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Title

Childhood Impressions

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Childhood Impressions

for female voice, violin, piano

Duration: 9-10'

A suite of memories to be played with a juvenile spirit.

Childhood Impressions

I - Lantern homes

*... there, in the black night, was the familiar street of red-bricked
homes with square windows lit yellow like a row of pale lanterns...*

Adagio $\text{♩} = 40$

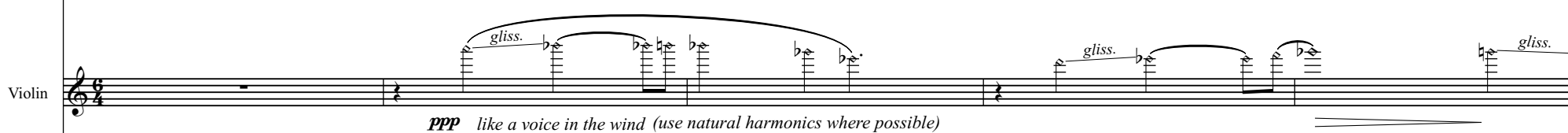
Freely; to be played like a series of drifting thoughts

ppp *absent-minded humming, as if from a distance...*

as if sighing

Voice 

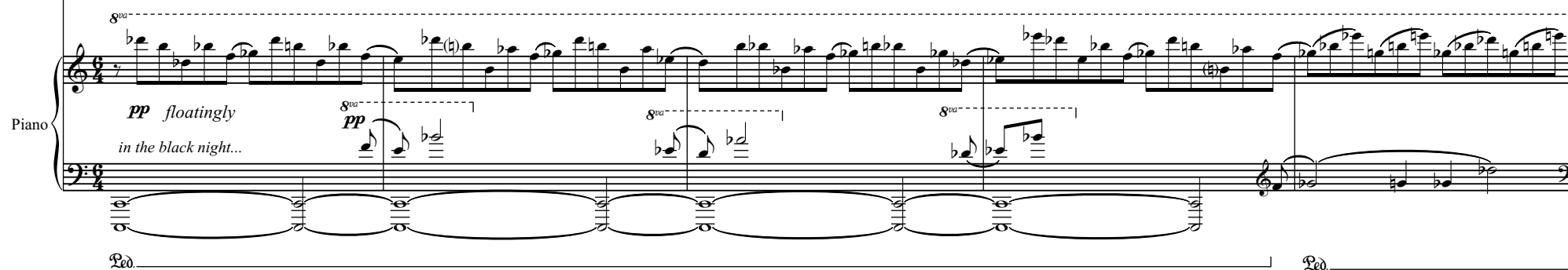
 oo _____ oo _____ ah, ah _____

Violin 

ppp *like a voice in the wind (use natural harmonics where possible)*

Adagio $\text{♩} = 40$

Freely; to be played like a series of drifting thoughts

Piano 

pp *floatingly in the black night...*

 Ped. _____

6

mf

poco rit.

mf

poco rit.

20

3

5

5

5

5

5

Ped.

Ped.

Ped.

Voce

mm, ah in the night

Vln.

Pno.

With rubato; chillier **pp** *rit.*

Voice: in the black night (sigh)

Vln. pizz.

With rubato; chillier **ppp** *dim.* *rit.*

Pno. *8va* *6* *drip away...* *like droplets*

Ped.

A little slower; with warmth ♩ = 65

12 *mp* *pp*

Voice

and there; there, the street fa - mi - liar red brick homes;

Vln.

mp 5 3 3 3 *arco, espressivo* *pizz.*

A little slower; with warmth ♩ = 65
as if a chime

Pno.

6 6 6 6

dripping again...

Ped. Ped. Ped. Ped. Ped.

17 *A windy interruption* ♩ = 75 *p* wispy

Voice

home the wind the wind

rising from nothing

Vln. *gliss.* *gliss.* *gliss.* *gliss.* *gliss.*

arco, sul pont. *whistling tone, glissando and tremolo always*

Pno.

A windy interruption ♩ = 75

pp *ppp* *pp* *ppp*

pp *ppp* *pp* *ppp*

Red. *Red.*

20

molto rit.

Voice

wind - - - - - ows

Vln.

gliss.

gliss.

molto rit.

blustery

12 15

fade to nothing

Pno.

