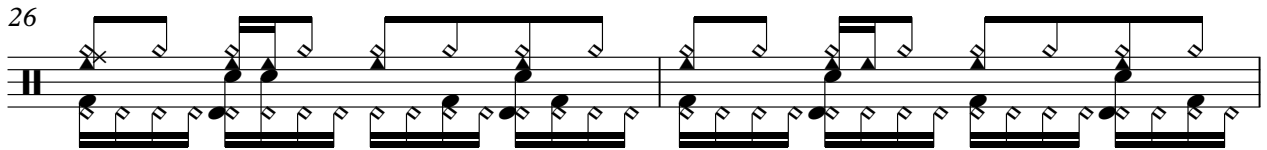
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V.S.

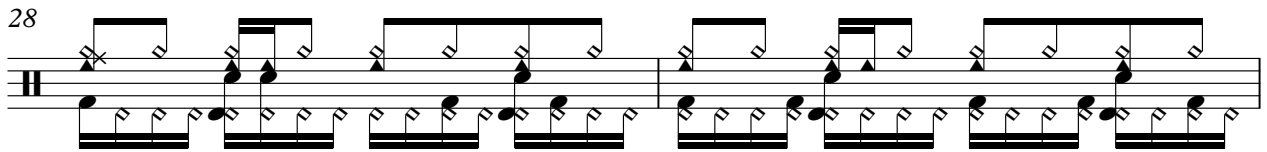
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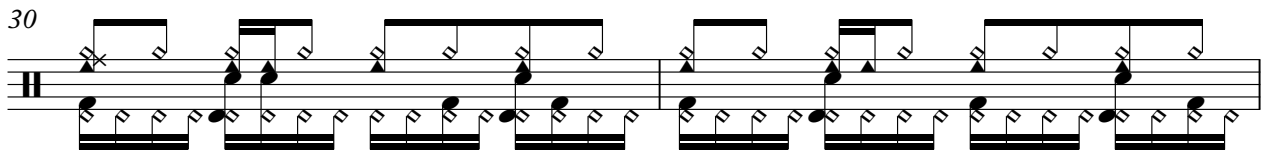
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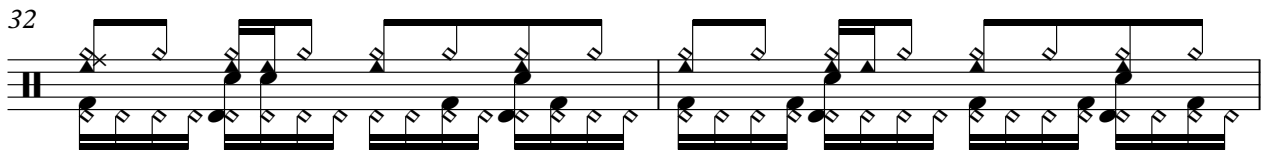
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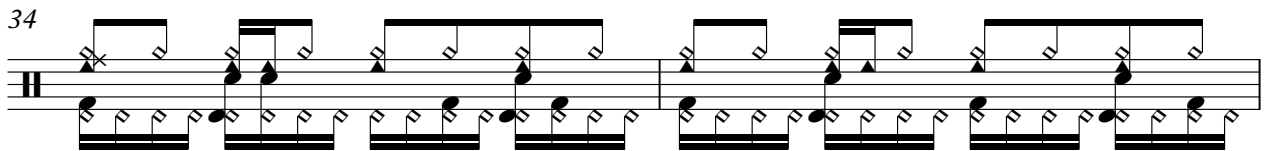
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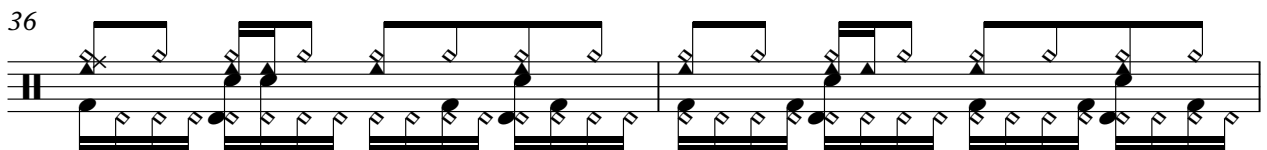
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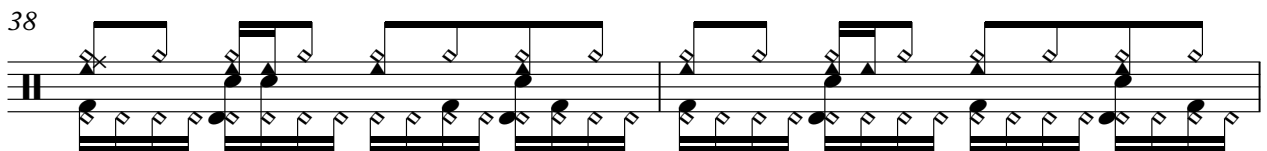
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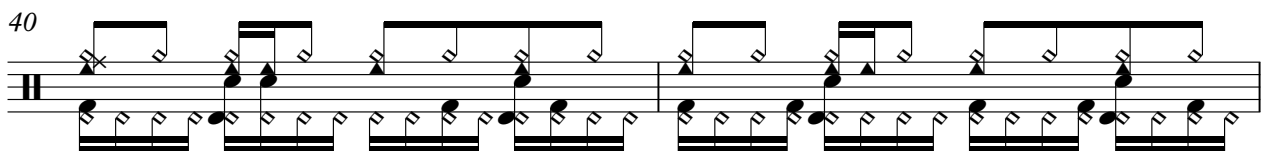
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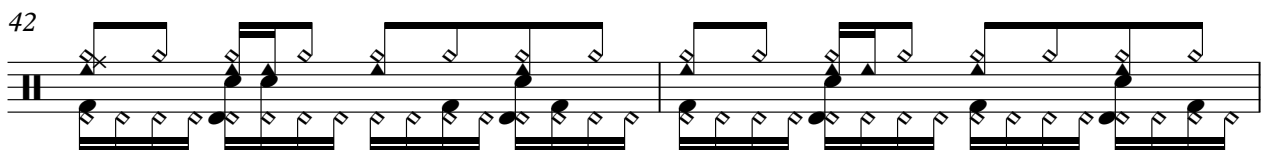
38



