

Only for bersual
Only for bersual

Soma

Alireza Farhang

For Flute and Percussion

Only for for perssual
Only for for perssual

Sóma (सोम) is an Indo-Iranian Deity,
personification of the rain coming from the moon,
and the juice of immortality, drunk by gods at dawn, noon and dusk.

Sóma

Alireza Farhang

December 2012

For

Flute and Percussion

Commissioned by Ensemble Hanatsu Miroir

Premiered on the 1st of December 2012 at the Auditorium of the Museum of Modern and Contemporary Art

Ensemble Hanatsu Miroir

Dedicated to Armin Farhang

Duration 13 - 14 min

Only for persual
Only for persual

List of Percussions

- Vibraphone (three octaves)
- 1 Up bending Gong (C#5 - F5)
- Crotales
(two octaves C6 - C8) sounding one octave higher than written
- 1 Flexatone
(from middle C to B above)
- 5 Bowls
(E4, G5, G#5, C#6, D6)
- 1 or 2 Baoding Balls
- 3 Cymbals
 - 1 big (18" - 20"), quiet mellow with mostly with low harmonics, with sizzler option (for example a small chain) when asked in the score
 - 1 medium (14" - 16"), thin, with the possibility of cutting off the stopping sound with hand or mallet rolling.
 - 1 small (13" - 14")
- 1 Spring Drum (medium)
- 4 Wood Blocks
- 4 Temple Blocks
- 2 Skubios
- 1 Tam-Tam (medium)
- 1 Timpani
- Tambourine
 - 1 quiet small with jingles
 - 1 small without jingles (tamburello)
 - 1 quiet large without jingles (or a small daf)

Sounds of tambourines should be quiet mellow and round.

Indian Tabla can also be used instead of medium tambourine, if your technics allows it.
- 1 Symphonic Bass Drum

Modal Evolution

1 ABCDEFG 2 BCDEFG 3 CDEFG 4 DEFG

Combination

Mode 1

Mode 2

151 mc 137 mc 112 mc 100 mc

The melodic evolution the piece is based on transpositions and overlaps of this mode

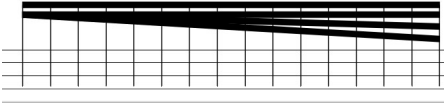


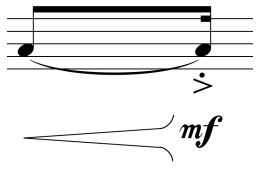










5 EFG 6 FG 7 G 5 H





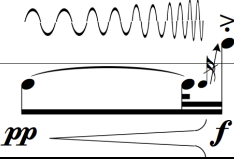
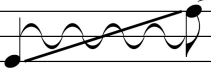


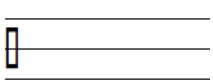




4 HI 3 I 2 IJJ 1 HIJK 0 K





Only for

persuasi

Notation

General	
	Accelerando
001--- 045	Sound files
A, B1, C3, ...	Sections
	Short Vibrato in the beginning of a note. The pitch deviation is about 1/4 tone getting smaller in the end of the vibrato.
	Long Vibrato in the beginning of a note. The pitch deviation is about 1/2 and 1/4 tone getting smaller in the end of the vibrato.
	Exponential Crescendo
	Long Ornamented note In case of repeated notes, the number of repetition is approximate
	Short Ornamented note In case of repeated notes, the number of repetition is approximate
	Ornamented note should be lightly and clearly played
	Short ornamental note played lightly but clearly at the end of a phrase
	Horizontal dashed line indicates gradual changing from one state to the other
	Vertical dashed line indicates exact synchronization between two parallel events
	37 midicent higher than A ^b — 37 midicent higher than A ^b
	Lightly (12 midicent) higher than A ^b — Lightly (12 midicent) lower than A ^b
	Extremely long <i>fermata</i> . Almost free.
	Free measure. The duration is indicated above.

