A FAMILIAR JOURNEY FOR WIND ENSEMBLE

A Thesis by

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Bachelor of Music, University of Miami, 2017

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The following faculty members have examined the final copy of this thesis for form and content, and recommend that it be accepted in partial fulfillment of the requirements for the degree of Master of Music, with a major in Composition.

Aleksander Sternfeld-Dunn, Committee Chair

David MacDonald, Committee Member

Bret Jones, Committee Member
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ABSTRACT

For years, whenever I’ve felt the urge to escape from the doldrums of everyday life, I’ve turned to video games. To me, these games have always been marvels of storytelling because I don’t just get to hear a fantastic hero’s tale: I get to be the hero. In *A Familiar Journey* I attempt to encapsulate the sense of nostalgia I feel when I think back on the many adventures I’ve taken part in over the years playing my favorite video games. The piece follows the typical story arc of a hero’s journey. I’ve stitched together cutscenes from many beloved, classic games to take the listener on an adventure - moving from lively hometowns, to the ominous lairs of the villains, to tragic death scenes, to intense boss fights, and to a spirited celebration once the evil has been vanquished. The main theme of the piece is first introduced by the English horn. This simple melody, or some variation of it, reappears throughout the piece in various forms – sometimes featured prominently, sometimes fragmented and used as a rhythmic device – before returning to its original form at the end.
A Familiar Journey
for Wind Ensemble

Chris Jones
A Familiar Journey (2018)
for Wind Ensemble

Chris Jones (b. 1994)

Program Notes:

For years, whenever I’ve felt the urge to escape from the doldrums of everyday life, I’ve turned to video games. To me, these games have always been marvels of storytelling because I don’t just get to hear a fantastic hero’s tale: I get to be the hero. In A Familiar Journey I attempt to encapsulate the sense of nostalgia I feel when I think back on the many adventures I’ve taken part in over the years playing my favorite video games. The piece follows the typical story arc of a hero’s journey. I’ve stitched together cutscenes from many beloved, classic games to take the listener on an adventure - moving from lively hometowns, to the ominous lairs of the villains, to tragic death scenes, to intense boss fights, and to a spirited celebration once the evil has been vanquished. The main theme of the piece is first introduced by the English horn. This simple melody, or some variation of it, reappears throughout the piece in various forms – sometimes featured prominently, sometimes fragmented and used as a rhythmic device – before returning to its original form at the end.
A Familiar Journey

Complete Instrumentation:

2 Flutes (+ Alto Flute)
2 Oboes
1 English Horn in F
2 Bassoons
3 Clarinets in Bb
1 Bass Clarinet in Bb
1 Soprano Saxophone
1 Alto Saxophone
1 Tenor Saxophone
1 Baritone Saxophone
3 Trumpets in Bb
4 Horns in F
2 Trombones
1 Bass Trombone
1 Euphonium
1 Tuba
1 String Bass

Timpani (+ large suspended cymbal)
3 Percussion

Piano/Celesta

Percussion:

Percussion 1:
- Suspended Cymbal (shared with 2 and 3)
- Wood Block
- Snare Drum (shared with 2)
- Cabasa
- Glockenspiel
- Tam-tam (shared with 2 and 3)
- Bass Drum (shared with 2)
- Claves
- Cowbell
- Samba Whistle

Percussion 2:
- Bass Drum (shared with 1)
- Triangle (shared with 3)
- Tambourine
- Vibraphone (shared with 3)
- Tam-tam (shared with 1 and 3)
- Suspended Cymbal (shared with 1 and 3)
- Toms
- Crash Cymbals (shared with 3)
- Snare Drum (shared with 1)
- Shaker (shared with 3)
- Hi-Hat (shared with 3)
- 2 Congas (high and low)

Percussion 3:
- Vibraphone (shared with 2)
- Wind Chimes
- Marimba
- Hi-Hat (shared with 2)
- Tam-tam (shared with 1 and 2)
- Crash Cymbals (shared with 2)
- Suspended Cymbal (shared with 1 and 2)
- Xylophone
- Triangle (shared with 2)
- Shaker (shared with 2)