40



42



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 on the top staff. The music is organized into measures, with vertical bar lines separating them. The overall structure is consistent across all systems, showing a repetitive rhythmic and melodic 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 rhythmic accompaniment of eighth notes.

106

Musical notation for guitar, measures 106-107. The top staff shows a sequence of chords and single notes, while the bottom staff shows a rhythmic accompaniment of eighth notes.

108

Musical notation for guitar, measures 108-109. The top staff shows a sequence of chords and single notes, while the bottom staff shows a rhythmic accompaniment of eighth notes.

110

Musical notation for guitar, measures 110-111. The top staff shows a sequence of chords and single notes, while the bottom staff shows a rhythmic accompaniment of eighth notes.

112

Musical notation for guitar, measures 112-113. The top staff shows a sequence of chords and single notes, while the bottom staff shows a rhythmic accompaniment of eighth notes.

114

Musical notation for guitar, measures 114-115. The top staff shows a sequence of chords and single notes, while the bottom staff shows a rhythmic accompaniment of eighth notes.

116

Musical notation for guitar, measures 116-117. The top staff shows a sequence of chords and single notes, while the bottom staff shows a rhythmic accompaniment of eighth notes.

118

Musical notation for guitar, measures 118-119. The top staff shows a sequence of chords and single notes, while the bottom staff shows a rhythmic accompaniment of eighth notes.

120

Musical notation for guitar, measures 120-121. The top staff shows a sequence of chords and single notes, while the bottom staff shows a rhythmic accompaniment of eighth notes.

122

Musical notation for guitar, measures 122-123. The top staff shows a sequence of chords and single notes, while the bottom staff shows a rhythmic accompaniment of eighth notes.

