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Title

Realm of the Immortals

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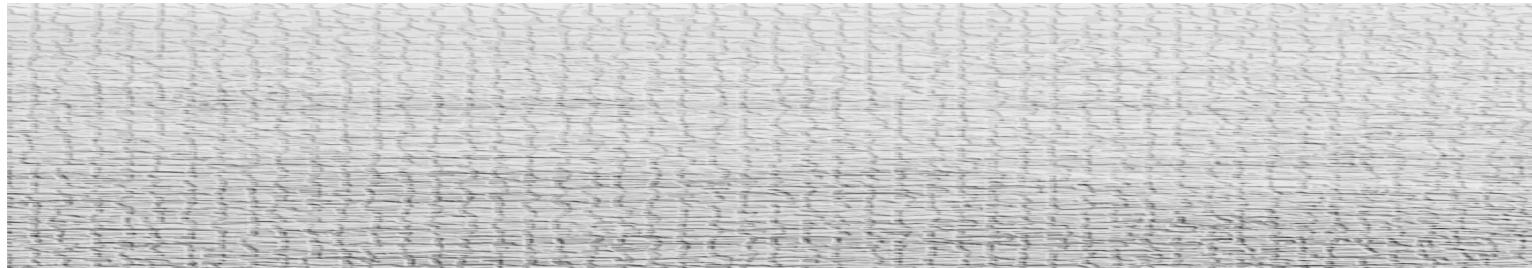
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2020



Realm of the Immortals

仙景圖

For chamber ensemble: flute, oboe, bass clarinet, bassoon, horn, trumpet, trombone, 2 percussions, piano and string quintet (15 players)

(2012)

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Duration: ca. 10"

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It was scored for chamber ensemble of fifteen players. "Realm of the Immortals" was inspired by Chinese painter, Li Kung-lin (1040 - 1106), in a period of Northern Sung dynasty's landscape work. The subject of this painting illustrates the assimilation one of the Tao concepts, "Yin-Yang" which energies from the natural world. The detail from the work depicts yin spirits carrying ceremonial lanterns, brooms and parasols descending on clouds from a misty valley to reach the domain of yang, symbolized by the phallic-shaped formation in the foreground. The other detail from the work portrays yang spirits as a group of scholars in a open pavilion with a rock formation in the foreground. They are meeting the world of yin, symbolized by the solitary Immortal outside the pavilion and the deep misty valley beyond the edge of the precipice.

Composer tried to create small fragments of motif and series of tone-color pattern to construct a large picture. The gradation of the dim and bright tone intensity is one of the major components in this piece. And the combination of motivic fragments is based on similar gestures such as ascending and descending lines. Some series of tone-color patterns are consists of pitch tone and non-pitch tone (like sound effect). Repetitions and imitations of the sound are employed. There are different combinations of ensemble sound are designed to provide different atmospheres.

作品《仙景圖》靈感來自北宋畫家李公麟的作品。雖然李公麟的手卷作品中，顏色較淡薄。音樂作品，卻以相反的形態表達，以豐富音樂顏色為主。作品主要，分為兩大主段，把中國道家思想，陰陽概念運用和描繪出來。第一大段描述神仙從天而降，畫面亦十分意境。第二大段，描述學者在庭院的涼亭中一起聚集，談天說地。音樂上，作曲家把一些不同組別的音色和音型，配合一起。由細小的形態組合到大形體。全曲以音響氣氛為主為主。

Realm of the Immortals

(2012)

INSTRUMENTATION

Flute

Oboe

Bass Clarinet

Bassoon

Horn in F

Trumpet in C

Trombone

Percussion I: vibraphone, 5 temple blocks, 5 opera gongs, 4 tom toms, a large gong

Percussion II: glockenspiel, bass drum, large tam tam, 2 bongos, 3 wood blocks

Piano

Violin I

Violin II

Viola

Cello

Double bass

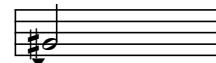
Notation and Performance Notes

General

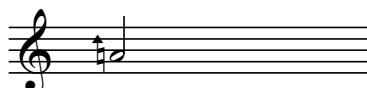
Quarter tones



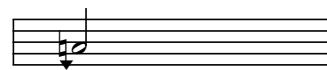
3/4 sharp, higher than sharp



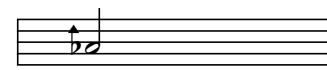
1/4 sharp, lower than sharp



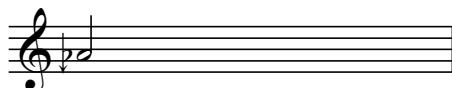
3/4 higher than natural



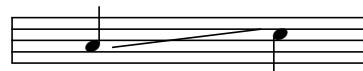
1/4 lower than natural



3/4 flat, higher than 1/2 flat



1/4 flat, lower than 1/2 flat



glissando, slide from one note to the next note.
It should start at once and be played evenly in the timing.

