Deniz Aslan

Storia come omaggio

for Piano, Percussion, and Electronics

for Vertixe Sonora

2025

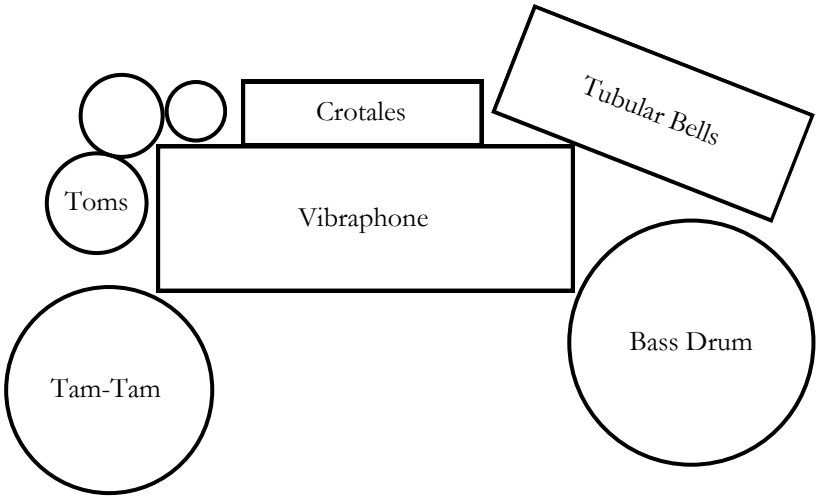
PERCUSSION SETUP

Instruments
Vibraphone
Crotales
Bass Drum
Tam-Tam
Tubular Bells
3 Toms (3 Different Pitches)

Beaters
Medium Mallets
Hard Mallets
Bow
Rasping Stick
Super Ball
Snare Stick
Tubular Bells Hammer
Bass Drum Beater

SUGGESTED SETUP

While there are a small number of instruments used, there are moments when the percussion player needs to switch between them quickly and frequently. Therefore, a setup where the player is able to reach all the instruments without taking too many steps is ideal. Below is my humble suggestion.



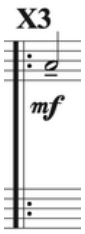
PERFORMANCE NOTES

Accidentals apply to whole measure but occasionally some are written for convenience.

Vibraphone motors are always off.

All trills and tremolos are unmeasured and as fast as possible.

The lenght of fermatas are left to the performers, but not expected to be very long in general. Occasionally, an approximate duration on indicated above the signs.

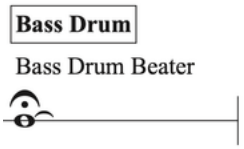


Repeats are occasionally indicated with a number at the beginning of the repeated section. This indicates how many times in total the repeated section is played. If there is no indication, then it is repeated only once.

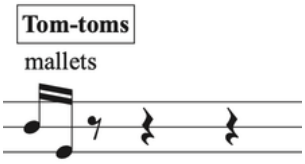
Percussion



Rub the beater (instead of beating) on the indicated surface. If the notehead is round, the instrument is to be beaten, even with a beater like super ball. Bowing is notated with a round notehead with the indication "arco" above.
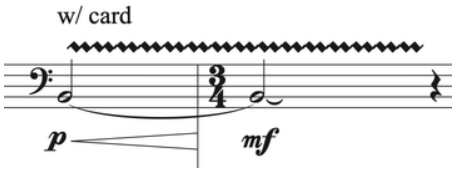


Bass Drum is notated on a single line.
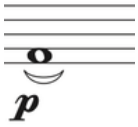


Homs are notated on a 3-line staff, indicating the pitch of each tom.

Piano
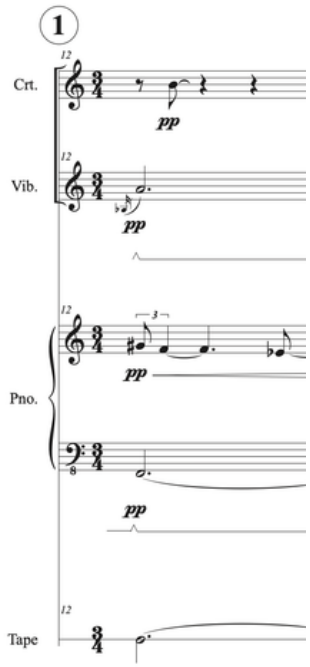


Play the indicated note with a plastic card (like a credit card) vertically on the string. When indicated to be "as slowly as possible," try to play the indicated duration with only one sweep, playing it very slowly. An irregular, stalling sound is desired in this case.



Play the indicated note(s) with your fingernail(s), or a relatively hard object to pluck by plucking the string.

ELECTRONICS

The electronics are played by triggering the numerous sound files at the indicated moments on the score by an additional performer using a Max patch. The numbers indicate the corresponding scene on the patch. When the playback starts or stops is indicated with a Tape part on the score.



NOTE ABOUT THE TITLE
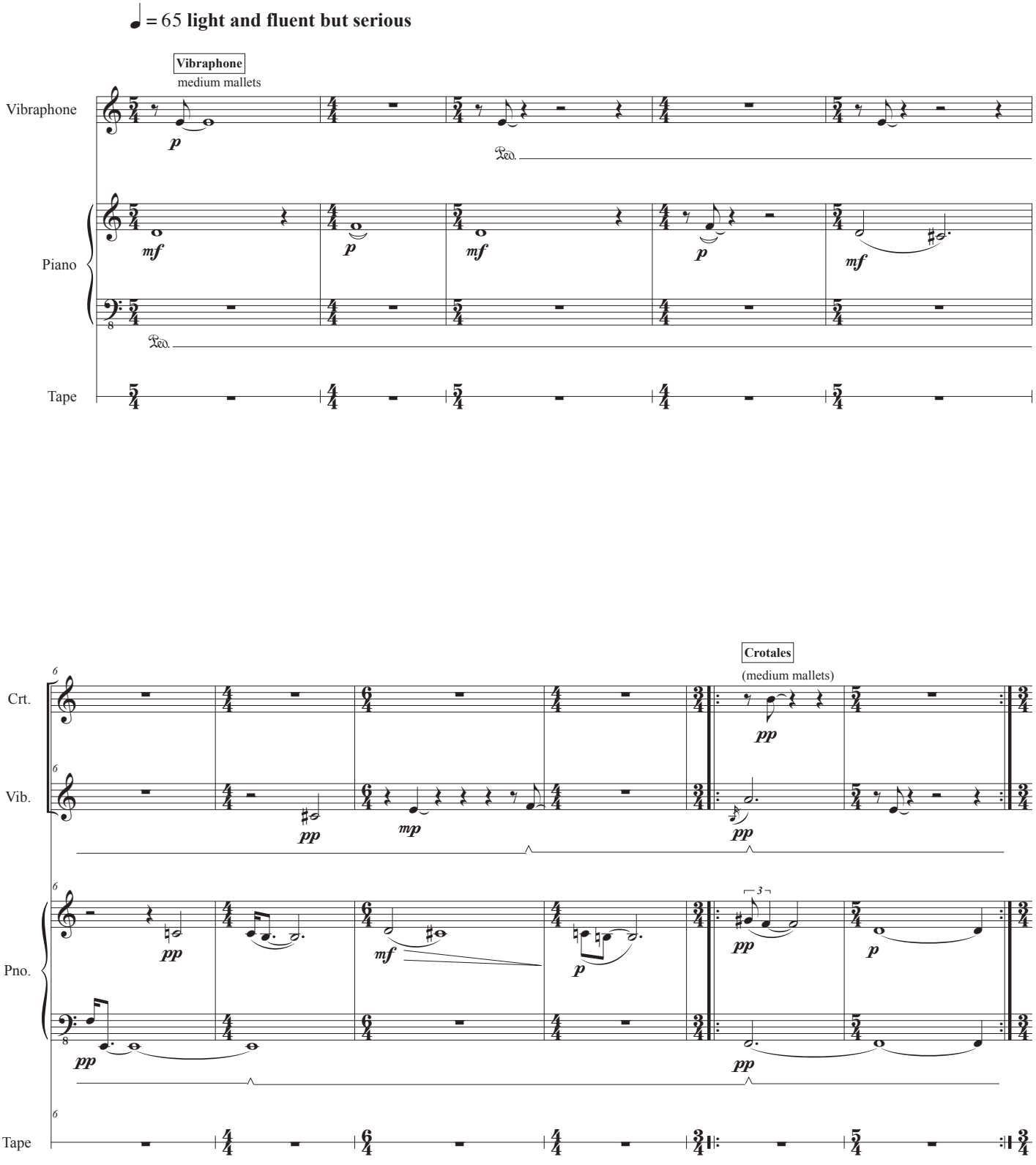
This piece started as a revision of my 2020 piece, "Omaggio alla storia," but became a complete overhaul in the process. While it contains some material from Omaggio, and the very ending is the same, in the context of this new composition, this shared material becomes almost a commentary on their initial use. Hence the name, a "story" of tribute; two completely different pieces converging at times, creating a meta-narrative on my compositional processes.
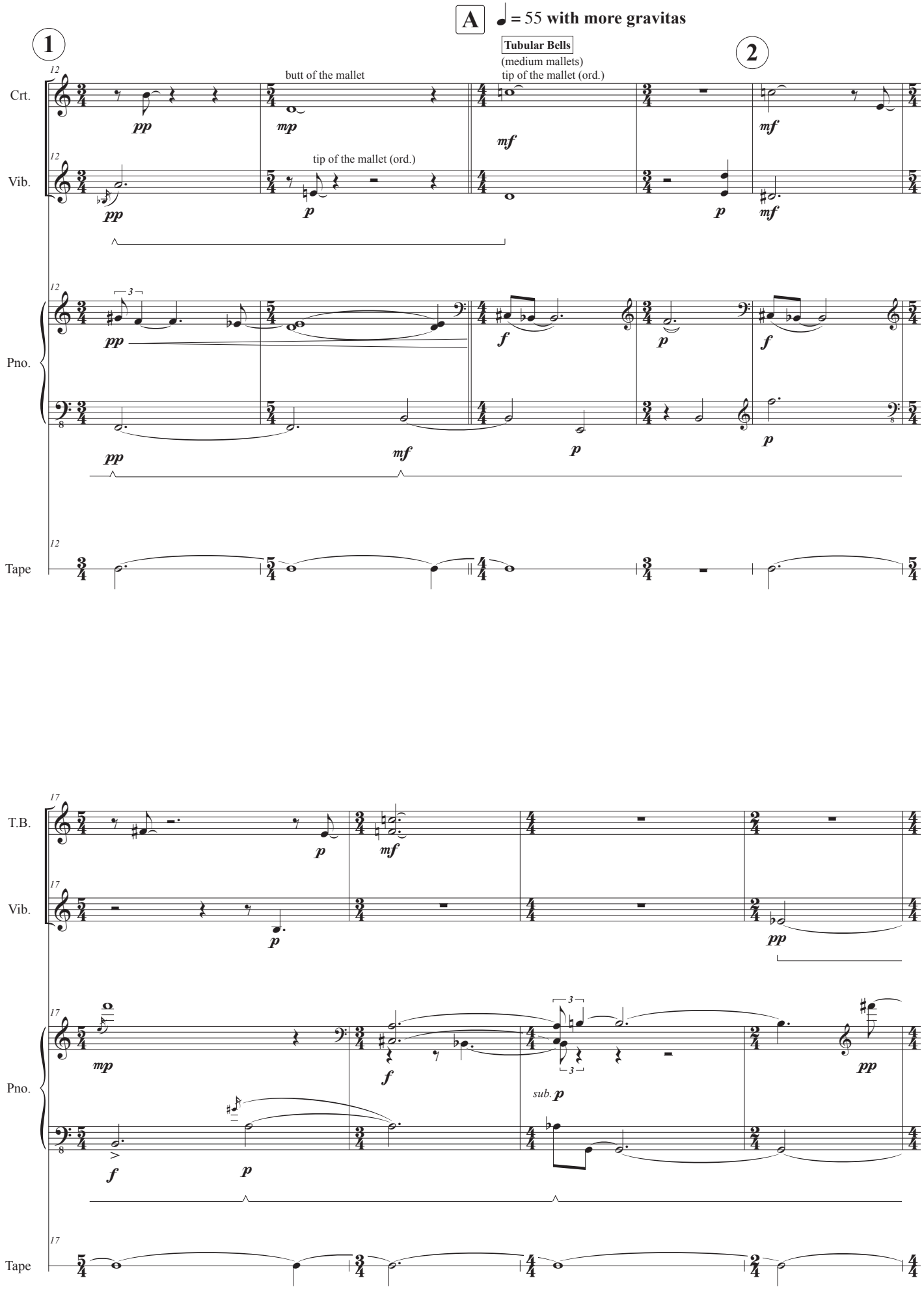
Score

