



OTTAWA POPS ORCHESTRA
ORCHESTRE POP D'OTTAWA

VIDEO GAME SYMPHONY SYMPHONIE DE JEUX VIDEO



MERIDIAN THEATRES AT
CENTREPOINTE

MAY 13 -14 2022

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About the Orchestra



The Ottawa Pops Orchestra is a community orchestra dedicated to programming orchestral pops repertoire in order to enrich and inspire the community through accessible, relevant, and passionate performances. Founded in the spring of 2017 by a collective of young musicians, Ottawa Pops Orchestra (OPO) strives to bridge the gap between classical orchestral repertoire with popular music, curating innovative concerts that redefine the orchestral experience for today's audience. Simply, OPO strives to inspire, engage, and educate the greater Ottawa/Gatineau area.

About the Production

Music is the mother of nostalgia and possesses an unmatched ability to transport us beyond the realm of reality into a space in our head where emotions paint our imagination with the broadest strokes. Just as Hedwig's theme continues to resonate with us strongly, various motifs in video games propel their popularity and ensure their longevity in the collective fabric of our wondering and wandering minds.

This year we bring together terrific themes and memorable medleys from inarguably the most popular of platforms in entertainment – video games. Spanning a variety of consoles and genres, the Video Game Symphony tugs at your heartstrings. These compositions were conjured across time, in many a place, but we have combined them into a perfect blend that caters to diverse tastes.

We hope to enchant your ears and inspire you to take another trip through your favourite games!



Message from the Board

As an orchestra and organization that is still in its early years, we expect a lot of hard work and challenges to come our way, but who would have ever expected a pandemic? Humbling is a very sagacious way to describe the past two years; just plain hard may be the more candid way of putting it. We were confronted with some very hard realities and regularly held the tough debate of whether we should persevere amidst all the setbacks and uncertainties dealt to us by the pandemic.

Passion and enthusiasm aren't always enough to keep a vision alive but we have been so fortunate to have had the incredible support of our musicians, artists, volunteers, and community alike to keep us going. We are thrilled to be able to bring musicians back together to play together, audiences back to performance spaces to enjoy live music, and a community back together to share in things we all love.

It may be cliché to say but there is a certain feeling to get to say it again: Thank you for being here and we hope you enjoy the show

**CLICK HERE TO REGISTER
FOR THE DRAW**



Message from the Conductor

Trevor Wilson

The Ottawa Pops Orchestra is pleased to welcome Trevor Wilson back to our stage as a Guest Conductor for this production.

Tonight, we present to you an exciting concert of video game music spanning from the release of “Pong” in 1972 to the present day. This program has something for everyone—even if you haven’t played a single video game, over the course of tonight’s performance you will hear familiar melodies that you never realized you knew!

After a rousing introduction with the main theme from “Super Smash Bros. Melee”, our program tracks the chronological timeline of video game releases grouped by genre, beginning with the classic arcade games from the 70’s and 80’s. This is followed by music from the early Nintendo games of the 90’s, from “Super Mario Bros.” through to “The Legend of Zelda”. We then shift gears into the world of RPGs with music from “Final Fantasy VII” followed by themes from popular online RPG’s including “Runescape” and “Monster Hunter”, bringing the first half of the program to an exciting conclusion.



Message from the Conductor

The second half of the program begins with iconic music from two beloved AAA games, “Skyrim” and “Halo”. Then, music from Studio Ghibli and Ghibli-inspired games “Ori and the Blind Forest” and “Nino Kuni II” provides dramatic contrast with selections that contain themes both intimate and nostalgic. Finally, the concert concludes with a return to the video game juggernaut Nintendo with music from “Mario Kart”, followed by other entries in the “Super Smash Bros.” series. We may even have one or two more special numbers up our sleeves, so keep applauding if you would like to hear more!

It is an honor for me to return to the stage with the Ottawa Pops Orchestra after two long years away. It was my great privilege to conduct this orchestra as its Music Director in 2017, and I am very excited to be working with these fantastic musicians again after our last concert together in December 2019. We are delighted to present this concert with the recognition that, for many of you—as indeed it is for many of us—this will be your first public performance since the beginning of the pandemic. In light of that, we sincerely hope this concert is as special and enjoyable for you as it has been for us.

Bon concert.