Woodwinds



slap tongue, can be played in any types of slap such as open slap, standard slap or other slaps.

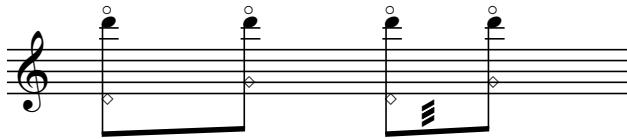
"bisbigliando" or "timbral trill", same tone with different colorings by using different fingerings.

air tone, 1/2 pitch tone and 1/2 airy sound

jet whistle; a forceful, loud attack of air which, as its name implies, conjures up associations with the starting of a jet plane, the embouchure hole of the flute is completely covered with the lips while exhaled air is forced into the flute with a strong air.

Ghost Sounds (GS): have a lot of air noise and very little tone. Air with very low pressure should be emitted and then the pressure increased until the reed begins to vibrate. At this point, keep the air pressure constant and the reed under control while avoiding opening the oral cavity between the palate and the tongue.

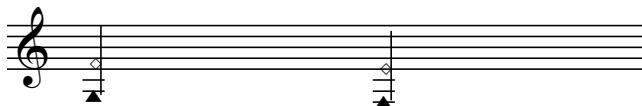
Notation and Performance Notes



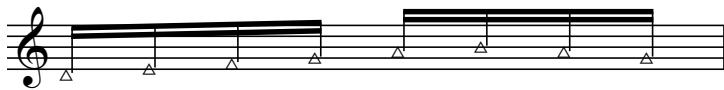
Harmonics and harmonic trills are written like this.



key noise or key clicks; can be played on any keys which produce more sound/noise.



Tongue Ram; a forceful, explosive effect that extends the normal range of the flute downward by a major seventh.



Aeolian Sound; the flute resonates with air that is blown over the embouchurehole. This technique is often desinated as "air sound".

Strings



scratch the strings (up and down) with bow hair; as well as playing double stop with glissando on on e string, but the other is opened string.

Left hand pizzicato

hit the open strings with hand. (G-D-A-E)

on the top of the bridge

on the top of the bridge: play exact on the top of the bridge;
the sound effect is only heard, and no pure string pitch
or sound is heard.

col legno + hand hits open strings

col legno + hand hits open strings: play two different ways as fast as possible.
suggest left hand hits the open strings, and right hand plays col legno with bow.

Brass

air sound: with no brass tone, only air sound (noise) is produced
through the tube with the indicated pitch.

Notation and Performance Notes

Piano



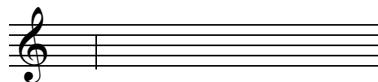
play glissando over the strings inside the piano
at approximate range



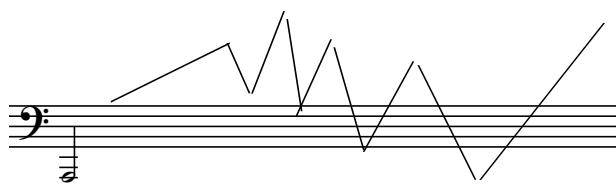
pizz.
pluck the string inside the piano;
(suggest to use guitar pick)



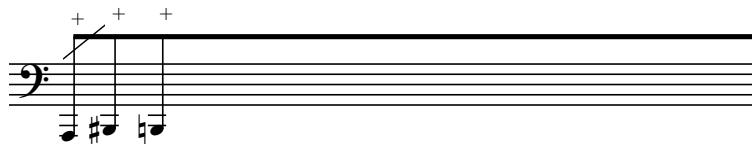
mute the string(s) at the very end inside the piano
and the other hand plays on the key(s).



Tone Cluster, hit the strings inside the piano at approximate range with hand.



scratch the string inside the piano with damper pedal down.



fingers mute the strings and move up and down slowly
to produce different harmonics.

Realm of the Immortals

for 15 players

Stephen Yip

Flute

Oboe

Bass Clarinet

Bassoon

Horn in F
air sound

Trumpet in C
air sound

Trombone

Vibraphone

Percussion I

Tam Tam metal beater

Bass Drum

Percussion II

Piano

Violin I

Violin II

Viola

Cello

Double Bass

Measure 46: Tranquillo e Misterioso

Measure 47: Tranquillo e Misterioso

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Realm of the Immortals

Fl. *slap tongue*

Ob. *sfz* *slap tongue*

B. Cl. *fp* *jet-whistle*

Bsn. *p* *pp*

Hn. *pp* *p* *pp*

C Tpt. *pp* *p* *pp*

Tbn. *p* *pp*

Perc. I *sfz* *pp*

Perc. II *pp*

Pno. *gliss. (over the strings)*

Vln. I *pizz*

Vln. II *pp* *p* *pp*

Vla. *arco*

Vc. *fp* *pp*

D.B. *pp*

mf *pp*

pp *p* *pp*

pizz *scratch the string (up and down) with bow hair*

pp *pp* *p* *pp*

pp *pizz* *scratch the string (up and down) with bow hair*

pizz

fp *f*

pp

pp *arco*

pizz

pp *pp*

L. IV. VII.

bass drum brushes

Realm of the Immortals

A

Fl. Ob. B. Cl. Bsn.