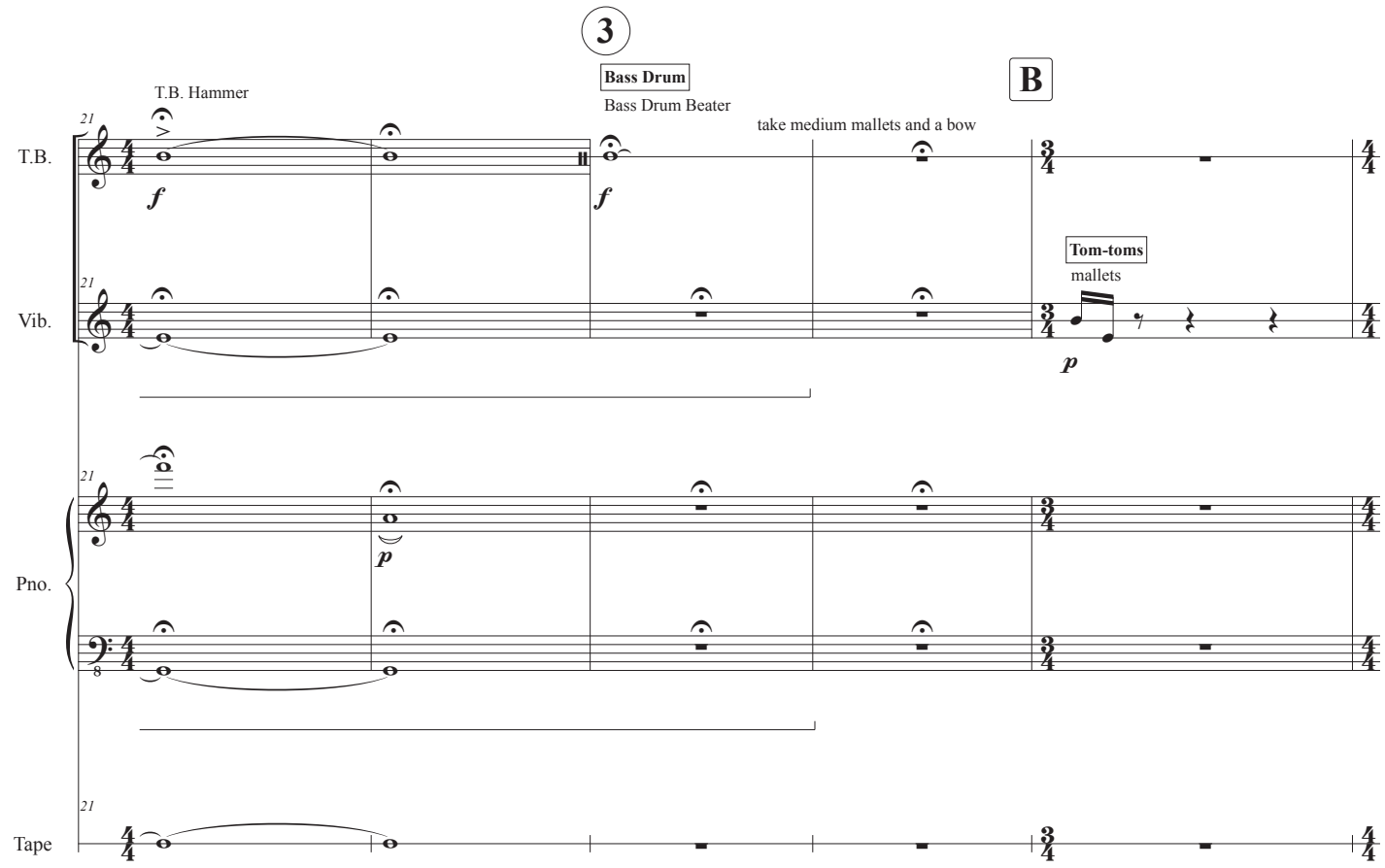
Storia come omaggio

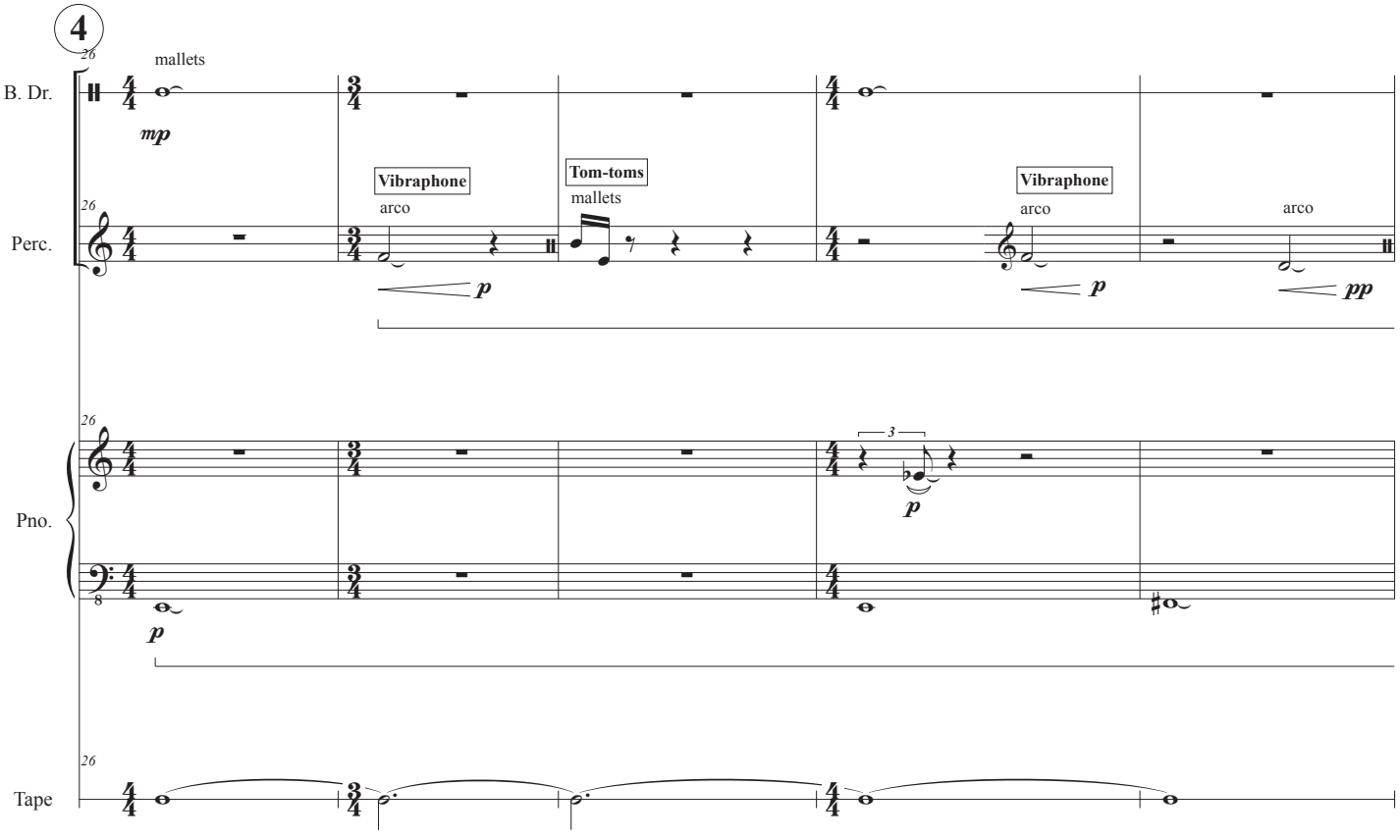
for piano, percussion and electronics

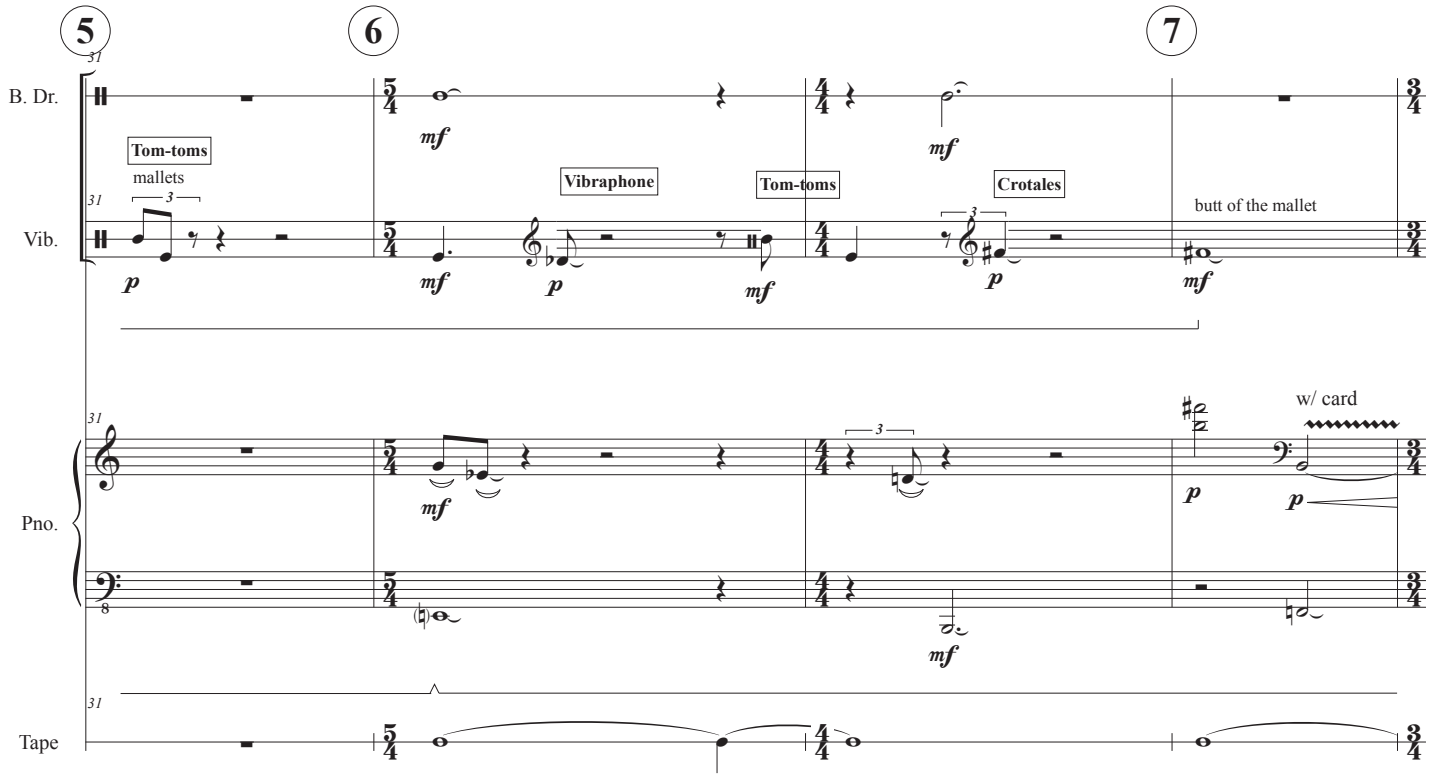
Deniz Aslan
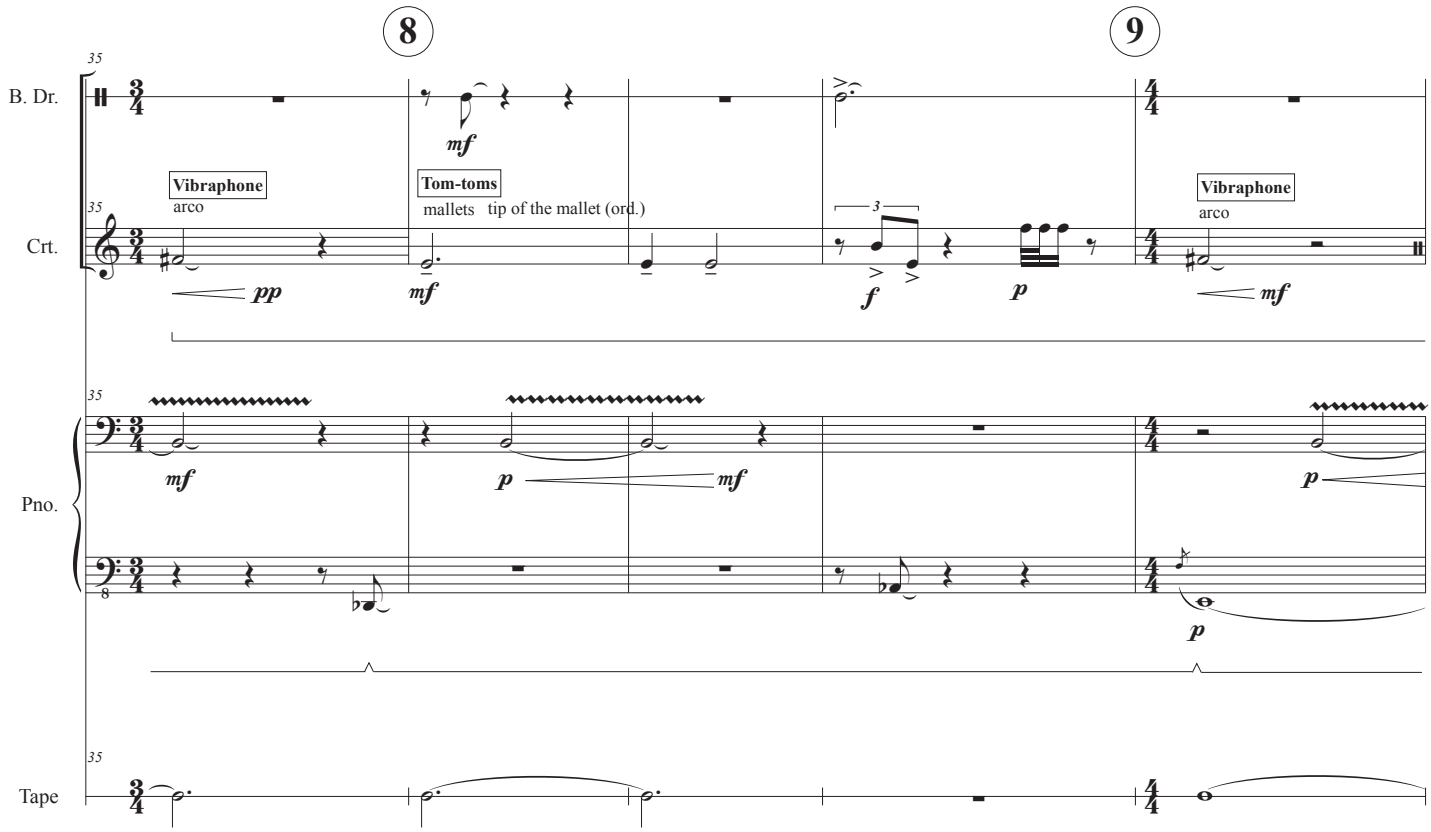


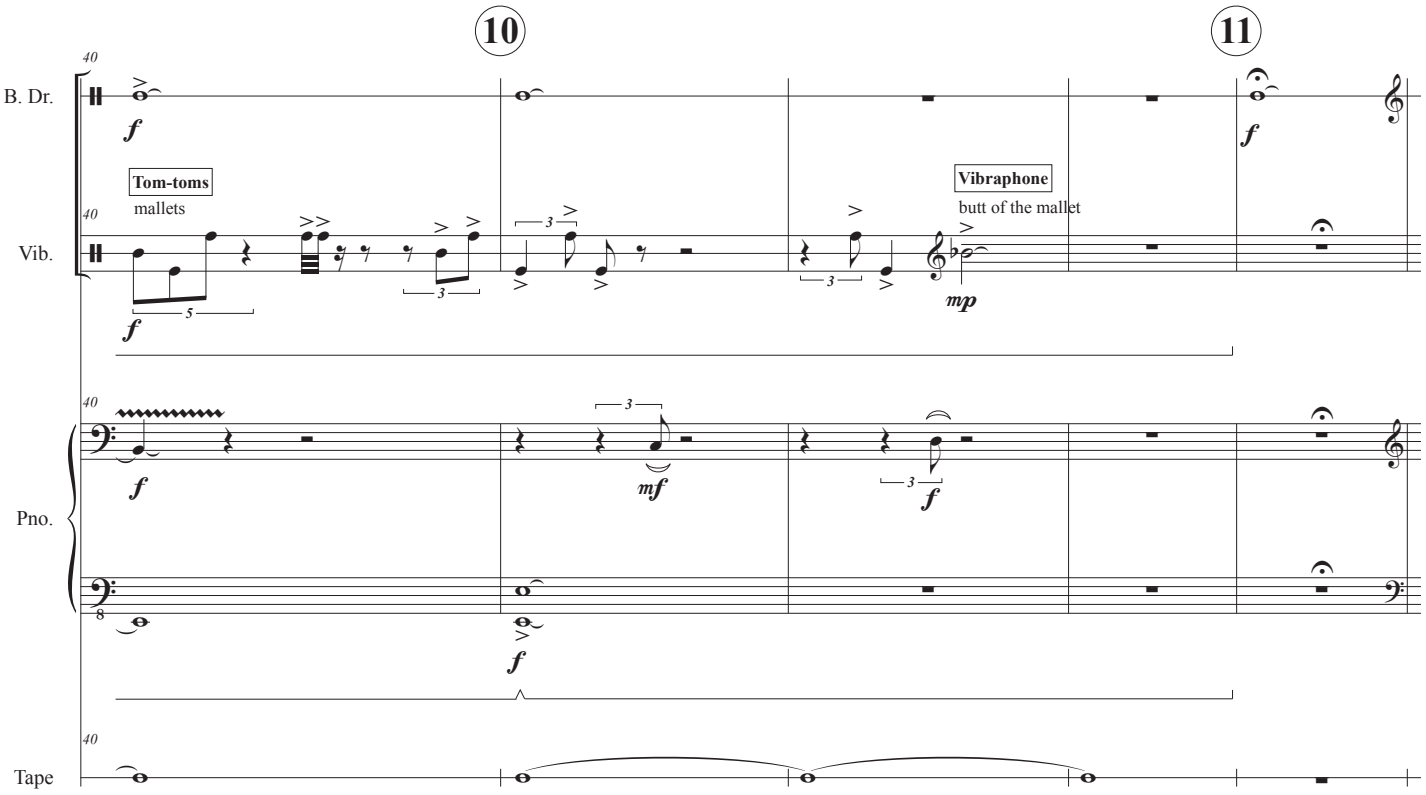

A
♩ = 55 with more gravitas
1
2
Tubular Bells
(medium mallets)
tip of the mallet (ord.)
butt of the mallet
tip of the mallet (ord.)
Crt.
Vib.
Pno.
Tape
T.B.
sub. p