Programme - ACT 1

Super Smash Bros. Melee

Hirokazu Ando, Tadashi Ikegami, Shogo Sakai, Takuo Kitsu

Classic Video Game Medley

Various arr. Andrés Soto

Super Mario Bros. Medley

Koji Kondo

Pokemon

Junichi Masuda arr. Andrés Soto

Donkey Kong Country

David Wise, Robin Beanland, Eveline Ficher

Majora's Mask Medley

Koji Kondo

Zelda Breath of the Wild

Manaka Kataoka, Ryo Nagamatsu, arr. Andrés Soto

Final Fantasy VII Opening and Bombing Mission, One Winged Angel

Nobuo Uematsu

Runescape: Scape Bold

James Hannigan arr. Andrés Soto

Monster Hunter: Proof of a Hero

Masato Koda arr. Trevor Wilson

INTERMISSION

Programme – ACT 2

Elder Scrolls V: Skyrim, The Dragonborn

Jeremy Soule

Halo Trilogy Medley

Martin O'Donnell, Michael Salvatori

Ori and the Blind Forest Medley

Gareth Coker

Ni No Kuni II

Joe Hisaishi

Mario Kart

Kenta Nagata, arr. Jonathan Dagenais

Odysee: Jump up, Super Star!

Mahito Yokota, arr. Andrés Soto

Super Smash Bros Ultimate: Lighthouse

Hideki Sakamoto, arr. Andrés Soto

Super Smash Bros: Battlefield

Hideki Sakamoto, arr. Andrés Soto



Musicians

Violin I

Jerry Wang

Finn Lao

Helen Hopfauf

Marianne Swenson

Violin II

Felicity Mulgan

Eva Penner

Gabriel Karam

Regan Aubrey

Christine Yu

Viola

Rachel Ostic

Paige Bursey

Sophia Tseng

Kent Swenson

Cello

Gabriella Ruiz

Niah Vardy

Alexane Lahaie

Ava Kelly

Karol Mabel Contreras

Jaramillo

Bass

Emily Hsueh

Flute

Pierre Foret

Serena Reuten

Emily Caloncagong

Jen McLachlen

Oboe

Vic Houle



Musicians

Clarinet

Eric Gauthier

Felicia Persaud

Larry Sergent

Trombone

Kale Skory

Cedric Doyle

Duncan MacFarlane

Quinn McGillis

Bassoon

Max Ostic

Tomoko Swenson

Tuba

Eric Prodger

Saxophone

Jessica Rollins

Percussion

Félix Rouleau-Simard

Lindsay Gow-Kateb

Jenine Evans

Sebastian Lacey

Sean Donaldson

Horn

Chris Going

Catherine Redsell

Sophie Shah

Anne Marie Robinson

Electric Guitar

Ethan Mitchell

Trumpet

Davide Da Silva

Shaw Nicholson

Aaron Patterson

Electric Bass

Jake Davis

An Ode to Video Game Music: The Ultimate Storyteller

Text by Lindsay Gow-Kateb

If you've ever felt a spike of anxiety at the onset of a jarring battle theme, or found yourself shimmying to the beat of a game's sunshiny soundtrack, you know that video game music has the power to transform video games from simple, fun diversions to unforgettable experiences that stay with fans for years to come. Whether you're plunging into a vast, new world or dipping back into familiar territory, nothing has more impact or speaks more eloquently. A gentle, comforting melody ebbing from a nearby checkpoint wordlessly reassures you, "You made it. You can rest now." But, a short moment later, the slow trickle of a disjointed, uneven theme sends a shiver of unease down your spine. The sudden darkness of the music makes it perfectly clear: there's danger nearby. These scores tell stories and create extraordinary moments that endure long after the credits roll. To hear a piece like "One-Winged Angel" from Final Fantasy VII is to relive that memory, that triumph, again and again. Step into the ruined Temple of Time in The Legend of Zelda: Breath of the Wild, and you may hear the fragmented ruins of a well-known theme from a time when the temple stood tall. And any time you boot up a Super Mario game, you can expect bright, joyful tracks that make you want to jump and dance and not sit still. A theme that lasts only a few seconds can tie together video games spanning decades and give players a little piece of home with each new release. And if you know how to listen, you will find that every score—new and old—has a story to share.

