

## DRAGON'S EGG

DRAGON'S EGG is an epic fantasy. It is also an orchestral story, sonically portraying the life and times of a great mythical beast. The music follows a chronological time-line and illustrates each scene as it occurs. There are seven episodes, starting right from the beginning, in the egg.

The piece initially began as a quirky little melodic idea, which can be heard right at the very beginning of the piece, played on solo piccolo. After experimenting with this fragment and absorbing the mood for a bit, the title and concept for the whole work popped into my head. From there one thing led quickly to another. Included are some mystical and lyric moments, some ambitious flying and battle music, a dramatic re-birth, and a large-scale celebratory finale.

Central to the style and sound of DRAGON'S EGG is a very specific musical vocabulary. The harmonic world of the piece is created by the use of three unrelated chords (I call them Dragon Chords). The three chords are utterly foreign and unrelated to one another, from far distant keys. The constant rapid shifting of the key center between these chords creates the kind of exotic feeling I was looking for, slightly mythical and fantastical sounding. Very dragon-like. The consistent use of the Dragon Chords throughout the piece unites the differing sections and ideas, helping to create a coherent whole and to evoke images in the mind of the listener.

There are no stops or separations between movements. Each one proceeds without pause from the one before it. The sections of DRAGON'S EGG are Dragon's Egg, Both a Serpent and a Bird, Learning to Fly, Flame-Fight, Ancient Magic, Awaken, and The Dragon King.