

UCLA

Contemporary Music Score Collection

Title

Smash of Symmetry

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Author

Eröz, Emre

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Smash of Symmetry

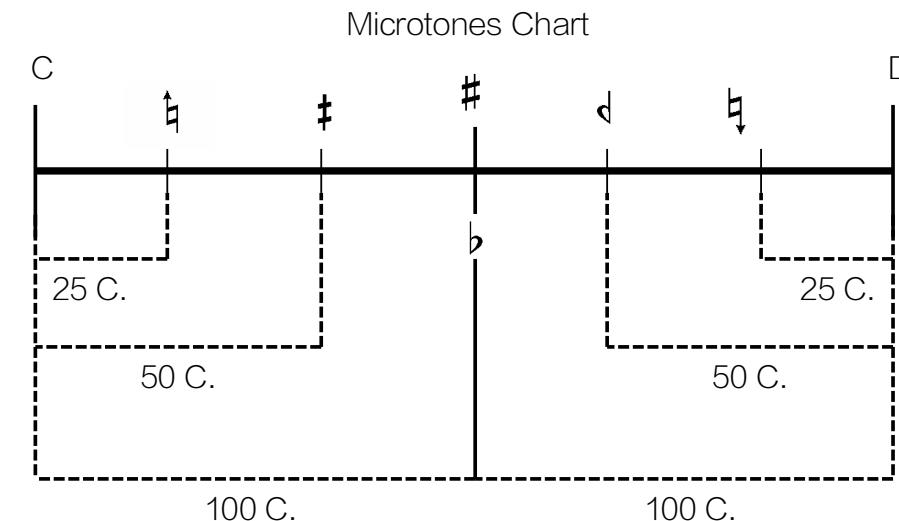
for solo bassoon

Emre Eröz

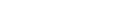
Performance Notes-General Notation

Microtones

- ↑ Approximately 1/8 tone (25 cents) higher
 - ‡ Approximately 1/4 tone (50 cents) higher
 - ↓ Approximately 1/8 tone (25 cents) lower
 - ¤ Approximately 1/4 tone (50 cents) lower



Lines

-  Crescendo from silence
 -  Decrescendo to silence
 -  Continue until the end of line
 -  Prolonged note
 -  Gradual change from one technique to another technique
 -  Becoming faster
 -  Becoming slower

Vibrato

n.v : non vibrato

vib. : ordinary vibrato

m.v : molto vibrato

max. : maximum vibrato

Glissando

Fing. : Finger glissando, start playing in normal position, then very slowly open the key or hole, making sure a strong air pressure maintained

Lip. : Lip glissando, start playing in normal position and push the reed

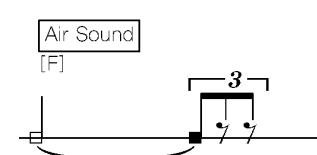
Special Noteheads,Symbols and Techniques



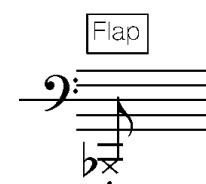
As high as possible



As low as possible



Air only with the indicated letters



Hit the reed with tongue



Hit the clicks randomly



Harmonics



Random high harmonics over the given note



Sing in most comfortable register



As fast as possible

TK: Double Staccato, Hard and Aggressive

DL: From soft staccato (-) to hard staccato (+)

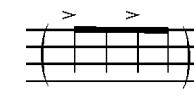
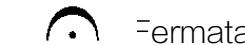
Bisbigliando : Alternate between two fingerings for bright and dark timbre

Brassy : Use air pressure from diaphragm

Flz. : Flutter-tonguing

U,A,O, : Pronounce the indicated vowel

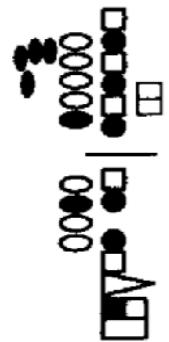
Dream Sound : Start to play covering all of fingerings then blow out by considering harmonics on the lowest Bb fingering and change air pressure by playing random pitches on bass joint



