

THOUSAND MILE SUITE

THOUSAND MILE SUITE is an orchestral journey. It's a six-movement suite, an epic (but fun) travelogue into worlds of adventure and fantasy. The approach is influenced both by the great orchestral suites of the past, like Holst's THE PLANETS, Saint-Saens' CARNIVAL OF THE ANIMALS or Mussorgsky's PICTURES AT AN EXHIBITION, and by the story-telling music of our own time – soundtrack and filmscore music.

The first movement, SEVEN MILES BEFORE BREAKFAST, has an overture-like quality, starting right out with the high energy and unlimited expectations of a new day. Bright rhythms and broad vistas abound. Movement two, THROUGH THE BOG, reminds us that all journeys include obstacles and rough patches. It takes us through a murky swampland, complete with exotic creatures. Think Mordor light (Mordor adjacent??). Movement three is IN THE SHADOW OF THE MOUNTAIN. Here I'm trying to portray the overwhelming scope and majesty of a great mountain, as experienced from its base. Lots of noble brass. REDEMPTION RIDE is pure adventure (almost certainly on horseback). Movement five, LAND OF MEMORY, portrays a misty and mysterious place, where the world is half-remembered, slightly out of focus and always drifting at the edge of awareness. And then the big finale is HORIZON, which, like the end of most journeys, is both an arrival point and the first step on the next adventure. No journey ever really ends. New worlds and new directions are implied, there for the taking.