

Sómente uma ilusão

V A L S A

Letra de PIERRE LUZ

Musica de JOSE' EMYGDIO

Só... na tua solidão
esquece coração,
aquelle Amor sublime.
Foi o seu dondo olhar
a causa do pesar
que te oprime.
Ser que o sonho que morreu
mais tarde renasceu
na excelsa evocação
da Saudade...
Ai... não foi eternidade,
foi sómente uma ilusão.

Mas... enquanto a vida linda
mais se encanta na belleza,
esse amor recorda ainda
sua antiga realçã.
Desce a noite, entristecida...
Meu cansado olhar fenece
mas, eu vejo em toda a vida
a visão
dessa ilusão.



Sómente uma illusão

VALSA

Letra de PIERRE LUZ.

Musica de JOSE EMYGDIO.

Tempo de Valsa.

PIANO

The first system of music consists of two staves. The upper staff is in treble clef and the lower staff is in bass clef. The key signature has one sharp (F#). The music begins with a treble clef and a key signature of one sharp. The tempo is marked 'Tempo de Valsa'. The first system contains six measures of music.

The second system of music consists of two staves. The upper staff is in treble clef and the lower staff is in bass clef. The key signature has one sharp (F#). The music continues from the first system. The second system contains six measures of music.

The third system of music consists of two staves. The upper staff is in treble clef and the lower staff is in bass clef. The key signature has one sharp (F#). The music continues from the second system. The third system contains six measures of music. The tempo marking 'a tempo' appears in the middle of the system.

The fourth system of music consists of two staves. The upper staff is in treble clef and the lower staff is in bass clef. The key signature has one sharp (F#). The music continues from the third system. The fourth system contains six measures of music.

The fifth system of music consists of two staves. The upper staff is in treble clef and the lower staff is in bass clef. The key signature has one sharp (F#). The music continues from the fourth system. The fifth system contains six measures of music.





a tempo