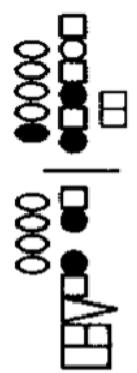
Close 1st 2nd and 4th fingerings on bass joint

Rolling Tone

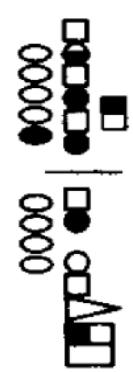
Rolling tone : Rolling tone is obtained by a strong lip pressure on the reed



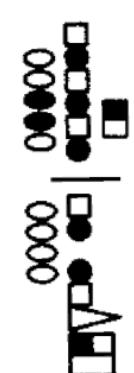
Multiphonics Chart



M1



M2



M3



M4

Smash of Symmetry

Emre Eröz
(*1995)

Bassoon

Random High Harmonic

Brassy Sound

Sing in most comfortable register

DL: From soft staccato (-) to hard staccato (+)

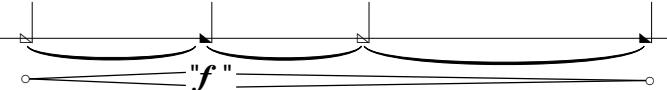
Air Sound [SCH]

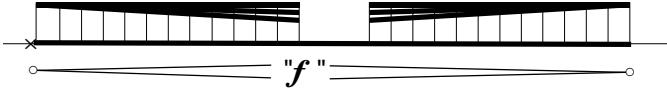
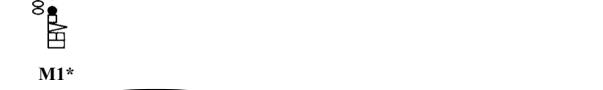
Flap

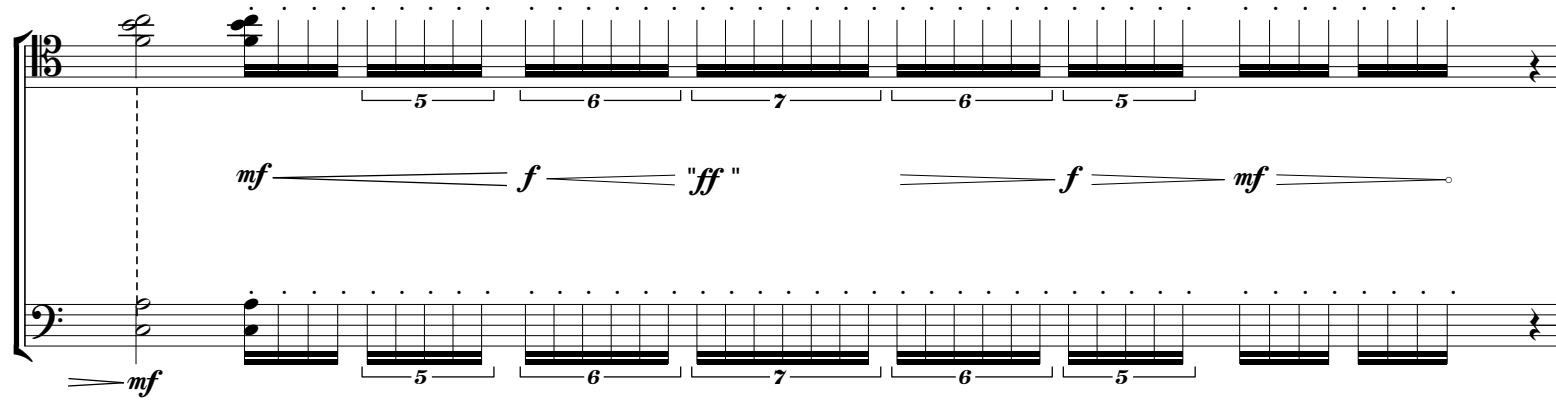
Rolling Note *

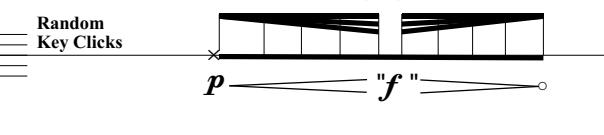
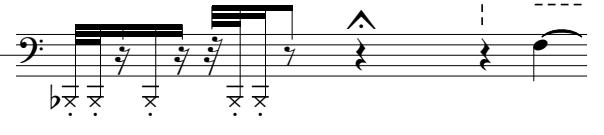
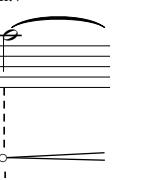
The score consists of five staves of music for Bassoon, each with unique performance instructions:

