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Composition Portfolio

by

Alexander Juhan

Submitted in partial fulfillment of the requirements of
Master of Arts in Music Composition, Hunter College
The City University of New York

2019

Thesis Sponsor:

December 20, 2019

Date

David Fulmer

Signature

December 20, 2019

Date

Shafer Mahoney

Signature of Second Reader

The following links are for corresponding scores and recordings. Scores will also be attached to the primary document for consideration.

1. <https://youtu.be/Ivy7woUtzPY>
Score: <https://drive.google.com/open?id=1MA0JiTLIXFDuiLb-SM-jhWnOANt0GnAC>
2. <https://www.youtube.com/watch?v=WubsWYF1TO0>
Score: https://drive.google.com/open?id=1ji13P8z_BZCLkSQiRXAhtamenQzm00Ld
3. https://www.youtube.com/watch?v=J_Nk5naiKug
Score: <https://drive.google.com/open?id=1I41Gq-WInR8A9bxUdrk0aiY3wRcvEGlg>
4. <https://www.youtube.com/watch?v=fZTdf3vOWY>
Score: https://drive.google.com/open?id=1jGthWEtJtCl3HJiaIK_TTnVw_833Qj0F
5. <https://www.youtube.com/watch?v=ouz4cgUYpdE>
Score: <https://drive.google.com/open?id=1v6y5Hm9DjNyxep91YiF6EXroF8xZSggZ>

Alexander Juhan

Genji (2019)

Program Notes

Genji was written as the first part of a series in which I am planning to write a theme for every hero in the popular game franchise, Overwatch.

Instrumentation

Erhu	Bass
Shakuhachi	Toms
Shamisen	Bass Drum
Lead Guitar	Taiko
Guitar	Anvil
Synthesizer	

Genji

Alexander Juhan

♩ = 177

Shamisen *p*

Guitar *p*

Bass *p*

Taiko *p*

First system of music (measures 1-3) featuring Shamisen, Guitar, Bass, and Taiko. The tempo is marked as ♩ = 177. The music is in 4/4 time and starts with a piano (*p*) dynamic.

Shamisen

Guitar

Bass

Synth *mp*

Taiko

Second system of music (measures 4-6). The Synth part begins in measure 5 with a mezzo-piano (*mp*) dynamic. The other instruments continue their patterns.

Erhu *f* *ff*

Shamisen *ff*

Lead Guitar

Guitar *ff*

Bass *ff*

Synth *ff*

Taiko *ff*

Third system of music (measures 7-9). The Erhu part begins in measure 7 with a forte (*f*) dynamic, reaching fortissimo (*ff*) by measure 8. The other instruments also reach fortissimo (*ff*) in measure 8.

00:00:10:25
9.1
1

9

Lead Guitar

Guitar

Bass

13

Lead Guitar

Guitar

Bass

17

Shakuhachi

Lead Guitar

Guitar

Bass

21

Shakuhachi

Lead Guitar

Guitar

Bass

00:00:32:15
25.1
2

25

Shakuhachi

Shamisen

Lead Guitar

Bass

Synth

Toms

Taiko



00:00:37:27
29.1
3

29

Shamisen

Lead Guitar

Guitar

Bass

Toms

Bass Drum

Taiko

Anvil

33

Shamisen

Lead Guitar

Guitar 2

Guitar

Bass

Synth

Toms

Bass Drum

Taiko

Anvil

37

Shamisen

Lead Guitar

Guitar

Bass

Toms

Bass Drum

Taiko

Anvil

41

Shamisen

Lead Guitar

Guitar 2

Guitar

Bass

Synth

Toms

Bass Drum

Taiko

Anvil

00:00:59:18
45.1
4

45

Lead Guitar

Guitar

Bass

Synth

Toms

Bass Drum

Taiko

Anvil

48 Free time

Shamisen

The image shows a single musical staff for a Shamisen instrument. The staff is in treble clef. Measure 48 is marked as 'Free time'. The notation consists of a whole rest in the first measure, followed by a half note G4 in the second measure, a quarter note A4 in the third measure, a quarter note B4 in the fourth measure, a quarter note C5 in the fifth measure, a quarter note B4 in the sixth measure, a half note A4 in the seventh measure, and a half note G4 in the eighth measure. A slur covers the last two notes (A4 and G4). The piece ends with a double bar line.