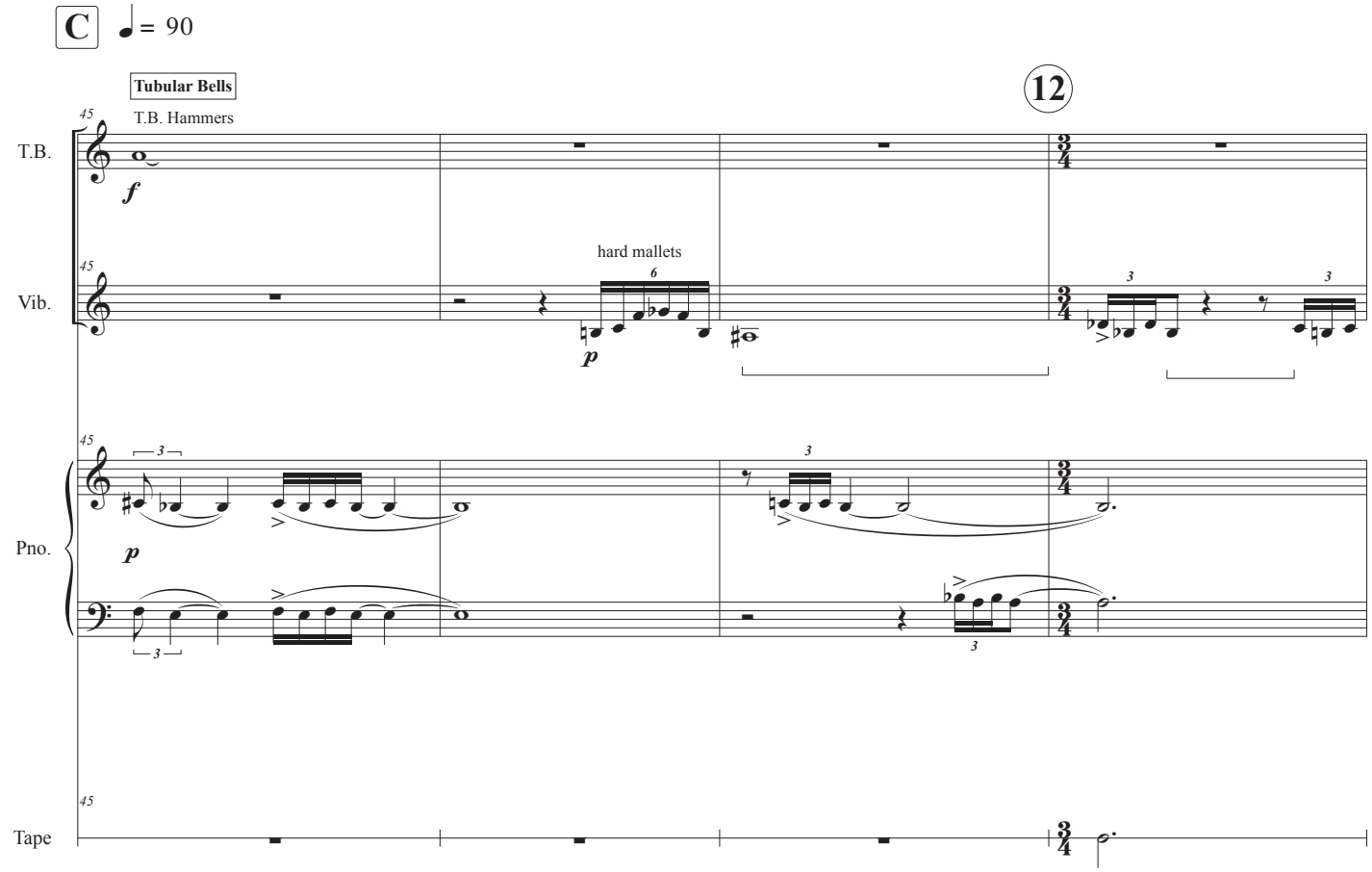

3
Bass Drum
Bass Drum Beater
B
T.B. Hammer
take medium mallets and a bow
T.B.
Vib.
Tom-toms
mallets
Pno.
Tape
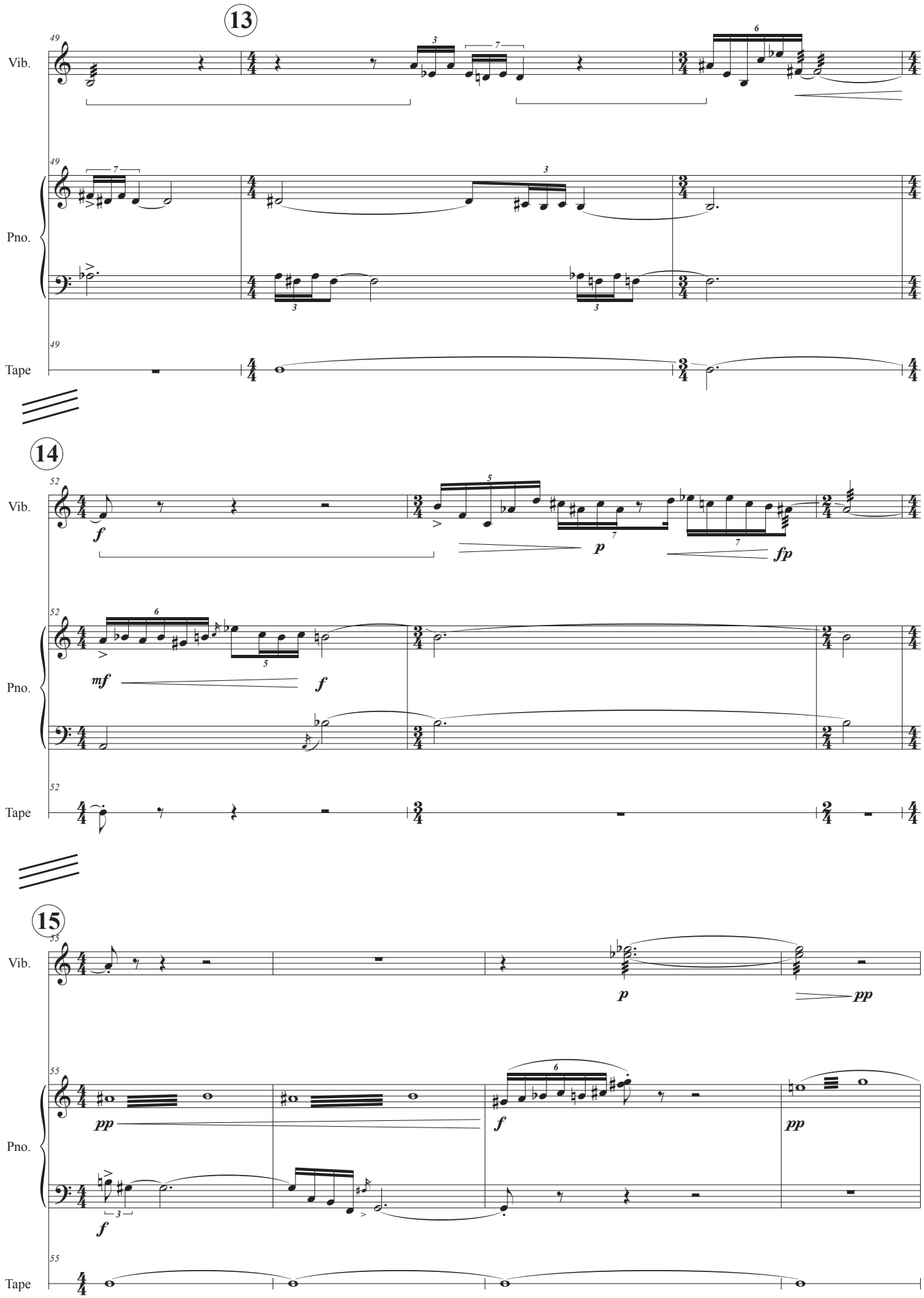

4
mallets
B. Dr.
Vibraphone
arco
Tom-toms
mallets
Vibraphone
arco
arco
Perc.
Pno.
Tape
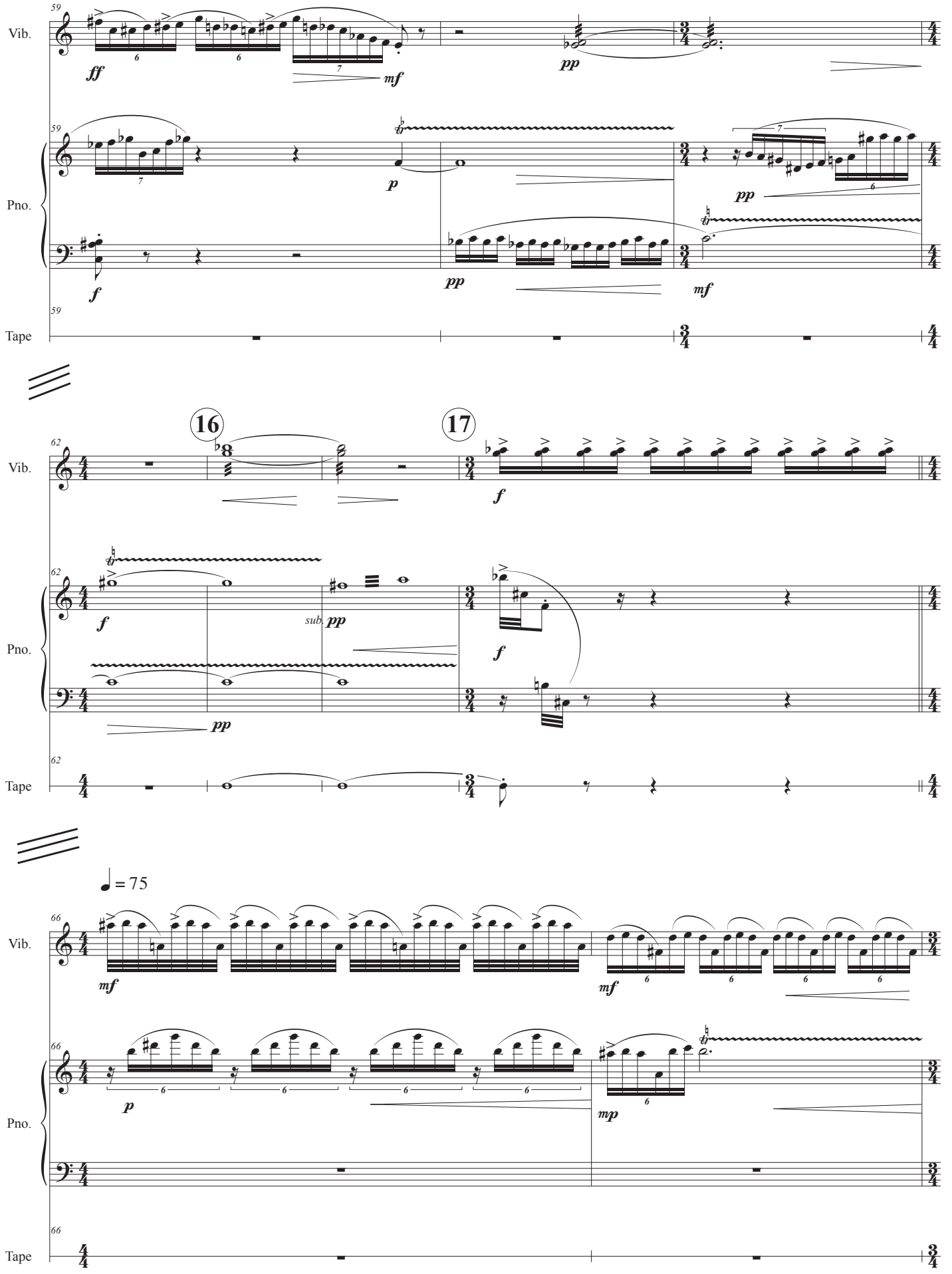

5
6
7
B. Dr.
Tom-toms
mallets
Vibraphone
Tom-toms
Crotales
butt of the mallet
Vib.
Pno.
w/ card
Tape

