

# VisualScore

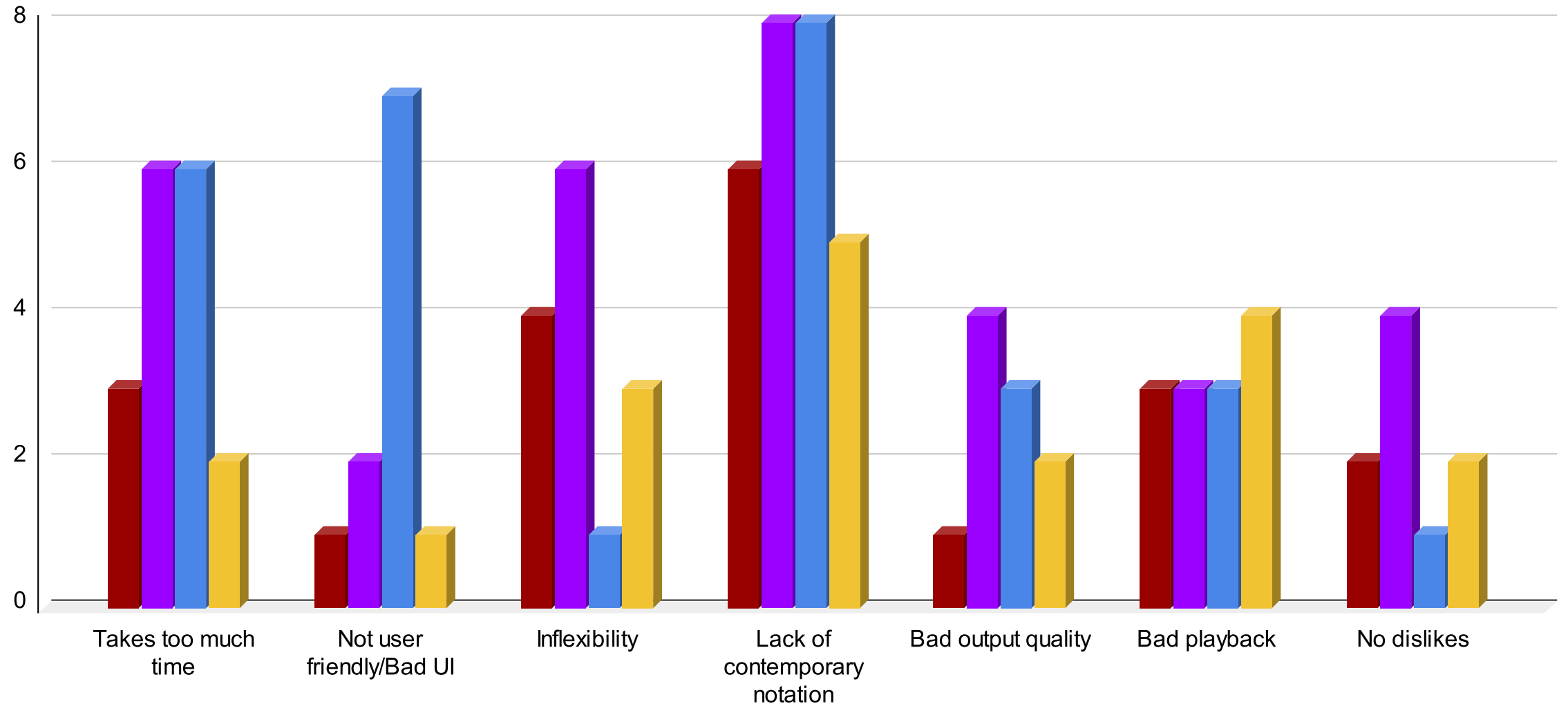
Max Eidinoff

*mp*

Musical score for piano in A major, 4/4 time. The score consists of two staves: a treble clef staff and a bass clef staff. The key signature is one sharp (F#) and the time signature is 4/4. The melody in the treble clef consists of two whole notes: A4 and C5. The bass clef staff contains a bass line with a quarter note A2, followed by four eighth-note chords: A3-B3, A3-C4, A3-D4, and A3-E4. The piece concludes with a double bar line.