Hn. C Tpt. Tbn.

Perc. I Perc. II

Pno.

Vln. I Vln. II Vla. Vc. D.B.

(A)

Vln. I Vln. II Vla. Vc. D.B.

Realm of the Immortals

(B)

Fl. f
Ob. f
B. Cl.
Bsn. *mf* 7 pp — pp
Hn. pp — mp — pp
C Tpt.
Tbn. *mf* pp
Perc. I medium mallets *sfz* bow *p* *f* *sfz* *p* *f* *sfz* *p* *f*
Perc. II *sfz* *pp* *mp* *pp* *sfz* *p* *f* *sfz* *p* *f*
Pno. *pizz* *mf* *f* *p* *f* *pizz* (over the strings) *p* *f* *f* *sfz* *hit strings (in low register) inside piano* *sfz* *sfz* *sfz* *sfz*
Vln. I — *scratches the string (up and down) with bow hair* *p* *mf* *p* *pizz* *sfz* *arco* *f*
Vln. II — *scratches the string (up and down) with bow hair* *p* *mf* *p* *pizz* *sfz* *pizz* *sfz* *arco* *f*
Vla. *pp* *mp* *pp* *fp* *pp* *mp* *pp* *sfz* *pp* *mp* *pp* *sfz*
Vc. — *fp* *mf* *p* *fp* *f* *p* *pizz* *sfz* *mf* *pp* *sfz* *mf*
D.B. *arc* *mf* *p* *f* *pizz* *sfz* *mf* *pp* *sfz* *mf*

Realm of the Immortals

Musical score for orchestra and piano, page 22. The score includes parts for Flute, Oboe, Bassoon, Clarinet, Bassoon, Horn, C. Tpt., Trombone, Percussion I, Percussion II, Piano, Violin I, Violin II, Viola, Cello, and Double Bass. The score features complex rhythmic patterns and dynamic markings such as *f*, *p*, *pp*, *mf*, *sfp*, *sfz*, and *gliss. (over the strings)*. Various performance techniques are indicated, including key click sounds, bowing, pizzicato, and string scratching.

Realm of the Immortals

Fl. (Flute) pp *key click sound* 3f p

Ob. (Oboe) p f fp mp

B. Cl. (Bassoon) mf f p mp

Bsn. (Bassoon) mp pp

Hn. (Horn) p f p *air sound*

C Tpt. (C Trumpet) pp mp pp

Tbn. (Tuba) pp mp pp

Perc. I (Percussion I) f medium mallets

Perc. II (Percussion II) brushes Tam Tam Bass Drum ff

Pno. (Piano) pp mute string(s) pizz gliss. (over the strings)

Vln. I (Violin I) pp mf pp mp pp fp mf pp fp

Vln. II (Violin II) pp mf pp mp pp fp mf pp fp

Vla. (Viola) pp scratch the string (up and down) with bow hair mp pp mf p fp

Vc. (Cello) p mp pp fp mf p pp pizz arco fp

D.B. (Double Bass) pp mp pp fp << fp

Timbre variation bishiglano

Realm of the Immortals

C ● = 54

Fl. *accel.* *ff* *fp* *ff*

Ob. *ff* *fp* *ff*

B. Cl. *bisbigliando* *fp* *ff*

Bsn. *ff* *fp* *ff*

Hn. *ff*

C Tpt. *ff*

Tbn. *fp* *ff* *mp* *pp* *f* *pp*

Perc. I *ff*

Perc. II *ff*

Pno. *ff*

Vln. I *ff*

Vln. II *ff*

Vla. *ff*

Vc. *ff*

D.B. *pizz*

Fl. *key click sound* *f* *p* *pp* *pp*

Ob. *key click sound* *f* *p*

B. Cl. *key click sound* *f* *p*

Bsn. *key click sound* *f* *p*

Hn. *pp*

C Tpt. *mf* *pp*

Tbn. *pp*

Perc. I *f* *mp* *p*

Perc. II *f* *mp* *p*

Pno. *on keys* *loco* *f* *mp* *p*

Vln. I *col legato battuto* *pizz*

Vln. II *col legato battuto* *pizz*

Vla. *col legato battuto* *pizz*

Vc. *pizz*

D.B. *pp* *mp* *pp*

Vln. I *arco*

Vln. II *arco*

Vla. *arco*

Vc. *arco*

D.B. *arco*

Vln. I *scratches the string (up and down) with bow hair*

Vln. II *scratches the string (up and down) with bow hair*

Vla. *scratches the string (up and down) with bow hair*

Vc. *scratches the string (up and down) with bow hair*

D.B. *scratches the string (up and down) with bow hair*

Realm of the Immortals

(D)

Fl. airy tone: 1/2 tone and 1/2 air sound

Ob. **Tongue-ran**

B. Cl. airy tone: 1/2 tone and 1/2 air sound

Bsn.

