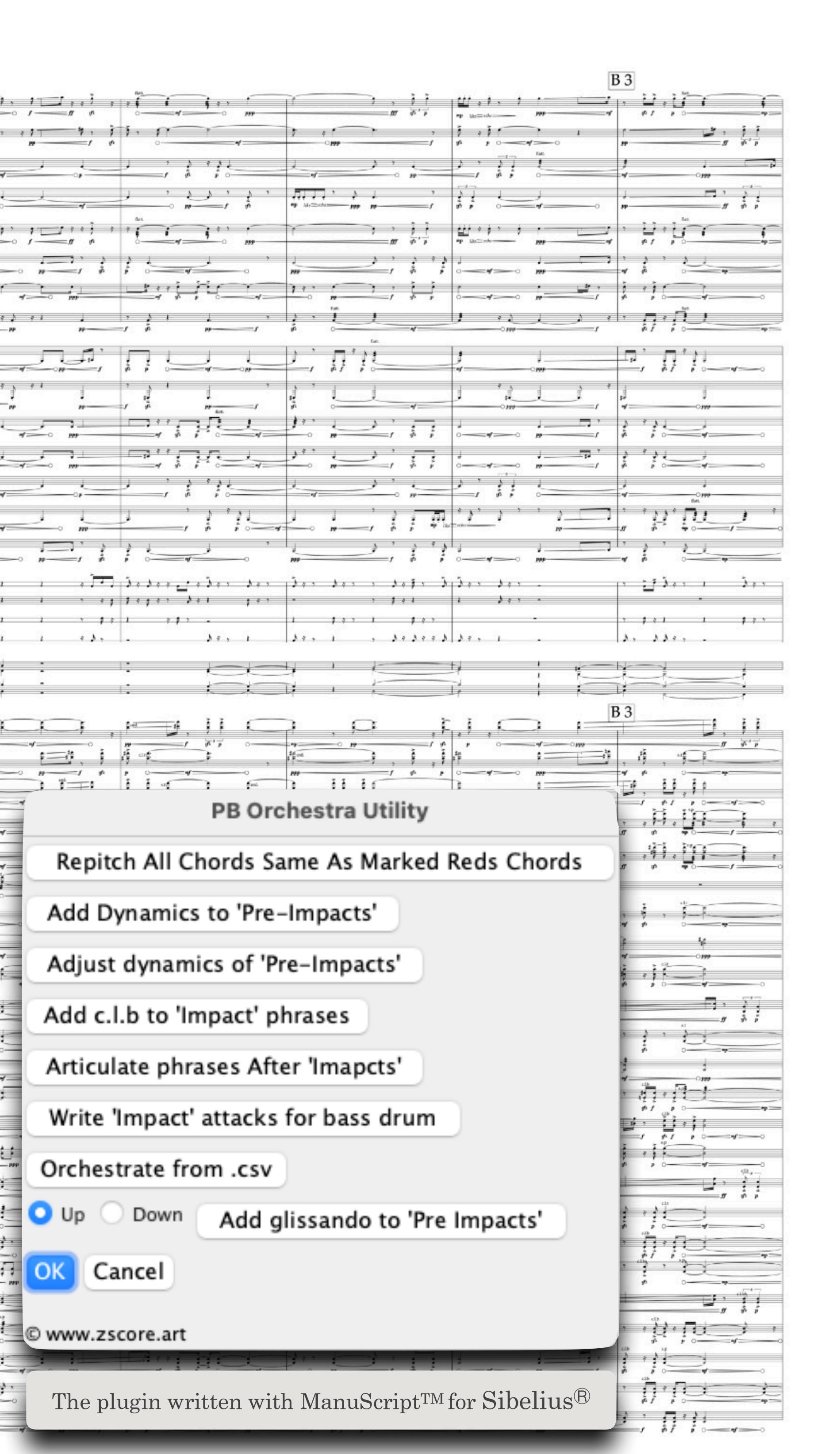
from

score engraving

to developing



After extensive discussions with Shpilman—who feared his ideas couldn't be realized within the limited time— Parham developed a plugin that systematically orchestrated and notated his material in real time, aligning with the composer's creative process. This innovation streamlined the production of documentation and performance notes for conductors.