Red.

In lamplight ♩ = 65ish

23 (spoken: somewhat evenly spaced, as written)

Voice

...there, in the black night... ...was the familiar street of red-bricked homes... ...with square windows lit yellow... ...like a row of pale lanterns...

Vln.

pizz.

from a distant time

In lamplight ♩ = 65ish

Pno.

ppp

ppp ghostly

Red.

27

molto rit.

Voice

Vln.

pp

molto rit.

(pinpricks of light)

Pno.

let ring...

Ped.

II - Sunshowers

*... startling little pinpricks of light, those strange half-things,
caught in a brilliant suspension between what-is and what-could-be...*

begin 112 approx. and slow down

$\text{♩} = 112$ *tongue click (unpitched), begin with mouth in 'ee' shape for brighter sound, gradually change to 'oo' for darker sound **exhale air for hissing sound, hold for bar

32 - - - - - **rit.** - - - - - **slow**

Voice mf (pop*) (pop) *sim.* pahh!** plip! plop!
(somewhat pitched)

Vln. mf pizz. always pahh!**

begin 112 approx. and slow down
 $\text{♩} = 112$ Sparkly **rit.** - - - - - **slow**

Pno. pp

Ped.

A tempo slinky!

36

ff

Voice

sun - sho - wer (pop!) pin - pricks, pin - pricks (pop!) sun - sho - wer, pin - prick, pin - pricks of light (stomp) pahh!

Rudely, with percussive pizzicatos

Vln.

f (pop!) (pop!) (pop!) (pop!) (pop!) (pop!) (pop!) (pop!) (stomp) *f* (pop!) pizz.

A tempo slinky!

Pno.

(pop!) (pop!) (pop!) (pop!) (pop!) (pop!) (pop!) (pop!) (stomp) pahh!

8va

8va

p (Sparkly and light)*

ff

Red

*(pianist) following exact notes is optional, so long as sparkling effect is achieved

*tongue click and stomp at the same time on quavers (pianist, use left foot, keep pedal down)

42

Voice

mf pin - pricks of light *gliss.* *gliss.* *lazily* sun - - - show - ers,

Vln.

mp *(echo)* 3

Pno.

p ('puddle play', always light, not strictly in time) *13* *(echo)* 3

Red.

[illegible]

47 *crescendo melodramatically*

Voice

caught in a bri - lliant___ sus - pen - - - - sion, *gliss.*

Vln.

plodding droplets...

mf *f*

Pno.

creeping thunder...

pp *mf* *molto crescendo*

leggiere *not so leggiere*

3 3 3 3

Red.

51 ***ff*** *very dramatic and a little crazy* *fading quickly...* ***rit.***

Voice

light, start - ling light, light

Vln.

ff

Pno.

ff *very dramatic and a little crazy* *fading quickly...* *(with left pedal)* ***mp*** ***p***

Ped.

55 $\text{♩} = 80$ *slower* ***p***

Voice

caught be - tween what was and what could be...

pp

$\text{♩} = 70$ *even slower* ***molto rit.***

Vln.

dripping slower...

pp

$\text{♩} = 80$ *slower*

Pno.

pp *drip away...*

ppp

$\text{♩} = 70$ *even slower* ***molto rit.***

as quiet as possible...

trill ends, hold and let ring...

III - Wild bones

...the sharp syncopation of voices, of chases, of pounding feet,
of grazes, of broken sobs, of screams, of laughter,
and the click-clacking of wild bones...

♩ = 140 ish Rude and percussive

(this is very fast) - - - - - (approx. with piano) (voice goes up) (sigh down)

(Voice) **61** **4/8** *gliss.* *plip!* *plip!* *plop!* *plop!* *f* *chase!* *(whispered)* *p* *chase* *(echoed)* *(clap)* *voices* *screams!* *sobs* *laughter!*

(Vln) **4/8** *gliss along line* *jump! (land)* *f* *chase!* *f* *chase* *(echoed)* *p* *(stomp)* *(slight gliss.)* *(more gliss.)* *gliss.*

