

DREAM VARIATIONS

Viola

Jacob Bancks (2015)

THEME

♩ = 76-80, slow, simple

poco vib.

v

pp < *p* > *pp* < *p* > *pp* *p* < *mp* > *p* < *mp* >

like slow breathing

14 Poco piu mosso, with anticipation

vib. ord.

p > *pp* *mp* *p* > *pp* *p* *poco espr.* *mp* *p* < *mf* > *mp* <

22 Calmer, morendo

< *f* > *mp* > *p* > *pp* *p* > *pp*

VAR. 1. Vertigo

30 in time, ♩ = 72-76 bsn. solo in time (♩ = 72-76) bsn. solo in time (♩ = 72-76) bsn. solo

30-31

39 in time, rall. molto bsn. solo (solo) 44 in 4 (easing into m. 48 tempo)

39-41

p *mp*

pizz. poco rit. poco accel. rit.

48 ♩ = 58-60, whimsical, unpredictable

sfz *mf* > *p* *espr.* *f* *mp* > *p* *f* > *mp*

pizz. arco

div.

rit. a tempo

f (*f*) *p* < *mf* > *p* *mf* *mp*

unis. pizz. arco tr.

rit. molto

fp < *mp* < *f* *f* (*f*) *mf* *mp*

pizz. gl. arco

145 *p < f* *sfz* *p < f* *p < f* *sfz* **2**

155 *mp* *mf* *mp* *mf* *p* *f*

161 *mp* *mf < f* *mf < f* *mp < f* *mf*

169 *ff* *mp < f* *mp < mf* *pp* **176** **8**

184 *ff aggressively* *fff*

VAR. 3. Airborne

192 ♩ = 144, soaring, animated

192-198 *fp < f > pp* *f* **206**

209 **211** *pp < f > pp* **220**

222 *p < mf > p* *p < f > pp*

Viola

232 5 3 242 div.

232-236 p n p

245 unis. 248

mf > *pp* *mp* > *pp* (*pp*) mp > *pp*

254 poco rit. ----- 260 a tempo

mf > *p* n ff brash, bold

266 rit. molto -----

mf > *p*

270 (rit. molto) -----

ff

VAR. 4. Carillon Tower

274 ♩ = 72, spectacular, imposing, overwhelming

274 281

p molto *fff* sempre (*fff*)

284 286

f *ff* *f* *mf* *mp* > *p*

294

mf *f* *mf* *f* *mf* *ff*

304 305

fff *f* *mf* *mp* *pp*

VAR. 5. Falling

319 ♩ = 104, dizzying, ephemeral

one player

5 5

313-317

gli altri sul tasto

ppp whispered, sempre sotto voce

321 (one player)

pp (gli altri)

mp *ppp*

(ppp)

326 (one player)

(gli altri)

n *pp* *mf*

(ppp) *(ppp)*

(one player)

329

pp *ppp* *molto* *f* *mf* *pp* *n* *pp*

(gli altri)

(ppp)

334 (one player)

<f>pp *<f>pp* *<f* *pp* *n*

(gli altri)

(ppp)

Viola

340 (one player)

v

(gli altri) *fp* *(p)* *molto ff*

(ppp)

343 (one player)

(gli altri)

p *ppp*

tutti, ord. wide, fast vib. one player (vib. ord.)

3 20

fp *f* *pp* *pp* *n*

VAR. 6. Haunted Terrain

392 same tempo, rubato ad lib.

375 ♩ = 54, dark, still

10 3 4

tutti

ffp *(p)* *pp* *ppp* *n*

[any very high note]

13

fp *ff* *fp* *ff* *fp* *f* *mp* *n*

415 in time (♩ = 54)

poco rit. - - 424 ♩ = 50-52 (poco meno mosso), very dark

bring out, but under solo bsn.

2 2

div. 419-420

pp *mp* *p* *mp* *p*

pp *mp* *p* *mp* *p*

bring out, but under solo bsn.

428

mp *f* *mp* *p > pp* *mp*

(sul D)
(sul G)

VAR. 7. Apparition

442 ♩ = 76, mystical, ethereal

436

p < f *mp* *p* *n*

p < f *mp* *p* *n*

445

poco rit. ----- 456 a tempo

454

ppp *sotto voce* (*ppp*)

462

poco rit. ----- a tempo

rit. ----- rit. molto -----

(*ppp*)

470 ♩ = 66, withdrawn

477

VAR. 8. Hysteria

484 ♩ = 160, frantic

ff \rightrightarrows *mp* \rightrightarrows *ff* \rightrightarrows *mp* \rightrightarrows *ffp* < *f* > *p*

490

10
490-499
ff \rightrightarrows *ffp* < *f* > *p*

508 sul D 3 sul D 8
f > *mp* *f* *f* *ffp* < *f* >

523

p sempre sotto voce, intense

528

mp \rightrightarrows *p* sub. \rightrightarrows *mf* < *f* > *mf* \rightrightarrows *p* sub. \rightrightarrows *sfz* *sfz* *p*

533

mp \rightrightarrows *sfz* *sfz* *p* sub. \rightrightarrows *fp* (*p*) \rightrightarrows *f*

539

mp \rightrightarrows *mf* \rightrightarrows *sfz* *mf* \rightrightarrows *mp*

545

mf sfz sfz f sfz sfz f f fp < f > p

553

8

553-560

p mp mf

566

569

f ff mp

571

rit. molto

575 ♩ = 52, intense

ff mp fff > f < fff

CADENZA

578 ♩ = 76-80, slow, simple

577

4

p > pp p > pp p < mp > p espr.

589

mp poco espr. p mp mf mp mf espr. mp

596

597

div.

603 rall. to end

2

7

p p > pp mp > pp ppp