Modules Instructions:

Pre Impact, Impact, Post Impact Modules

A core element of the work is the "Impact phrase." On a timeline, "Impact" represents a catalytic moment that initiates the journey of coping with a traumatic event. This impact is a life-changing focal point, a brief yet powerful moment that continues to resonate in our minds long into the future. The Impact phrase is constructed of three parts:

Part 1: Pre Impact - represents everything that happens before the Impact. Usually a tension-building element such as acceleration, crescendo, joining many instruments in a short

Part 2: Impact - an impactful event, represented through short, explosive, loud, and bursting elements such as subito, high dynamics, orchestral unison, etc.

Part 3: Post Impact - an expression of the immediate reaction to an Impact, usually having aftershock characteristics such as echo, airy sounds, and decay. Impact Phrase Module

To merge with the "uncontrolled" physical actions on the stage, some "Impact phrases" are designed in a flexible manner, allowing the conductor to shorten the pre-impact part according to the action on stage as well as initiate Impacts in sync with the Impact landings of the stuntwoman.

An example of a complete "Impact phrase" can be found in Bars 89 - 93.

Thematic Element module

The Thematic Element Module is a flexible passage that reappears throughout the entire opera and has a dramaturgical function based on various moments in the piece. It is also used as a connector between different scenes. The module is constructed of harmonic progression with voice leading moving in glissando between melodic and enharmonic chords. The glissando progression has three speeds: slow, medium, and fast. The module is performed by string instruments, and the three speeds vary based on the dramaturgy. Conductors are required to adjust the Thematic

This module consists of three parts: Beginning

Middle 3. End Each part requires a conductor to cue its arrival. The module also includes three tempos: fast, moderate, and slow.

Example of a complete "Thematic Element Module" can be

Element tempo in accordance with the action on stage.

Chapter Instructions and Notes:

Overture:

found in Bar 64.

The orchestra follows these groupings as the chapters progress: A (Bars 3-10):

	Group 1	Group 2	Group 3	Group 4	
Wind and Brass	FI 1, Ob 1, BCl 1, Hn 1, Tpt 1, BTb	Fl 2, Ob 2, BCl 2, Hn 2, Tpt 2, Tb 1	CBsn 1, Hn 1, Tb	CBsn 2, Hn 2	
Choir	Soprano	Alto	Tenor	Bass	
Strings	1+1+1+1+1	1+1+1+1+1	1+1+2+1+2	2+1+2+1+1	

B and C (Bars 11 - 44):

Group A	Group c	Group d	Group e	Group f	Group g	Group B	Group h	Group I	Group J	Group k
					B1					
FI1	FI 2	CBan 2	0b 1	Ob 2	Tuba	Vin L1	CBsn 1	B. Tbn	Vin II.1	Vin I.3
CI 1	B.Cl 2	Hn 2	Tbn 1	Hn 1	Vin I. 2	Vla. 1	Tpt 1, 2	VIn.4	Vla. 2	Vla. 5
Ve 3	2	Vla 6	Vin IL3	Vla. 4	Vin IL 2	Vc. 1	Vin II. 4	VIn.5	Vc. 2	Ob 5
Db 4	Db3		Via. 3	Vc 4		Db 1			Db 2	
					B2					
FI1		CBsn 2	Ob 1		Tuba	Vin L1	CBsn 1	B. Ton	Vin II.1	Vin I.3
	A	-	E	-5		- Enderson - Control - Con	4			- The state of the

