

Skyrim

(Edition Västmanlands Ungdomssymfoniker)

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Triumphantly, war-like (♩ = 64)

A

Flute 1

Flute 2

Oboe 1

Oboe 2

Clarinet in B♭ 1

Clarinet in B♭ 2

Bassoon 1

Bassoon 2

Horn in F 1

Horn in F 2

Trumpet in B♭ 1

Trumpet in B♭ 2

Trombone 1

Trombone 2

Tuba

Timpani

Xylophone

Chimes

Percussion 1

Percussion 2

Violin 1

Violin 2

Violin 3

Viola

Cello

Double Bass

2 Score

Skyrim

Score for **2 Score**, *Skyrim*. The score is for a full orchestral ensemble and includes the following parts:

- Fl. 1
- Fl. 2
- Ob. 1
- Ob. 2
- B♭ Cl. 1
- B♭ Cl. 2
- Bsn. 1
- Bsn. 2
- Hn. 1
- Hn. 2
- B♭ Tpt. 1
- B♭ Tpt. 2
- Tbn. 1
- Tbn. 2
- Tuba
- Timp.
- Xyl.
- Chm.
- Perc. 1
- Perc. 2
- Vln. 1
- Vln. 2
- Vln. 3
- Vla.
- Vc.
- D.B.

Key features of the score include:

- A section marked **B** starting at measure 13, which includes dynamics like *mf* and *f*.
- A section marked **C** starting at measure 17, featuring dynamics like *f*.
- Dynamic markings such as *mf* (mezzo-forte) and *f* (forte) are used throughout the score.
- Performance instructions include *arco* for the Violoncello and *tr* (trills) for the Timpani.
- Specific percussion parts are labeled: *Floor Tom's*, *W.B.I. 3*, *Bongo drums*, and *Piatti*.
- The score includes various musical notations such as accents (>), slurs, and fermatas.

This page of the musical score for Skyrim, page 3, features a variety of orchestral parts. The woodwind section includes two flutes (Fl. 1, 2), two oboes (Ob. 1, 2), two bass clarinets (B♭ Cl. 1, 2), two bassoons (Bsn. 1, 2), two horns (Hn. 1, 2), two trumpets (B♭ Tpt. 1, 2), two trombones (Tbn. 1, 2), and a tuba. The percussion section consists of timpani (Timp.), xylophone (Xyl.), chimes (Chm.), and two sets of percussion (Perc. 1, 2), with the second set including snare drum (Sn. Dr.). The string section includes three violins (Vln. 1, 2, 3), viola (Vla.), violin/bass (Vc.), and double bass (D.B.). A key signature change to D major is indicated by a 'D' in a box above the first woodwind staff at measure 25. Dynamics such as *mf*, *f*, and *arco* are used throughout the score.

4 Score

Skyrim

E

Fl. 1
Fl. 2
Ob. 1
Ob. 2
B♭ Cl. 1
B♭ Cl. 2
Bsn. 1
Bsn. 2
Hn. 1
Hn. 2
B♭ Tpt. 1
B♭ Tpt. 2
Tbn. 1
Tbn. 2
Tuba
Timp.
Xyl.
Chm.
Perc. 1
Perc. 2
Vln. 1
Vln. 2
Vln. 3
Vla.
Vc.
D.B.

f
ff
tr
choke
ff

F

Fl. 1
subito p

Fl. 2
subito p

Ob. 1
subito p

Ob. 2
subito p

B♭ Cl. 1
subito p

B♭ Cl. 2
subito p

Bsn. 1
p

Bsn. 2
p

Hn. 1
p

Hn. 2
p

B♭ Tpt. 1

B♭ Tpt. 2

Tbn. 1
p

Tbn. 2
p

Tuba
p

Timp.

Xyl.
subito p

Chm.
subito p

Perc. 1
p Crash

Perc. 2

Vln. 1
subito p

Vln. 2
subito p

Vln. 3
subito p

Vla.
subito p

Vc.
subito p

D.B.
subito p

6 Score

Skyrim

This musical score is for a section of music from the game Skyrim. It is arranged for a full orchestra and includes the following instruments:

- Flutes (Fl. 1, Fl. 2)
- Oboes (Ob. 1, Ob. 2)
- Bass Clarinets (B♭ Cl. 1, B♭ Cl. 2)
- Bassoons (Bsn. 1, Bsn. 2)
- Horns (Hn. 1, Hn. 2)
- Trumpets (B♭ Tpt. 1, B♭ Tpt. 2)
- Trombones (Tbn. 1, Tbn. 2)
- Tuba
- Timpani (Timp.)
- Xylophone (Xyl.)
- Chimes (Chm.)
- Percussion 1 (Perc. 1)
- Percussion 2 (Perc. 2)
- Violins (Vln. 1, Vln. 2, Vln. 3)
- Viola (Vla.)
- Violoncello (Vc.)
- Double Bass (D.B.)

The score begins at measure 61 and includes a section marked 'G'. Dynamics range from *mf* (mezzo-forte) to *f* (forte). The woodwinds and strings play sustained notes with some melodic movement, while the brass and percussion provide rhythmic support. The woodwinds have some triplets and slurs. The brass section features a complex rhythmic pattern of eighth notes. The percussion includes a steady eighth-note pattern and some snare drum accents.