## What does your notation software lack in supporting your artistic practice?

Dorico Sibelius Finale MuseScore



This musical score is written for piano and consists of two staves joined by a brace on the left. The top staff is in treble clef and the bottom staff is in bass clef. Both staves share a key signature of one sharp (F#), indicated by a sharp sign on the F line of the treble staff and the F space of the bass staff. The music begins with a whole note chord in the treble staff (F#4, A4, C#5) and a whole note chord in the bass staff (F#2, A2, C#3). The bass staff then features a melodic line of eighth notes: F#2, A2, C#3, E3, F#3, E3, C#3, A2, F#2. This line is divided into two measures by a double bar line with a fermata over the final note. After the fermata, the key signature changes to two sharps (F# and C#), indicated by a sharp sign on the C line of the bass staff. The melodic line continues with eighth notes: F#2, C#3, E3, F#3, E3, C#3, A2, F#2. The piece concludes with a whole note chord in the treble staff (F#4, A4, C#5) and a whole note chord in the bass staff (F#2, A2, C#3).

♩ = 132

Electronics

*p*

6

Elec.

*p cresc. poco a poco*

*p* *mp*

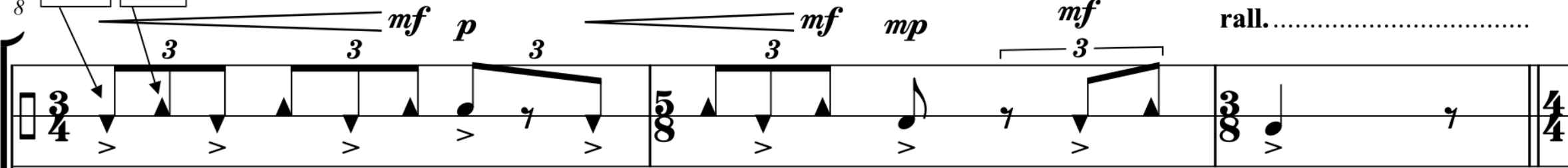
13

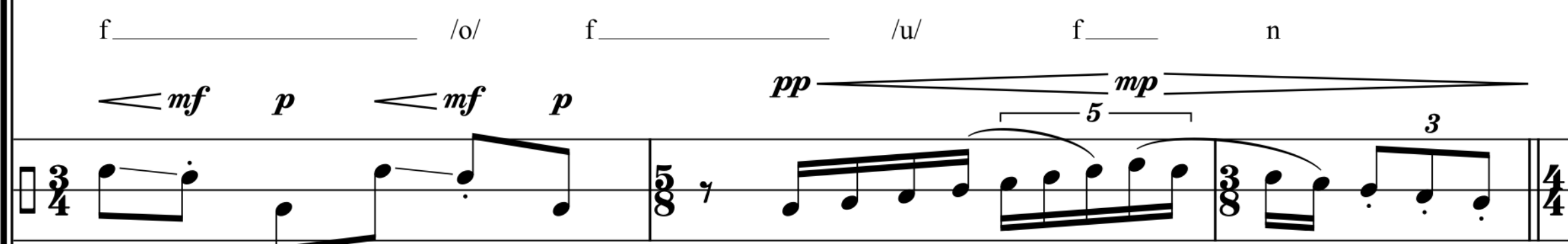
Elec.