Group A	Group c	Group d	Group e	Group f	Group g	Group B	Group h	Group i	Group j	Group k
	-	,	Tal	,	B3	Table 2.5	Ton	To =	_	Tip 12
FI 1		_	Ob 1		Tuba	Vln L1	CBan 1	B. Tbn		Vin 1.3
CI 1			Tbn 1		Vin I. 2	Vla. 1	Tpt 1, 2	VIn.4	-	Vla. 5
Vo 3			Vin IL3		Vin II. 2	Vc. 1	Vin II. 4	VIn.5		Db 5
Db 4 Vla. 4		-	VIa. 3 VIn IL1		B.Cl 2 Vla. 2	Db 1 Ob 2	Db 3 Vc. 2	Vla. 3 Db 2	-	Hn 1
OBan 2			Hn 2	-	Via. 2	FI2	Va. 6	002		-
Obaliz	_		rinz	_	B4	riz	Via. 0	_	_	_
FI 1	T		Ob 1		Tuba	VIn I.1	CBan 1	B. Thn		_
CI 1			Tbn 1		Vin I. 2	Vla. 1	Tpt 1, 2	VIn.4		
Vc 3			Vin II.3		Vin II. 2	Vc. 1	Vin II, 4	Vh.5		_
Db 4			VIa. 3		B.Cl 2	Db 1	Db 3	Vla. 3		
Vla. 4			Vin IL1		Vla. 2	Ob 2	Vc. 2	Db 2		
CBan 2			Hn 2		Vc 4	FI2	Vla. 6	Hn 1		
Vin 1.3			Db 5		Vla. 5					
	-			100	B5	-				_
FI 1			Ob 1		Tuba	VIn I.1		B. Tbn		
CI 1			Tbn 1		Vin I. 2	Vla. 1		Vh.4		
Vo 3			Vin IL3		Vin II. 2	Vo. 1		VIn.5		
Db 4			Vla. 3		B.Cl 2	Db 1		Vla. 3		
Vla. 4			Vin IL1		Vla. 2	Ob 2		Db 2		
CBsn 2	8 3		Hn 2	S .	Vc 4	FI2		Hn 1	3	
Vin I.3			Db 5		Vla. 5	CBsn 1		Tpt 1, 2	1	
Vin II. 4			Vc. 2	1	Db 3			Vla. 6		
					B6, C1					
FI 1					Tuba	Vin L1		B. Tbn		
CI 1					VIn I. 2	Vla. 1		Vh.4		
Ve 3					VIn II. 2	Vc. 1		VIn.5		
Db 4					B.Cl 2	Db 1		Vla. 3		
VIa. 4					Vla. 2	Ob 2		Db 2		
CBen 2					Vc 4	FI2		Hn 1		-
Vin 1.3			-		VIa.5	CBsn 1	_	Tpt 1, 2	-	-
Vin II. 4					Db 3	VIn II.3		Vla. 6	-	
Ob 1		-	-		Vin II.1	Vla. 3	_	Ton 1		-
Db 5		_			Hn 2			Vo. 2		_
					C2	1.0-1.0				
FI 1	4					VIn I.1		B. Tbn		
CI 1						VIa. 1		VIn.4		-
Vc 3						Vc. 1		VIn.5		-
Db 4			-		_	Db 1	_	Vla. 3		-
Vla. 4						062		Db 2		-
CBan 2				-		FI2	_	Hn 1 Tpt 1, 2		-
Vin I.3 Vin II. 4					_	CBsn 1 Vln II.3	_	Vla. 6		
Ob 1				-	-	VIa.3		Tbn 1		
Db 5	_	-	-		-	Tuba		Vc. 2		-
Vin I. 2			1	25	-	Vin II. 2		B.Cl 2		+
Vla. 2					-	Vc 4		Vla. 5		-
Db 3						Vin II.1		Hn 2		
					C3	1,21,311		100000		
FI 1			I		1	VIn L1		I	Te :	1
CI 1						Vla. 1				
Vc 3						Vc. 1			13	
Db 4						Db 1				
Vla. 4						Ob 2				
CBan 2						FI2				
Vin 1.3				10		CBsn 1			3	
Vin II. 4	0 0			ele I		VIn II.3			1	
ОЬ 1						Vla. 3			1	
Db 5	3 0			3		Tuba			3	
Vin I. 2						VIn II. 2				
Vla. 2	1					Vc 4			3	
Db 3						Vin II.1				
B. Tbn	2 0			2		Vla. 6			(5)	3
VIn.5						Tbn 1				
Vla. 3						Vo. 2				
Db 2						B.Cl 2				
						Vla. 5				
Hn 1 Tpt 1, 2			_		_	Hn 2				

End of Illusion: Each Impact and Pre Impact should represent stuntwoman's impacts.

Defence Mechanism I, II:

The Impact Sequence This chapter is designed for flexibility, allowing real-time adaptation by the conductor and performers. Each Impact should represent stuntwoman's impact.

It includes an Opening Impact followed by four distinct Impacts, each with unique colors and dynamics. Structure

Opening Impact (Bars 67, 185): Play once, synchronized with the stuntwoman's spring. Four Impacts: Follow the Opening Impact, each with a unique character with stunt:

Impact 1 (Bars 68, 186)

 Impact 2 (Bars 69, 187) Impact 3 (Bars 70, 188)

Impact 4 (Bars 71, 189)



https://www.cultopia.gr/projects/Impact

score and performance materials produced by Parham Behzad at zscore.art

