

Motel Room

$\text{♩} = 120,000,000$

A musical score for "Motel Room" featuring six staves, each with a unique rhythm and texture. The staves are grouped by vertical braces and labeled from top to bottom:

- Footsteps: Bass clef, 10/4 time, quarter note = 120,000,000.
- Foreground (Punctuation): Treble clef, 10/4 time.
- Background 3 (Noises): Bass clef, 10/4 time, featuring a complex pattern of eighth and sixteenth notes.
- Background 2 (Rhythm Atmos): Treble clef, 10/4 time, with sustained notes and grace notes.
- Background 1 (Vent): Treble clef, 10/4 time, with vertical bar lines and grace notes.
- Middle Ground (Atmos): Treble clef, 10/4 time, with sustained notes and grace notes.



2

A continuation of the musical score for "Motel Room" starting at measure 2. The staves and labels remain the same as the first page:

- Footsteps: Bass clef, 10/4 time.
- Background 3 (Noises): Bass clef, 10/4 time, with a more complex rhythmic pattern.
- Background 2 (Rhythm Atmos): Treble clef, 10/4 time, with sustained notes and grace notes.
- Background 1 (Vent): Treble clef, 10/4 time, with vertical bar lines and grace notes.

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

Middle Ground (Atmos)



Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

Middle Ground (Atmos)



Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

6

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

=

7

Footsteps

Foreground (Punctuation)

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

=

8

Footsteps

Foreground (Punctuation)

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

9

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)



10

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)



11

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

Middle Ground (Atmos)

12

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

Middle Ground (Atmos)



13

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)



14

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

15

Footsteps

Foreground (Punctuation)

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

=

16

Footsteps

Foreground (Punctuation)

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

=

17

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

18

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

=

19

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

Middle Ground (Atmos)

=

20

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

Middle Ground (Atmos)

21

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

=

22

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

=

23

Footsteps

Foreground (Punctuation)

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

24

Footsteps

Foreground (Punctuation)

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

||=

25

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

||=

26

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

||=

27

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

Middle Ground (Atmos)

≡

28

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

Middle Ground (Atmos)

≡

29

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

30

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

=

31

Footsteps

Foreground (Punctuation)

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

=

32

Footsteps

Foreground (Punctuation)

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

33

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)



34

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)



35

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

Middle Ground (Atmos)

36

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

Middle Ground (Atmos)



37

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)



38

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

39

Footsteps

Foreground (Punctuation)

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

=

40

Footsteps

Foreground (Punctuation)

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

=

41

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

42

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

=

43

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

Middle Ground (Atmos)

=

44

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

Middle Ground (Atmos)

45

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

=

46

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

=

47

Footsteps

Foreground (Punctuation)

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

48

Footsteps

Foreground (Punctuation)

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

=

49

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

=

50

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

51

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

==

52

Footsteps

Background 3 (Noises)

Background 2 (Rhythm Atmos)

Background 1 (Vent)

==

53

Footsteps

Background 1 (Vent)

Motel Room

Footsteps

$\text{♩} = 120,000,000$



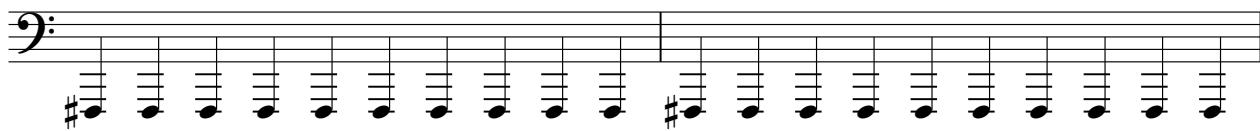
The sheet music consists of ten staves of music for a single instrument, likely a guitar or banjo, using a bass clef. The tempo is indicated as $\text{♩} = 120,000,000$. The time signature is $10/4$. The music is divided into measures by vertical bar lines. The first measure starts with a single sharp sign at the beginning of the staff. Subsequent measures alternate between one sharp sign and two sharp signs. Measure numbers are placed to the left of the staves: 3, 5, 7, 9, 11, 13, 15, 17, and 19. The final measure ends with the instruction "V.S." (Volta Segno) at the bottom right.