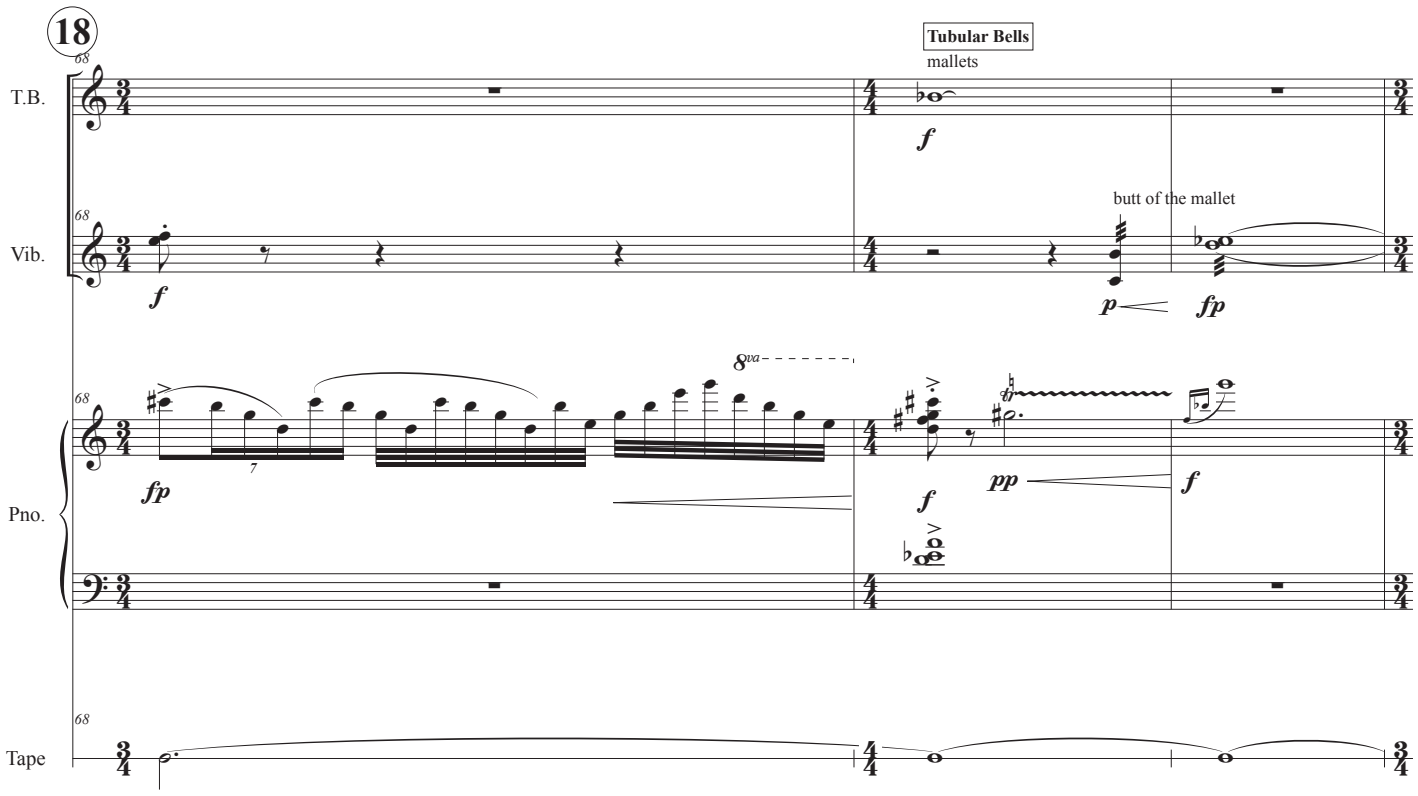

8
9
B. Dr.
Vibraphone
arco
Tom-toms
mallets
tip of the mallet (ord.)
Vibraphone
arco
Crt.
Pno.
Tape

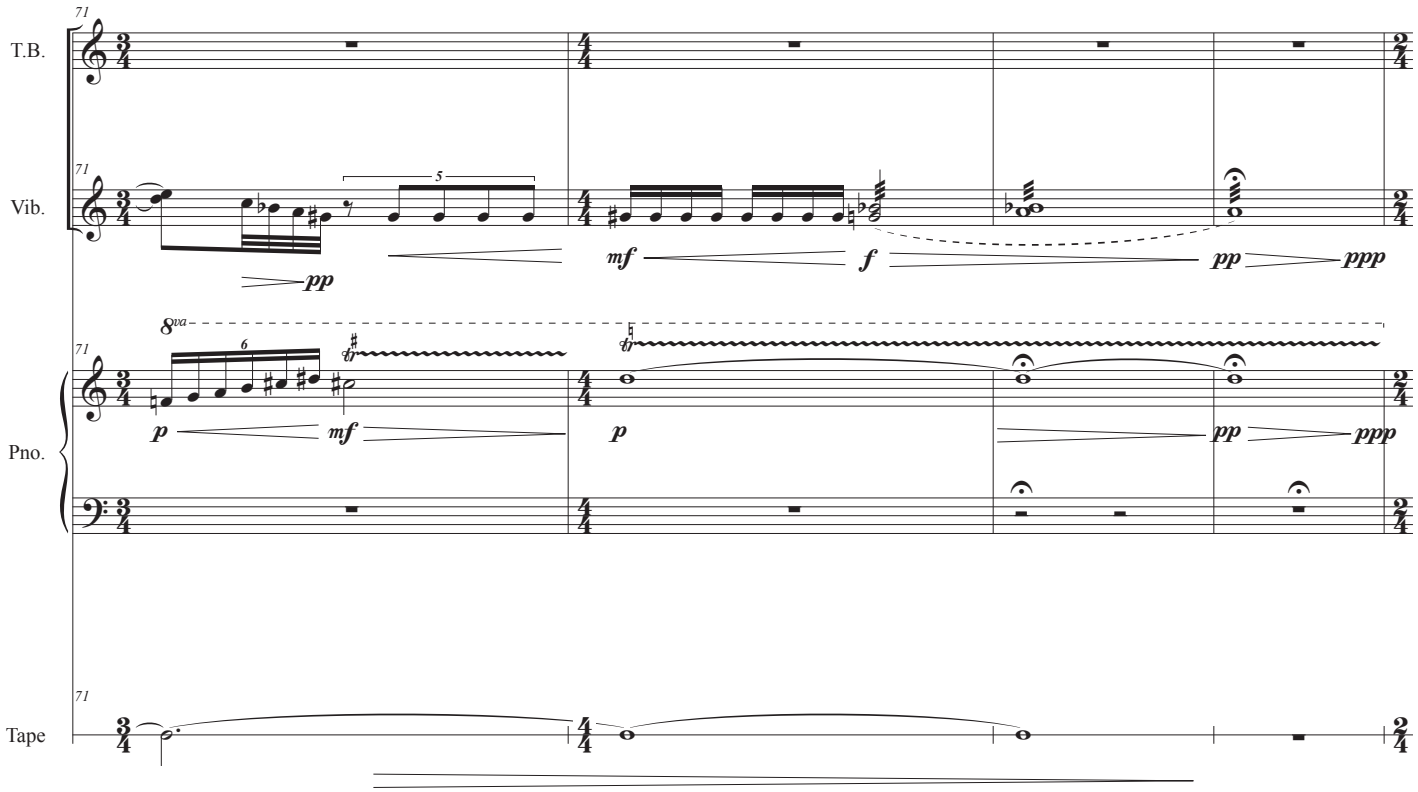

10
11
B. Dr.
Vib.
Pno.
Tape
Tom-toms
mallets
Vibraphone
butt of the mallet
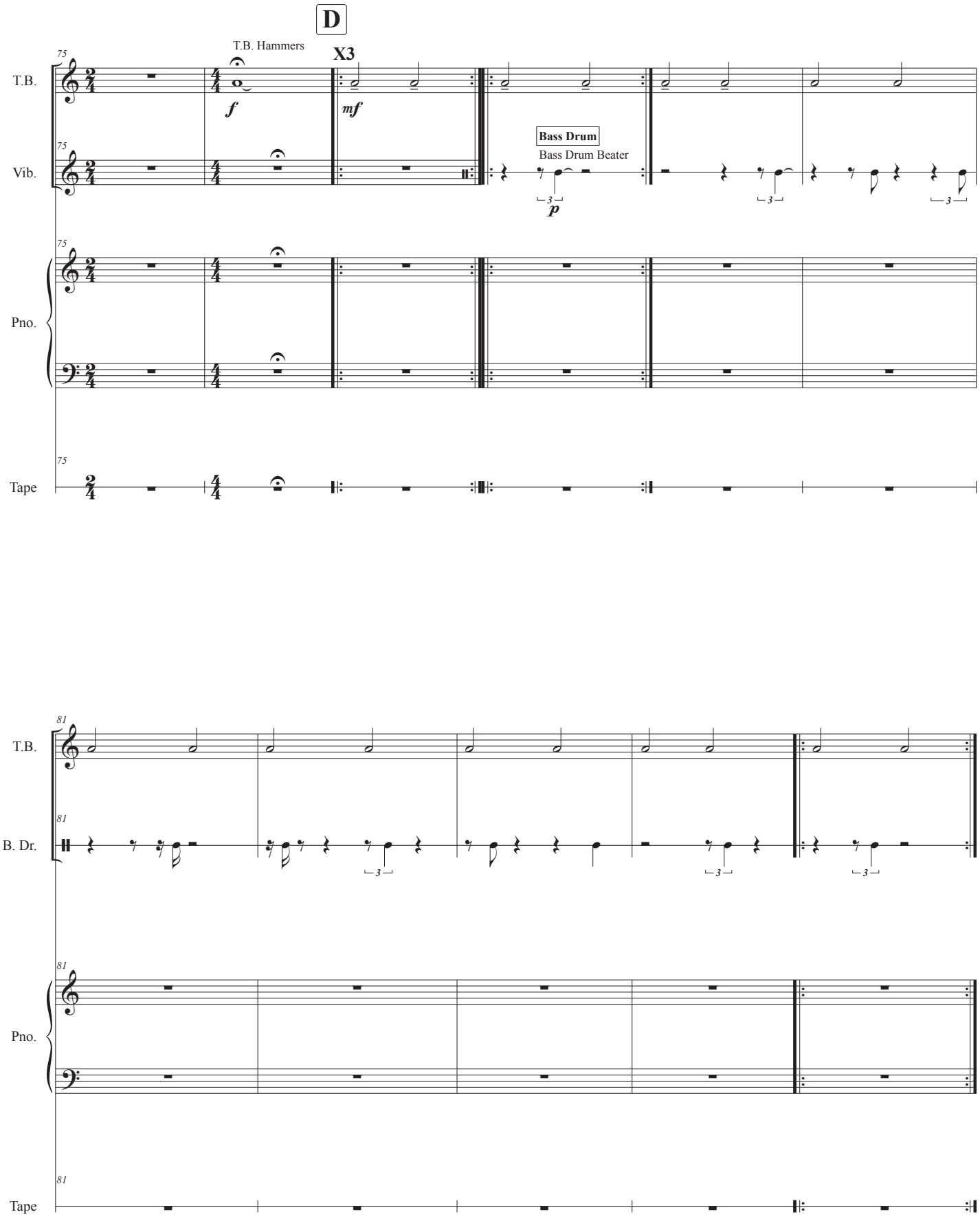

