|  |  |
| --- | --- |
| **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 instrumentlaists as a call and answer, to create more interest and catalyze greater focus among the players. |