ALEXANDER JUHAN

APEX PREDATOR

(2019)

PROGRAM NOTES

WITH THIS GAME TRAILER, I KNEW THAT A PERCUSSION DRIVEN, RHYTHMIC COMPOSITION WOULD BE EXTREMELY SUCCESSFUL. THE 7/8 TIME SIGNATURE WAS A PRODUCT OF THE MELODY THAT I HAD WRITTEN. THIS COMPOSITION IS A BLEND OF TRADITIONAL ORCHESTRAL SCORING MIXED WITH MODERN ELECTRONIC TECHNIQUES.

INSTRUMENTATION

GUITAR
VIOLIN 1
VIOLIN 2
VIOLA
CELLO
BASS

SOPRANO (VOICE)
ALTO (VOICE)
TENOR (VOICE)
BASS (VOICE)
SYNTH BASS

HORNS
LOW BRASS
CRASH CYMBAL
SNARE
TOMS
TIMPANI
BASS DRUM

APEX PREDATOR

ALEXANDER SUHAN

00:00:03:06
5.1
1

EMPHASIZE ♩ ♩ ♩

♩ = 168

The musical score is arranged in five staves. The top staff is for Viola, the second for Cello, the third for Bass, the fourth for Synth Bass 1, and the bottom for Toms. The score begins with a 7/8 time signature, which changes to 2/8 in the second measure, and returns to 7/8 in the third measure. The Viola part consists of whole notes in the first two measures, followed by a series of eighth notes in the final measure. The Cello and Bass parts play a rhythmic eighth-note pattern starting in the third measure. The Synth Bass 1 part features a melodic line of eighth notes with a slur, also starting in the third measure. The Toms part has a simple eighth-note pattern starting in the final measure. Dynamic markings include *mp* (mezzo-piano) for the Cello, Bass, Synth Bass 1, and Toms parts.

13

Musical score for a string quartet and percussion ensemble. The score consists of ten staves:

- VIOLIN 1:** Treble clef, mostly rests. Measures 13-16 are whole rests. Measures 17-18 contain eighth-note triplets. Measure 19 contains a triplet of eighth notes. Dynamics: *mp*.
- VIOLIN 2:** Treble clef, eighth-note melody. Measures 13-16 are eighth notes. Measures 17-18 contain eighth-note triplets. Measure 19 contains a triplet of eighth notes. Dynamics: *mp*.
- VIOLA:** Alto clef, eighth-note melody. Measures 13-16 are eighth notes. Measures 17-18 contain eighth-note triplets. Measure 19 contains a triplet of eighth notes.
- CELLO:** Bass clef, eighth-note melody. Measures 13-16 are eighth notes. Measures 17-18 are whole rests. Measure 19 is a whole rest.
- BASS:** Bass clef, eighth-note melody. Measures 13-16 are eighth notes. Measures 17-18 are whole rests. Measure 19 is a whole rest.
- SYNTH BASS 1:** Bass clef, eighth-note melody with a long slur. Measures 13-16 are eighth notes. Measures 17-18 are eighth notes. Measure 19 is an eighth note.
- CRASH:** Percussion staff. Measures 13-16 are whole rests. Measures 17-18 contain a crash symbol.
- SNARE:** Percussion staff. Measures 13-16 are whole rests. Measures 17-18 contain eighth notes.
- TOMS:** Percussion staff. Measures 13-16 contain eighth notes. Measures 17-18 contain eighth notes.
- BASS DRUM:** Percussion staff. Measures 13-16 are whole rests. Measures 17-18 contain eighth notes.

Time signature: 2/8. Measure numbers 13, 17, 18, and 19 are indicated at the end of their respective staves.

00:00:18:27
19.1
2

19

Musical score for a 7/8 time signature piece, featuring Violin 1, Violin 2, Viola, Cello, Bass, Synth Bass 1, Horns, Low Brass, Crash, Snare, Toms, Timpani, and Bass Drum. The score is marked *mf* (mezzo-forte). The piece is in 7/8 time. The score is divided into four measures. The Violin 1 and Violin 2 parts play a melodic line of eighth notes. The Viola part plays a steady eighth-note accompaniment. The Cello and Bass parts play a rhythmic pattern of eighth notes. The Synth Bass 1 part plays a melodic line of eighth notes. The Horns part plays a melodic line of eighth notes. The Low Brass part is silent. The Crash part plays a single eighth note. The Snare part plays a steady eighth-note accompaniment. The Toms part plays a melodic line of eighth notes. The Timpani part is silent. The Bass Drum part plays a rhythmic pattern of eighth notes.

