

University of California, San Diego
Music Department
MUS 103A Undergraduate Composition Jury
January 14, 2015

For Clarinet, Double bass and Percussion

Metroam

Jun Heo

A Sable Cloud

Kevin S. Stapornkul

Dragon Flight

Jared Kehe

After the Storm

Ivy Hung

Circadian

Jan Fidelis

Caverns

Colin Cruz

“Caverns,” is a piece that is heavily influenced by classic role-playing video game music. It utilizes instrumentation that is not idiomatic for the style of this genre, but I thought that it was an interesting challenge trying to make it work. Normally this kind of music is mainly sounded using synthesized samples or a hybrid of electronics and acoustic instruments. So, one of the greatest challenges was not only achieving the right balance between these instruments, but making this trio sound as full and convincing as a full orchestra that would normally play a piece like this. This piece has a strong rhythmic drive which becomes slightly ambiguous due to some of the more complex time signature strung throughout. This piece is very energetic overall and developed rhythmic and melodic themes appear multiple times throughout the piece.

I would personally like to thank the performers for all the time and energy they put in to make everyone’s compositions come to life and Chinary for being such a wonderfully insightful supportive instrument.