Hn. **Aeolian Sound**

C Tpt. **air sound**

Tbn.

Perc. I **Tam Tam** brushes

Perc. II **Bass Drum**

Pno. pizz. **p** **mf** mute string(s) **f** gliss. (over the strings) hit strings (in low register) inside piano **p** **mf** **p**

Vln. I **p** **pp** **3** **[con sord]** **pp** **p** **pp** **p** **pp** **p** **pp** **p** **pp** **p** **pp** **p** **pp**

Vln. II **scratch the string (up and down) with bow hair** **on the top of the bridge** **p** **pp** **p** **pp** **on the top of the bridge** **p** **pp** **p** **pp** **on the top of the bridge** **p** **pp** **p** **pp**

Vla. **scratch the string (up and down) with bow hair** **on the top of the bridge** **p** **pp** **p** **pp** **on the top of the bridge** **p** **pp** **p** **pp** **on the top of the bridge** **p** **pp** **p** **pp**

Vc. **pizz.** **3** **arcò** **scratch the string (up and down) with bow hair** **[sul tasto]** **p** **pp** **p** **pp** **p** **pp** **p** **pp** **p** **pp**

D.B. **p** **mp** **sfz** **p** **pp** **p** **pp** **p** **pp** **p** **pp** **p** **pp** **p** **pp** **p** **pp**

* the tongue is propelled forward with a strong thrust of air and suddenly stopped on the roof of the mouth [hurt]. It produces a sound of seventh below.

* resonates with the air that is blown over the bouchure hole. No pure flute tones are sounded.

Realm of the Immortals

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Aeolian Sound

Fl. *fp* *pp*

Ob. *p* *pp*

B. Cl. *p* *pp*

Bsn. *pp* *mf*

Tongue-ram *sfz*

key click sound *p* *mf*

air tone: 1/2 tone and 1/2 air sound *p* *pp*

air tone: 1/2 tone and 1/2 air sound *p* *pp*

slap tongue *mf* *sfz*

key click sound *3* *5*

air sound *pp* *mp*

air sound *pp* *p*

air sound *pp* *mp*

medium mallets *p*

bassoon bow *p* *f*

Tam Tam brushes *pp* *p* *pp*

Bass Drum *pp* *p* *pp* *p*

mf

pizz

pizz

pizz

gliss. (over the strings)

hit strings (in low register) inside piano

mute string(s) *p*

sfz *8vb*

pizz

scratches the string (up and down) with bow hair *pp* *p* *pp*

on the top of the bridge

pizz

mf

[senza sord] *p*

scratches the string (up and down) with bow hair *pp* *p* *pp*

on the top of the bridge

pizz

mf

[senza sord] *p*

scratches the string (up and down) with bow hair *pp* *p* *pp*

on the top of the bridge

pizz

[senza sord] *p*

col legato battuto *p* *pp*

on the top of the bridge

col legato battuto *p* *pp*

pizz

mp

col legato battuto *p* *pp*

on the top of the bridge

col legato battuto *p* *pp*

pizz

mp

D.B. *p* *pp*

pizz

mp

mp

Realm of the Immortals

E

Fl. airy tone: 1/2 tone and 1/2 air sound jet-whistle key click sound Tongue-ram key click sound

Ob.

B. Cl. airy tone: 1/2 tone and 1/2 air sound p pp *sfp* slap tongue key click sound p f *sfp*

Bsn. p pp *sfp* slap tongue key click sound p f *sfp*

Hn. *fp* *pp* *pp* *p* *mf* *pp* air sound

C Tpt. *pp* *p* *pp* *p* *mf* *pp* *fp*

Tbn. *f* *pp* *p* *mf* *pp* *fp*

Perc. I *pizz* *mp* *5 opera gongs S L* *fp* *fp*

Perc. II

Pno.

Vln. I *pp* *p* *pp* *hit the open strings* *on the top of the bridge* *pp* *pp* *pp* *pp* *pp* *pizz*

Vln. II *pp* *p* *pp* *pizz* *hit the open strings* *on the top of the bridge* *pp* *pp* *pp* *pp* *pp* *f*

Vla. *p* *pp* *sfp* *hit the open strings* *on the top of the bridge* *pp* *pp* *pp* *pp* *pp* *pp*

Vc. *fp* *f* *sfp* *hit the open strings* *on the top of the bridge* *pp* *pp* *pp* *pp* *pp* *sfp*

D.B. *fp* *f* *sfp* *hit the open strings* *on the top of the bridge* *pp* *pp* *pp* *pp* *pp* *sfp*

E

Vln. I *pp* *p* *pp* *hit the open strings* *on the top of the bridge* *pp* *pp* *pp* *pp* *pp* *pizz*