C
= 90
Tubular Bells
T.B. Hammers
12
T.B.
Vib.
Pno.
Tape
hard mallets

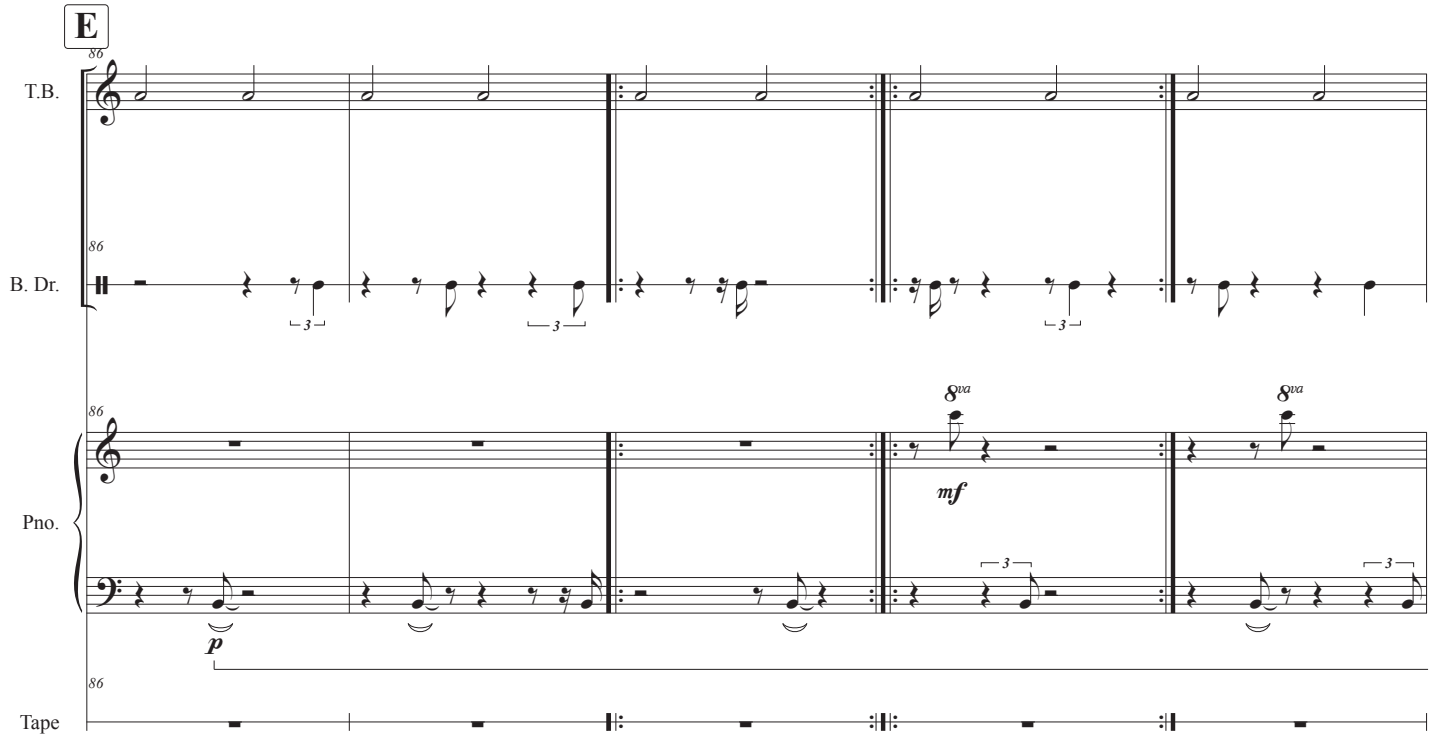

13
Vib.
Pno.
Tape
14
Vib.
Pno.
Tape
15
Vib.
Pno.
Tape
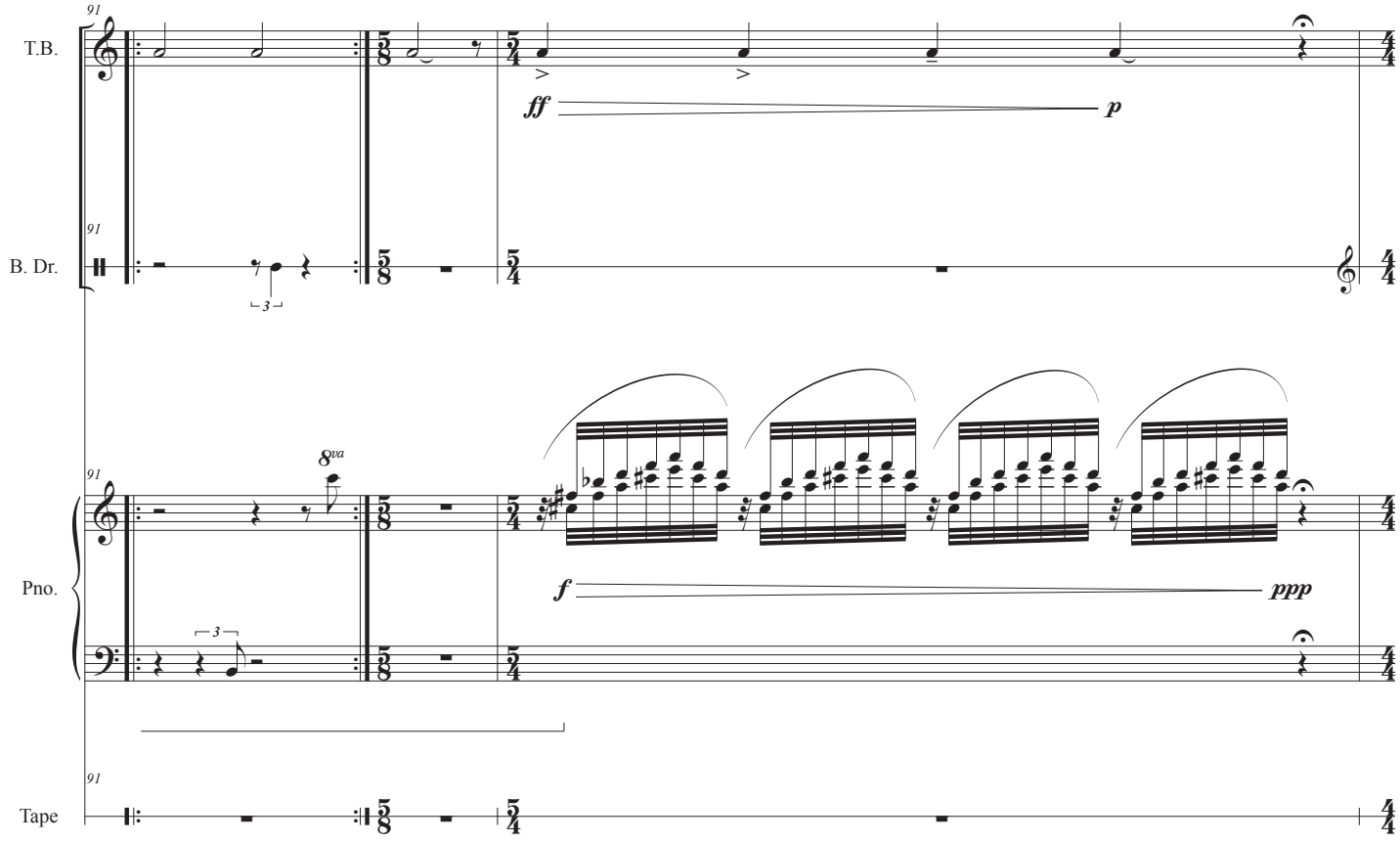

Vib.
Pno.
Tape
59
ff
mf
pp
p
f
62
16
17
sub.
66
♩ = 75
mp

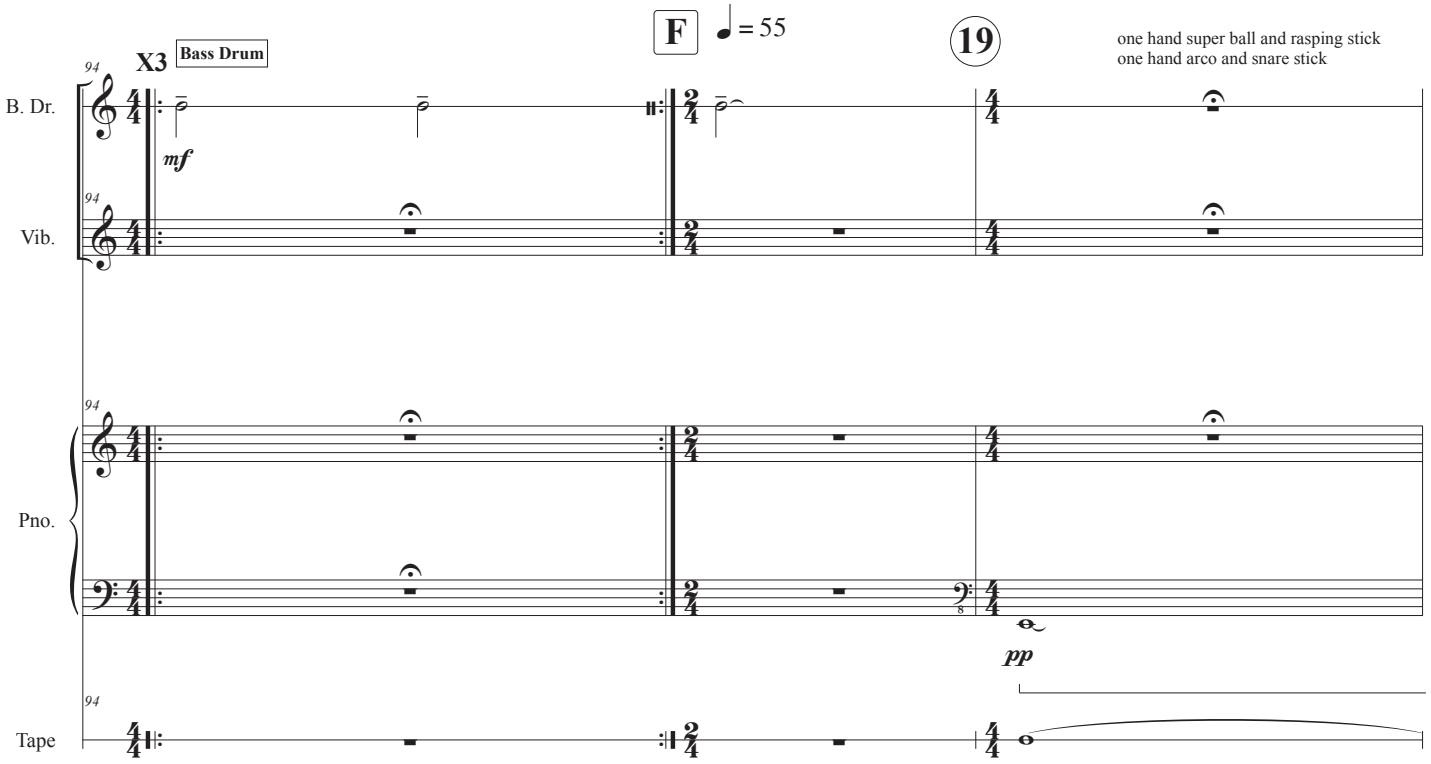

18
68
T.B.
Tubular Bells
mallets
f
Vib.
butt of the mallet
p
fp
Pno.
8va
pp
Tape

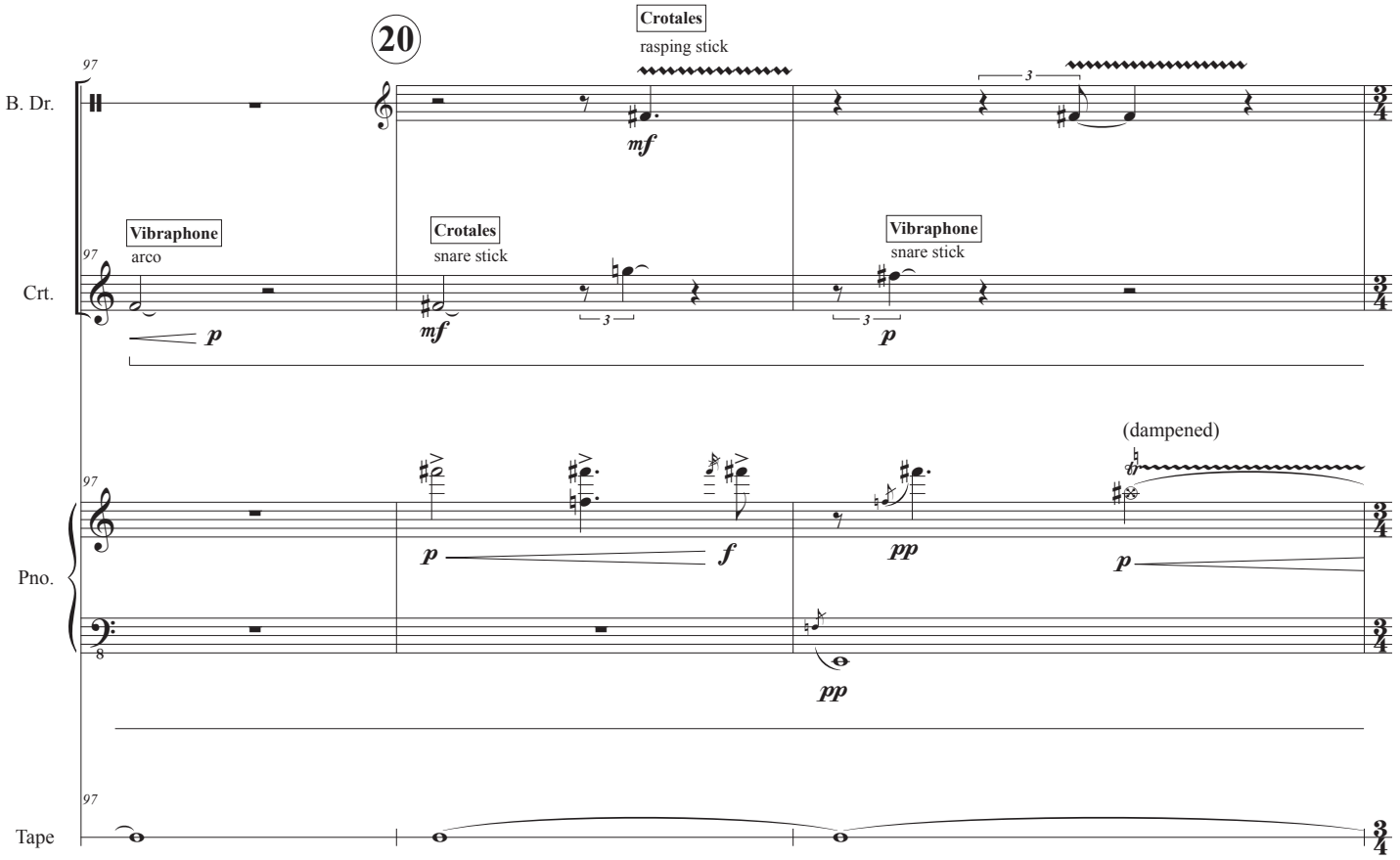

71
T.B.
Vib.
pp
mf
ppp
Pno.
8va
Tape
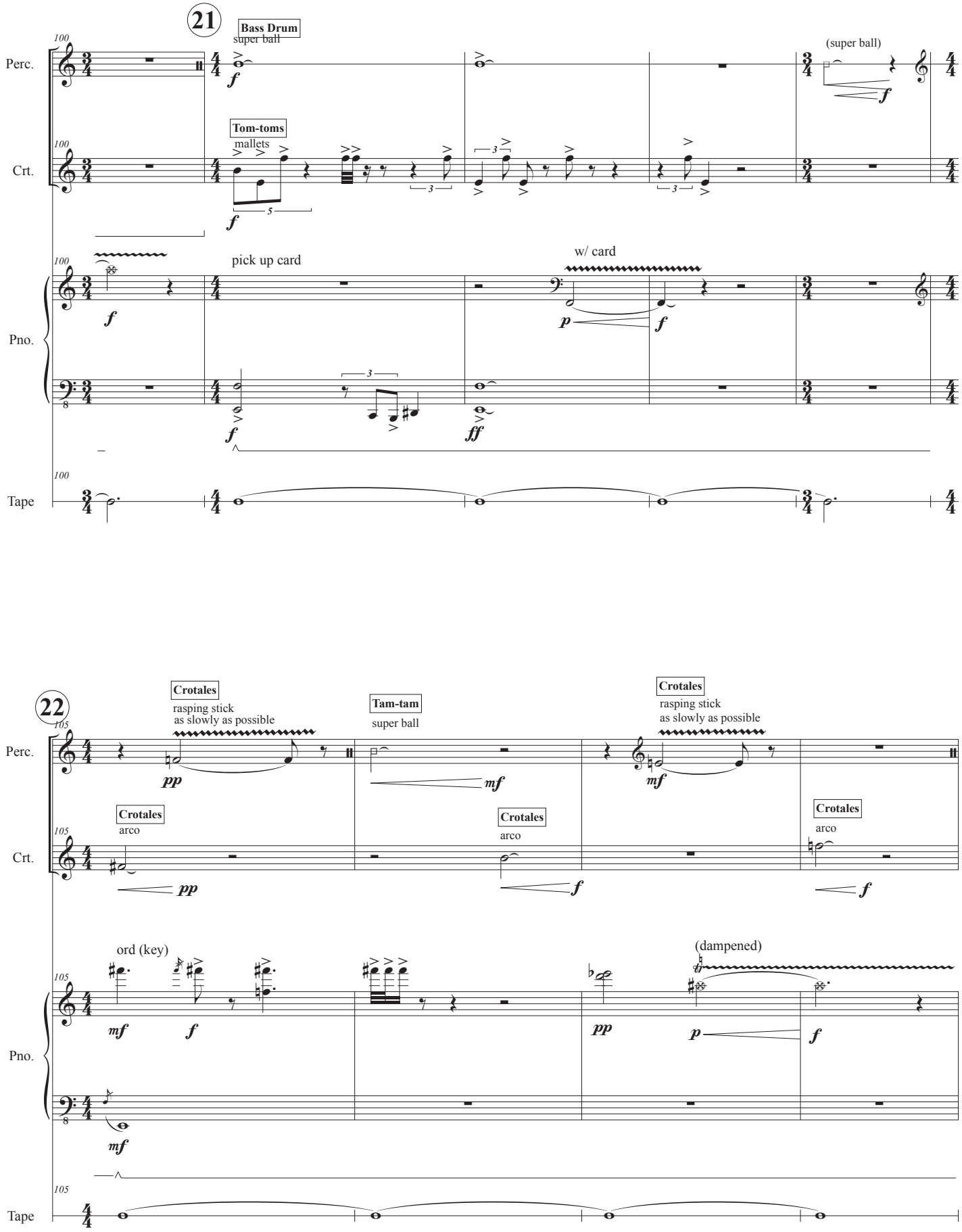

D
T.B. Hammers
X3
T.B.
Vib.
Pno.
Tape
75
f
mf
Bass Drum
Bass Drum Beater
p
81
B. Dr.