V.S.

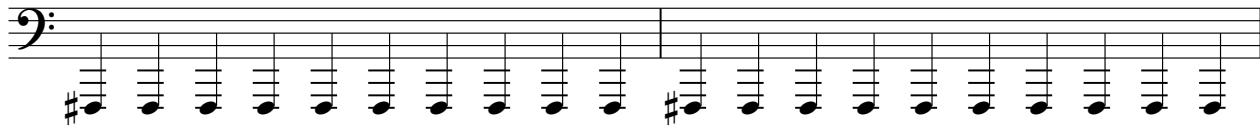
2

Footsteps

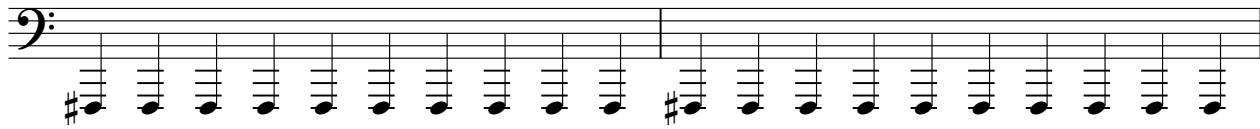
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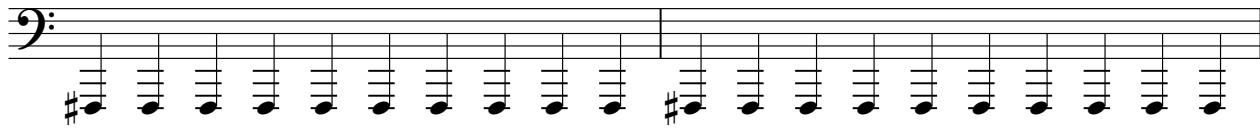
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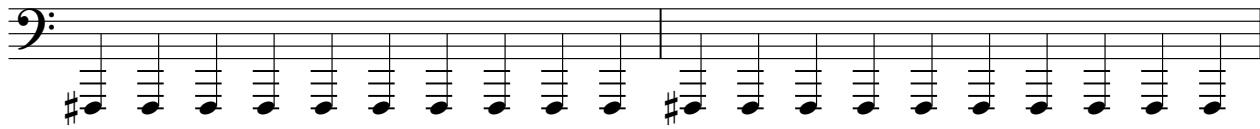
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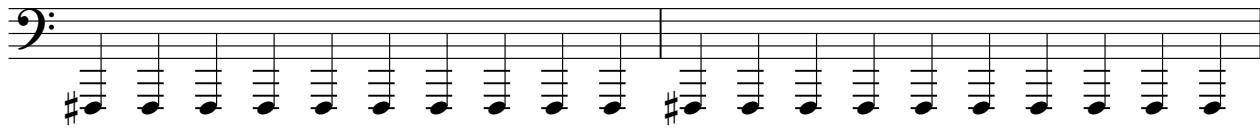
27



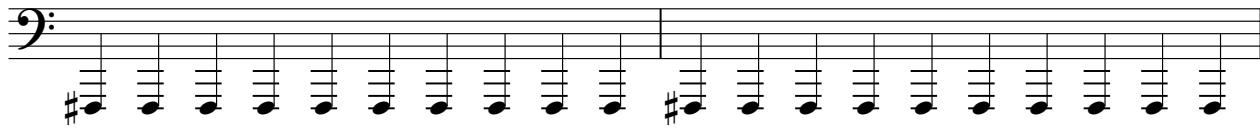
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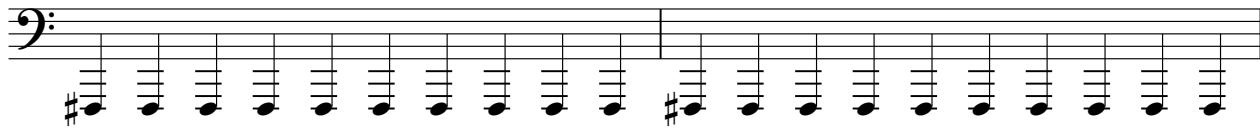
31