124

Musical notation for measures 124 and 125. The notation is written on two staves. The upper staff contains a sequence of eighth notes with stems pointing up, grouped in pairs. The lower staff contains a sequence of eighth notes with stems pointing down, also grouped in pairs. A double bar line is present after the second measure.

126

Musical notation for measures 126 and 127. The notation is written on two staves. The upper staff contains a sequence of eighth notes with stems pointing up, grouped in pairs. The lower staff contains a sequence of eighth notes with stems pointing down, also grouped in pairs. A double bar line is present after the second measure.

128

Musical notation for measures 128, 129, and 130. The notation is written on two staves. The upper staff contains a sequence of eighth notes with stems pointing up, grouped in pairs. The lower staff contains a sequence of eighth notes with stems pointing down, also grouped in pairs. A double bar line is present after the second measure. The number 22 is written above the third measure, which is a whole rest.

Percussion

Vittorio Salvatorelli - California Love (remix)

♩ = 92,000130

7

Musical staff for measures 1-12. Measure 1 is a whole rest. Measure 2 has a quarter note with an 'x' above it. Measures 3-4 have eighth notes with 'x' above them. Measure 5 has a quarter note with an 'x' above it. Measure 6 has a quarter rest. Measure 7 has a quarter note with a tilde above it. Measures 8-9 have eighth notes with 'x' above them. Measure 10 has a quarter note with a tilde above it. Measure 11 has a quarter rest. Measure 12 has a quarter note with a tilde above it.

13

Musical staff for measures 13-16. Measure 13 has a quarter note with a tilde above it. Measure 14 has eighth notes with 'x' above them. Measure 15 has eighth notes with 'x' above them. Measure 16 has a quarter note with a tilde above it.

17

3 3

Musical staff for measures 17-20. Measure 17 has eighth notes with a bracket and '3' above them. Measure 18 has eighth notes with a bracket and '3' above them. Measure 19 has a quarter note with a tilde above it. Measure 20 has eighth notes with 'x' above them.

20

132

Musical staff for measures 20-132. Measure 20 has a quarter note with a tilde above it. Measures 21-132 are a long whole rest.



Vittorio Salvatorelli - California Love (remix)

ComputVox

♩ = 92,000130

2

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). It features a complex rhythmic pattern with frequent sixteenth and thirty-second notes, often beamed together. Measure 97 starts with a quarter rest followed by a series of sixteenth notes. Measure 102 contains two triplet markings over groups of three sixteenth notes. Measure 107 has a triplet of eighth notes. Measures 111 and 114 also feature triplet markings. The piece concludes with a double bar line at the end of measure 129.

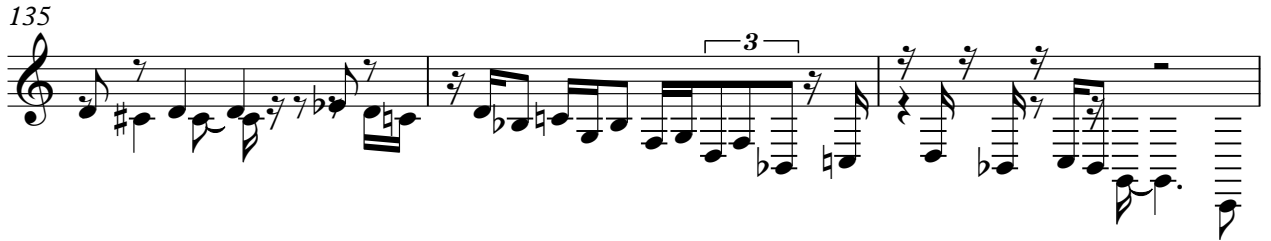
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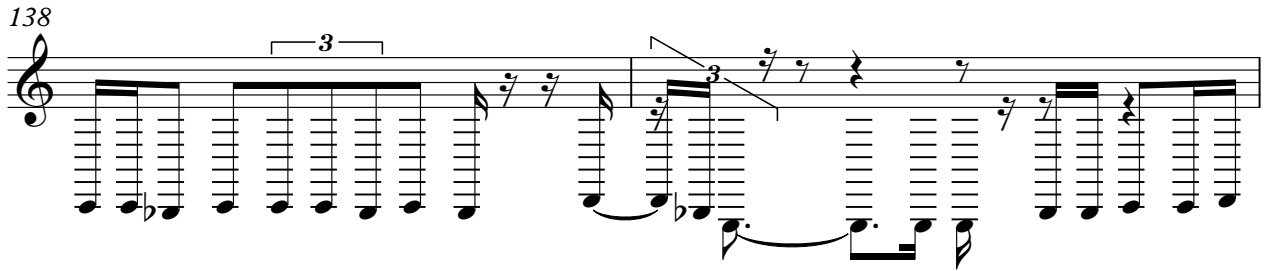
132



