

Oculus Non Vidit

Jānis Lūsēns

①

②

Timpani

Tubular Bells

Glockenspiel

Vibraphone

Marimba

Bass Drum

Soprano

Alto

Tenor

Bass

Handbells

Handbells

Triangle

marcato
p

marcato
p

marcato
p

marcato
p

O-cu-lus non vi - dit_ nec au-ris au-di-vit,_ nec in cor ho - mi-nis as - cen-dit.

O-cu-lus non vi - dit_ nec au-ris au-di-vit,_ nec in cor ho - mi-nis as - cen-dit.

①

②

marcato
p

marcato
p

Oculus Non Vidit

14

3 **4**

Timp. *mf*

T.b. *mf*

Glock. *mf*

Vib. *mf*

Mar. *mf*

B. D. *mf*

S. *mf*
 O-cu-lus non vi - dit_ nec au-ris au-di-vit,_ nec in cor ho - mi - nis as - cen-dit._____

A. *p*
 A

T. *mf*
 O-cu-lus non vi - dit_ nec au-ris au-di-vit,_ nec in cor ho - mi - nis as - cen-dit._____

B. *p*
 A

H-bells. *mf*

H-bells. *mf*

Tri.

Detailed description: This is a page of a musical score for 'Oculus Non Vidit'. It features a variety of instruments and vocal parts. The instruments include Timpani (Timp.), Trombone (T.b.), Glockenspiel (Glock.), Vibraphone (Vib.), Maracas (Mar.), Bells (B. D.), and Triangle (Tri.). The vocal parts are Soprano (S.), Alto (A.), Tenor (T.), and Bass (B.). The score is divided into two sections, marked with circled numbers 3 and 4. The first section (3) starts at measure 14 and continues through measure 28. The second section (4) starts at measure 29 and continues through measure 42. The vocal parts have lyrics in Latin: 'O-cu-lus non vi - dit_ nec au-ris au-di-vit,_ nec in cor ho - mi - nis as - cen-dit._____'. The dynamics range from *mf* (mezzo-forte) to *p* (piano). The Alto and Bass parts have a long note with a slur and a fermata, labeled 'A'.

5

26

Timp. *f*
 T.b. *f*
 Glock. *f*
 Vib. *f*
 Mar. *f*
 B. D. *f*
 S. *ff*
 A. *f*
 T. *f*
 B. *f*
 H-bells. *f*
 H-bells.
 Tri.

Quae prae - pa - ra - vit De - us his, qui di - li gunt il - lum quae prae - pa -
 Quae prae - pa - ra - vit De - us his, qui di - li gunt il - lum quae prae - pa -
 Quae prae - pa - ra - vit, De - - - us his qui di - li
 Quae prae - pa - ra - vit, De - - - us his qui di - li

Oculus Non Vidit

8

9

40

Timp.

T.b.

Glock.

Vib.

Mar.

B. D.

S.

A.

T.

B.

H-bells.

H-bells.

Tri.

mf

mf

mf

vi - dit_ nec au-ris au-di-vit, nec in cor ho - mi-nis as - cen-dit. O-cu-lus non vi - dit_ nec au-ris

vi - dit_ nec au-ris au-di-vit, nec in cor ho - mi-nis as - cen-dit. O-cu-lus non vi - dit_ nec au-ris

A

Detailed description: This is a page of a musical score for 'Oculus Non Vidit', page 5. The score includes parts for Timp., T.b., Glock., Vib., Mar., B. D., S., A., T., B., H-bells., and Tri. The vocal parts (S., A., T., B.) have lyrics in Latin. The score is marked with 'mf' (mezzo-forte) and includes dynamic markings and articulation symbols. The page is numbered '40' at the top left and '5' at the top right. There are two circled numbers, '8' and '9', above the first and eighth measures respectively.

61

The musical score consists of the following parts:

- Timp.** (Timpani): Bass clef, playing a rhythmic pattern of quarter notes with a key signature of one sharp (F#).
- T.b.** (Tuba): Treble clef, playing a sustained harmonic accompaniment.
- Glock.** (Glockenspiel): Treble clef, playing a rhythmic pattern of quarter notes.
- Vib.** (Vibraphone): Treble clef, playing a sustained harmonic accompaniment.
- Mar.** (Maracas): Treble clef, playing a rhythmic pattern of eighth notes.
- B. D.** (Bass Drum): Percussion clef, playing a rhythmic pattern of quarter notes.
- S.** (Soprano): Treble clef, lyrics: *qui di - li gunt - il - lum. Quae prae - pa - ra - vit De - us his, —*
- A.** (Alto): Treble clef, lyrics: *qui di - li gunt - il - lum. Quae prae - pa - ra - vit De - us his, —*
- T.** (Tenor): Bass clef, lyrics: *De - - - - us his, qui di - li gunt - - - -*
- B.** (Bass): Bass clef, lyrics: *De - - - - us his, qui di - li gunt - - - -*
- H-bells.** (High Bells): Treble clef, playing a sustained harmonic accompaniment.
- H-bells.** (Low Bells): Bass clef, playing a sustained harmonic accompaniment.
- Tri.** (Triangle): Percussion clef, playing a rhythmic pattern of quarter notes.