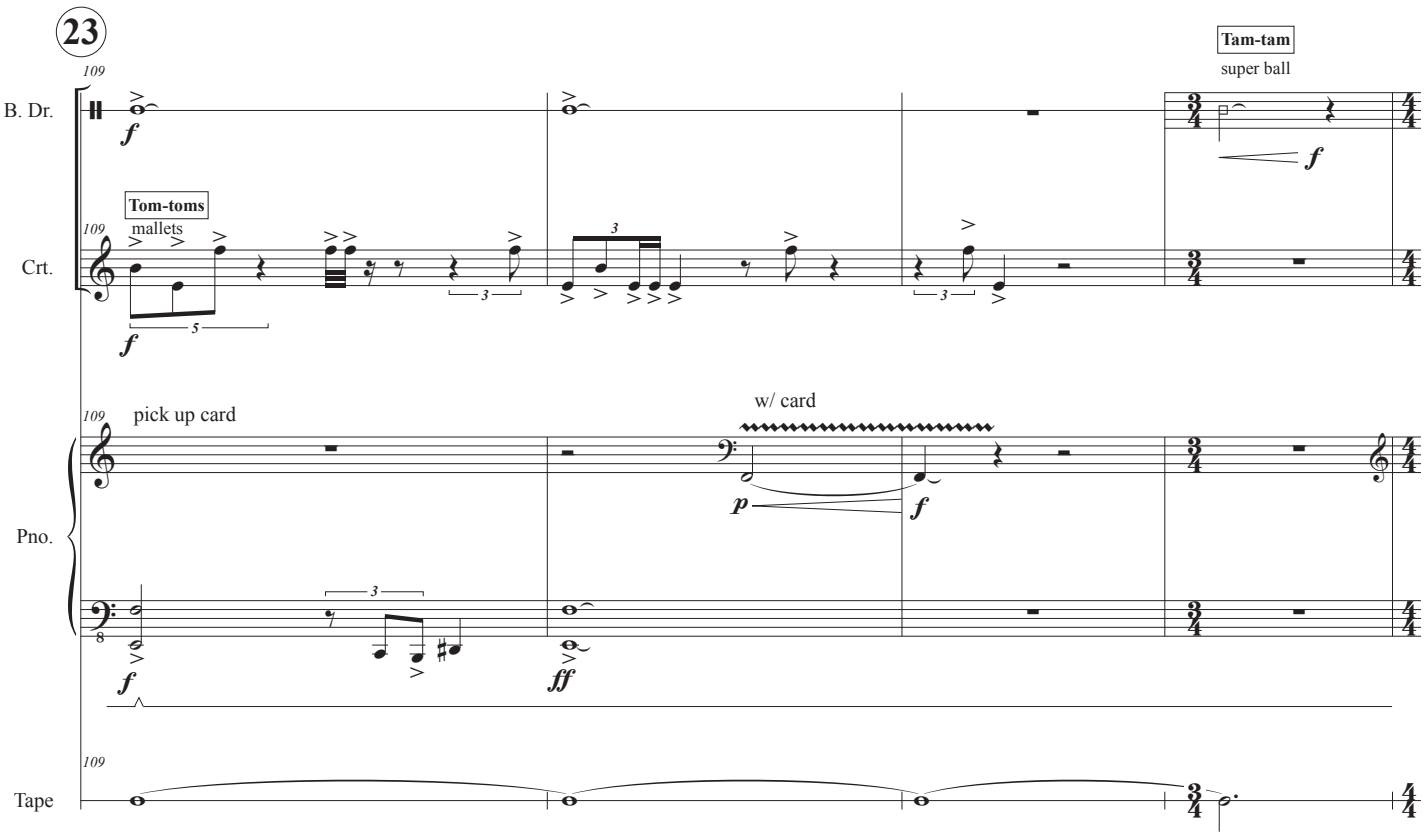

E
86
T.B.
B. Dr.
Pno.
Tape
8va
mf
p

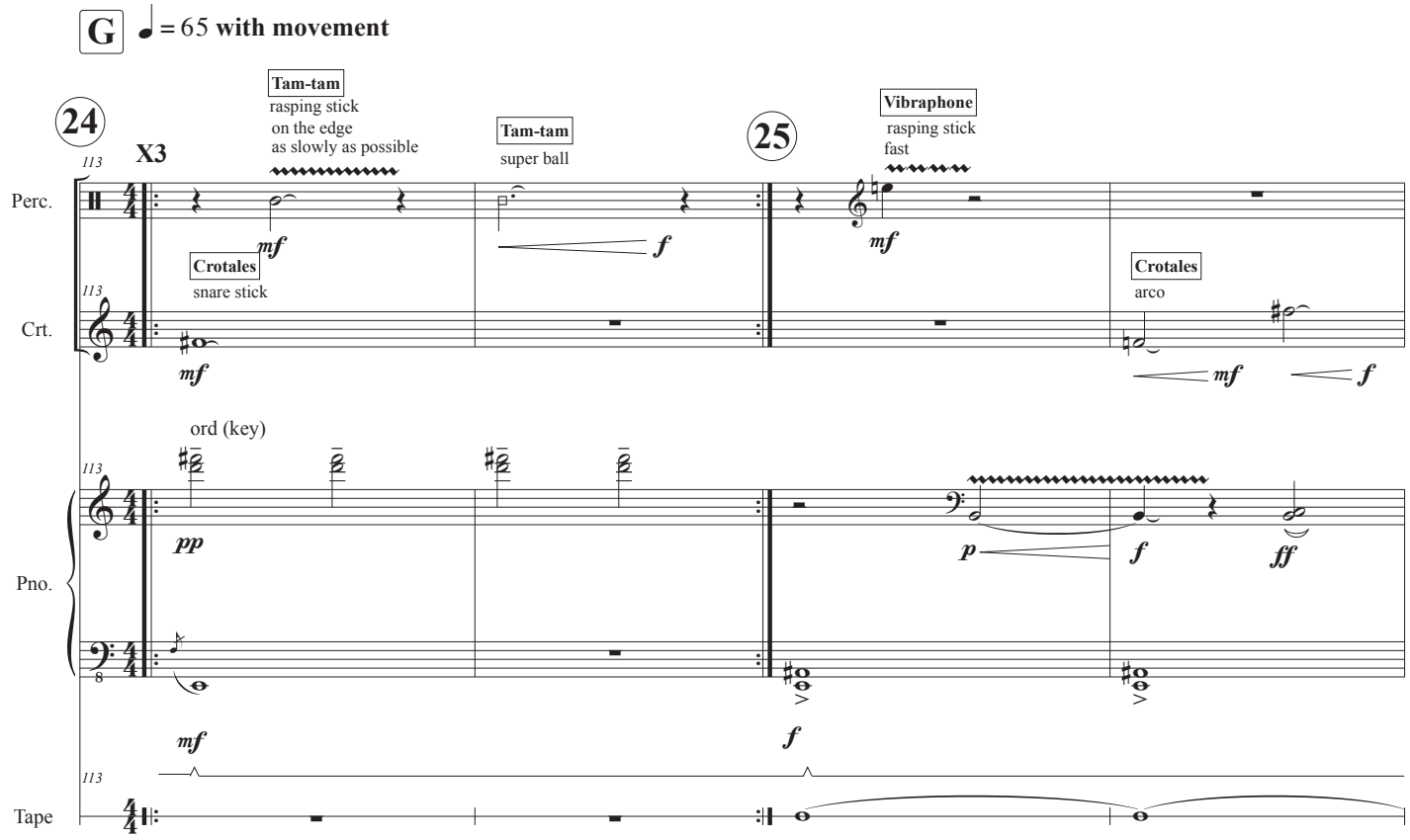

91
T.B.
B. Dr.
Pno.
Tape
ff
p
8va
f
ppp

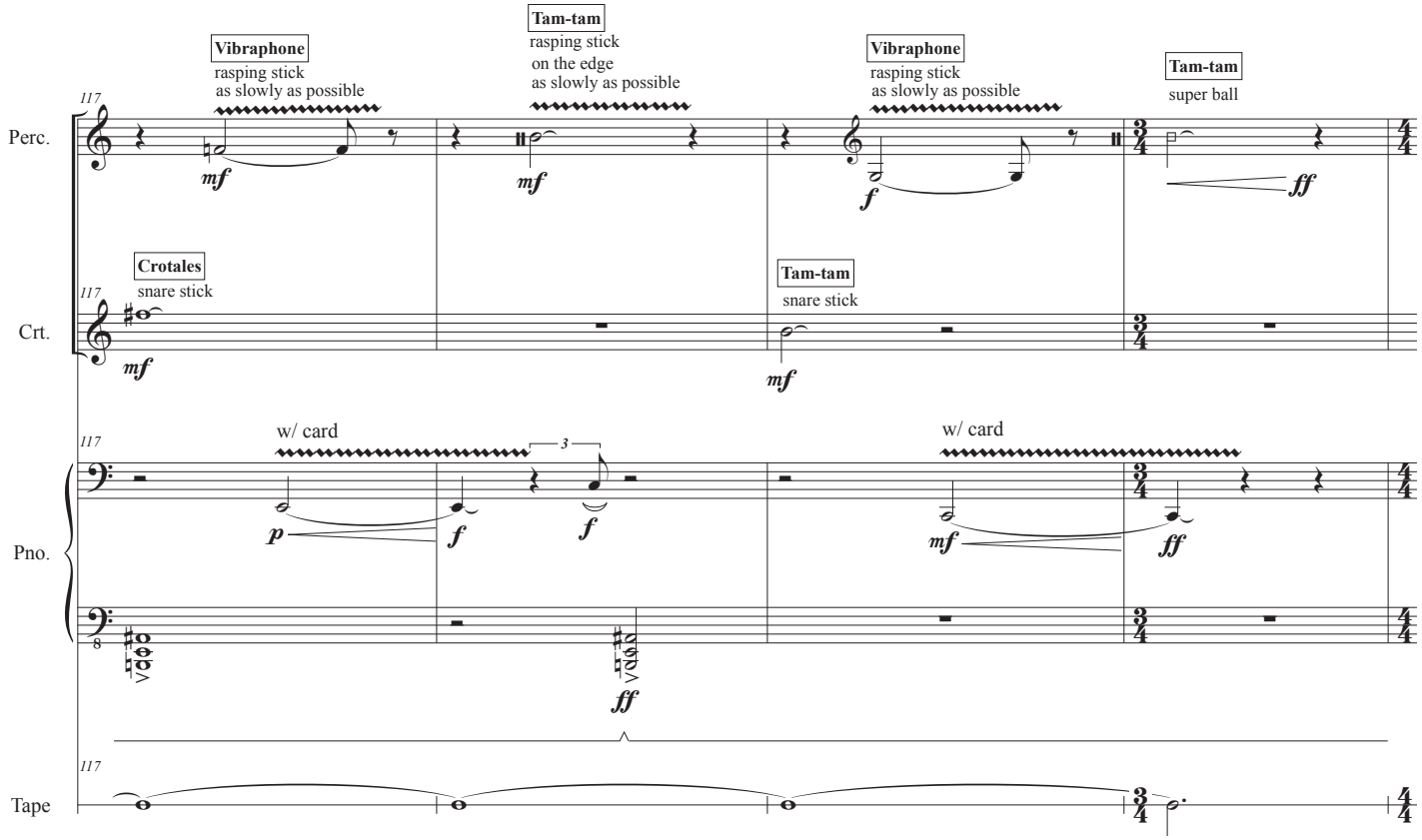

F
= 55
19
one hand super ball and rasping stick
one hand arco and snare stick
X3
Bass Drum
B. Dr.
Vib.
Pno.
Tape
mf
pp