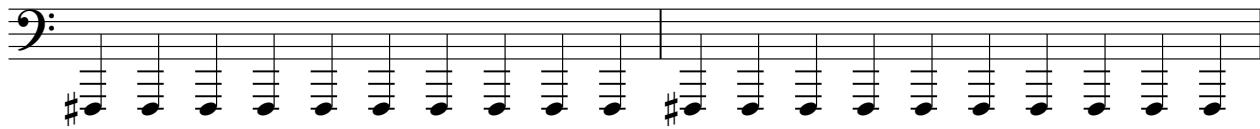
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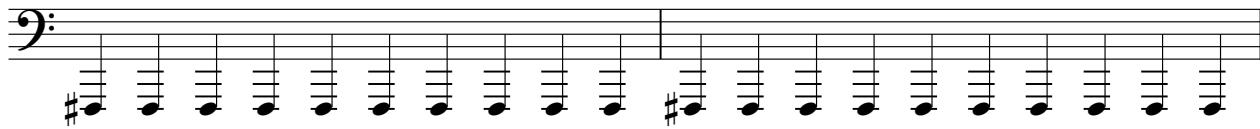
35



37



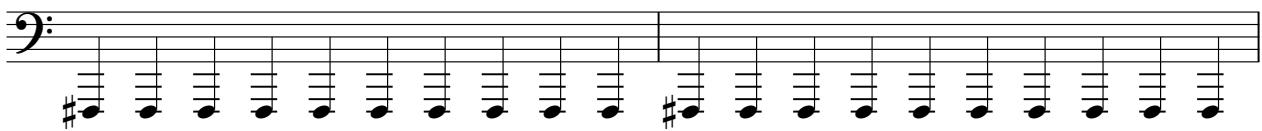
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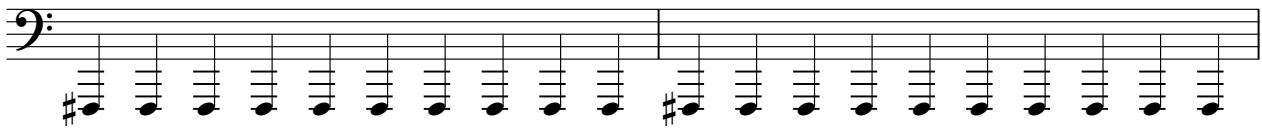
Footsteps

3

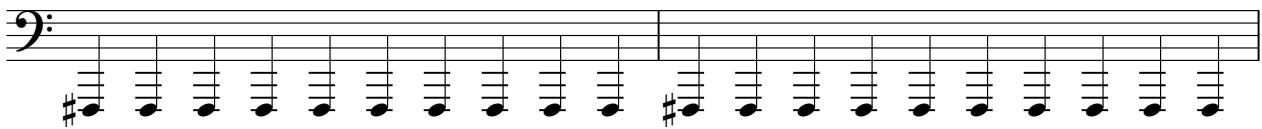
41



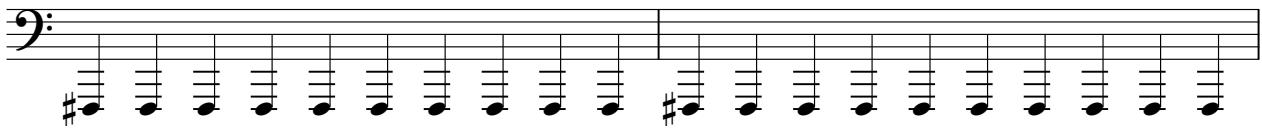
43



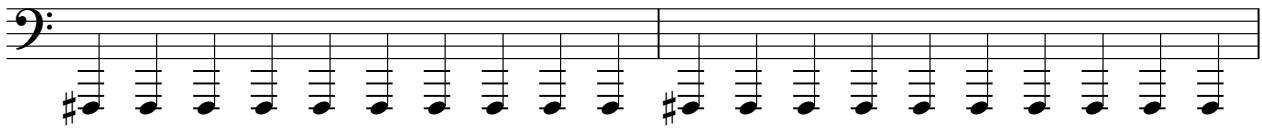
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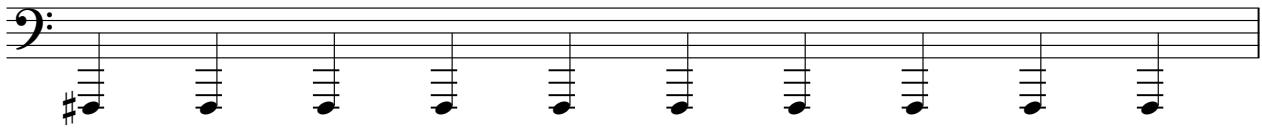
47