Vln. II *pp* *p* *pp* *pizz* *hit the open strings* *on the top of the bridge* *pp* *pp* *pp* *pp* *pp* *f*

Vla. *p* *pp* *sfp* *hit the open strings* *on the top of the bridge* *pp* *pp* *pp* *pp* *pp* *pp*

Vc. *fp* *f* *sfp* *hit the open strings* *on the top of the bridge* *pp* *pp* *pp* *pp* *pp* *sfp*

D.B. *fp* *f* *sfp* *hit the open strings* *on the top of the bridge* *pp* *pp* *pp* *pp* *pp* *sfp*

percussion parts:
 5 opera gongs S L
 Glockspiel
fp *fp*
fp *f*
sfp *f*

Realm of the Immortals

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F

Fl. key click sound (d + o) Tongue-ram 7 jet-whistle
Ob. key click sound 6
B. Cl. key click sound slap tongue 5
Bsn. key click sound (d + o) 6
Hn. air sound 5
C Tpt. pp f pp
Tbn. >pp sfz >pp sfz
Perc. I 5 Temple blocks S p pp sfz mp
Perc. II p sfz
Pno. p
F

Vln. I arco pp fp f sfz col legato battuto jeté
Vln. II pizz arco pp fp f sfz col legato battuto jeté
Vla. pizz arco mp pp fp f sfz col legato battuto jeté
Vc. on the top of the bridge arco mp pp fp f sfz col legato battuto jeté
D.B. mf arco p f sfz f fp

Realm of the Immortals

(G) ♩ = 60 Intenso con più forza

This musical score page contains two systems of music, each starting with a dynamic of **ff**.

System 1 (Top):

- Flute (Fl.):** Playing eighth-note patterns with slurs.
- Oboe (Ob.):** Playing eighth-note patterns with slurs.
- Bassoon (Bsn.):** Playing eighth-note patterns with slurs.
- Horn (Hn.):** Playing eighth-note patterns with slurs.
- C Trumpet (C Tpt.):** Playing eighth-note patterns with slurs.
- Trombone (Tbn.):** Playing eighth-note patterns with slurs.
- Percussion I (Perc. I):** Playing eighth-note patterns with slurs, labeled "Temple block".
- Percussion II (Perc. II):** Playing eighth-note patterns with slurs, labeled "Bass Drum".
- Piano (Pno.):** Playing eighth-note patterns with slurs.
- Other Percussion:** Labels include "5 opera gongs S", "Tam Tam", "Glockenspiel", and "Bass Drum".

System 2 (Bottom):

- Violin I (Vln. I):** Playing eighth-note patterns with slurs.
- Violin II (Vln. II):** Playing eighth-note patterns with slurs.
- Cello (Vcl.):** Playing eighth-note patterns with slurs.
- Bass (D.B.):** Playing eighth-note patterns with slurs.

Performance Instructions:

- Flute (Fl.):** Tongue-ram, key click sound, airy tone: 1/2 tone and 1/2 air sound.
- Horn (Hn.):** Air sound.
- Percussion I (Perc. I):** f — p.
- Percussion II (Perc. II):** mp — p.
- Piano (Pno.):** pizz, pp.
- Violin I (Vln. I):** col legno battuto, scratch the string (up and down) with bow hair.
- Violin II (Vln. II):** f — p.
- Cello (Vcl.):** arco [sul tasto], p — pp.
- Bass (D.B.):** arco [sul tasto], p — pp.

Realm of the Immortals

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Fl. key click sound (d) jet whistle (H)

Ob. key click sound (d) Ab C#

B. Cl. key click sound (d) ff p

Bsn. key click sound (d) ff p

Hn. air sound fp f 3 6

C Tpt. air sound fp f 3 7 f

Tbn. air sound fp f 3 6

Perc. I pp f 5 Temple blocks S L sub. p pp mp

Perc. II rim Tam Tam scratch with metal beater Bass Drum f sub. p pp

Pno. gliss. (over the strings) p sfp pizz. f sfp

Vln. I col legato battuto jete pp f pizz. 3 arco fp fp III. II. II. III. V V

Vln. II col legato battuto jete pp f pizz. 3 arco fp fp IV. III. III. IV. V V

Vla. col legato battuto jete pp f pizz. 3 arco fp fp II. III. III. II. V V

Vc. col legato battuto jete pp f pizz. 3 arco fp fp I. II. II. I. V V

D.B. f pp sfp pizz. f fp

Realm of the Immortals

Musical score for orchestra and piano, page 14, titled "Realm of the Immortals". The score consists of ten systems of music, each containing multiple staves for various instruments. The instruments include Flute (Fl.), Oboe (Ob.), Bassoon (Bsn.), Bass Clarinet (B. Cl.), Horn (Hn.), Clarinet (C Tpt.), Trombone (Tbn.), Percussion I (Perc. I), Percussion II (Perc. II), Piano (Pno.), Violin I (Vln. I), Violin II (Vln. II), Cello (Vcl.), Double Bass (D.B.), and Bassoon (Bsn.). The score is in common time.

