

The Role played by each of **Three Overarching Themes** in

K: 140+ Orchestral Arrangements for 10-22 Players

Lifelong Learning

My background as a concert pianist carried over to crafting compelling arrangements. Whatever I didn't know, I taught myself. I also experimented with different ways of giving OCO a coherent group sound, e.g., at one point I took a chance using overtones to help bolster the group. It worked so I capitalized on overtones in many succeeding arrangements.

Intrinsic Motivation

I found making arrangements to be a creative art.

The Creative Process

Exposure to different modes of doing, thinking, connecting, and expressing through engagement with:

Stimulation/impetus

Each work offering another opportunity to make music, now by re-designing the music for a different instrumentation, motivating other changes as well, e.g., writing an extra part for piano (an instrument not typically included in symphonic scores)

Preparation/Scaffolding

Teaching Wired Ensemble where students learn about the instruments of the orchestra, including voice, helped prepare me further. I studied Samuel Adler's orchestration text, third edition, which I found very helpful.

Application

Creating 140+ arrangements of predominantly large orchestral works, for small orchestral ensemble with nonstandard instrumentation

Feedback

What I heard in rehearsals, from students, musical colleagues, and my inner ear

Revision

As needed, usually when I hear a section of the orchestra having trouble projecting the thrust, line, or emotional content of a part.

Effective Communication

Conveying the musical intent of the original score to the players. For example, when the original score calls for a big climax, I'll create the illusion of large forces by altering the original dynamics and/or changing the texture leading up to the climactic moment. I also move solos around the orchestra, often dividing a given solo between two instrumentalists as a call and answer, to create more interest and catalyze greater focus among the players.