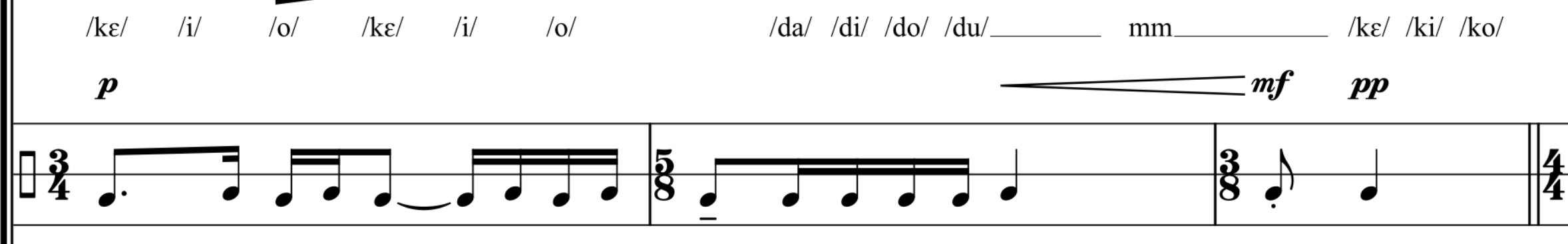
*mp*

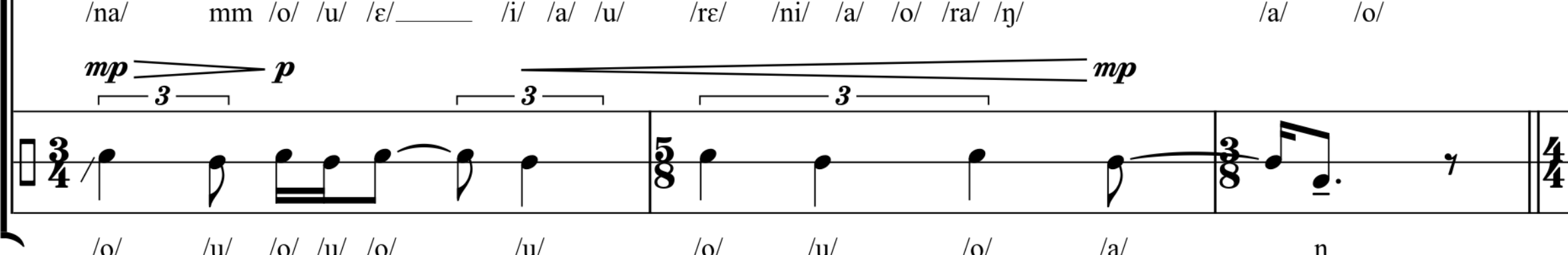
*p* *mp*

8 exhale inhale *mf* *p* *mf* *mp* *mf* *rall.*.....

**S.**  *f* \_\_\_\_\_ /o/ *f* \_\_\_\_\_ /u/ *f* \_\_\_\_\_ n

**A.**  /kɛ/ /i/ /o/ /kɛ/ /i/ /o/ /da/ /di/ /do/ /du/ \_\_\_\_\_ mm \_\_\_\_\_ /kɛ/ /ki/ /ko/

**T.**  /na/ mm /o/ /u/ /ɛ/ \_\_\_\_\_ /i/ /a/ /u/ /rɛ/ /ni/ /a/ /o/ /ra/ /ŋ/ /a/ /o/

**B.**  /o/ /u/ /o/ /u/ /o/ \_\_\_\_\_ /u/ /o/ /u/ /o/ /a/ \_\_\_\_\_ n

Dynamics

Piano 1, 2

Conductor cues:  
(each number should last approx. 45")

Percussion

Voice:  
Tacet

Rhythmic figures below serve as a framework for improvisation. Each cell should be repeated indefinitely until cued to move on by the conductor. They should be embellished by frenzied, dissonant playing. However, a note must be played at each notated rhythmic position, accented much greater than all other notes. Any instrument or combination of instruments (pitched or non-pitched) may be used. Tempo must begin synchronized between all players but may gradually become unsynchronized.

*ff*

*15<sup>ma</sup>*

*sfz*

Gliss across lowest strings as indicated below. Gradually slow down between cells.

