

Sho.

Fluttertongue = Can be played tktktktk....

Viola

P.O. = Position Ordinary

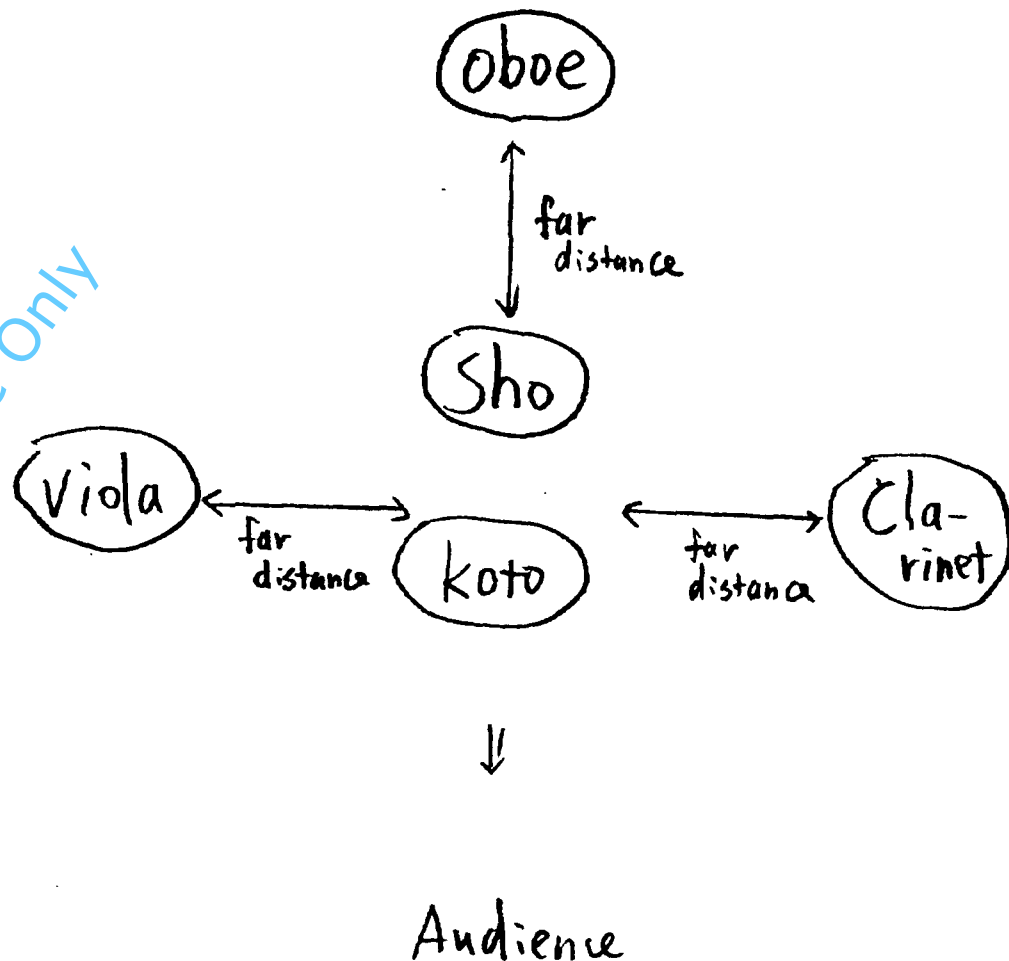
S.P. = Sul Pont.

S.T. = sul Tasto

gottato = bounce bow on string
(single bow action)

oboe, viola & clarinet = sit on the chair.

Sho + koto = Preferably sit on the floor.



Oboe

L Bb
 L Eb
 L Eb
 Bb fingering
 +
 bite & overblow

Antique Cymbal

R.H. ↑
 R.H.
 R.H.
 L.H. - 0 ↑ ↑
 with R.H. 2
 etc.

Double trill continues while full closure
 of L.H. 2 creates rhythmic figures ↑
 R.H. should move up to L.H.
 oboe bell should be placed on the knees.

Clarinets

(written pitch)

A
 G#
 G#
 G#
 E
 F
 - eb
 F#
 ← trill
 E

+ Ocean Drum

x = blowing sound
 (without pitch)

"breathy" = produce a little instrumental sound
 to create harmonic resonance.

Koto

initial tuning.



Pizz. = Play by Right Hand
without nail

♪ ~~~~~ = Yuri-iro (ゆりいろ)

vibrato made by the Left hand
after played the note by Right hand.

N.R. = Near Ryuteki

off.R. = off. Ryuteki

♪ ~~~~~ = Hiki-iro (ひきいろ)

After playing the note by Right Hand, pull the string by Left Hand.