135



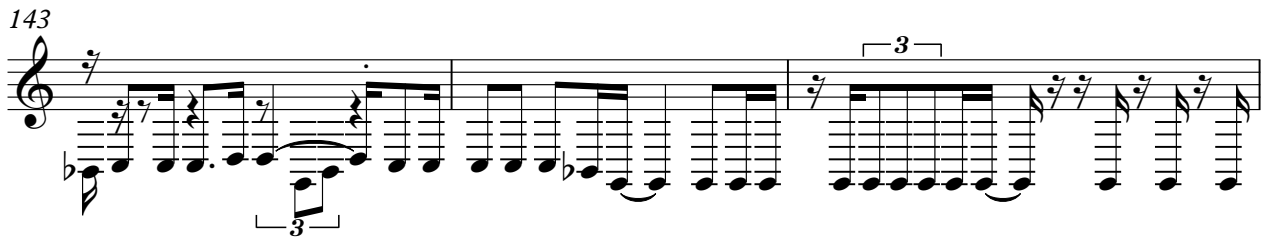
138



140



143



146



148



Vittorio Salvatorelli - California Love (remix)

ComputVx2

♩ = 92,000130

85

89

91

12

106

111

116

7

127

136

144

149

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28



31



34



36



39



42



44



47



49



51





80



83



86



88



91



93



95



98



100



103



106



108



111



113



115



118



121



123



126



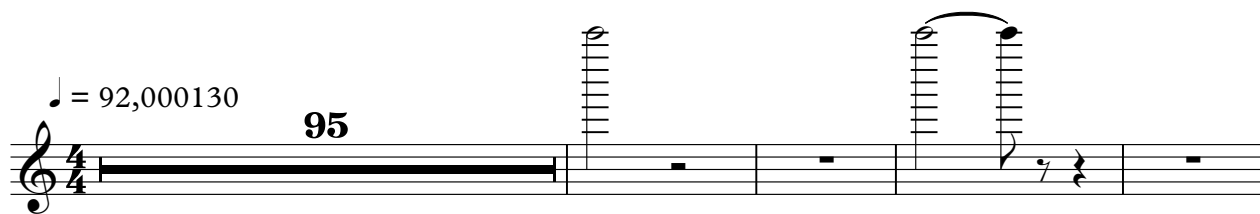
128



23

♩ = 92,000130

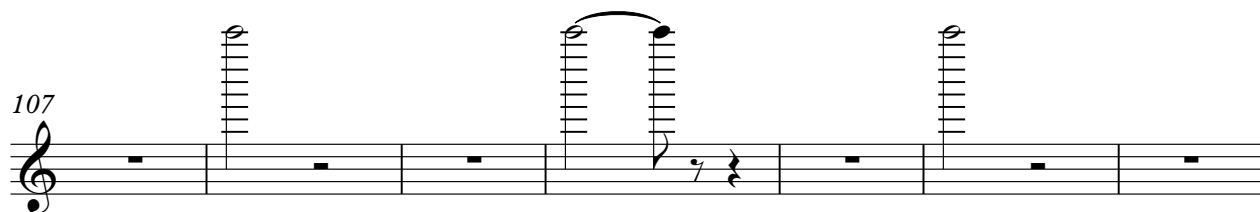
**95**



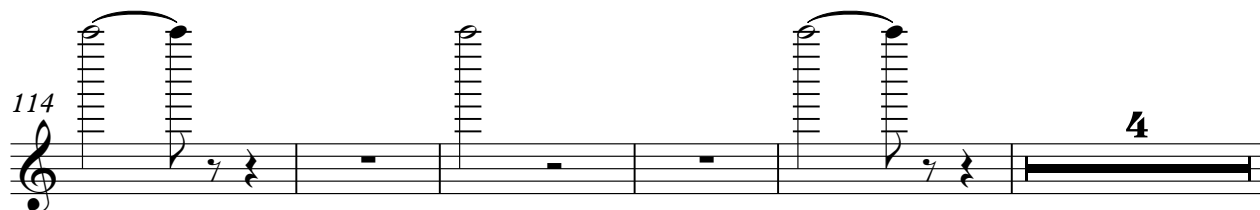
100



107

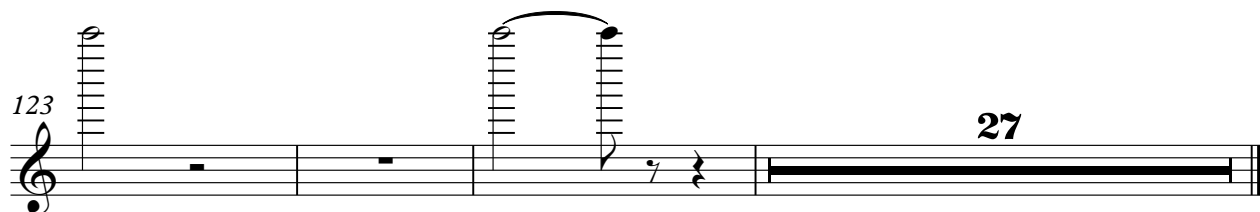


114



123

**27**





♩ = 92,000130

27

29

31 16

48

50

52

54 8

64

66

67 16



PizzStrngs





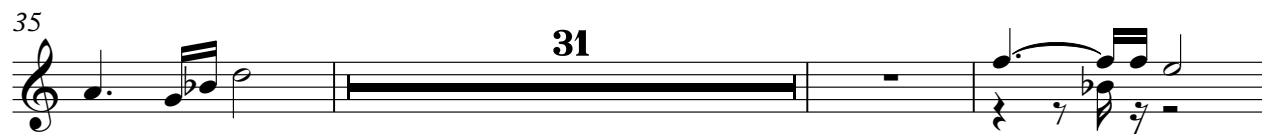
♩ = 92,000130

**30**



**35**

**31**



**69**

**81**



# Vittorio Salvatorelli - California Love (remix)

Halo Pad

♩ = 92,000130

7

13

20

27

34

40

47

54

60

67

V.S.

74



Musical notation for measures 74-79. The staff shows a sequence of chords and melodic lines. Measure 74 starts with a treble clef, a key signature of one sharp (F#), and a common time signature. The music consists of several measures of chords and melodic fragments, with some notes beamed together and some measures containing rests.

80



Musical notation for measures 80-86. The staff continues the sequence of chords and melodic lines. Measure 80 starts with a treble clef, a key signature of one sharp (F#), and a common time signature. The music consists of several measures of chords and melodic fragments, with some notes beamed together and some measures containing rests.

87



Musical notation for measures 87-93. The staff continues the sequence of chords and melodic lines. Measure 87 starts with a treble clef, a key signature of one sharp (F#), and a common time signature. The music consists of several measures of chords and melodic fragments, with some notes beamed together and some measures containing rests.

94



Musical notation for measures 94-99. The staff continues the sequence of chords and melodic lines. Measure 94 starts with a treble clef, a key signature of one sharp (F#), and a common time signature. The music consists of several measures of chords and melodic fragments, with some notes beamed together and some measures containing rests.