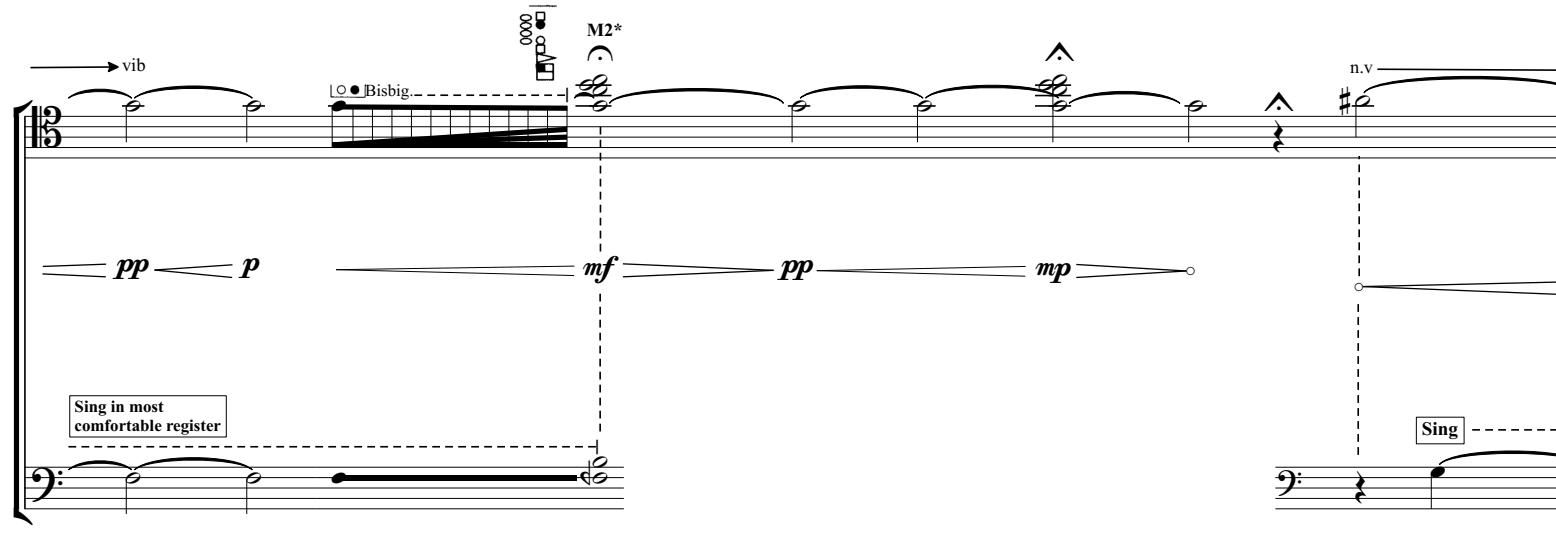
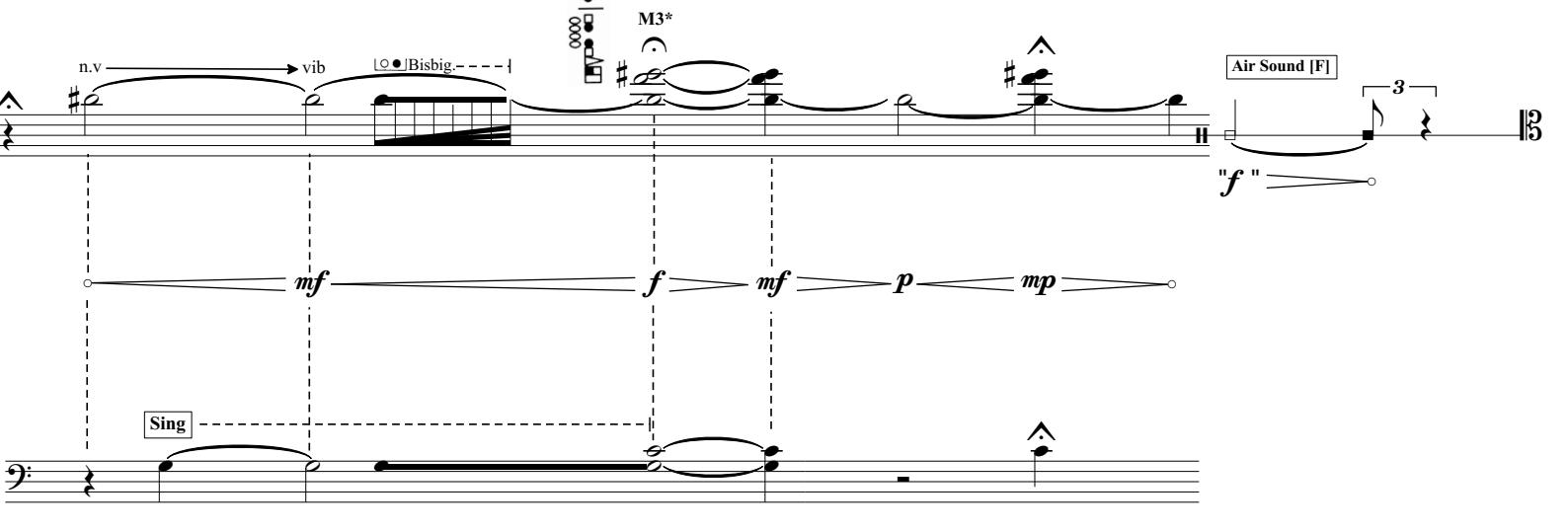
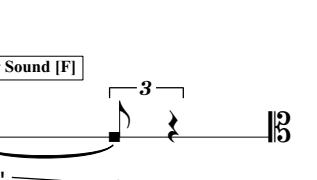
- Staff 1:** Features a "Random High Harmonic" section with various dynamics (n.v., max., etc.) and articulations (vib., m.v., lip gliss., finger gliss.). It includes dynamic markings like [O] and [O] with numbers.
- Staff 2:** Shows a "Brassy Sound" section with rhythmic patterns (6:4, 5:4, 3:2), dynamics (sffz, ff, sffz, pp), and articulations (fing., lip, ord. fing.).
- Staff 3:** Includes a "Sing in most comfortable register" section with vocalizations (o as in ok, u as in you, a as in father) and dynamic markings (fff, mp, f).
- Staff 4:** Contains a "DL: From soft staccato (-) to hard staccato (+)" section with dynamic markings (DL (-) → (+) → TK) and articulations (sffz, fff, f).
- Staff 5:** Features an "Air Sound [SCH]" section with a "Flap" and "Rolling Note *". It includes dynamic markings (f, pp, ff, mf) and articulations (Glottal, Flz. with tremolo, Hit with your foot).

(Rolling Note)  **Dream Sound** 

Random Key Clicks  **Flap**  **M1*** 

TK:Double Staccato,Hard and Aggressive  **Air Sound with fz.** 

Random Key Clicks  **Flap with key click**  **Sing in most comfortable register** 

M2*  **M3***  **Air Sound [F]** 

Sing in most comfortable register  **Sing** 

3

n.v. → vib. → m.v. → max.

M4*

Random Multiphonics with TK:Double Staccato, Hard and Aggressive

Bisbig.

Random High Harmonic Over Given Note

5"

4"

3"

Flap

pp

$\text{J} = 82$ Extremely aggressive

Scream

$\text{J} = 62$

$\text{J} = 82$

$\text{J} = 62$

$\text{J} = 82$

Random High Harmonic Over Given Note - Flz. with tremolo

poco a poco cresc -

3"

5"

4"

sffz

Hit with your foot

fff