*8<sup>ba</sup>*

*Sempre*

1

1, 2, 3, 4

*8<sup>ba</sup>*

2

1, 3

2, 4

*8<sup>ba</sup>*

3

1, 3

2, 4

Continuously scrape lowest strings w/ plectrum

4

1, 3

2, 4

*p*

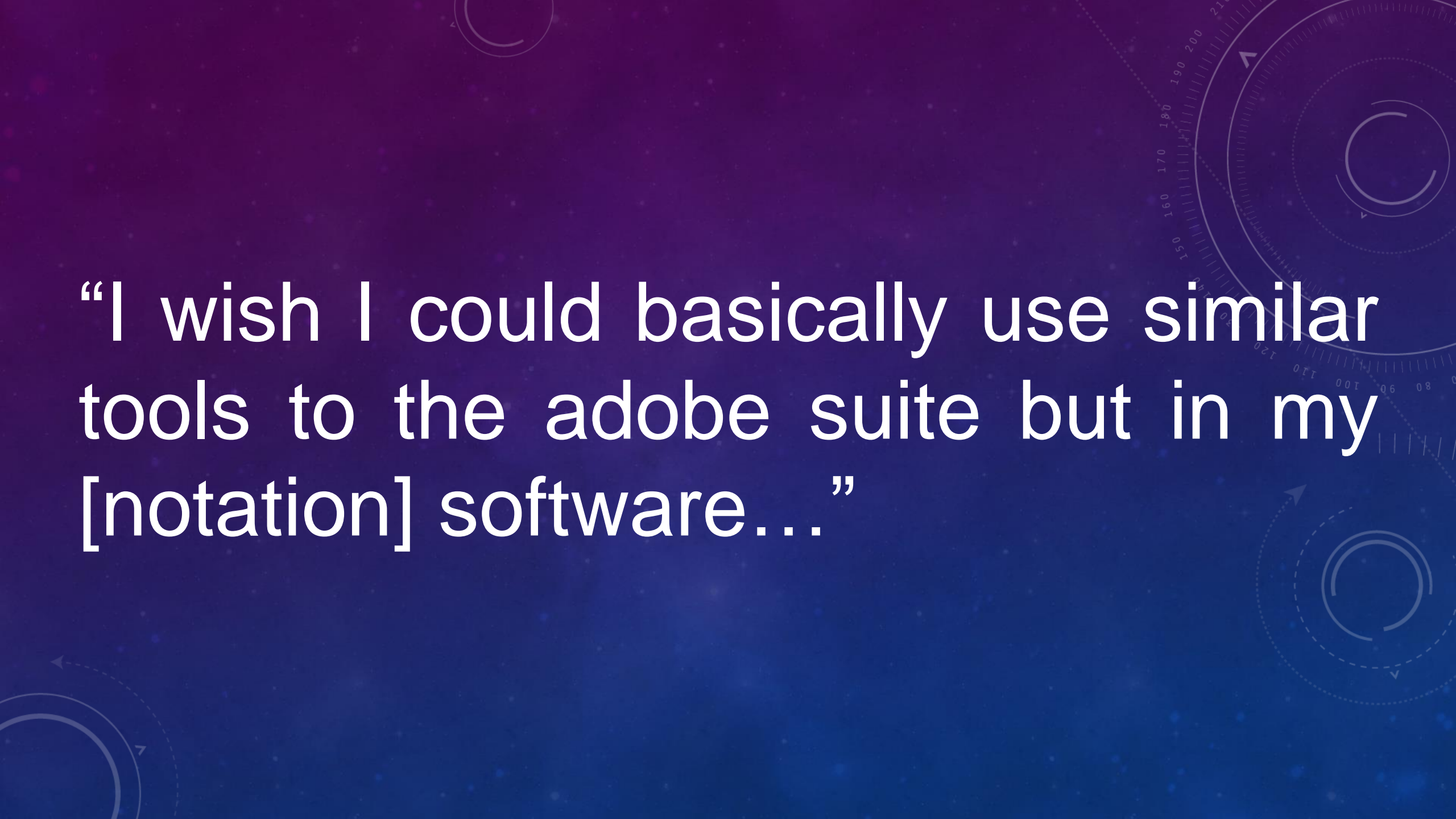
5

1, 3

2, 4

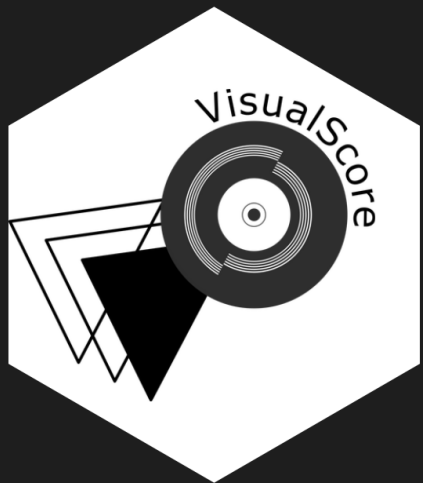
Tacet; let resonance fade for approx. 10-15", then begin cadenza (do not release pedal)

6 Tacet

The background is a dark blue gradient with a subtle pattern of small white stars. Overlaid on this are several faint, light blue technical diagrams. These include circular gauges with numerical scales (e.g., 150, 160, 170, 180, 190, 200, 210) and arrows, as well as dashed lines and concentric circles, suggesting a theme of engineering or data analysis.

“I wish I could basically use similar tools to the adobe suite but in my [notation] software...”