100



Musical notation for measures 100-106. The staff continues the sequence of chords and melodic lines. Measure 100 starts with a treble clef, a key signature of one sharp (F#), and a common time signature. The music consists of several measures of chords and melodic fragments, with some notes beamed together and some measures containing rests.

107



Musical notation for measures 107-112. The staff continues the sequence of chords and melodic lines. Measure 107 starts with a treble clef, a key signature of one sharp (F#), and a common time signature. The music consists of several measures of chords and melodic fragments, with some notes beamed together and some measures containing rests.

113



Musical notation for measures 113-119. The staff continues the sequence of chords and melodic lines. Measure 113 starts with a treble clef, a key signature of one sharp (F#), and a common time signature. The music consists of several measures of chords and melodic fragments, with some notes beamed together and some measures containing rests.

120



Musical notation for measures 120-126. The staff continues the sequence of chords and melodic lines. Measure 120 starts with a treble clef, a key signature of one sharp (F#), and a common time signature. The music consists of several measures of chords and melodic fragments, with some notes beamed together and some measures containing rests.

127



Musical notation for measures 127-132. The staff continues the sequence of chords and melodic lines. Measure 127 starts with a treble clef, a key signature of one sharp (F#), and a common time signature. The music consists of several measures of chords and melodic fragments, with some notes beamed together and some measures containing rests. The piece ends with a double bar line and a repeat sign.

Vittorio Salvatorelli - California Love (remix)

Strings

♩ = 92,000130

35

41

48

24

77

84

35

124

129

22



Melody

Vittorio Salvatorelli - California Love (remix)

♩ = 92,000130

9

13

17

20

22

24

26

28

30

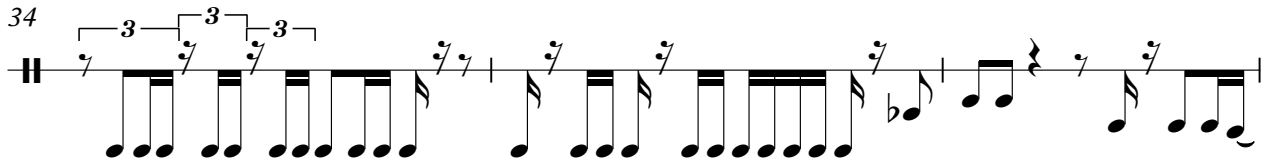
V.S.

Melody

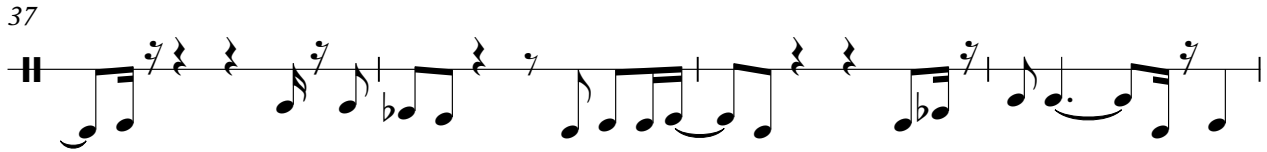
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34