23

Musical score for measures 23-26. The score includes parts for Violin 1, Violin 2, Viola, Cello, Bass, Synth Bass 1, Horns, Crash, Snare, Toms, and Bass Drum. The Violin parts play a melodic line of eighth notes. The Viola, Cello, and Bass parts play a rhythmic pattern of eighth notes. The Synth Bass 1 part plays a melodic line of eighth notes. The Horns part plays a melodic line of eighth notes. The Crash part plays a rhythmic pattern of eighth notes. The Snare part plays a rhythmic pattern of eighth notes. The Toms part plays a melodic line of eighth notes. The Bass Drum part plays a rhythmic pattern of eighth notes.

27

Musical score for multiple instruments. The score consists of 11 staves, each representing a different instrument. The instruments are: GUITAR, VIOLIN 1, VIOLIN 2, VIOLA, CELLO, BASS, SYNTH BASS 1, HORNS, SNARE, TOMS, and BASS DRUM. The score is written in a common time signature (C) and features a variety of rhythmic patterns and melodic lines. The GUITAR part includes a melodic line with a long note in the first measure. The VIOLIN 1 and VIOLIN 2 parts play a steady eighth-note pattern. The VIOLA part plays a steady eighth-note pattern. The CELLO and BASS parts play a steady eighth-note pattern. The SYNTH BASS 1 part plays a melodic line with a long note in the first measure. The HORNS part plays a melodic line with a long note in the first measure. The SNARE part plays a steady eighth-note pattern. The TOMS part plays a steady eighth-note pattern. The BASS DRUM part plays a steady eighth-note pattern.

00:00:33:26
31.1
MATCH ROCKETS w/ DRUMS

31

The musical score is arranged in a standard orchestral layout with 13 staves. The instruments and their parts are as follows:

- GUITAR:** Treble clef, featuring melodic lines with long slurs and a flat sign in the second measure.
- VIOLIN 1 & 2:** Treble clef, playing a rhythmic eighth-note pattern.
- VIOLA:** Alto clef, playing a rhythmic eighth-note pattern.
- CELLO & BASS:** Bass clef, playing a rhythmic eighth-note pattern.
- SYNTH BASS 1:** Bass clef, playing a melodic line with long slurs.
- HORNS:** Treble clef, playing a melodic line with long slurs.
- CRASH:** Percussion clef, mostly silent with a single eighth note in the fourth measure.
- SNARE:** Percussion clef, playing a consistent eighth-note pattern.
- TOMS:** Percussion clef, playing a melodic line with eighth notes.
- TIMPANI:** Bass clef, playing a melodic line with eighth notes.
- BASS DRUM:** Percussion clef, playing a rhythmic pattern with eighth notes and rests.

35

Musical score for Percussion Focus, page 8, starting at measure 35. The score includes staves for Violin 1, Violin 2, Viola, Cello, Bass, Synth Bass 1, Horns, Low Brass, Crash, Snare, Toms, Timpani, and Bass Drum. Dynamics range from *ff* to *mf*.

VIOLIN 1: *ff*

VIOLIN 2: *ff*

VIOLA: *ff*

CELLO: *ff*

BASS: *ff*

SYNTH BASS 1: *ff*

HORNS: *ff*, *mf*

LOW BRASS: *ff*, *mf*

CRASH: *ff*

SNARE: *ff*, *mf*

TOMS: *ff*, *mf*

TIMPANI: *ff*, *mf*

BASS DRUM: *ff*, *mf*

42

Musical score for multiple instruments. The score is divided into two systems of six staves each. The instruments are: GUITAR, VIOLIN 1, VIOLIN 2, VIOLA, CELLO, BASS, SYNTH BASS 1, HORNS, LOW BRASS, CRASH, SNARE, TOMS, TIMPANI, and BASS DRUM. The score includes various musical notations such as notes, rests, and dynamic markings (mf, ff). The first system (measures 42-47) shows the beginning of the piece with a *mf* dynamic. The second system (measures 48-53) shows a change in dynamics, with *ff* markings for the Snare, Toms, and Bass Drum, and *mf* for the Horns and Low Brass. The GUITAR part features a melodic line starting in measure 42, while the string parts (Violin 1, Violin 2, Viola, Cello, Bass) play a rhythmic accompaniment. The SYNTH BASS 1 part has a melodic line with a long note value. The CRASH part has a *mf* dynamic. The SNARE part has a *ff* dynamic. The TOMS part has a *ff* dynamic. The TIMPANI part has a *ff* dynamic. The BASS DRUM part has a *ff* dynamic.