The score features dynamic markings such as *p*, *f*, *fp*, *ff*, *pp*, *sfs*, *sfz*, *mf*, and *mfp*. Special effects include "key click sound" (marked with a circle and an 'x' at the top of the staff), "slap tongue" (marked with a circle and a vertical line at the top of the staff), and "Glockenspiel" (marked with a small glockenspiel icon). The piano part includes instructions like "senza sord.", "Vibraphone", and "col legno + hand hits open strings". The violin parts feature "fast bow" and "pizz." markings. The double bass part has "arco" markings. The bassoon part has "col legno + hand hits open strings" markings. The score is numbered 67.

Realm of the Immortals

15

72 Tongue-ram *jet whistle* ♩ = 66 Vigoroso il più possibile

Fl. *mf* *p* *pp*

Ob. *slap tongue* *mf* *p* *pp*

B. Cl. *slap tongue* *mf* *p* *pp*

Bsn. *slap tongue* *mf* *p* *pp*

Hn. *mf* *f* *mf* *f*

C Tpt.

Tbn. *mf* *f*

Perc. I *5 Temple blocks S L* *sfp* *pp* *mf* *pp* *pp* *sfp* *pp* *f* *pp*

Perc. II *Bass Drum* *sfp* *pp* *fp* *mf* *pp* *pp* *sfp* *f* *pp*

Pno. *gliss. (over the strings)* *sfp* *mute string(s)* *pizz* *8vb* *f* *8vb* *sfp*

Vln. I *pizz* *sfp* *arco* *fp* *mf* *p* *f*

Vln. II *pizz* *sfp* *arco* *fp* *mf* *p* *f*

Vla. *pizz* *sfp* *arco* *fp* *mf* *p* *f*

Vc. *pizz* *sfp* *arco* *fp* *mf* *p* *f*

D.B. *pizz* *sfp* *fp* *sfp* *mf* *f* *ff* *sfp* *mp*

Realm of the Immortals

Fl. *mf* *f*

Ob. 3 6 *mf* *f*

B. Cl. *f* *fp* *f*

Bsn. *f* *fp* 5 *f*

Hn. 6 *mf* *f*

C Tpt. 6 3 *mf* *f*

Tbn. 7 *mf* *f*

Perc. I 4 Tom Tom S. Large Gong *f* *s* *ff* 5 *pp* *f* *s* *pp*

Perc. II 2 Bongos 3 Woodblocks Bass Drum *f* *sfz* *pp* *ff* *mf* *pp* *fp* > *pp*

Pno. *p* *pizz*

Vln. I 5 *mf* 6 *f* *fp* *f* *p* *fp* 3 *f* *fp* II. I. I. II. III. V. f *p*

Vln. II *fp* *f* *p* *mf* III. II. II. III. V. *fp* 3 *f* *p*

Vla. 3 5 *f* *mf* 7 *f* *fp* *f* *p* *fp* I. II. II. I. V. *f* *p*

Vc. *f* *mf* 7 *f* *fp* *f* *p* I. II. II. I. V. *f* *p*

D.B. *fp* *arc* *f* *fp* *f* *fp* *f* *p* *f* *p*

Realm of the Immortals

17

Fl. *si* (K) key click sound *sfz* *mf* *f*

Ob. key click sound *sfz* *mf* *f*

B. Cl. key click sound *sfz* *mf* *f*

Bsn. key click sound *sfz* *mf* *f*

Hn. *si* *ff* *mf* *+3* *6*

C Tpt. *ff* straight mute *fp* *mf*

Tbn. *ff* *mf*

Perc. I *mf* *p* *ff* *sub. p* *f* *sfz fp* *mf*

Perc. II *mf* *p* *ff* *s* *sub. p* *f fp*

Pno. *si* *f* *pizz* *sfz*

Vln. I *ff* *fp* *f* *p* *f* *p*

Vln. II *ff* *fp* *f* *p* *f* *p*

Vla. *ff* *fp* *f* *p* *f* *p*

Vc. *ff* *fp* *f* *p* *f* *p*

D.B. *ff* *fp* *f* *p* *f* *p*

Realm of the Immortals

Fl. *mf* — *f*

Ob. *mf* — *f*

B. Cl.

Bsn.

Hn. *f*

C Tpt. *f*

Tbn. *f*

Perc. I *ff* — *mp*

Perc. II *ff* — *fp* — *p* — *p* — *ff*

Pno. *p* — *pizz.* — *f* — *gliss. (over the strings)* — *p* — *ff*

Vln. I *mf* — *f*

Vln. II *fp*

Vla. *mf* — *f*

Vc. *mf* — *f*

D.B. *fp* — *ff*

Realm of the Immortals

19

L $\bullet = 46$

Fl. ff p
Ob. ff p
B. Cl. ff p
Bsn. ff p

key click sound (G.)
key click sound (G.)
key click sound (G.)
key click sound (G.)