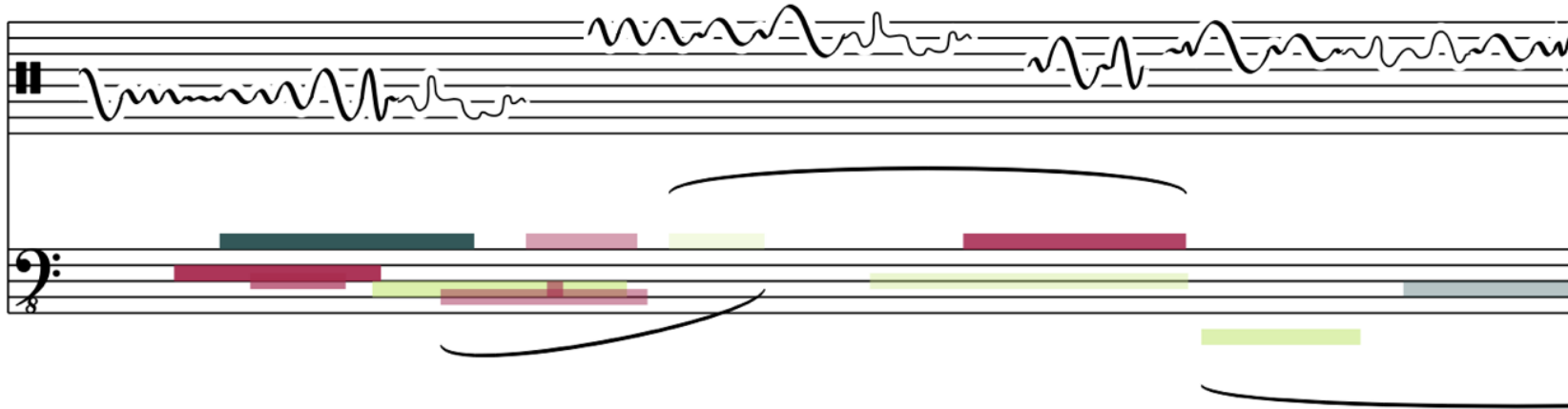


**MAVERICK  
ESPINOSA**



# neoscore

## *notation without bars*

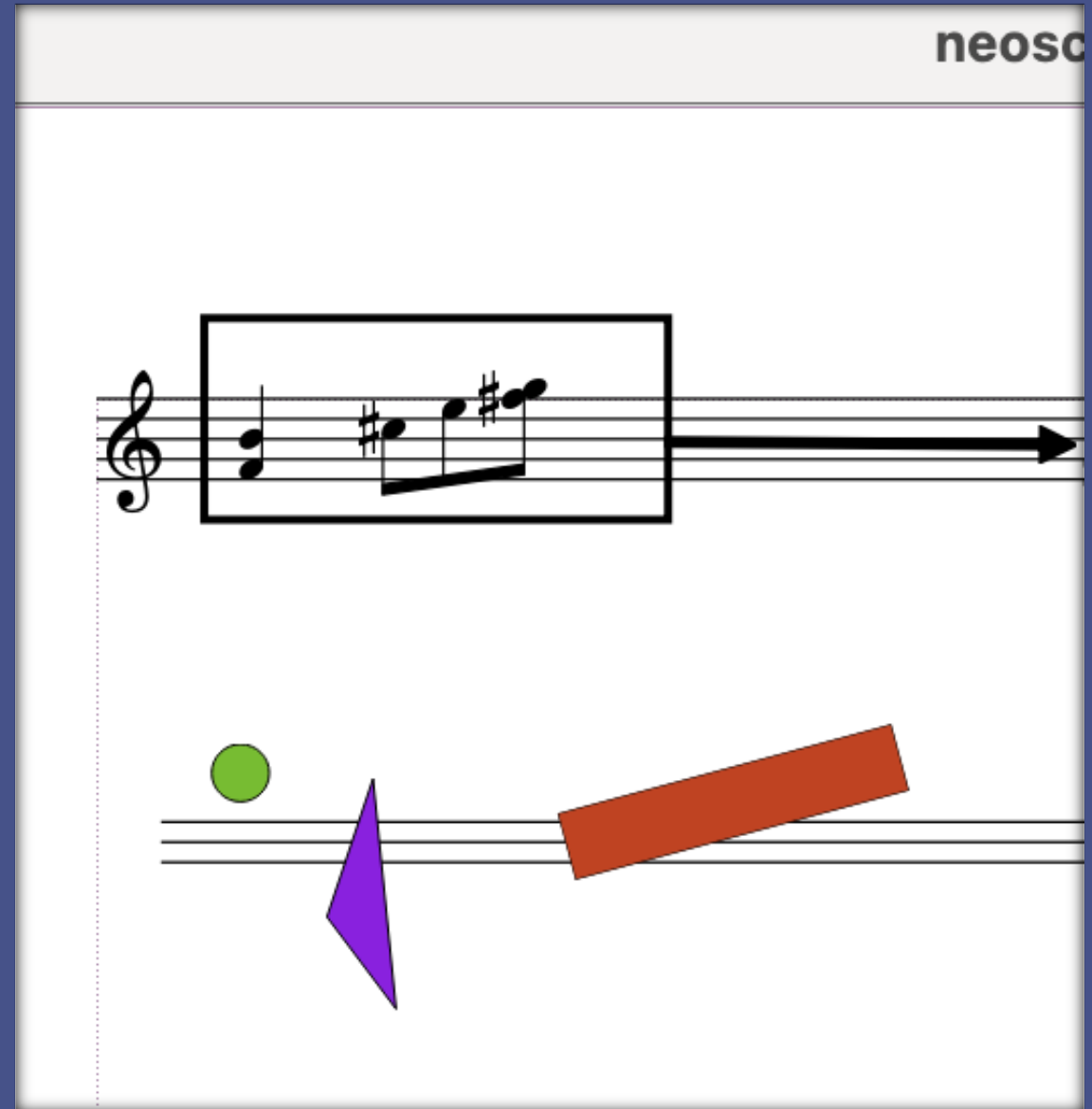


Neoscore is a Python programming library for creating scores without limits. While other notation software assumes scores follow a narrow set of rules, neoscore treats scores as shapes and text with as few assumptions as possible. In neoscore, staves and noteheads are just one way of writing.

```

1  from neoscore.common import *
2  from neoscore.core.paper import LETTER
3
4  neoscore.setup(LETTER)
5
6  # create staff with line wrap
7  staffLength = Mm(300)
8  flowable = Flowable(ORIGIN, None, staffLength, Mm(30))
9  staff = Staff(ORIGIN, flowable, staffLength/3)
10 staff2 = Staff((staffLength/3, staff.unit(1)), flowable, 2*(staffLength/3), line_count=3)
11
12 # create clef some notes
13 clef = Clef(ZERO, staff, 'treble')
14 note1 = Chordrest(staff.unit(4), staff, ["f", "b"], (1,4))
15 note2 = Chordrest(note1.pos.x + staff.unit(6), staff, ["c#"], (1,8))
16 note3 = Chordrest(note2.pos.x + staff.unit(3), staff, ["e"], (1,8))
17 note4 = Chordrest(note3.pos.x + staff.unit(4), staff, ["f#", "g"], (1,8))
18 BeamGroup([note2, note3, note4])
19
20 note5 = Chordrest(note4.pos.x + staff.unit(30), staff, ["f#", "b", "d"], (1,2))
21
22 # aleatoric box with arrow
23 box_length = ((note1.pos.x - staff.unit(2)) + (note4.pos.x + staff.unit(4)))
24 box_height = staff.unit(10)
25 box = Path((-Mm(5), -Mm(7)), note1)