48

Musical score for page 10, measures 48-53. The score includes parts for Guitar, Violin 1, Violin 2, Viola, Cello, Bass, Soprano and Alto, Tenor and Bass, Synth Bass 1, Horns, Low Brass, Crash, Snare, Toms, Timpani, and Bass Drum. The music is marked with a forte (f) dynamic.

GUITAR *f*

VIOLIN 1

VIOLIN 2

VIOLA

CELLO

BASS

SOP AND ALTO *f*

TENOR AND BASS *f*

SYNTH BASS 1

HORNS *f*

LOW BRASS *f*

CRASH

SNARE *f*

TOMS *f*

TIMPANI *f*

BASS DRUM *f*

54

Musical score for page 11, measures 54-61. The score includes parts for Guitar, Violin 1, Violin 2, Viola, Cello, Bass, Soprano and Alto, Tenor and Bass, Synth Bass 1, Horns, Low Brass, Crash, Snare, Toms, Timpani, and Bass Drum. The music is in a key with one flat and a 4/4 time signature. The dynamic marking 'ff' is present in most parts.

00-01:07:18
58.1
R

58

Musical score for multiple instruments. The score is written for 12 staves. The instruments are: GUITAR, VIOLIN 1, VIOLIN 2, VIOLA, CELLO, BASS, SOP AND ALTO, TENOR AND BASS, SYNTH BASS 1, HORNS, LOW BRASS, CRASH, SNARE, TOMS, TIMPANI, and BASS DRUM. The score is in 4/4 time and features a dynamic marking of *f* (forte) throughout. The music consists of four measures. The GUITAR, VIOLIN 1, VIOLIN 2, VIOLA, CELLO, BASS, SOP AND ALTO, TENOR AND BASS, and LOW BRASS parts feature a melodic line with a half note followed by a quarter note, then a half note, and finally a quarter note. The VIOLA, CELLO, BASS, and TENOR AND BASS parts also feature a melodic line with a half note followed by a quarter note, then a half note, and finally a quarter note. The SYNTH BASS 1 part features a melodic line with a half note followed by a quarter note, then a half note, and finally a quarter note. The HORNS part features a melodic line with a half note followed by a quarter note, then a half note, and finally a quarter note. The CRASH part is silent. The SNARE part features a rhythmic pattern of eighth notes. The TOMS part features a rhythmic pattern of quarter notes. The TIMPANI part is silent. The BASS DRUM part features a rhythmic pattern of quarter notes.

62

Musical score for multiple instruments. The score is written for 13 staves, each representing a different instrument. The instruments are: GUITAR, VIOLIN 1, VIOLIN 2, VIOLA, CELLO, BASS, SOP AND ALTO, TENOR AND BASS, SYNTH BASS 1, HORNS, LOW BRASS, SNARE, TOMS, and BASS DRUM. The score consists of four measures. The GUITAR, SOP AND ALTO, TENOR AND BASS, and LOW BRASS parts feature long, sustained notes with slurs, indicating a slow or held duration. The VIOLIN 1 and VIOLIN 2 parts play a steady eighth-note melody. The VIOLA part plays a steady eighth-note accompaniment. The CELLO and BASS parts play a steady eighth-note accompaniment. The SYNTH BASS 1 part plays a long, sustained note. The HORNS part plays a long, sustained note. The SNARE, TOMS, and BASS DRUM parts play a steady eighth-note accompaniment.

66

Musical score for page 14, measures 66-69. The score includes parts for Guitar, Violin 1, Violin 2, Viola, Cello, Bass, Soprano and Alto, Tenor and Bass, Synth Bass 1, Horns, Low Brass, Snare, Toms, and Bass Drum.

