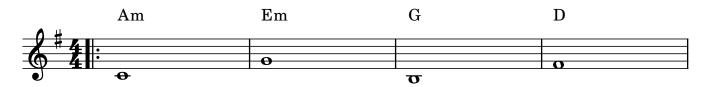
Time

Hans Zimmer



Repeat many times, changing in range and dynamics, adding inner parts, etc.