So don't be afraid to turn the volume up.

Donors

The Ottawa Pops Orchestra gratefully acknowledges the support of its many supporters. Below is the annual giving list which includes private donors and corporate sponsors. List complete as of May 1, 2022.

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SkyPyre Studios

SkyPyre Studios is a multimedia & game development company creating original experiences for players and viewers alike. Learn more at skypyre.com

Ottawa Games

Ottawa Games focuses on promoting and showcasing Ottawa-made games, their developers, and related events in and around the region. Learn more at ottawagames.info

Star Fort Games

Star Fort Games is an Ottawa-based independent game studio that specializes in mobile free-to-play games.

Ottawa Life Magazine

Savvy, smart and stylish, Ottawa Life provides a signature mix of stories and commentary on a variety of topics.

Upcoming Shows

POPS *On* BROADWAY!

Nov 6 - 7, 2022 | 7:30 PM

The Ottawa Pops Orchestra invites you to Pops, On Broadway! for an evening of laughter, triumph, and soft-shoeing swing that's guaranteed to have you and your whole family smiling and dancing! You will love hearing your favourite music from shows like Evita, Les Misérables, Wicked, West Side Story, and much more, in beautiful arrangements performed by a live symphony orchestra and fine vocal soloists!

Once the lights are dimmed, the Ottawa Pops Orchestra's tour of Manhattan's best will begin! A memorable visit for all, sure to have you humming our tunes until next time!

For the safety of all, please note that masking will be mandatory to attend this performance.

