



David Pshichenko, composition

Of Anticipation (2023)

David Pshichenko

Ryan Datar and Paolo Reyes, violin
Emily Nikitchuk, viola; William Masters, cello

Secluded Conservatory (2022)

audio playback

Colossus (2022)

audio playback

"Star Wars - A New Hope": Scene Rescore (2021)

video playback

Eastern Village (2021)

audio playback

Masks (2021)

Brent Montalbo, tenor; David Pshichenko, piano

Hikobayuru (2023)

Alyssa Abbott, saxophone; Aaron Kitzes, drums
Naomi Baraban, bass; Edward Oleynik, piano

MOBA Mid-game sample (2022)

audio playback

"Essence of Wonder": Documentary film (2022)

video playback

"Lost in Time": Animated Short Film (2022)

video playback

"Light Switch": Short Film (2023)

video playback

continued on reverse

"The Wind Rises": Scene Rescore (2023)

video playback

Dictionary of Obscure Sorrows (2023)

1. Des Vu - *"The awareness that this moment will become a memory"*
2. Idlewild - *"Feeling grateful to be stranded in a place where you can't do much of anything which temporarily alleviates the burden of being able to do anything at any time"*

video playback

*This recital is presented in partial fulfillment of the requirements
for the degree of Bachelor of Music in Theory and Composition.
David Pshichenko is a student of Dr. Josiah Catalan.*

PROGRAM NOTES

My first venture into writing for strings, an equally daunting and exciting task due to the wide versatility in timbre and technique that the string instrument lends itself to. In writing ***Of Anticipation*** I wanted to acknowledge these unique characteristics of the string family but I primarily wanted to focus on exploring the musical element of texture. Throughout the piece you will hear a wide variety of rhythmic interplay including the use of hemiola and polyrhythm juxtaposed with thin and simple textures. In combination with the harmonic language, the result is a sense of anxious and yet joyous expectation.

Secluded Conservatory initially started as a project in adaptive video game music, later becoming a stand-alone piece. The adaptive refers to music changing depending on the state of the level or game area. You'll notice this change of pace in the middle of the piece as the music begins to depict a calmer more intimate scene using the same exact musical material from the beginning.

Similar to adaptive music, interactive music changes based on actions the player takes in a video game. In ***Eastern Village***, the player moves closer and closer towards a town, eventually reaching the gates or even walking inside a shop. You will hear layers come and go throughout this piece that represent these different states.

Text for ***Masks***:

She had blue skin,
And so did he.
He kept it hid
And so did she.
They searched for blue
Their whole life through.
Then passed right by—
And never knew.

I've always wanted to see the aurora borealis in person; I think it's one of the most beautiful sights in nature. I've yet to cross it off my bucket list but I composed this piece in the meantime, imitating the natural wonder that is the northern lights. ***Essence of Wonder*** was the first time I used and created synthetic sounds, a sound I deemed fitting for such an otherworldly spectacle. My interest in these types of sounds has stuck with me since.