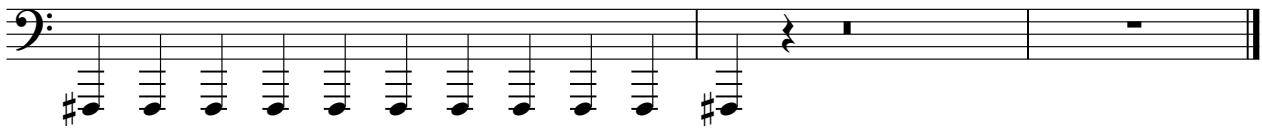
49



51



52



Motel Room

Foreground (Punctuation)

$\text{♩} = 120,000,000$

10 6

15 6

23 6

31 6

39 6

47 6

Motel Room

Background 3 (Noises)

$\text{♩} = 120,000,000$

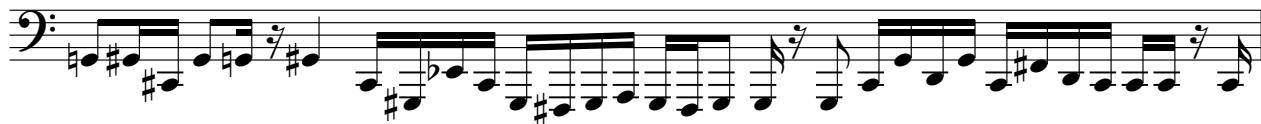
The sheet music consists of nine staves, each representing a different noise pattern. The patterns involve various note heads (solid black, hollow white, and stems), rests, and grace notes. The time signature changes between measures, indicated by a circled '10' above the staff. Measure 1 starts with a solid eighth note followed by a series of sixteenth-note patterns. Measures 2 through 8 show a repeating pattern of eighth-note grace notes followed by sixteenth-note patterns. Measure 9 concludes with a bass clef, a repeat sign, and the instruction 'V.S.' (versus).

Background 3 (Noises)

10



11



12



13



14



15



16



17



18



19



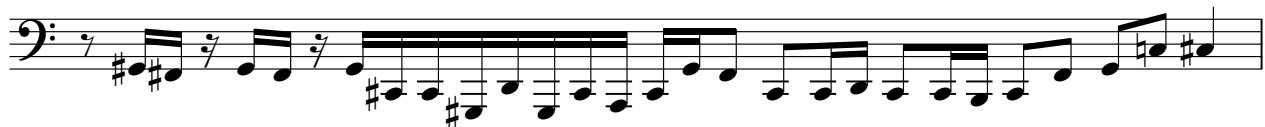
Background 3 (Noises)

3

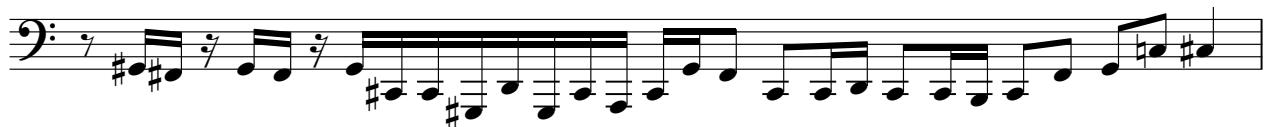
20



21



22



23



24



25



26



27



28



29



V.S.

Background 3 (Noises)

30



31



32



33



34



35



36



37



38



39



Background 3 (Noises)

5

40



41



42



43



44



45



46



47



48



49



V.S.

6

Background 3 (Noises)

50



51



52



Motel Room

Background 2 (Rhythm Atmos)

$\text{♩} = 120,000,000$

10

3

5

7

9

11

13

15

17

19

V.S.