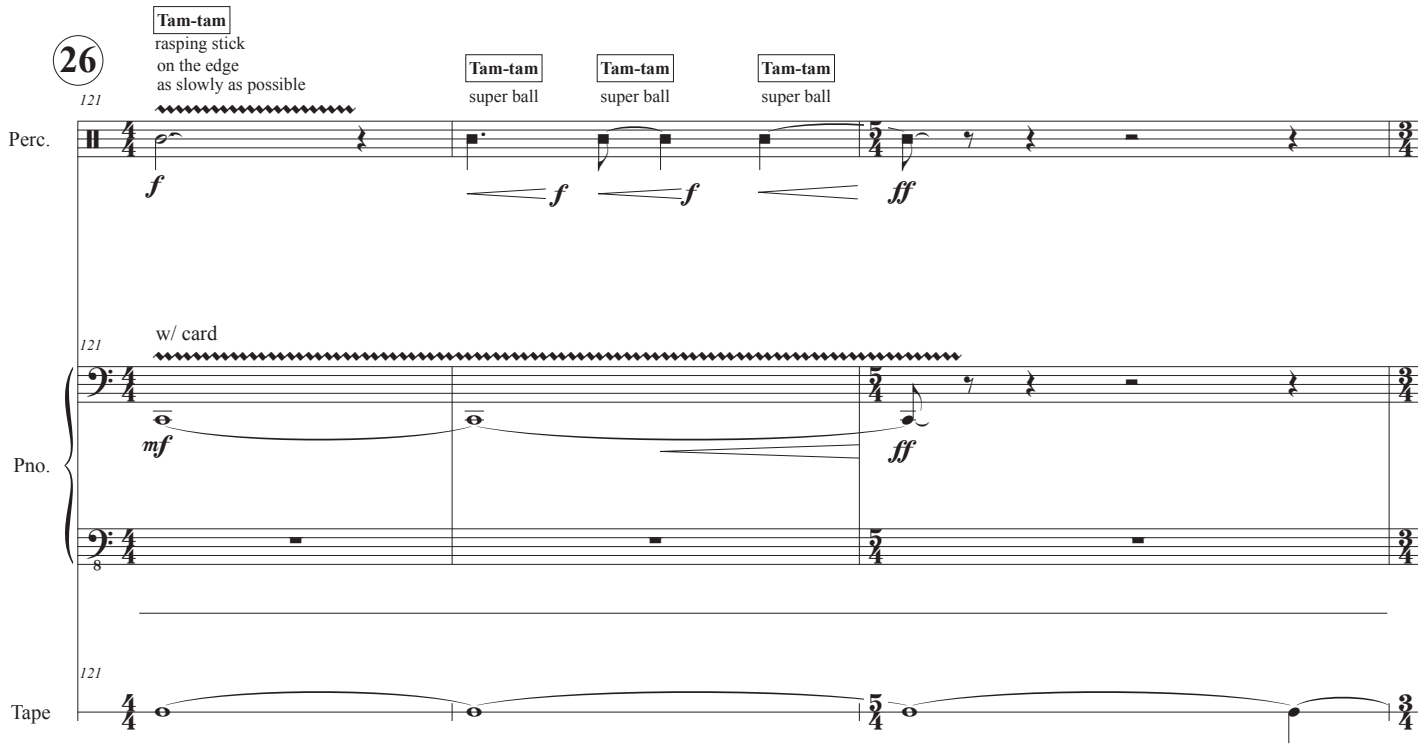

20
Crotales
rasping stick
B. Dr.
Vibraphone
arco
Crotales
snare stick
Vibraphone
snare stick
Crt.
Pno.
Tape
(dampened)
p
mf
f
pp
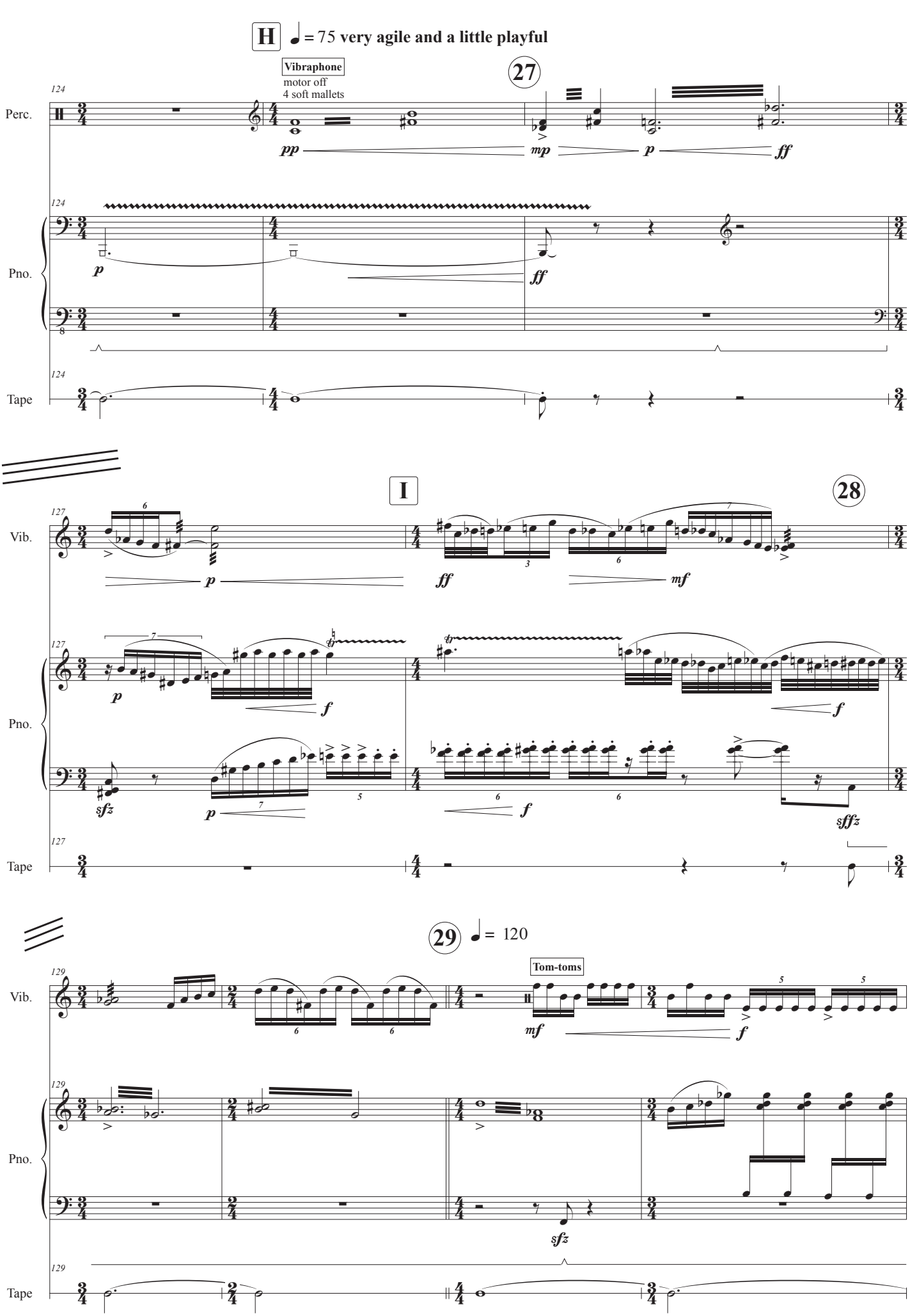

21
Bass Drum
super ball
(super ball)
Tom-toms
mallets
pick up card
w/ card
Perc.
Crt.
Pno.
Tape
22
Crotales
rasping stick
as slowly as possible
Tam-tam
super ball
Crotales
rasping stick
as slowly as possible
Crotales
arco
Crotales
arco
Crotales
arco
ord (key)
(dampened)
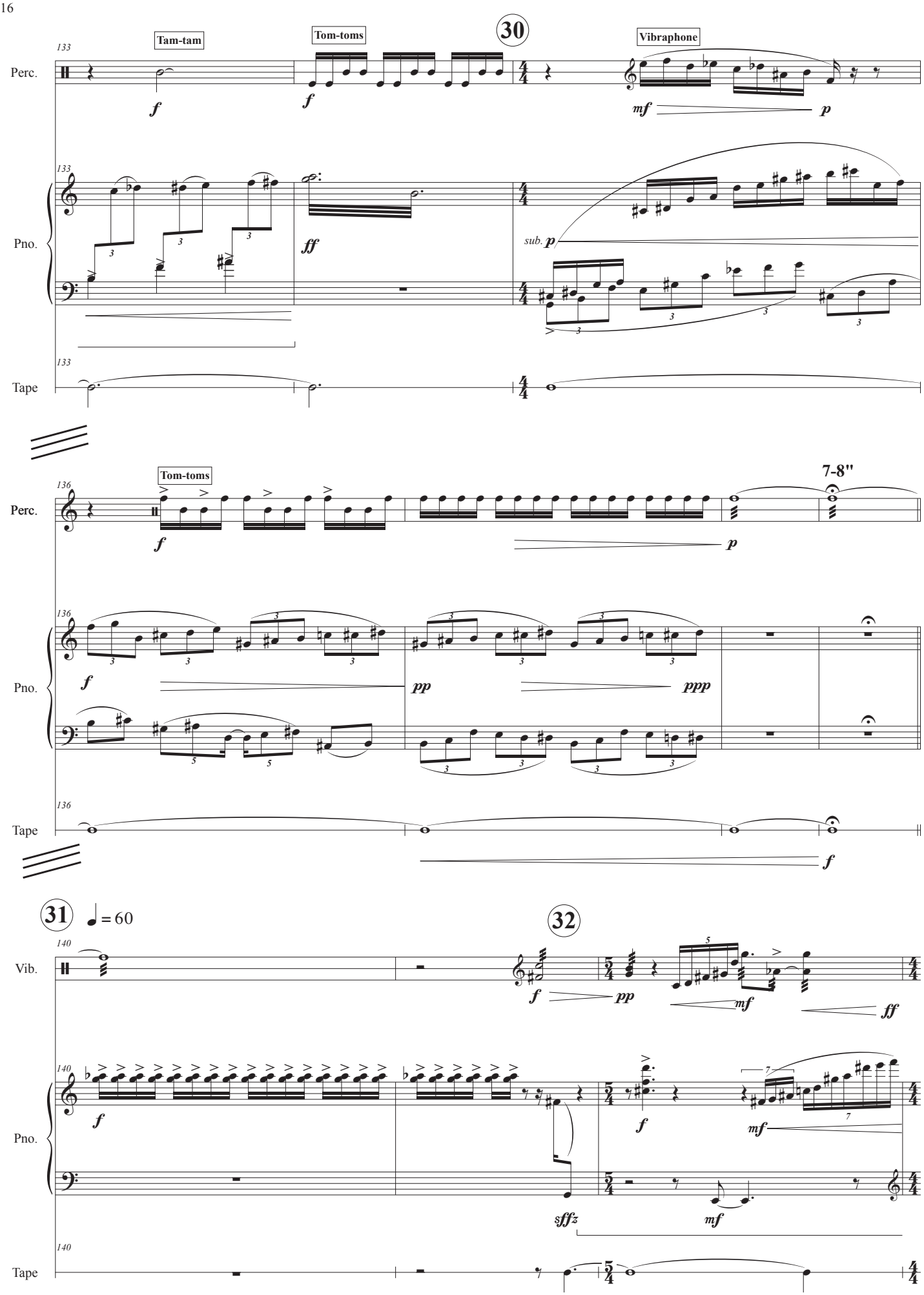

23
109
B. Dr.
Tam-tam
super ball
Tom-toms
mallets
Crt.
pick up card
w/ card
Pno.
Tape
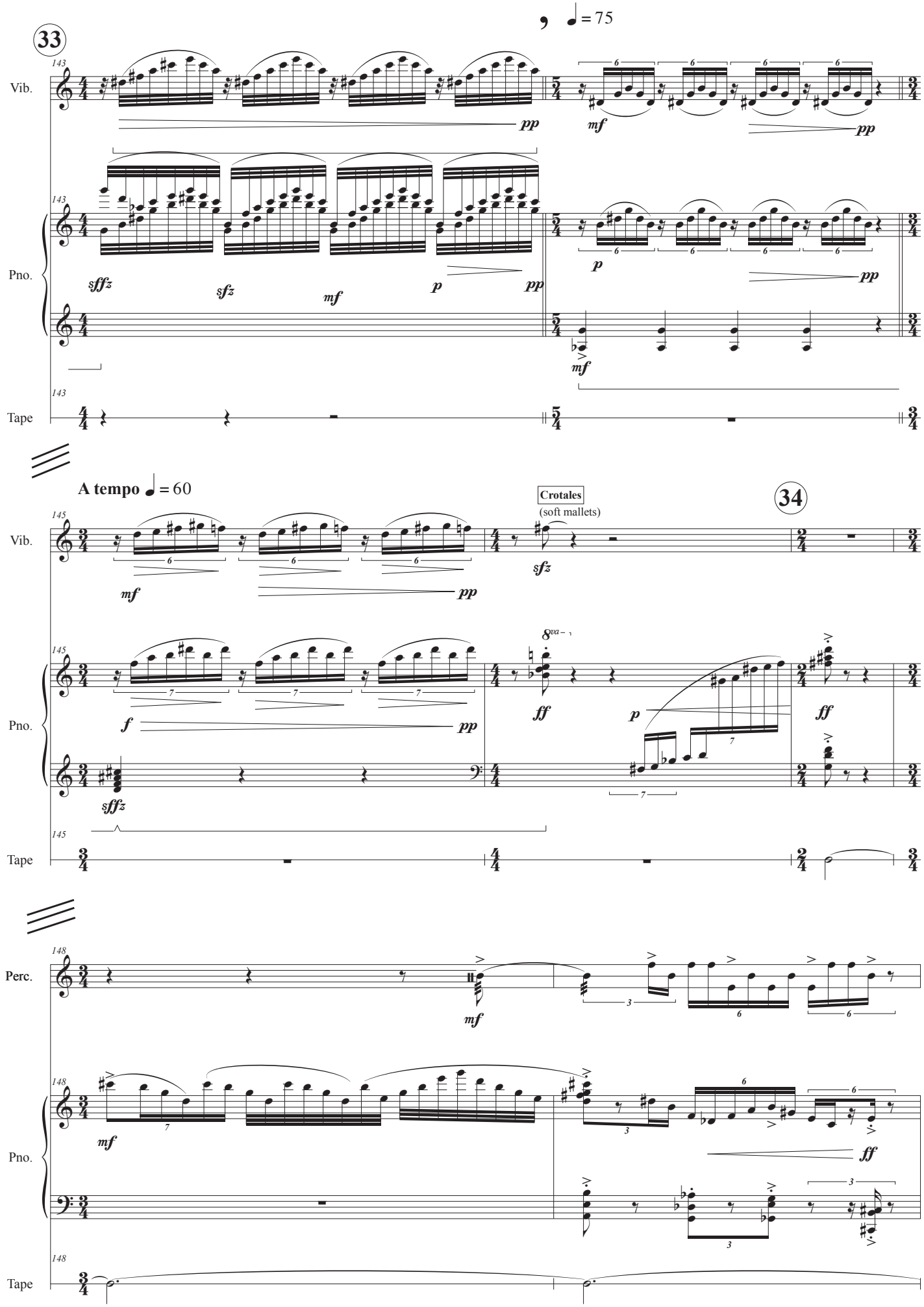

G
= 65 with movement
24
X3
Tam-tam
rasping stick
on the edge
as slowly as possible
Tam-tam
super ball
25
Vibraphone
rasping stick
fast
Perc.
Crotales
snare stick
Crotales
arco
Crt.
ord (key)
Pno.
Tape
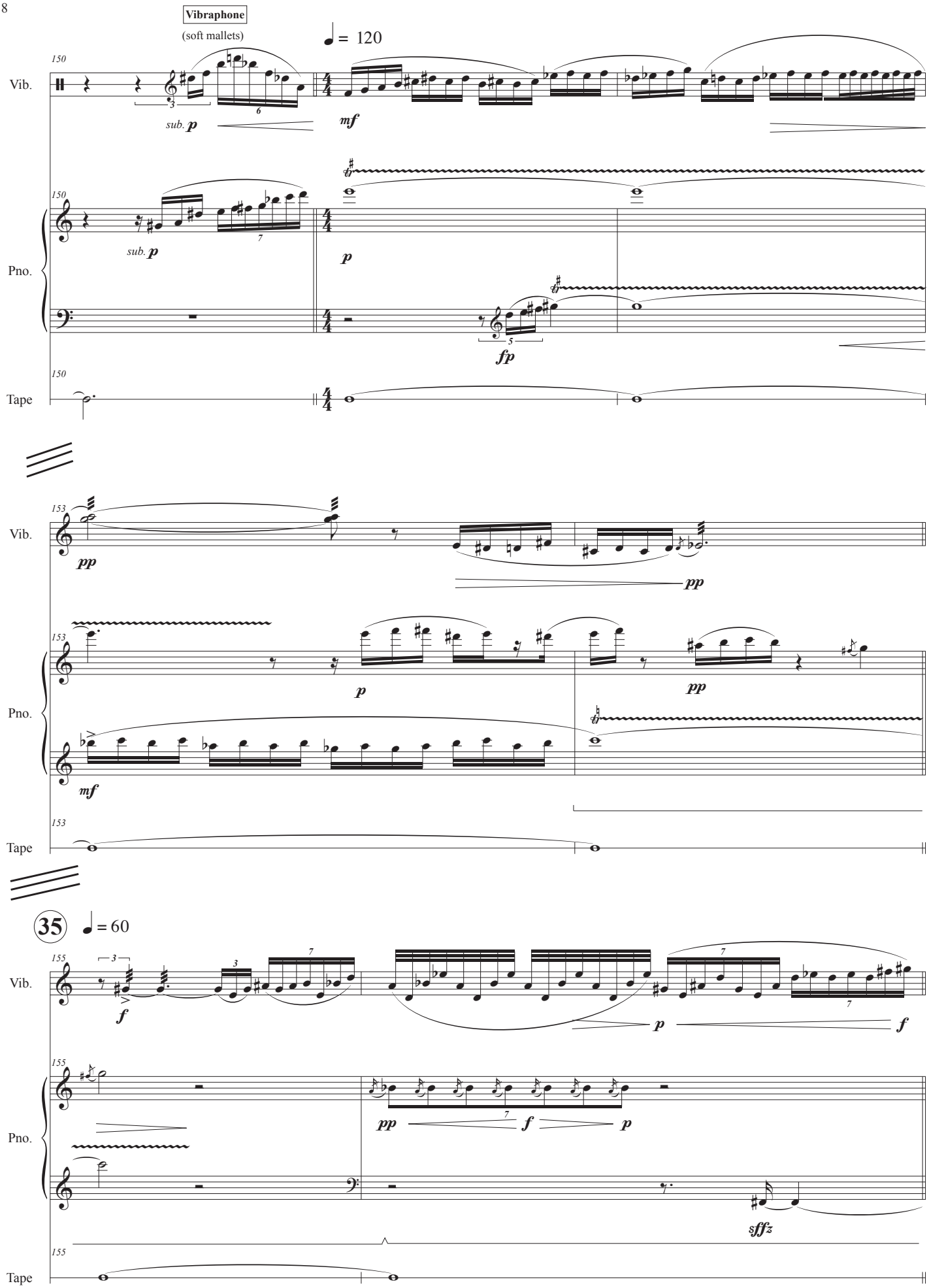