The score is written for a full orchestra and band. The instruments and their parts are:

- GUITAR:** Treble clef, melodic line with slurs and a sharp sign.
- VIOLIN 1:** Treble clef, eighth-note rhythmic pattern.
- VIOLIN 2:** Treble clef, eighth-note rhythmic pattern.
- VIOLA:** Alto clef, eighth-note rhythmic pattern.
- CELLO:** Bass clef, eighth-note rhythmic pattern with a sharp sign.
- BASS:** Bass clef, eighth-note rhythmic pattern with a sharp sign.
- SOP AND ALTO:** Treble clef, melodic line with slurs and a sharp sign.
- TENOR AND BASS:** Bass clef, melodic line with slurs and a sharp sign.
- SYNTH BASS 1:** Bass clef, long melodic line with slurs.
- HORNS:** Treble clef, melodic line with slurs and a sharp sign.
- LOW BRASS:** Bass clef, melodic line with slurs and a sharp sign.
- SNARE:** Percussion, eighth-note rhythmic pattern.
- TOMS:** Percussion, eighth-note rhythmic pattern.
- BASS DRUM:** Percussion, eighth-note rhythmic pattern with rests.

70

GUITAR

VIOLIN 1

VIOLIN 2

VIOLA

CELLO

BASS

SOP AND ALTO

TENOR AND BASS

SYNTH BASS 1

HORNS

LOW BRASS

CRASH

SNARE

TOMS

TIMPANI

BASS DRUM

00:01:28:25
75.1
END PHRASE

00:01:33:25
79.1
LAST NOTE

75

Musical score for measures 75-79. The score includes staves for Violin 1, Violin 2, Viola, Cello, Bass, Synth Bass 1, Horns, Low Brass, Crash, Snare, Toms, Timpani, and Bass Drum. The instruments play a rhythmic pattern of eighth notes with a sharp sign, followed by a final measure with a whole note and a rest.



80

Musical score for measure 80. The Synth Bass 1 staff features a long, sustained note with a sharp sign, ending with a final note and a rest.

Alexander Juhan

Fire- Call of Duty Modern Warfare 3 Re-scored (2018)

Program Notes

In the world of video game trailers, many times game studios are content with a score that does not contain as much thematic material, and relies on electronics to create loud and exciting noises.

I knew that this trailer had the potential to be much more impactful.

While they focused on the action and excitement of combat, I wanted to emphasize the darker side of warfare.

Instrumentation

Voice Solo	Trumpet	Soprano (Voice)
Harp	French Horn	Alto (Voice)
Violin 1	Trombone	Tenor (Voice)
Violin 2	Tuba	Bass (Voice)
Viola	Synth Bass	Snare
Cello	Electronic Keyboard	Toms
Bass	Synthesizer* (Whoosh)	Bass Drum
		Anvil

*Synth presets will be provided upon request. Any sound like wind will be sufficient.

Fire- MW3 Re-scored

Alexander Juhan

00:00:03:01
3.1
1

The musical score is arranged in 12 staves. The top staff is for Voice Solo, with a tempo marking of $\text{♩} = 177$ and a dynamic of *p*. The lyrics "Fire" are written below the staff. The second staff is for Violin 1, with a tempo marking of $\text{♩} = 177$ and a dynamic of *mp*. The third staff is for Violin 2, with a dynamic of *mp*. The fourth staff is for Violas, with a dynamic of *mp*. The fifth staff is for Cellos, with a dynamic of *mp*. The sixth staff is for Basses, with a dynamic of *mp*. The seventh staff is for Trombone, with a dynamic of *mp*. The eighth staff is for Tuba, with a dynamic of *mp*. The ninth staff is for Synth Bass, with a dynamic of *mp*. The tenth staff is for Keys, with a dynamic of *p*. The eleventh staff is for Synth (Whoosh), with a dynamic of *p*. The twelfth staff is for Snare, with a dynamic of *mp*. The score is in 4/4 time and features various dynamics and articulations throughout.

7

Voice Solo

Fire

Violin 1

Violin 2

Violas

Cellos

Basses

Trombone

Tuba

Synth Bass

Snare

ff

Voice Solo

Violin 1

Violin 2

Violas

Cellos

Basses

Trombone

Tuba

Synth Bass

Snare

Toms

Bass Drum

Anvil

Fire

mf

The musical score for page 4 consists of 13 staves. The top staff is for a Voice Solo, which is mostly silent with a few notes at the end, including a 'Fire' effect. The next five staves (Violin 1, Violin 2, Violas, Cellos, and Basses) feature a melodic line with a dynamic marking of *mf*. The Trombone, Tuba, and Synth Bass staves play a low, sustained harmonic line, also marked *mf*. The Snare, Toms, and Bass Drum staves provide a rhythmic accompaniment, with the snare and toms featuring triplet patterns. The Anvil staff is mostly silent with a few notes at the end.