Percussion	
	Play with finger ring. When play tambourines in order to have a very high pitch sound play on the edge or almost on the back of the instrument.
Thumb Roll	Thumb Roll may be produced by a moistened thumb across the vellum, giving a quiet jingle trill of short duration
	Play with hands and fingers
	Mallets: soft, hard, metal and plastic
	Hit the membrane with
	Rub the membrane of drum with fingernails. Move the finger faster resulting a sound getting higher in term of pitch with a final quiet gesture at the end.
	Rub the drum with a small rubber ball
	Damp the instrument
	With an even pressure, rub the mallet around the outside edge of the rim of the
	Three lines staff does not represent any defined pitch but an approximative range from low to high. In tambourines for example when notes get close to the upper line, performer should play around the rim. When notes are on the lower lines. For obtaining more variety of colors it is possible to combine both tambourines (large and small)
	Pinch the spring gently with two or three fingers letting nails rub it, move hand from up to down pulling the spring. It makes a low granular sound.
	Pinch the spring gently with two or three fingers letting nails rub it, move hand with a quiet gesture from up to down pulling the spring. It makes a harsh sound.
	Let the spring hits randomly the tam-tam
	Close - Open the hole (for the spring drum)

Flute	
	Airy Sound
	<i>Pizzicato</i> with distinct pitch
	Sound + Key Percussion
	Only key Percussion with indication of fingering.

Note

- The success of performance of this piece depends a lot to the intonation. It is important that performers adjust micro intervals by the help of audio files provided for this reason.
- Most of the trill or tremolo glissandi should be done by embouchure.
- A female flutist can sing in the flute one octave higher than notated.

Sóma

For Flute and Percussion
Persian Musical Calligraphy I

Alireza Farhang
Dedicated to Armin Farhang

001

♩ = 38-44

A₁

Tempo rubato G Flute

Smorz.

Flute

Play

Voice

f pp f p mf mp mf pp

Percussion

Medium Cymbal

Large Cymbal + Sizzler

l.v.

arco

l.v.

f ppp mf pppp

3/4

5

B₁

002

Fl. Flute

Voice

f pp p fpp f p f p fpp

Percu.

Large Cymbal + Sizzler

l.v.

ppp

p mp pp f ppp mp pp mf pp p

1 + 4/4

10 **B₂**

003 004

Fl. Flute

tu ku... tu ku... tu ku...

mp pp f pp mfpp mp p mfpp mp p mf pp f

Voice

Percu. Vibraphone

Crotales

Mokubios

p pp pp

13

005 006

Fl. Flute

Smorz.

pp mp p mf p mf p f p mp p ppp mf

Voice

Percu.

mp

Flexatone

p ppp mp ppp

16 **C₁**

Smorz.

Fl. Flute

f f p mp f p mf ppp fpp

Voice

Percu. Large Cymb

Bass Drum

Medium Cymb

arco

ppp f

mf f pppp mp

19 **C₂**

Flute: *mp*, *ppp*, *p*, *mp*, *pp*, *mf*, *p*

Voice: *p*, *mf*

Percu.: Crotales (*mf*), Flexatone (*pp*, *p*, *ppp*, *f*, *ppp*)

Vibraphone: *p*, *mp*

007

23

Flute: *mp*, *ppp*, *mp*, *f*

Voice: *mp*, *f*

Percu.: Crotales (*mf*, *pp*), Temple Block (*f*), Large Cymbal Sizzler (*mp*), n.v., L.v. (Dar) (*ppp*, *mf*, *pp*, *f*)

008 009 010 011

25 **C₃**

Flute: *p*, *p*, *mf*, *fp*, *mf*, *p*, *mf*, *p*, *mf*

Voice: *p*, *mf*, *p*, *mf*

Percu.: Vibraphone (*p*), Crotales (*mp*), Vibraphone (*mf*, *p*, *mp*)

ONLY FOR PETERSUAI

28

Fl. Flute

Percu.

fp fp fp fp fp f f mf

p sf sf sf mp ppp sf pp sf p

31

Fl. Flute

Fl. Voice

Percu.

mfpp mfpp mfpp mfpp mfpp mp ppp mf pp f p mpp mf p

ppp sf pp pp

pp mf pp mp p

Spring Drum

Vibrate the spring with your fingers by fast back and forth movement. If possible let the spring hit randomly the tamtam.

Bass Drum

p mp pp p

34

Fl. Flute

Percu.

f mp p f p mf pp f p mf pp

ppp f p > pp mp > pp mf > pp

Crotales

Block

Vibraphone

Bend-up Gong

mp

014 **D₃** *tr*

Fl. Flute

C Flute

pp mp

7

001

tu ku...

Percu.

Crotales

Vibraphone

Tambourine + Jingles

Thumb Roll

Global crescendo

5-8 sec. In some combining qualities of left

Temple Block

Tambourines

Large Tambourine or Small Daf

p pp mp pp mf ppp mp

5 12 7 3

015

Fl. Flute

pp mp pp mf p sf p pp sf p sf

11 3 12 11

sh.

3/4

Percu.

Large Tambourine or Small Daf

Tambourines

Thumb Roll

mp pp ppp f

11 11 5 12

3/4

016 017 018

Flute

Fl. Voice

mp fp mp ppp mp pp mf fpp

7 6 11 11

Percu.