Vibraphone
rasping stick
as slowly as possible
Tam-tam
rasping stick
on the edge
as slowly as possible
Vibraphone
rasping stick
as slowly as possible
Tam-tam
super ball
Perc.
117
mf
mf
f
ff
Crotales
snare stick
Tam-tam
snare stick
Crt.
117
mf
mf
w/ card
w/ card
Pno.
117
p
f
f
mf
ff
8va
ff
Tape
117
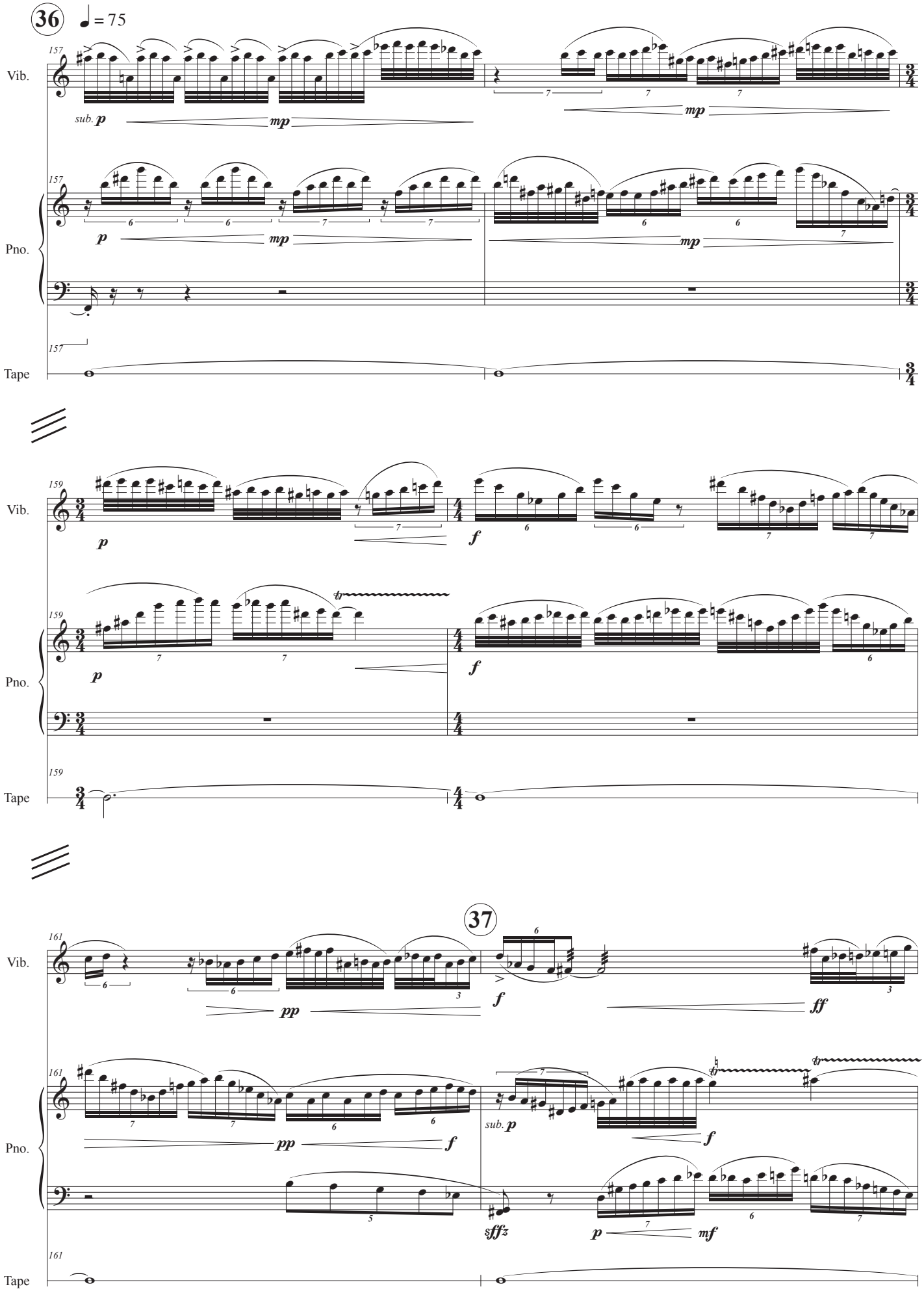

26
Tam-tam
rasping stick
on the edge
as slowly as possible
Tam-tam
super ball
Tam-tam
super ball
Tam-tam
super ball
Perc.
121
f
f
f
ff
w/ card
Pno.
121
mf
ff
8
Tape
121
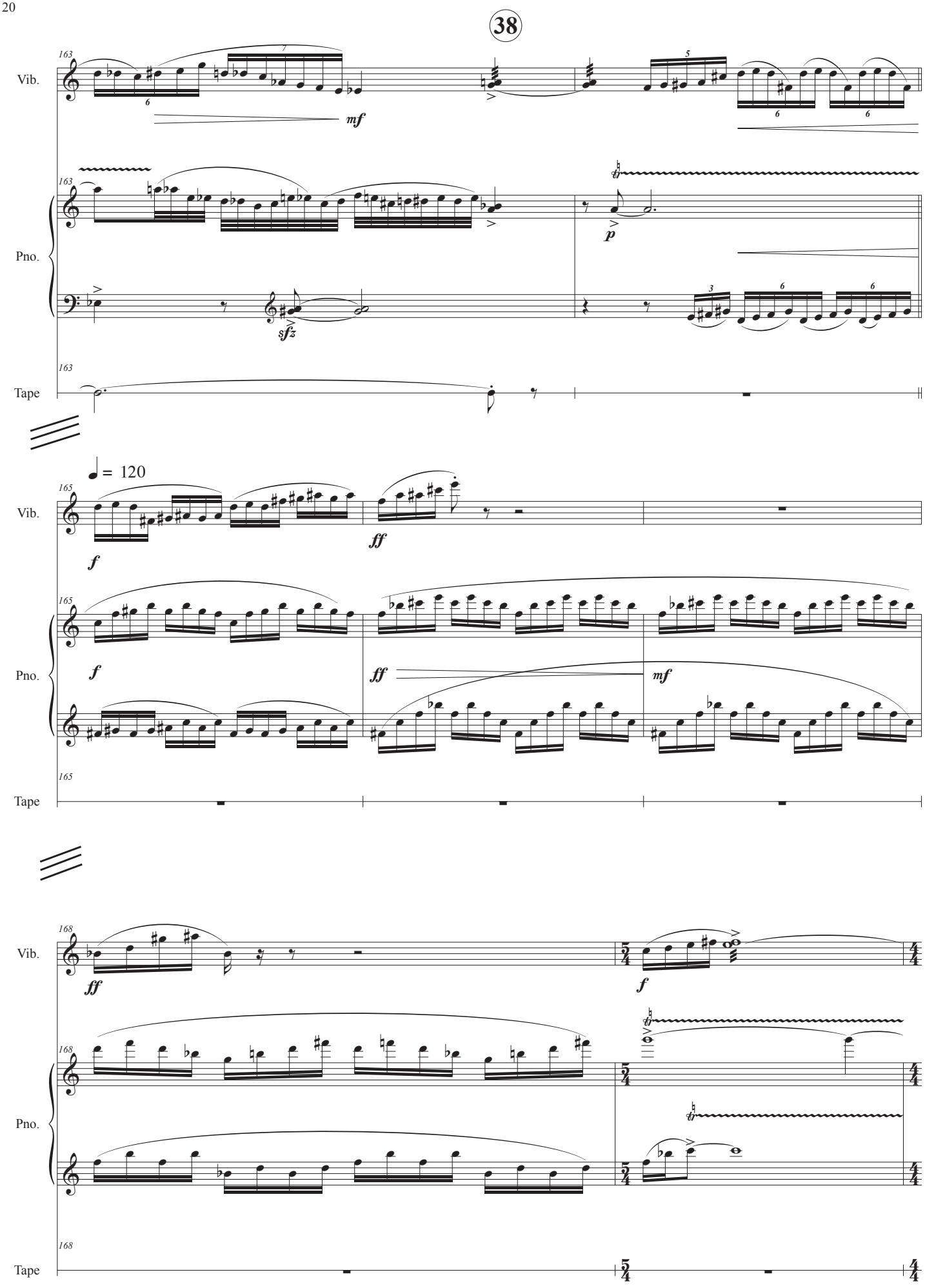

H
♩ = 75 very agile and a little playful
Vibraphone
motor off
4 soft mallets
27
Perc.
Pno.
Tape
I
28
Vib.
29
♩ = 120
Tom-toms
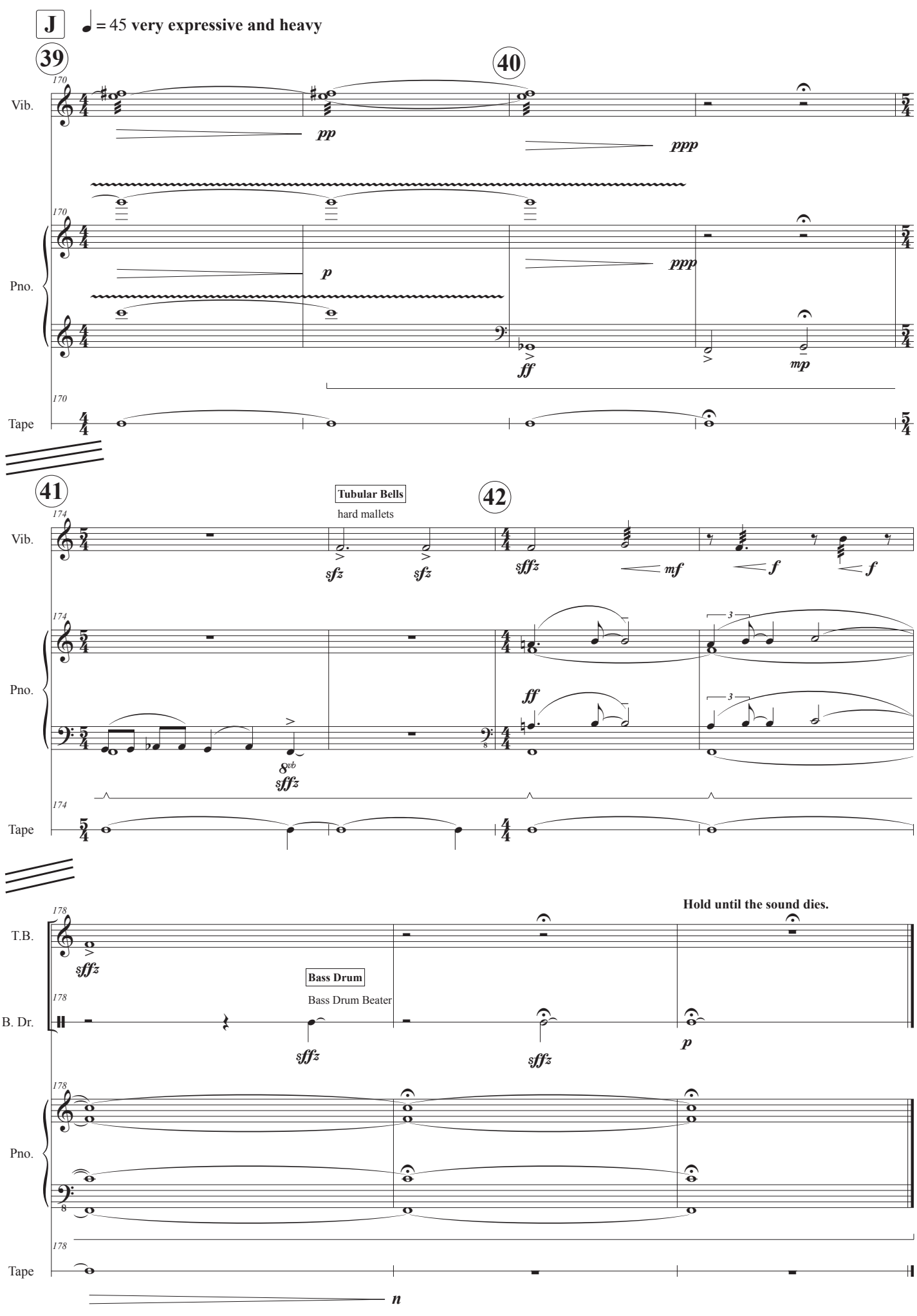

30
Tam-tam
Tom-toms
Vibraphone
Perc.
Pno.
Tape
sub. p
Tom-toms
7-8"
31
♩ = 60
32
Vib.
sffz


33
♩ = 75
143
Vib.
Pno.
Tape
pp
mf
sfffz
sfz
p
A tempo ♩ = 60
145
Crotales
(soft mallets)
34
ff
f
8va
Perc.
148


Vibraphone
(soft mallets)
♩ = 120
150
Vib.
sub. p
mf
Pno.
sub. p
p
fp
Tape
153
pp
p
mf
35
♩ = 60
155
f
sffz


36
♩ = 75
Vib.
Pno.
Tape
157
sub. p
mp
p
mp
mp
159
p
f
p
f
37
161
pp
f
ff
pp
f
sub. p
f
sffz
p
mf


38
Vib.
Pno.
Tape
163
mf
p
sfz
= 120
165
f
ff
mf
168


J
♩ = 45 very expressive and heavy
39
40
Vib.
Pno.
Tape
pp
ppp
p
ppp
ff
mp
41
42
Tubular Bells
hard mallets
sfz
sfz
sffz
mf
f
f
ff
8vb
sffz
3
3
T.B.
B. Dr.
Bass Drum
Bass Drum Beater
Hold until the sound dies.
sffz
sffz
sffz
p
n