♩ = 140 ish Rather spastically

Pno. **15^{ma}** **8^{va}** **1** **15** **6** **6** **6** **no pedal unless indicated** **Red.** **Red.**

very important notes

piano: played freely, rhythm indications are approximate, each bar is to be played more as a gestural movement rather than strictly and metrically

singer: placement of notehead refers to approximate pitch of word/sound, (i.e. relatively high/ low), approximate entires based on placement within bar ● = voiced (pitched) ■ = voiced (unpitched)

violin: (as with singer) ✕ = pizzicato ◇ = harmonic ● = arco note ■ = voiced (for singer too) ◇ = whispered ✎ = hand-clap ▼ = stomp ♢ = tongue click ♢ = hand click ■ = body slap

66

(Voice)

ff *(clap)* *wild! (shouted jump, land on 'wild!') bones! *mf* (breathy; emphasize aspirates) chases grazes screams! sobs *f* (approx. with piano) pound - ing feet (body-slap stomp) *mp* (finger-click) click! clack! click! clack! click! (pitched, bursts of sound)

(Vln)

ff *wild! (double stop jump, land on 'wild') bones! (pop!) *gliss.* *gliss.* *subito. p* (glissando along line) (stomp)

Pno.

f *p* *f* *p* *sneaky...*

8va *8va* *8vb* *8vb*

Ped.

*co-ordinate with violin so simultaneous

[illegible]

76 *slightly voiced; very breathy*

(Voice) *mf* wild! bones! whee! *f* screams laughter! wild! bones! whee! *gliss. along line* *cont. next page*

(Vln) *f* *gliss.* *double-stop gliss. along line* *cont. next page*

(Pno.) *f* *gliss. black notes, from top Bb* 18 *gliss. black notes, to top Bb* 23

(body-slap) *(shouted)* *(click stomp)* *(voiced, hand-clap)* *(body-slap, stomp)* *(tongue-click stomp)*

8va *8va* *8va* *8va* *8va*

3 *7*

Ped.

(Soprano, Violin, Piano are synchronised in these two bars)

The Wild Bone Dance Begins...

molto rit. **A tempo**

(Voice) **79** **4/8** **4/8**

(clap!) (body-slap stomp!) even higher! (jump!) (land as loud as possible!) **ff**

wreak havoc! *begin stomping and jumping across the stage making as much noise as possible!*

spoken: with drama, approximately spaced as written The sharp syncopation of voices, of chases,

(Vln) **4/8** **4/8**

(shouted! stomp!) even higher! five! four! three! two! one! (jump!) (land as loud as possible!) **ff**

wreak havoc! *begin stomping and jumping across the stage as loud as possible*

improvise sudden bursts of sound using arco and tremolo (like voices suddenly poking out in a chaotic playground)

Pno. **f** **ff** **The Wild Bone Dance Begins...**

8va (top C) **8vb** **8vb** **8vb**

6 **6**

as loud as possible!

83 *keep stomping and jumping and wave arms in the air 'like a madman in the rain'!*

(Voice)

crescendo and rise in pitch

of pounding feet, of grazes, of broken sobs, of screams, of laughter,

(use stomps and tongue-clicks also)

(Vln)

sounds become shorter; louder and closer together

(at written octave)

Pno.

as loud as possible!

(8)

Red.

86

(Voice)

and the click-clacking...

suddenly quiet and still

(hand-click and tongue-click rapidly)

silence

(voiced breathily)

mp of wild bones

(with piano)

ff

(clap, stomp)

(highest jump of all time)

(Vln)

suddenly quiet and still

(tongue-click and pizzicato rapidly)

silence

(with piano)

start double stop very high

ff

gliss.

gliss.

(highest jump of all time)

Pno.

p

pp

ppp

fff

(8^{va})

(at written octave)

8^{va}

Red.

a long pause before next movement...

90

(Voice) $\frac{4}{4}$ *gliss.* (cut off halfway through over-excited piano gliss.)

(clap land)
Whee!

(Vln) $\frac{4}{4}$ *gliss.* (cut off halfway through over-excited piano gliss.)

(hopefully land)

a long pause before next movement...

Pno. $\frac{4}{4}$ *gliss. black notes from top Bb to bottom Bb and up again* 35

pp

8^{va}

8^{vb}

IV - Windsong

...there, there was a thread of old song in cold air...

slow and haunting

(top stave is violin for this movement only)

94

Vln. *slow and haunting*

(blow into body of violin)

*count 4" 2"

(silence)

ppp (arco, sul pont.)

