

Structure

- 0 pan 0.5 low volume (gain 0.5-0.7?) / Electronic sounds
- 3 wider sound (pan 0.3 0.8) + acoustic sounds
- 6 complex modulations and increasing the texture and volume
- 9 climax(max. vol., layers extreme pan)
- 12 resolve and decreasing volume only acoustic sound
- 13 fading further (cutoff 400)
- 15 ending