♪ ~~~~~ = tsuki (つき)

After playing the note by Right Hand, push the string by Left hand.

♪ ↗ = chirashi-zume (ちらしづめ)

strike the string (horizontally & rapidly) by nail.

✕ = suri-zume (すりづめ)

rub the 2 strings with 2 nails firmly and not rapidly. (Nonpitched)

to OKEANOS

Okeanos Breeze (revised)

(the score is in C)

Dai Fujikura

♩=28

Sho

Right Hand

off R. trem. → N.R. norm.

pp → *fff*

tsuki ord. (with nail)

mp → *f*

off R. → N.R.

hiki-iro *tsuki* *yuri-iro*

mp → *f* → *ff*

off R. → N.R.

mp → *f* → *ff*

Koto: (NEVER DAMP THE STRINGS)

Left Hand

left hand

gliss.

sub. *p* → *pp*

Oboe

pp → *p* → *pp*

Clarinet in B \flat

Blowing Sound

p → *fff*

breathy

ppp

norm.

pp → *mf*

breathy

norm.

pp

sub. *p* → *pp*

Viola

trem.

sfff → *p* → *pp*

ord.

ffsf → *p* → *mp* → *p*

trem.

p

2

piu mosso
♩=36

poco accel.

♩=40

5

Sho

koto

Ob.

Cl.

Vla

yuri-iro

gliss.

mp *p* *mp* *ff* *ff* *sffz*

off R. → N.R.

gliss. 3

7

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

(tr)

blowing sound

norm. tr.

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

with vib. ord. → non-vib.

with vib. → non-vib.

mf *p* *mf* *p*

piu Lento
♩=28

Sho

koto

Ob.

Cl.

Vla.

7 8

off R. pizz.

tsuki

yuri-iro (no re-attack)

P.O. gliss.

3 6 7

f *mf* *mp* *ppp* *pp* *ppp*

gliss.

5 7

non-vib. with vib.

3 N 5

pp

breathy

blowing sound

12 13

p *fff* *pp* *p* *ppp*

mp *pp* *mp* *p*

3

Sho

8

3

3

p

mf

p exaggerated *cresc.*

kigae

b[♭]
a[♮]
g[♯]
g[♮]

kigae

ord. N.R. 3

mf *mp*

espress. *tsuki*

sub. *mf* *mp*

koto

p

mp

pp

gliss.

gliss.

5

5

Ob.

mf *mp*

pp *p* *mf*

3

3

N

N

Cl.

pp

sub. *mp* *p*

pp

3

Vla

ff

sub. *f*

13

p

espress. *gliss.*

mf *p* *pp*

3

Preview File Only

This musical score is for five instruments: Sho, Koto, Oboe (Ob.), Clarinet (Cl.), and Viola (Vla.).

- Sho:** Starts at measure 108. Performance instructions include *espress.* with a dynamic shift from *g* to *f#* to *d*. It features a *subito accel.* to a tempo of $\text{♩} = 38$, followed by *rit.*. The piece ends at measure 113. Specific techniques like *kigae* are marked, along with dynamics *f*, *p*, *f*, and *mf*. An *exaggerated cresc.* is noted.
- Koto:** Features tremolos, triplets, and an *ord.* (order) triplet. Dynamics range from *pp* to *mf*. Includes *(no re-attack) (echo)* and *yuri-iro (no re-attack)* markings.
- Ob.:** Includes triplets and a five-note run. Dynamics include *pp*, *mp*, and *mf*. Performance instructions include *with vib.* and *non vib.*.
- Cl.:** Features triplets and dynamics *mf*, *pp*, *exaggerated cresc.*, and *mf*.
- Vla.:** Includes *sub.* (subito), *gettato*, *non vib.*, *trem.*, and triplets. Dynamics range from *f* to *p* to *mf* to *p* to *f*. Performance instructions include *non vib. norm.* and *with gettato vib.*

A large blue watermark "Preview File Only" is oriented diagonally across the center of the page.

6 $\text{♩} = 26$

Sho

12_g

kigae

kigae

espress.
g^{''} → f^{'''}#

kigae

p *mp* *pp* *f*

koto

chirashi-zume
(*shu*)

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

gliss. *gliss.*

mp *p* *mp*

Ob.

bend pitch

non-vib.

with vib.

non-vib.

pp *pp* *p* *pp* *pp* *p* *mp* *p* *ppsub.* *p* *pp*

Cl.

breathy

norm.

ppsub. *mp* *pp* *pp* *p* *mp* *pp* *sub.* *mp* *p* *pp*

Vla.