H

This page of the score contains the following instruments and parts:

- Flutes:** Fl. 1 and Fl. 2
- Oboes:** Ob. 1 and Ob. 2
- Clarinets:** B♭ Cl. 1 and B♭ Cl. 2
- Bassoons:** Bsn. 1 and Bsn. 2
- Horns:** Hn. 1 and Hn. 2
- Trumpets:** B♭ Tpt. 1 and B♭ Tpt. 2
- Trumpet:** Tbn. 1
- Tuba:** Tbn. 2
- Drum:** Tuba
- Timpani:** Timp.
- Xylophone:** Xyl.
- Chimes:** Chm.
- Percussion:** Perc. 1 and Perc. 2
- Violins:** Vln. 1, Vln. 2, and Vln. 3
- Viola:** Vla.
- Violoncello:** Vc.
- Double Bass:** D.B.

Key features of the score include:

- Dynamic Markings:** Multiple instances of *f* (forte) are present throughout the score, indicating loud passages.
- Articulation:** The word *Piañti* (pizzicato) is marked above the Chm. staff.
- Section Marker:** A box labeled 'H' is located at the top left of the page.
- Rehearsal Markers:** The number '73' is placed above the first staff of the Horns, Trumpets, and Percussion sections.

8 Score

Skyrim

I

This musical score is for a section of the '8 Score' from the game Skyrim. It is a full orchestral score for a woodwind and brass ensemble, percussion, and strings. The score is divided into two systems. The first system includes Flutes 1 & 2, Oboes 1 & 2, Clarinets in Bb 1 & 2, Bassoons 1 & 2, Horns 1 & 2, Trumpets in Bb 1 & 2, Trombones 1 & 2, Tuba, Timpani, Xylophone, Chimes, Percussion 1 & 2, Violins 1, 2, & 3, Viola, Violoncello, and Double Bass. The second system includes Horns 1 & 2, Trumpets in Bb 1 & 2, Trombones 1 & 2, Tuba, Timpani, Xylophone, Chimes, Percussion 1 & 2, Violins 1, 2, & 3, Viola, Violoncello, and Double Bass. The score features a variety of musical notations, including eighth and sixteenth notes, rests, and dynamic markings such as *ff* (fortissimo) and *mf* (mezzo-forte). There are also performance instructions like '(Choke)' for the percussion. The score is written in a key signature of one sharp (F#) and a common time signature (C).

J

Fl. 1 *mp*

Fl. 2 *mp*

Ob. 1 *mp*

Ob. 2 *mp*

B♭ Cl. 1 *mp*

B♭ Cl. 2 *mp*

Bsn. 1

Bsn. 2 *mf*

Hn. 1 *mf*

Hn. 2 *mf*

B♭ Tpt. 1

B♭ Tpt. 2

Tbn. 1 *mf*

Tbn. 2 *mf*

Tuba *mf*

Timp. *mf*

Xyl.

Chm.

Perc. 1 *ff* *let ring* *Crash* *mf*

Perc. 2

Vln. 1 *mp* *mf*

Vln. 2 *mp* *mf*

Vln. 3 *mp* *mf*

Vla. *mp* *mf*_{div.}

Vc. *mf*

D.B. *mf*

This musical score page covers measures 100 through 109. The woodwind section (Flutes 1 & 2, Oboes 1 & 2, Bass Clarinets 1 & 2, Bassoons 1 & 2, Horns 1 & 2, Trumpets 1 & 2, Trombones 1 & 2, and Tuba) is mostly silent, indicated by rests. The brass section (Horns, Trumpets, Trombones, and Tuba) plays a sustained, powerful chord marked *f* (forte). The percussion section (Timp., Xyl., Chm., Perc. 1, and Perc. 2) provides rhythmic support, with the timpani playing a steady pattern and other instruments contributing to the overall texture. The string section (Violins 1, 2, and 3; Viola; Violoncello; and Double Bass) plays a sustained, powerful chord marked *f* (forte). The dynamic *mf* (mezzo-forte) is indicated for the woodwinds starting at measure 109. The score is written in a key signature of two sharps (D major or F# minor) and a 4/4 time signature.

K

Fl. 1 *mp* *p*

Fl. 2 *mp* *p*

Ob. 1 *mp* *p*

Ob. 2 *mp* *p*

B♭ Cl. 1 *mp* *p*

B♭ Cl. 2 *mp* *p*

Bsn. 1 *mp* *p*

Bsn. 2 *mp* *p*

Hn. 1

Hn. 2

B♭ Tpt. 1

B♭ Tpt. 2

Tbn. 1

Tbn. 2

Tuba

117

Timp.

Xyl.

Chm. *Let ring* *p*

Perc. 1 *Cabasa* *p* *p*

Perc. 2

117 *pizz.* *mp* *p*

Vln. 2 *pizz.* *mp* *p*

Vln. 3 *pizz.* *mp* *p*

Vla. *pizz.* *mp* *p*

Vc. *pizz.* *mp* *p*

D.B. *mp* *p*