22

Voice Solo

Violin 1

Violin 2

Violas

Cellos

Basses

Trombone

Tuba

Synth Bass

Snare

Toms

Bass Drum

Fire

Detailed description of the musical score: The score is for a 12-piece ensemble. The instruments are: Voice Solo, Violin 1, Violin 2, Violas, Cellos, Basses, Trombone, Tuba, Synth Bass, Snare, Toms, and Bass Drum. The music is in 4/4 time. The key signature has one sharp (F#). The score is numbered 22 at the beginning and 5 at the top right. The Violin 1 staff has a 'Fire' effect indicated. The Snare, Toms, and Bass Drum parts feature triplet patterns. The string parts (Violin 1, Violin 2, Violas, Cellos, Basses) play a complex, rhythmic melody. The Trombone, Tuba, and Synth Bass parts play a simple, low-frequency line. The Voice Solo part is mostly silent, with a few notes at the end of the score.

34

Voice Solo

Violin 1

Violin 2

Violas

Cellos

Basses

Trombone

Tuba

Synth Bass

Sop and Alto (Voice)

Tenor and Bass (Voice)

Snare

Toms

Bass Drum

Fire

00:01:08:02
51.1
BIG FINISH

51

ff Fire

Violin 1

Violin 2

Violas

Cellos

Basses

ff

Trumpets

ff

French Horns

ff

Trombone

ff

Tuba

ff

Synth Bass

ff

Sop and Alto (Voice)

ff

Tenor and Bass (Voice)

ff

Snare

ff

Toms

ff

Bass Drum

ff

00:01:13:14
55.1
BIG IMPACT END

00:01:14:25
56.1
Soft



55

ff Fire

Hp.

Keys

ALEXANDER JUHAN
DESTINATION UNKNOWN
(2018)

FOR SOLO VIOLIN

PROGRAM NOTES

THIS PIECE WAS WRITTEN WHEN I WAS EXTREMELY UNSURE ABOUT WHAT MY NEXT CAREER MOVE WAS GOING TO BE. IT IS A REFLECTION OF MY NEW MENTALITY TO ALLOW THINGS TO FALL INTO PLACE, AND MAKE THE MOST OF ANY GIVEN SITUATION.

DESTINATION UNKNOWN

VIOLIN

ALEXANDER SUHAN

$\text{♩} = 50$

p

3 *mp*

8 *mf*

14 *f*

18 *mp*

21 *f*

25

27 *f*

RIT.

3

30

32

32 . . . = 105

p

37

37

RIT.

38

38 . . . = 90

f

42

42 QUASI PONT

fp

45

45 . . . = 140

47

47

f

50

50

54

54

ff

58

4

57 *p*

Musical staff 57-60: Treble clef, 5/8 time signature. Measures 57-60. Dynamics: *p*. Notes: 57: G4, A4, B4, C5, B4, A4, G4; 58: G4, A4, B4, C5, B4, A4, G4; 59: G4, A4, B4, C5, B4, A4, G4; 60: G4, A4, B4, C5, B4, A4, G4.

61 *mf*

Musical staff 61-64: Treble clef, 5/8 time signature. Measures 61-64. Dynamics: *mf*. Notes: 61: G4, A4, B4, C5, B4, A4, G4; 62: G4, A4, B4, C5, B4, A4, G4; 63: G4, A4, B4, C5, B4, A4, G4; 64: G4, A4, B4, C5, B4, A4, G4.

65 *ff*

Musical staff 65-68: Treble clef, 6/8 time signature. Measures 65-68. Dynamics: *ff*. Notes: 65: G4, A4, B4, C5, B4, A4, G4; 66: G4, A4, B4, C5, B4, A4, G4; 67: G4, A4, B4, C5, B4, A4, G4; 68: G4, A4, B4, C5, B4, A4, G4.

69 *f*

Musical staff 69-72: Treble clef, 6/8 time signature. Measures 69-72. Dynamics: *f*. Notes: 69: G4, A4, B4, C5, B4, A4, G4; 70: G4, A4, B4, C5, B4, A4, G4; 71: G4, A4, B4, C5, B4, A4, G4; 72: G4, A4, B4, C5, B4, A4, G4.