Crotales

Vibraphone

Small Cymbal

Mokubios

Temple Block

mp ppp mp pp mf fpp

3 3 11

4/4 6/8

47

Fl. Flute

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

Crotales *l.v.* Vibraphone *l.v.* Crotales

Bend-up Gong *l.v.*

Percu.

p *mp* *p* *mp* *mp* *p* *mp*

49

Fl. Flute

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

MP 118 **E₁** G Flute

Vibraphone

Percu.

pppp *pppp* *f* *ppp* *mfpp*

53

E₂

Flute

mp *mp* *p* *mf* *p* *pp* *mf* *mp* *pp* *f* *pp* *mp* *p* *mf*

Voice

Percu.

mp *pp* *sf* *pp* *sf* *pp* *f* *mp*

020

Fl. Flute

tu ku... tu ku... tu ku...

Smorz.

mp > ppp p < mp > pp p ppp f ppp < p > ppp < p > mp

Voice

Percu.

p > ppp mp pp p > ppp ff Large Cymbal l.v.

59

Fl. Flute

Smorz.

E4

pp p mf

Percu.

Large Cymbal + Sizzler

PPPP

001

61

Fl. Flute

pppp mp p mp p mf mp

Voice

Percu.

Large Cymbal l.v. lock 12 Medium Cymbal 11 11 Bass Drum

p mp ppp mp p mfp pppp

Turn your back on the audience.
A far-off sound should be obtained.

E₅

C Flute

Fl. Flute

64

022

12

7

6

11

mp

p

mf

p

Percu.

3/4

023

Start to turn to get the normal position.

024

025

Normal position

026

Fl. Flute

67

12

9

mf

p

mp

pp

f

pp

ff

mf

ff

Voice

Percu.

4/4

Spring Drum

Large Cymbal

Bass Drum

Hit the membrane

pppp

p

m

mf

mp

f

f

F₂

MP 118

Fl. Flute

70

12

7

7

7

3

3

p

p

f

p

f

mp

f

Voice

Percu.

5

12

7

7

3

p

f

pp

f

p

f

Fl. Flute

72

p *mf* *p* *f* *p* *mf* *p* *f* *p* *f* *pp* *mf* *p* *f* *p*

5 3 6 11 12 Smorz. 11

Percu.

mp *pp* *mf* *pp* *mf* *p* *f* *p* *pp* *p* *pp*

7 6 11 7 7

Fl. Flute

74

MP 11B *fpp* *ff* *pp* *mf* *mp* *mf* *p* *mf* *pp*

7 11 3 F4

Percu.

mp *ff* *sf* *l.v.* *Crotales* *l.v.*

12

Handwritten notes: Tambourines, Thumb Roll

mf *pp* *mp* *pp*

7 7 6

Fl. Flute

76

f *p*

n.v. *m.v.*

Percu.

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

Crotales Thumb Roll Mokubios Tambourines

7 11 11 12

ONLY for persua

027 **F₅**

Fl. Flute

mf *pp* *f* *p* *mf* *pp* *mp*

Crotales

Thumb Roll

Mokubios

Percu.

028 *vib. ord.*

Fl. Flute

p *mp* *pp* *f*

Tam-tam

Tambourines

Percu.

029 **F₆**

Fl. Flute

p *fp* *mf* *p*

Vibraphone

Crotales

Temple Block

Percu.

87 MP 70

Fl. Flute

Percu.

Medium Cymbal

Crotales

Large Cymbal

Bass Drum

mf *f* *pp* *mp* *p* *mp* *pppp* *mf ppp*

90 G1 G2

Fl. G Flute

Voice

Percu.

l.v.

Hit the m... g Dr... t.

tu ku... tu ku...

mp *ff* *p* *fpp* *fpp* *mp* *pp* *mp* *pp* *mf* *mp* *mf ppp* *f* *pp*

92 029 G3

Fl. Flute

Voice

Percu.

p *mp* *p* *mf* *pp* *fp* *mfp* *mf* *p* *mf* *p* *mf* *p* *mf* *p* *mf* *p* *p* *mp* *mf* *f*

95

Fl. Flute

C Flute *n.v.* *m.v.* *vib. ord.*

p *mf* *p* *mf* *pp*

Percu.

mf *p* *ff* *mp* *p* *pp*

031

97

Fl. Flute

ppp *mp pp* *mp* *mp*

Percu.

l.v. *Crotales* *Mokubios*

mp *pp* *mp*

100

Fl. Flute

ppp

Percu.