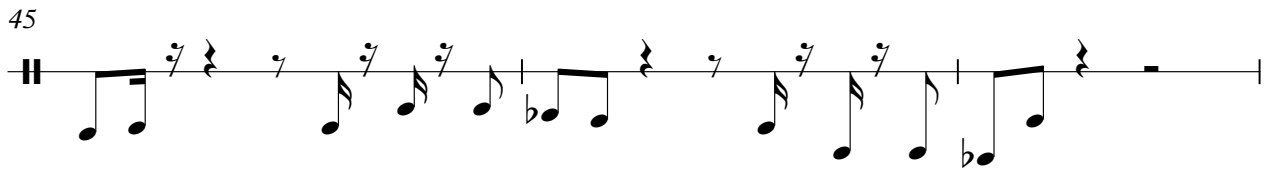
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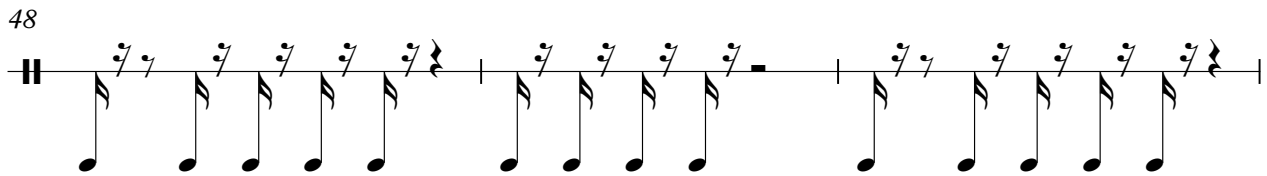
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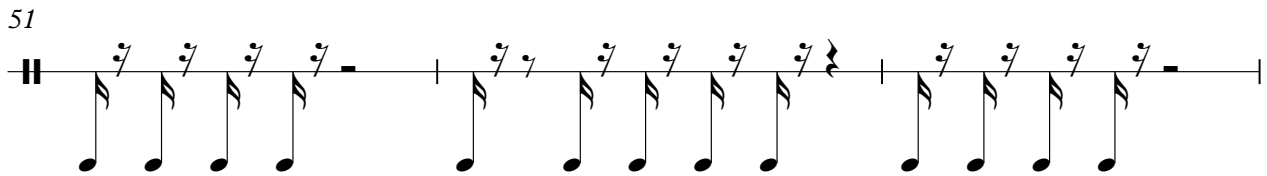
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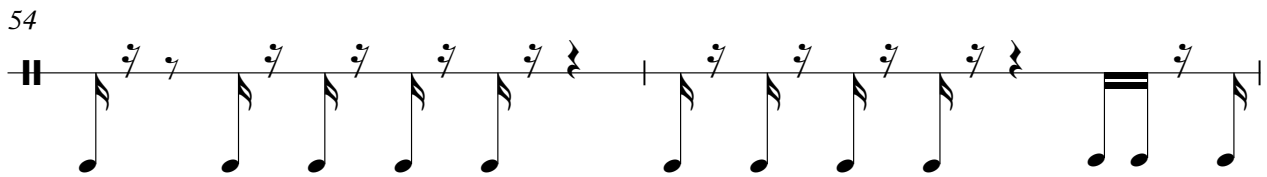
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51



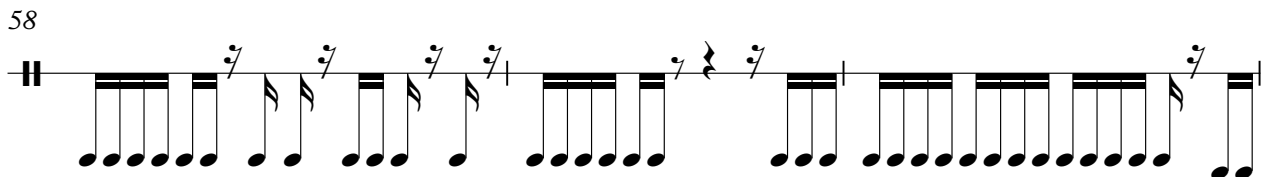
54



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 over groups of three notes. Measures 63, 65, 67, 69, 71, 74, 78, and 82 contain various rhythmic patterns, including eighth-note runs and sixteenth-note passages. Measure 74 includes a B-flat note. Measure 85 ends with a double bar line. The notation includes stems, beams, and various accidentals.

V.S.

88



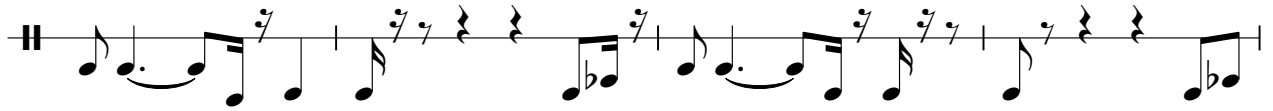
91



119



123



127



129