Hn. f p
C Tpt. f p
Tbn. f p

air sound
air sound
air sound

Perc. I sfz
Perc. II pp p
Vibraphone bow
brushes
Glockenspiel

Pno. f mf p
gliss. (over the strings)
pizz
mute string(s) +
sfz
pizz
sfz
pizz

L $\bullet = 46$
col legno + hand hits open strings
Vln. I f pp mp pp
col legno battuto jeté
Vln. II f pp mp pp
col legno battuto jeté
Vla. f pp mp pp
col legno battuto jeté
Vc. f pp mp pp
col legno battuto jeté
D.B. f pp mp pp
sfz

Realm of the Immortals

(M) $\text{♩} = 66$ Agitato con moto

Fl. Ob. B. Cl. Bsn.

Hn. C Tpt. pp

Tbn.

Perc. I medium mallets f p mp Tam Tam

Perc. II p mp Bass Drum p

Pno. mp [on keys] p mp 8th 8th 8th 8th

Vln. I Agitato con moto f³ fp 3 5 3 f

Vln. II p pizz p sffz mf sffz mf

Vla. p pizz p sffz mf sffz mf

Vc. pp p fp mf p arco mf

D.B. p 3 3 mp p mf

The musical score consists of ten staves of music for orchestra and piano. The top section (measures 94-95) includes Flute, Oboe, Bassoon, Trombone, Horn, Clarinet, Bassoon, Percussion I (medium mallets), Percussion II (Tam Tam, Bass Drum), and Piano. The middle section (measures 96-97) includes Violin I, Violin II, Viola, Cello, Double Bass, and Piano. Measure 94 starts with a forte dynamic (f) for Percussion I, followed by piano dynamics (p) for Percussion II and Piano. Measures 95 and 96 feature various dynamic markings like mp, sffz, mf, and arco. Measure 97 concludes with piano dynamics (p, mp, mf) for the bassoon and double bass.

Realm of the Immortals

21

Fl. *p* *f* *fp* *f* *fp* *mf* *p* *f* *key click sound* *(o)* *f* *key click sound* *(o)* *f* *key click sound* *(o)* *f* *pp*

Ob. *p* *fp* *f* *fp* *f* *fp* *f* *fp* *f* *key click sound* *(o)* *f* *key click sound* *(o)* *f* *key click sound* *(o)* *f* *pp*

B. Cl. *p* *fp* *f* *fp* *f* *fp* *f* *fp* *f* *fp* *f* *key click sound* *(o)* *f* *key click sound* *(o)* *f* *key click sound* *(o)* *f* *pp*

Bsn. *fp* *f* *fp* *f* *fp* *f* *mf* *p* *f* *key click sound* *(o)* *f* *key click sound* *(o)* *f* *key click sound* *(o)* *f* *pp*

Hn. *p* *air sound* *f* *p* *air sound* *f* *p* *air sound* *f* *p*

C Tpt. *p* *air sound* *f* *p* *air sound* *f* *p*

Tbn. *p* *f* *f* *p* *f* *f* *p* *mp* *p*

Perc. I *bow* *p* *f* *p* *medium mallets* *f* *p* *bow* *f* *5 Temple blocks* *S* *5 opera gongs* *mp* *p*

Perc. II *p* *f* *mf* *p* *f* *f* *mf* *p* *pp*

Pno. *p* *f* *p* *f* *p* *f* *8th* *8th* *f*

Vln. I *p* *f* *p* *fp* *mf* *3* *f* *f* *p* *col legato battuto* *jetté* *pp*

Vln. II *p* *sfp* *mf* *fp* *arcò* *fp* *f* *f* *p* *col legato battuto* *jetté* *pp*

Vla. *p* *sfp* *f* *p* *sfp* *fp* *f* *f* *p* *col legato battuto* *jetté* *pp*

Vc. *fp* *f* *p* *fp* *fp* *f* *f* *pizz* *sfp* *col legato* *+ hand hits open strings* *pp*

D.B. *mp* *f* *sfp* *mf* *sfp* *fp* *f* *sfp* *f* *sfp* *col legato* *+ hand hits open strings* *pizz* *p*

N *col legato battuto* *jetté* *pp* *sfp* *col legato* *+ hand hits open strings* *pp* *sfp* *col legato battuto* *jetté* *pp* *sfp* *col legato* *+ hand hits open strings* *pp* *sfp* *col legato* *+ hand hits open strings* *pp* *pizz* *p*

Realm of the Immortals

O

Fl.

Ob.

B. Cl.

Bsn.

Hn.

C Tpt.

Tbn.

Perc. I

5 opera gongs

Tam Tam

Bass Drum

Perc. II

Pno.