26 box.rect((-Mm(5), -Mm(7)), note1, box_length, box_height, Brush(pattern=BrushPattern.INVISIBLE), Pen(
27
28 arrow = Path((box_length, box_height/2 + Mm(2)), box)
29 arrow.arrow((box_length, box_height/2 + Mm(2)), box, (-Mm(5), Mm(4)), note5, pen=Pen(thickness=Unit
30
31 # shapes
32 shape1 = Path((Mm(10), Mm(30)), None).ellipse((Mm(10), Mm(30)), None, Mm(5), Mm(5), '#77bc32')
33
34 shape2 = Path((Mm(10), Mm(15)), shape1, '#8921de')
35 shape2.line_to(Mm(6), Mm(8), None)
36 shape2.line_to(Mm(4), Mm(-12), None)
37 shape2.close_subpath()
38
39 shape3 = Path((Mm(20), Mm(-9)), shape2)
40 shape3.rect(ORIGIN, shape3, Mm(30), Mm(6), '#bf4322')
41 shape3.rotation = -15
42
43 neoscore.show()

```



## What is SMuFL?

SMuFL is a specification that provides a standard way of mapping the thousands of musical symbols required by conventional music notation into the Private Use Area in Unicode's Basic Multilingual Plane for a single (format-independent) font.

## 4.1. Staff brackets and dividers

## 4.2. Staves

## 4.3. Barlines

## 4.4. Repeats

## 4.5. Clefs

## 4.6. Time signatures

## 4.7. Noteheads

## 4.8. Slash noteheads

## 4.9. Round and square noteheads

## 4.10. Note clusters

## 4.11. Note name noteheads

## 4.12. Shape note noteheads

## 4.13. Individual notes

## 4.14. Beamed groups of notes

## 4.15. Stems

## 4.16. Tremolos

## 4.17. Flags














## 4.18. Standard accidentals (12-EDO)

4.19. Gould arrow quartertone  
accidentals (24-EDO)4.20. Stein-Zimmermann accidentals  
(24-EDO)4.21. Extended Stein-Zimmermann  
accidentals