73 *sfz p*

Musical staff 73-76: Treble clef, 6/8 time signature. Measures 73-76. Dynamics: *sfz p*. Notes: 73: G4, A4, B4, C5, B4, A4, G4; 74: G4, A4, B4, C5, B4, A4, G4; 75: G4, A4, B4, C5, B4, A4, G4; 76: G4, A4, B4, C5, B4, A4, G4.

77 *sfz p*

Musical staff 77-80: Treble clef, 6/8 time signature. Measures 77-80. Dynamics: *sfz p*. Notes: 77: G4, A4, B4, C5, B4, A4, G4; 78: G4, A4, B4, C5, B4, A4, G4; 79: G4, A4, B4, C5, B4, A4, G4; 80: G4, A4, B4, C5, B4, A4, G4.

81 *sfz p*

Musical staff 81-84: Treble clef, 6/8 time signature. Measures 81-84. Dynamics: *sfz p*. Notes: 81: G4, A4, B4, C5, B4, A4, G4; 82: G4, A4, B4, C5, B4, A4, G4; 83: G4, A4, B4, C5, B4, A4, G4; 84: G4, A4, B4, C5, B4, A4, G4.

85

Musical staff 85-88: Treble clef, 6/8 time signature. Measures 85-88. Notes: 85: G4, A4, B4, C5, B4, A4, G4; 86: G4, A4, B4, C5, B4, A4, G4; 87: G4, A4, B4, C5, B4, A4, G4; 88: G4, A4, B4, C5, B4, A4, G4.

89 *ACCEL.*

Musical staff 89-92: Treble clef, 6/8 time signature. Measures 89-92. Dynamics: *ACCEL.*. Notes: 89: G4, A4, B4, C5, B4, A4, G4; 90: G4, A4, B4, C5, B4, A4, G4; 91: G4, A4, B4, C5, B4, A4, G4; 92: G4, A4, B4, C5, B4, A4, G4.

94 $\text{♩} = 135$
f

98
ff

101 *RIT.*

104 $\text{♩} = 50$
p

106
mp

109

111
mf

115

117
f

6
121

mp

124

128

130

RIT. MOLTO RIT.

133

p

Alexander Juhan

Titanic Final Scene Re-scored

(2019)

Program Notes

This work was composed in order to diversify my portfolio, which at the time primarily consisted of action scenes. This piece was my attempt to compose music that was not driven by movement, but emotions and characters.

Instrumentation

Solo Flute	Solo Horn	Harp
Solo Violin	Trombones	Glockenspiel
Violin 1	Soprano (Voice)	Wind Chimes
Violin 2	Alto (Voice)	Timpani
Viola	Tenor (Voice)	Snare Drum
Violoncello	Bass (Voice)	Bass Drum
Double Bass	Piano	

Titanic Final Scene Re-scored

Alexander Juhan

00:00:03:29
2.1
1

mp $\text{♩} = 60$

Solo Flute

Harp

Glockenspiel

Wind Chimes



00:00:35:28
10.1
2

10

Solo Flute

Piano

Hp.

Wind Chimes

00:01:07:28
18.1
3

18

Piano

Hp.

Glockenspiel

Wind Chimes

Bass Drum

mp

00:01:39:27
26.1
A Major vamp

26 pizz.

Vla.

Piano

Hp.

Bass Drum

The musical score consists of four staves. The top staff is for Viola (Vla.) in bass clef, marked 'pizz.' (pizzicato), with a rhythmic pattern of eighth and sixteenth notes. The second staff is for Piano, with a treble clef and a sustained chord in the right hand and a moving bass line in the left hand. The third staff is for Harp (Hp.) and the fourth for Bass Drum, both of which are silent throughout the measures.

00:02:03:26
32.1
Build

00:02:19:25
36.1
Swell

32

Solo Flute

Vln. 1

Vln. 2

Vla.

Vc.

Solo Horn

Trombones

Sop and Alto

Tenor and Bass

Piano

Hp.

Wind Chimes

Timpani

Snare

Bass Drum

p

mp

tr

00:02:30:13
39.3.24
Final Theme

$\text{♩} = 84$

rit.

Solo Flute $\text{♩} = 84$ f

Solo Violin f

Vln. 1 f

Vln. 2 f

Vla. f

Vc. f

Db. f

Solo Horn f

Trombones f

Sop and Alto f

Tenor and Bass f

$\text{♩} = 84$

rit.

Hp.

Timpani

Snare f

Bass Drum f