(glissando rapidly along E string sounding natural harmonics)

(begin not too fast and speed up)

Voice.

*count 4" 2"

(silence)

(**deep and slumbering breaths, overlap with pianist)

Pno.

*count 4" 2"

(silence)

(**deep and slumbering breaths, overlap with singer)

(keep pedal down always to catch resonance)

*counting

after first 6", counting does not have to be co-ordinated between all parts unless indicated, violinist can count independently and 'wind sounds' can freely overlap

**wind sounds

○ singer: inhale during crescendo, mouth shaped as 'O', exhale during decrescendo 'whoo' mouth shape
 ═ pianist: inhale as with singer, exhale during decrescendo with 'shhh' sound (breathed through teeth)
 no need to follow score exactly, so long as sound is continuous throughout movement

Vln.

2" 8" 4"

(glissando with trill, ending and holding on F, trill by vibrating finger, sul pont.)

(sul tasto, always breathy tone)

gliss.

lean into Ab, fade on open G

gliss.

slightly more

Pno.

4" 4" 4" 4"

5" 5" 5" 5"

4" 4" 4" 4"

5" 5" 5" 5"

(piano has two staves next page, one for 'wind sounds', one for hands)

(listen for first chime and then begin, counting very freely) **words are only indications, referencing 'Lantern Homes', not to be sounded* *natural harmonic*

artificial harmonic; wispier sound 2" 3" (hold until last 'chime' of system)

Vln. *(ghostly)* and* there there the... there the street

4" 4" 4" 4" 4" 4" 4" 4"

Pno. 5" 5" 5" 5" 5" 5" 5" 5"

Pno. *as if a chime, very soft and distant* *(listen for violin re-entry)* *(listen for violin re-entry)* *(begin after 'street')*

play 'chimes' spaciouly; listen for violin entries, begin only after (as written)



next movement rises from silence →

4" or longer

Vln. fa - mi - liar red brick homes home

4" 4" 4" 4" 4"

Pno. 5" 5" 5" 5" 5"

Pno. *(end wind sounds once second to last 'home' has finished)* *(end wind sounds once second to last 'home' has finished)*

play as approximately spaced on page in relation to violin *(pedal off once all sound has faded)*

V - Lullaby

...a shape, a suggestion rising here and there but
wordless, edgeless, and a long time ago...

spacious and listening

Voice *pp*
mm spin the sound, 'shimmering' tone ah mm ah mm simile

Vln. listen for piano entry con sord. *pp* sul tasto, very little vibrato gliss. gliss.

Pno. listen for voice entry *pp* although sounds decays, think melody continues through arrow *ppp* tremolo as close to key as possible, short 'flickers' of sound legato pedal down always *pp*

notes for all

continue on previous note through arrow like a drone
entries and exits of melodic contours are as notated relative to other parts (so always listen carefully)
bring out melodic contours slightly in dynamic as rising shapes from the general 'hum' of sound
notes of melodic contours can be sung rather freely, reminiscent of plainchant
violin and voice: gently slide from note to note, reminiscent of the erhu instrument

continue, very still and very simple

Score for Voice and Piano (Pno.)

Voice: The vocal line consists of three staves. Each staff begins with a thick black arrow pointing right, followed by a short musical phrase marked *gliss*. The phrase is followed by another thick black arrow pointing right, indicating a continuation of the sound.

Piano (Pno.): The piano accompaniment consists of two staves. The upper staff features four short musical phrases, each marked with a *gliss* annotation. The lower staff features four short musical phrases, each marked with a *gliss* annotation. The phrases are separated by thick black arrows pointing right, indicating a continuous, simple texture.

Score for Voice, Violin (Vln.), and Piano. The Voice part features a series of glissando notes. The Violin part also features glissando notes. The Piano part has a few notes and rests.



All parts fade until only voice remains (piano must lift pedal), voice holds note alone for a moment then pauses before the whistle begins, rising from silence

for the best whistler, only begin once voice has paused

Musical staff showing a series of notes, likely representing the whistle or hummed melody.

*whistled, very freely and very softly with glissando
(if no-one can whistle tunelessly, this can be hummed very quietly by singer)*