## 4.22. Sims accidentals (72-EDO)

4.23. Johnston accidentals (just  
intonation)

# Noteheads (U+E0A0–U+E0FF)

Glyph	Description	Glyph	Description
	<b>U+E0A0</b> <i>noteheadDoubleWhole</i> Double whole (breve) notehead		<b>U+E0A1</b> <i>noteheadDoubleWholeSquare</i> Double whole (breve) notehead (square)
	<b>U+E0A2</b> <i>noteheadWhole</i> Whole (semibreve) notehead		<b>U+E0A3</b> (and U+1D157) <i>noteheadHalf</i> Half (minim) notehead
	<b>U+E0A4</b> (and U+1D158) <i>noteheadBlack</i> Black notehead		<b>U+E0A5</b> (and U+1D159) <i>noteheadNull</i> Null notehead
	<b>U+E0A6</b> <i>noteheadXDoubleWhole</i> X notehead double whole		<b>U+E0A7</b> <i>noteheadXWhole</i> X notehead whole
	<b>U+E0A8</b> <i>noteheadXHalf</i> X notehead half		<b>U+E0A9</b> (and U+1D143) <i>noteheadXBlack</i> X notehead black
	<b>U+E0AA</b> <i>noteheadXOrnate</i> Ornate X notehead		<b>U+E0AB</b> <i>noteheadXOrnateEllipse</i> Ornate X notehead in ellipse
	<b>U+E0AC</b> <i>noteheadPlusDoubleWhole</i> Plus notehead double whole		<b>U+E0AD</b> <i>noteheadPlusWhole</i> Plus notehead whole



Search Here..



▲ Staves

▲ Staff brackets and dividers

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▲ Note clusters

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Search Here...