This musical score provides a dense, rhythmic background for a scene. The sixteenth-note patterns create a continuous, percussive texture. The measure numbers 3 through 19 suggest a looped sequence or a specific duration for the background music.

Background 2 (Rhythm Atmos)

21

23

25

27

29

31

33

35

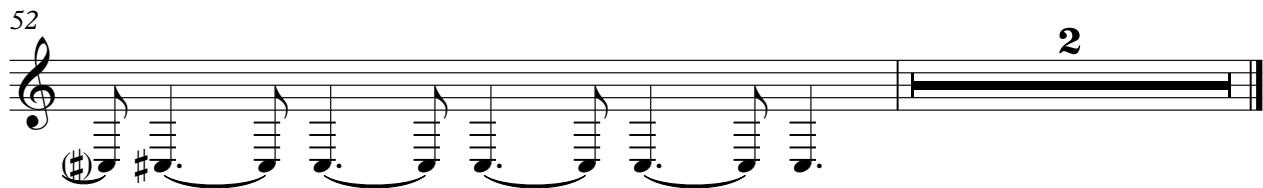
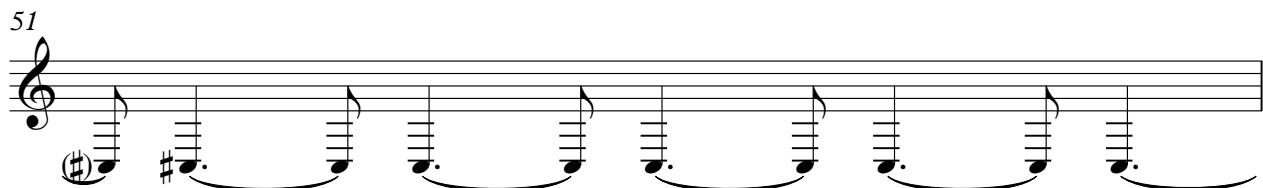
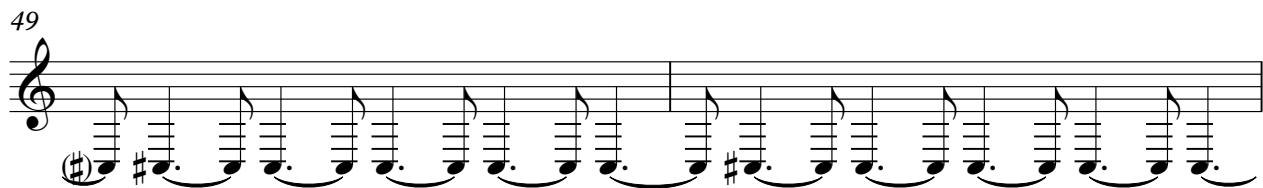
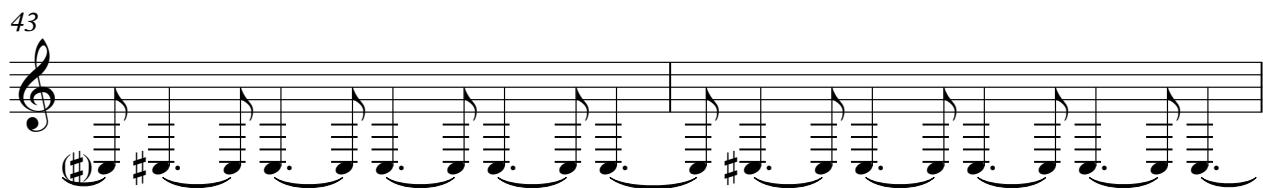
37

39

This musical score consists of ten staves of music, each containing a single eighth-note rhythm. The staves are numbered sequentially from 21 to 39. The music is written in common time with a treble clef. The notes are consistently eighth notes, and the patterns repeat every two measures. Measure numbers are placed at the beginning of each staff.