(no re-attack)

non *gettato* vib.

with vib.

gettato

gliss.

p *ff* *ff* *mp* *mf* *ffmp*

148

Sho

kigae

mp

f

p

3

3

7

koto

suri-zume

pp

f

pp

p

mf

pp

chirashi-zume (shu)

mp

gliss.

pp

gliss.

gliss.

p

mp

p

poco rit.

(left hand)

mf

mp

Ob.

pp

5

p

3

ppp

pp

mp

pp

pp

non vib.

3

10:8

pp

3

ppp

pp

Cl.

mf

3

breathy

6

6

p

mp

p

pp

mp

pp

norm.

3

pp

pp

mp

Vla.

trem.

S.P.

norm.

P.O.

trem.

gliss.

gliss.

gliss.

norm.

5

pp

mf

p

pp

mf/p

mf

pp

5

ff

gettato

gliss.

8

Sho

16₈

poco accel.

kigae

pp

3

(right hand)

norm.

chirashi-zume (shu)

mf

mp

mf

5

6:4

3

(left hand)

mf

mp

with vib.

non vib.

Ob.

mp

pp

3

Cl.

p

mf

pp

pp

Vla

3

pp

fff

p

fff

p

fff

pp

III

3

Sho

178 $\text{♩} = 34$ rit. $\text{♩} = 26$ 9

kigae

f

koto

poco accel. *p* *f* *mf* *pp* *ppp* trem.

norm. 7 3

gliss. gliss. gliss.

violently *ffffz* *mf* *pp*

norm. gliss. gliss. gliss.

Ob.

f *mp* *p* *pp*

Cl.

mf *mp* *p* *pp*

breathy 3 15 5 7

Vla.

with vib. non-vib. *f* *p* *mp*

gliss. 3

Sho

18_g

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

espress.

koto

norm. *mf* *p* *pizz.* *p* *pp* *pp* *mf* *sub. fff* *p* *mf* *pp* *mp* *mf* *mp*

off R. *poco accel. (with nail)* *N.R. very violently*

suri-zume *tsuki* *yuri-iro*

fff less tone, more noise

Ob.

antique cymbal *antique cymbal*

p *pp*

Cl.

blowing very fast sound tkttk.....

ff *p* *pp* *p* *ppp*

Vla

p *fff* *mp* *ppp* *pp*

gliss.

Preview File Only

20₃

Sho

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

poco accel.

off R. *p* *f* *mp* *fff*

N.R. *hiki-iro* (no re-attack) *hiki-iro* *chirashi-zume*

koto

(L.H.) *mp* *p* *f* *pp* *f*

Double trill continues with R.H. 2 while full closure of L.H. 2 creates rhythmic figures

Ob.

p *mp* *fp* *pp*

Cl.

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

Vla

p *pp* *mp* *f* *p* *ff* *p* *mp* *p*

gliss. *gettato* *gettato* *S.P.*

8:6

12

22_g

Sho

fluttertongue

norm.

fluttertongue

ff mf pp

poco accel.

koto

suri-zume

trem.

hiki-iro

off R.

tsuki

N.R.

f mf p pp f ff mp ff f

(L.H.)

gliss.

pp mf

Double trill continues with R.H. 2 while full closure of L.H. 2 creates rhythmic figures

Ob.

pp p fp pp

Cl.

mf pp

tr

pp mf pp

breathy

pp

Vla.

S.T.

S.P.

gliss.

pp mf

S.P.

mp

The musical score consists of five staves: Shō, Koto, Oboe (Ob.), Clarinet (Cl.), and Violin (Vla.).

- Shō:** Starts at measure 24. Performance instructions include "fluttertongue" and "norm.". Dynamics range from *ff* to *p*. Tempo markings include $\text{♩} = 32$, *rit.*, and *piu Lento* ($\text{♩} = 22$).
- Koto:** Features "chirashi-zume" and "marcato" markings. Dynamics include *mf*, *mp*, *ff*, and *pp*. Includes a "gliss." instruction.
- Ob.:** Performance instructions include "with vib. *espress.*" and "non-vib. bend pitch". Dynamics range from *pp* to *mp/p*. Includes a "N" marking.
- Cl.:** Performance instruction includes "*espress.*". Dynamics range from *mp* to *ppp*.
- Vla.:** Performance instructions include "*espress.*", "gliss.", and "S.T." (Sordano Tremolo) and "S.P." (Sordano Pizzicato). Dynamics range from *mf* to *p*.

Tempo changes are indicated by $\text{♩} = 32$, *rit.*, and *piu Lento* ($\text{♩} = 22$).