

Tomorrow's Dream Not The Same (2019)

for 16 voices

(4 each of sopranos, altos, tenors, basses)

Traditional accidentals usage: accidentals carry through the bar in the octave in which they appear.

All sounds are notated in the international phonetic alphabet using a phonetic font. Below is a pronunciation guide for the symbols used in the piece:

<i>symbol</i>	<i>as in</i>
ɑ	p <u>a</u> lm
a	l <u>a</u> mb
e	sp <u>a</u> de
ɛ	s <u>l</u> ed
i	s <u>ee</u> d
I	s <u>l</u> id
o	fl <u>o</u> at
u	b <u>oo</u> t
U	l <u>oo</u> k
y	German füh <u>l</u> en
j	y <u>ou</u>

<i>symbol</i>	<i>as in</i>
b	b <u>a</u> t
d	d <u>o</u>
f	f <u>o</u> ur
k	c <u>a</u> r
l	l <u>a</u> w
m	m <u>o</u> w
n	n <u>o</u>
ŋ	s <u>i</u> ng
p	p <u>a</u> t
r	r <u>a</u> w
s	s <u>i</u> x

<i>symbol</i>	<i>as in</i>
ʃ	miss <u>i</u> on
t	t <u>o</u>
v	f <u>i</u> ve
w	w <u>i</u> th
tʃ	ch <u>u</u> rch
dʒ	j <u>u</u> dge
!	tongue click

duration: ca. 15 minutes

Tomorrow's Dream Not the Same

Mark Wings

clear, ♩ = 100 - 108

Soprano

ff mp *ff* *p* *pp*

ko li tn fli o u a o y

Alto

ff mp *ff* *pp*

ko li sni li o u a m

Tenor

ff mp *ff* *p*

ko li sni tn

Bass

f *ff* *p*

lo sni tn

The musical score is written for four vocal parts: Soprano, Alto, Tenor, and Bass. Each part has four staves. The key signature is one sharp (F#), and the time signature is 4/4. The tempo is marked 'clear, ♩ = 100 - 108'. The score is divided into measures by vertical bar lines. Dynamics include *ff* (fortissimo), *mp* (mezzo-piano), *p* (piano), and *pp* (pianissimo). There are crescendos and decrescendos indicated by hairpins. The lyrics are: 'ko li', 'tn', 'fli o u a o y', 'sni', 'li o u a m', and 'lo'. There are triplets of eighth notes in the Soprano and Alto parts. The Soprano part has a fermata over the final measure. The Alto part has a fermata over the final measure. The Tenor part has a fermata over the final measure. The Bass part has a fermata over the final measure.

graceful, ♩ = 88 - 96

whispered, very fast, repeat thru next bar

[illegible]

[illegible]