Thumb Roll *pp* *f* *mf* *p* *mp* *pp*

Tambourines *Small Cymbal* *Tambourine + Jingles* *Mokubios* *Tambourines*

032 **G6** 103 Fl. Flute *f* *p* *mf* *pp* *f* *mp* *pp* *mf* *f*

033

Flute part with dynamic markings: *f*, *p*, *mf*, *pp*, *f*, *mp*, *pp*, *mf*, *f*. Includes a *tr* (trill) and a *tu ku...* vocal line.

Percu. *f* *mp* *mf* *f* *mp* *mf*

Percussion part including Tambourine + Jingles, Crotales, Bells, and Tam-tam. Dynamic markings: *f*, *mp*, *mf*, *f*, *mp*, *mf*. Includes *l.v.* (left hand) markings.

106 Fl. Flute *pp* *mf* *ppp* *mp* *p* *mf* *pp*

034

Flute part with dynamic markings: *pp*, *mf*, *ppp*, *mp*, *p*, *mf*, *pp*. Includes a *tr* (trill) and a *tu ku...* vocal line.

Percu. *mf* *ppp* *mf* *mp*

Percussion part including Vibraphone. Dynamic markings: *mf*, *ppp*, *mf*, *mp*. Includes *l.v.* (left hand) and *arco* markings.

110 Fl. Flute *mf* *ppp* *f*

Flute part with dynamic markings: *mf*, *ppp*, *f*. Includes a *tr* (trill).

Percu. *mf* *p*

Percussion part including Spring Drum, Bass Drum, and Bowl on Timpani. Dynamic markings: *mf*, *p*, *f*, *p*. Includes *l.v.* (left hand) markings.

ONLY for persua ONLY for persua

112

Fl. Flute *ppp* *mf pp* *mf*

Crotales *f* *p mf* *pp* *p* *pppp* *ff*

Bowls *l.v. l.v. l.v.*

Tam *pp*

Spring Drum *p* *pppp* *ff*

117

Fl. Flute

During this measure dynamics, gestures and movements are free. Flutist should retune constantly the flute. The dynamics of bowl is random. It should sounds a few times before playing the G bowl. There can be an interaction between the drum and timpani in term of dynamics, gestures and movements.

~15 sec *a tempo*

Flutist *p*

Bowl on Timpani *l.v.*

Flutist Timpani *crescendo*

Bass Drum *pppp* *f* *pppp* *pp*

Free dynamics

035 Bass Flute *H₅* *mf* *ff* *mp* *p* *mp* *pp* *mp* *pp p* *mf*

120 10 10 9 9 9 9 10

Fl. Flute

tu ku... 10

Voice

10

Larabourine *ff*

Daf *p* *mf* *pp* *mf*

Bass Drum *pp* *mp* *p* *mf*

037
122 H4

Flute
Voice

Smorz. 10 5

H3

mf p mp pp fpp p p

Percu.
Flexatone

pp mp pp

Cymb Sizzler

3 f pp

038
125 H2

Flute
Voice

Smorz. 10 MP 25

H1

mf p f p f p

Percu.
Medium Cymbal

pp f ppp f ppp

039
127

Flute
Voice

9 10 10 10 9 9 9

f fp fp fp fp fp

Percu.

f ppp f ppp f ppp f ppp f ppp f ppp

129

Flute

Voice

Percu.

f p < f p < f p < f p < f p < f p < ff

mp

Flexatone

Vibraphone

f ppp < f ppp < f ppp < f ppp < f ppp

131

Flute

Voice

Percu.

f p < mf < pp < mf

mp

Baoding Balls

ppp

133

Flute

Voice

Percu.

mf

f

f

p f

Vibraphone

Bass Drum

Spring Drum

f mp¹⁰ p < f 5 mf p f 5 p

ff

044 045

136

Flute

9 10 9

p

Fl. Voice

f *p* *p* *ff* *p*

Percu.

3 *l.v.*

Large Tambourine or Small Daf

pp *f* *pp* *f* *pp* *pp*

p *pp*

J₂

139

Flute

J₁ **K₁**

f *pp*

Bisblando

046

10 5 5

mf *p* *fp* *mf*

Percu.

Baoding Balls

Medium Cymbal

ppp *f*

l.v.

Bass Drum

pp *mf* *mf*

142

Flute

5 5 10 10 5

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

Fl. Voice

Percu.

Cymbal + Sizzler

mf *ppp*

l.v.

mf *ppp*

mp *ppp*

K₀