

USING 'IMPLODE' TO COMBINE VOICES WITH DIFFERENT RHYTHMS, AS AN EDITING TIME-SAVER. OVERALL PROCESS TOOK MINUTES. MANUALLY ENTERING THE SECOND VOICE WOULD HAVE TAKEN MUCH LONGER.

TWO SOURCE VOICES (BOTTOM) PLUS A DESTINATION VOICE (TOP) WITH FIXED TIME



Musical score showing three staves of piano music. The top staff contains a dense, repetitive rhythmic pattern of eighth notes. The middle and bottom staves contain more complex melodic lines with various rhythmic values and accidentals.

RESULT OF USING 'IMPLODE' ON THE THREE STAVES



Musical score showing the result of using 'implode' on the three staves from the previous block. The top staff now contains a complex, multi-voice texture where the rhythmic patterns from the original three staves are combined into a single, dense line of music.

FINAL RESULT IS IN TOP VOICE, AFTER MANUAL EDITING TO REMOVE DRONE NOTE AND ADDRESS TIMING ISSUES (SHOWN HERE WITH DIFFERENT NOTEHEADS: RESTS WERE REPLACED AND A SECOND VOICE WAS ADDED FOR THE TRIPLETS). THE RESULT IS A TYPICAL-LOOKING GUITAR RENDITION. THIS STAFF CAN NOW BE PASTED INTO A NEW SCORE.



Musical score showing the final result of the editing process. The top staff is now a single, complex line of music with various noteheads (including rests and triplets) and a second voice added for the triplets. The middle and bottom staves remain the same as in the previous block.