Staves



Staff brackets and dividers

Barlines



Repeats

Time Signatures

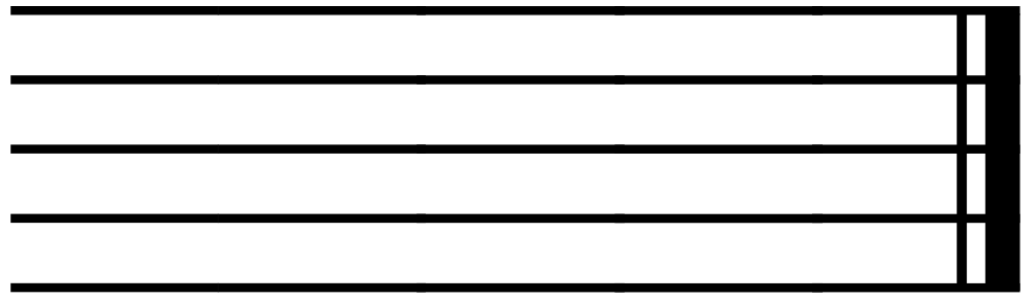
Noteheads

Slash noteheads

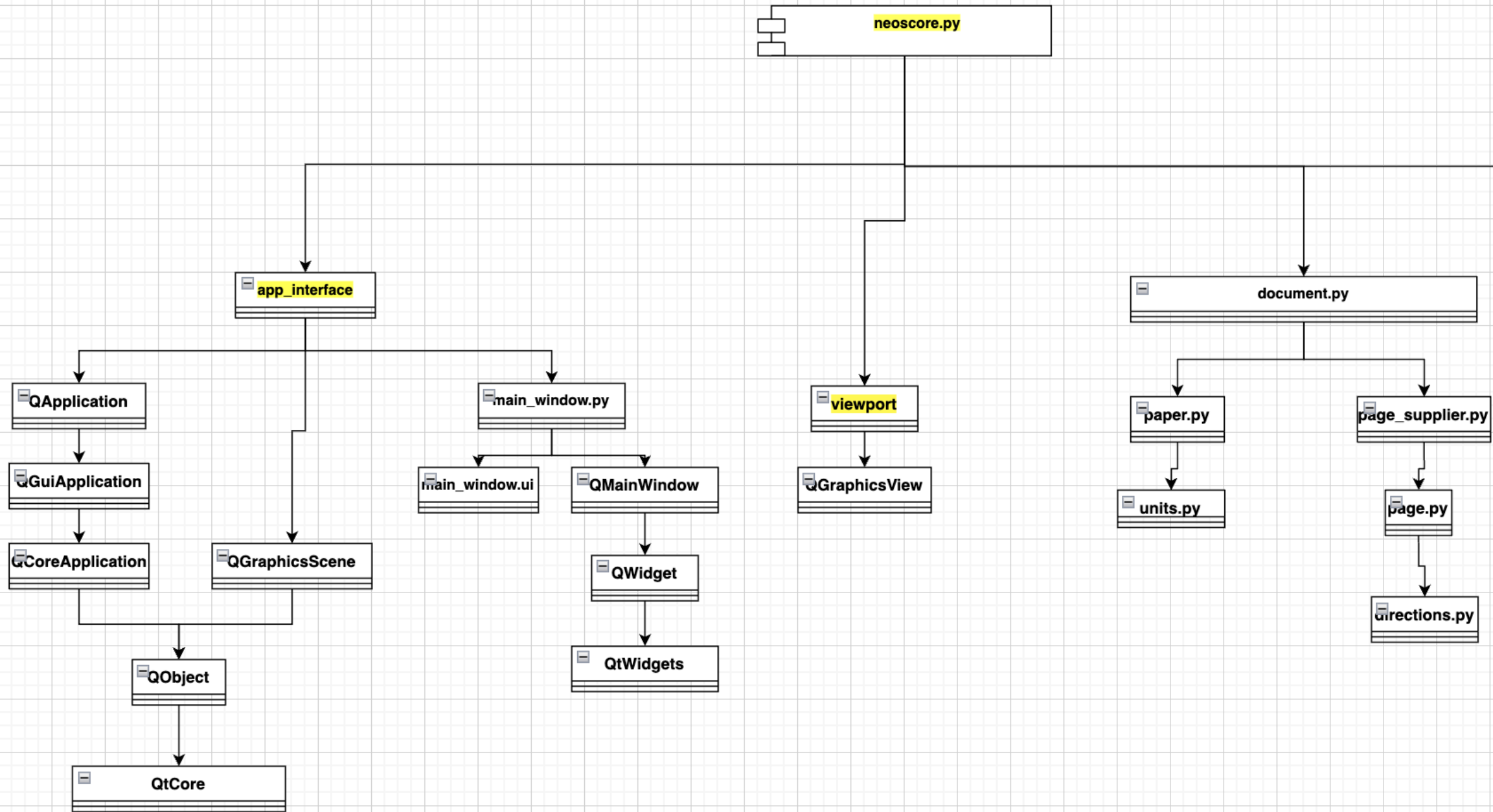
Round and square noteheads

Note clusters

This is page 1







## ▼ QMainWindow

- Qt QMainWindow Class | Qt Widgets 6.7.2

### ▼ QMainWindow Class | Qt Widgets 6.7.2

The QMainWindow class provides a main application window.

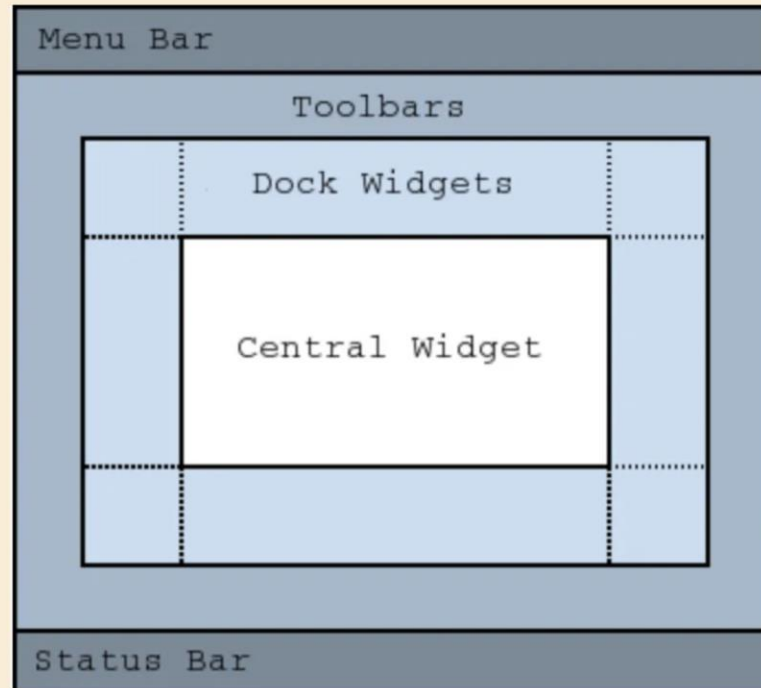
<https://doc.qt.io/qt-6/qmainwindow.html>

in application's user interface

add QToolBars, QDockWidgets,

the layout has a center area that can be

occupied by any kind of widget.



- central widget will typically be a standard Qt widget such as a QTextEdit or QGraphicsView

• You set the central widget with `setCentralWidget()`

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Max Eidinoff

*mp*