Background 2 (Rhythm Atmos)

3



Motel Room

Background 1 (Vent)

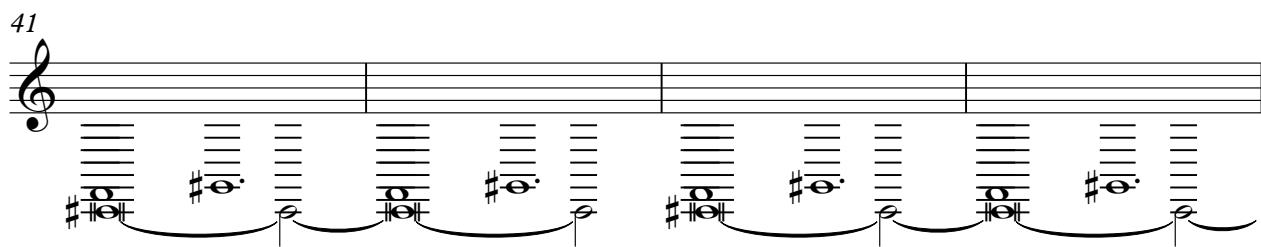
$\text{♩} = 120,000,000$

The sheet music consists of ten staves, each representing a single string of a guitar. The strings are numbered 10 at the top and 1 at the bottom. The notation uses vertical stems to indicate pitch and horizontal dashes to indicate duration. Measures are separated by vertical bar lines. The music features a repeating pattern of eighth-note pairs followed by sixteenth-note pairs, with occasional rests and grace notes. The tempo is indicated as $\text{♩} = 120,000,000$.

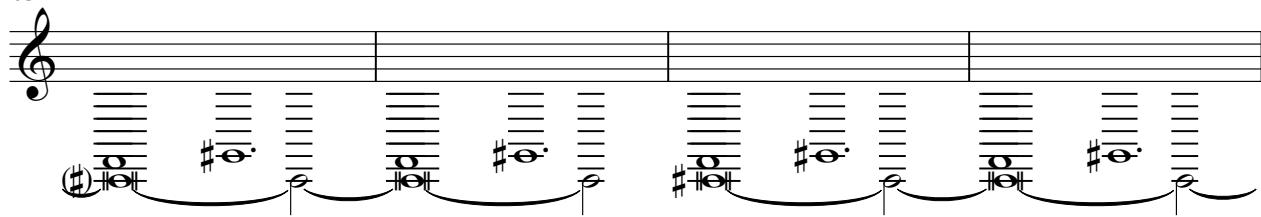
V.S.

2

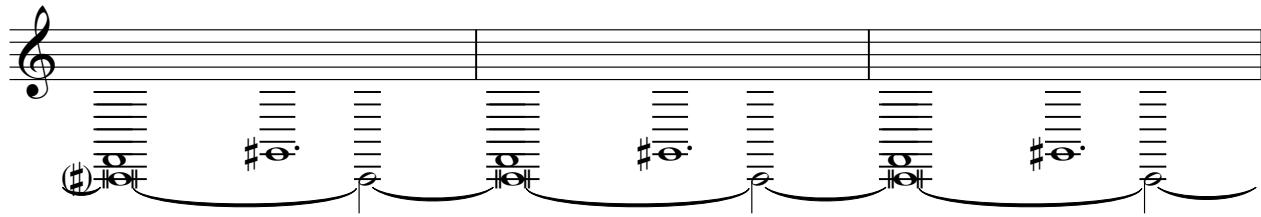
Background 1 (Vent)



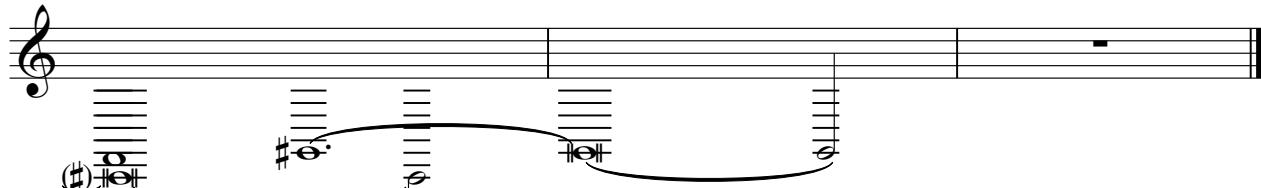
45



49



52



Motel Room

Middle Ground (Atmos)

$\text{♩} = 120,000,000$

2 **6**

11 **6**

19 **6**

27 **6**

35 **6**

43 **10**