[on keys]

pizz.

gliss. (over the strings)

p

pizz.

mf

p

p

pizz.

mf

p

p

Vln. I

mf

p

mf

mf

Vln. II

p

mf

mf

mf

Vla.

fp

3

fp

mp

f

fp

Vc.

pp

pizz.

fp

mf

p

f

fp

Vcl.

pp

fp

3

fp

mp

f

fp

D.B.

sfp

sfp

p

3

fp

mp

sfp

mf

sfp

mf

f

Realm of the Immortals

23

(P)

Fl.

Ob.

B. Cl.

Bsn.

Hn.

C Tpt.

Tbn.

Perc. I

5 Temple blocks S
Large Gong

Glockenspiel

Perc. II

[on keys]

gloss. (over the strings)

pizz.

[on keys]

Pno.

Vln. I

Vln. II

Vla.

Vc.

D.B.

Realm of the Immortals

Fl.

Ob.

B. Cl.

Bsn.

Hn.

C Tpt.

Tbn.

Vibraphone

Perc. I

Vibraphone

Glockenspiel

Bass Drum

Perc. II

[on keys]

Pno.

pizz (pluck the string inside the piano)

Vln. I

Vln. II

pizz

fp

mf

p

fp

f

Vla.

Vc.

D.B.

Realm of the Immortals

25

Q

Fl. f ff ff p key click sound
Ob. f ff ff f key click sound
B. Cl. f 3 ff ff p f key click sound
Bsn. f 3 ff ff p f key click sound
Hn. fp ff gliss. [senza sord] ff p
C Tpt. fp ff [senza sord] ff fp
Tbn. fp ff ff p mf ff fp
Perc. I 5 opera gongs 4 Tom Tom S L Large Gong 5 Temple blocks S L Large Gong pp
Perc. II 2 Bongos S L 3 Woodblocks Bass Drum fp f 5 3 sfz sfz rim mp
Pno. scratch the string up and down ff p
Q

Vln. I sfz fp f ff p col legno + hand hits open strings
Vln. II fp f ff p col legno + hand hits open strings
Vla. fp f ff p col legno + hand hits open strings
Vc. arco fp f ff p col legno + hand hits open strings
D.B. fp f ff p col legno + hand hits open strings

Realm of the Immortals

(R)

Fl.

Ob.

B. Cl.

Bsn.

Hn.

C Tpt.

Tbn.

Perc. I

4 Tom Tom S L Large Gong

Perc. II

2 Bongos S L 3 Woodblocks Bass Drum

Pno.

hit strings (in low register) inside piano

mute string(s)

scratch the string up and down

gloss. (over the strings)

(R)

Vln. I

pizz

col legno + hand hits open strings

Vln. II

pizz

col legno + hand hits open strings

Vla.

pizz

col legno + hand hits open strings

Vc.

pizz

col legno + hand hits open strings

D.B.

Realm of the Immortals

(S) Senza Misura

Fl. *130* (1) ca. 7" (2) ca. 10" (3) ca. 7" (4) repeat playing the pattern for about 20 - 25 seconds

jet-whistle *sffz > pp*

key click sound *neolian sound* *mp* *ppp*

Ob. repeat playing the pattern twice

B. Cl. (1) Ghost Sounds (GS): have a lot of air noise and very little tone. Air with very low pressure should be emitted and then the pressure increased until the reed begins to vibrate. At this point, keep the air pressure constant and the reed under control while avoiding opening the oral cavity between the palate and the tongue.

Bsn. (1) *ppp* *ppp* *ppp* repeat playing the pattern for about 20 - 25 seconds

Hn. *130* (2) *air sound* *ppp* *ppp* repeat playing the pattern for about 20 - 25 seconds

C Tpt. *fff* (3) *harmon mute* *air sound* *ppp* *pp* *ppp* repeat playing the pattern for three times

Tbn. *fff* (1) *ppp* *pp* *ppp* *pp* *air sound* repeat playing the pattern for about 20 - 25 seconds

Perc. I *fff* (2) *Temple block* *Vibraphone* *bow* *p* repeat playing the pattern for about 20 - 25 seconds

Perc. II *fff* (1) *Bass Drum* regular beater *Tam Tam* brushes repeat playing the pattern for about 20 - 25 seconds

Pno. *fff* *pizz* *mute string(s)* *p* fingers mute the strings and move up and down slowly to produce different harmonics. + + + repeat playing the pattern for about 20 - 25 seconds

Vln. I *130* (2) *pizz* *acco* *p* repeat playing the pattern for about 20 - 25 seconds

Vln. II *pp* (4) repeat playing the pattern twice

Vla. *f* (3) *pizz* *arco* *p* repeat playing the pattern for three times

Vc. (1) *pizz* *sffz* *p* repeat playing the pattern for about 20 - 25 seconds

D.B. *pp* (1) *pizz* *sffz* *p* repeat playing the pattern for about 20 - 25 seconds

** resonates with the air that is blown over the bouchou hole. No pure flute tones are sounded.*