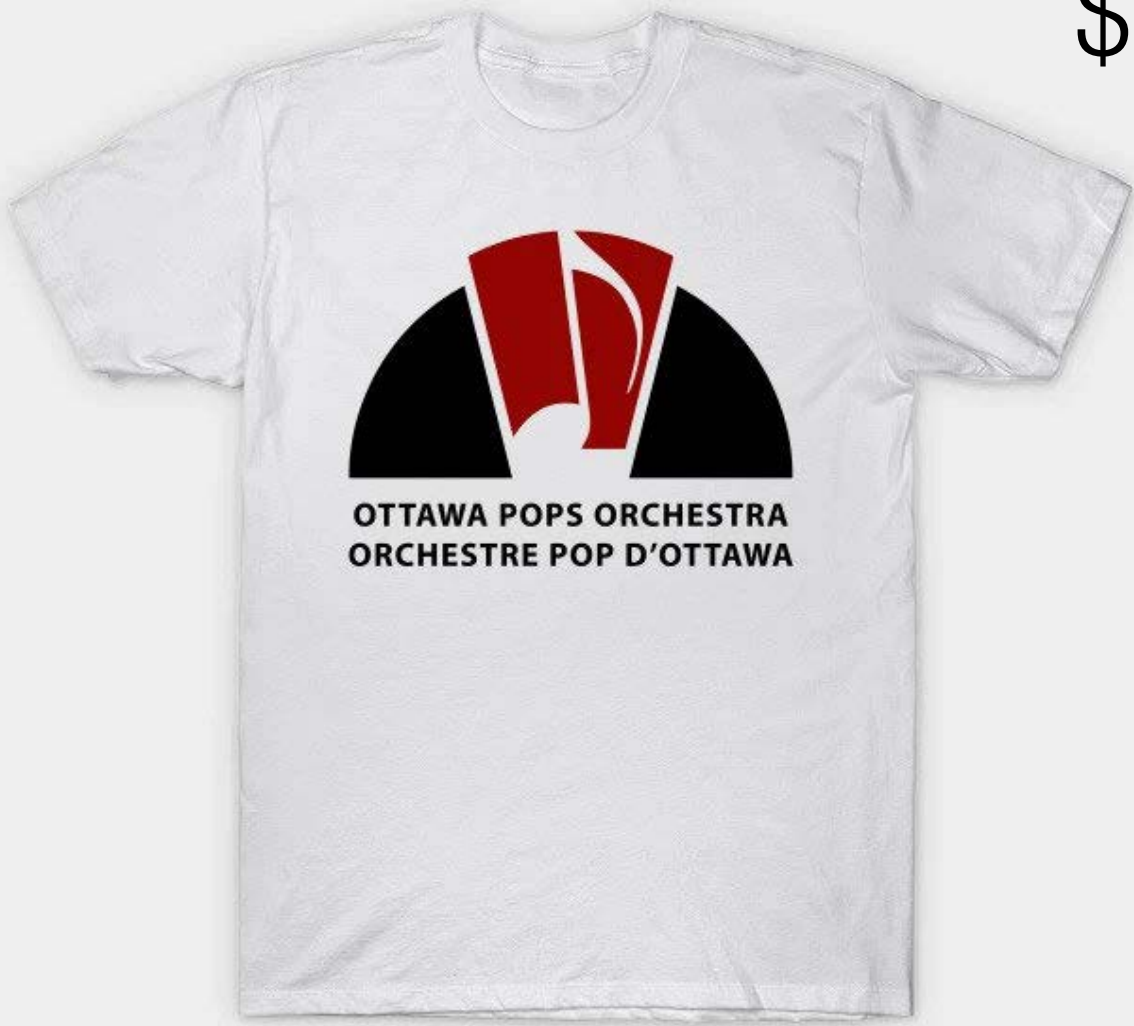
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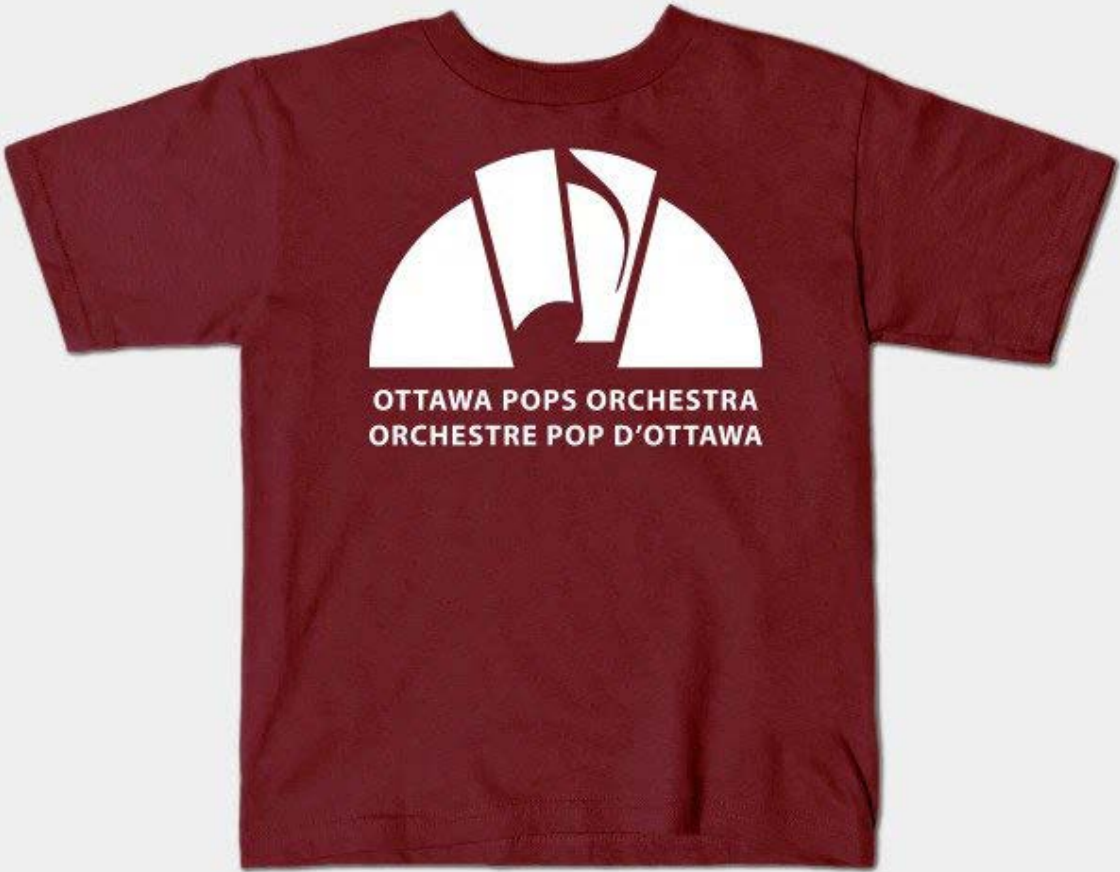
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