

95

Fl. *f* *f*

Fl. 2 *f*

Ob.

Tam-tam. *f* Mar

Crot.

Pno. *f*

15^{mb.} Ped.

Hp. *mf* *f*

Vln. 1 *mf* *mf* gliss. ord.

Vln. 2 *mf* *mf* gliss. ord.

Vla. *p* *mf* gliss. ord.

Vc. *mf* gliss.

C Unending variations of longing 1

$\text{♩} = 90$ With unresolved sadness
100

Fl. 1
Fl. 2
Ob.
Mar.
Pno.
Hp.

frull.
mf *f*
mp *mf*
f
mf

E_bF₄G₄A₄
B₄C₅D₅

ord.

Detailed description: This block contains the first system of a musical score. It features six staves: Flute 1, Flute 2, Oboe, Maracas, Piano, and Harp. The time signature is 6/4. The Flute parts have 'frull.' markings. The Oboe part has a dynamic marking that increases from *mf* to *f*. The Maracas part has dynamics of *mp* and *mf*. The Piano part starts with a forte *f* dynamic. The Harp part has a *mf* dynamic. A box with the notes *E_bF₄G₄A₄* and *B₄C₅D₅* is placed above the Harp staff. The Piano part includes a 'Ped.' marking and a *15^{mf}* marking. The Harp part includes an 'ord.' marking.

C Unending variations of longing 1

$\text{♩} = 90$ With unresolved sadness

Vln. 1
Vln. 2
Vla.
Vc.

pp
mf *pp*
pp
pp

Detailed description: This block contains the second system of a musical score, featuring four staves: Violin 1, Violin 2, Viola, and Violoncello. The time signature is 6/4. The Violin 1 part has a *pp* dynamic. The Violin 2 part has dynamics of *mf* and *pp*. The Viola part has a *pp* dynamic. The Violoncello part has a *pp* dynamic and an 'ord.' marking.