



Kyle Stack, composition

"Lost Camelia", directed by Waldo Diaz (2021)

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"The Hard Truth", directed by Christian Mena (2022)

"Transplant", directed by Ceceilia Romo (2021)

BRIEF INTERMISSION

Sköll (2022)

Kiele Miyata, flute; Emily Kurulenko, viola

Bill H. and The Glass of Water (2022)

Audrey Crooks, violin; Makenna Mann, cello; Stephen Whelan, piano

Finnly-Binnly (2023)

Madison Lee, vocals; Selena Delgadillo, piano
Naomi Baraban, bass; Aaron Kitze, drums

Cloudwatching (2023)

John Cozza, piano

*This recital is presented in partial fulfillment of the requirements
for the degree of Bachelor of Music in Theory and Composition.
Kyle Stack is a student of Dr. Shuying Li.*

PROGRAM NOTES

Lost Camelia was my first large project with a student filmmaker. I definitely struggled throughout this project and threw away a lot of drafts. I ended up learning a valuable lesson about improvisation and its place in composition.

The Hard Truth was an interesting challenge. I was asked to write uninterrupted strings for the majority of the film, so finding a balance that I was satisfied with was a struggle.

Transplant was a project that I was really honored to be a part of. This was such a powerful story, and I didn't want to distract with the music. I did my best to write something minimal that supplemented the journey.

Skoll was my second submission for FeNAM at Sac State, and at the time the trailers for "God of War Ragnarok" were coming out and I was really invested in them. I didn't have a title while I was writing, but I saw a trailer for the game and after seeing Skoll and Haati chase the sun I was inspired by that. With that new picture in mind, I finished the piece.

Bill H. and The Glass of Water took me a really long time to write. I was going through a nostalgia phase playing through FromSoftware's "Bloodborne" game again, and I wanted to write something that I felt like could belong in the game.

Finnly-Binnly is a piece I wrote about my dog, Finn. My dad always would tell me no matter what kind of day I had, my dog would always be happy to see me. That always stuck with me, and Finn helped me through some hard days. I hope I can do the same for him. I have the absolute honor of not only having incredible musicians, but also some of my closest friends here to perform this piece.

Cloudwatching was inspired by both Joe Hisaishi and Yoko Shimomura's works. I didn't expect it to go this way but I got into a phase of listening to Shimomura around the halfway point of the piece. This is the first piece that I finished during my livestreams, and it was a lot of fun to make and hear feedback on. I met a lot of cool people working on this.

Hello! My name is Kyle Stack. This will be my final semester at Sac State and I'm so grateful that you could make it. My goal is to collaborate with others to create films and video games that captivate, inspire, and help people. My musical influences include jazz, scores from Studio Ghibli films, and FromSoftware's "Dark Souls" and "Bloodborne" series. I began studying music in my senior year of high school and have had the privilege of meeting so many amazing people and musicians along the way; some of which are performing my pieces tonight. I have also had the privilege of studying under Scott Perkins, Sara Wald, Shuying Li, Jeffrey Hoover, and Ryan Suleiman. For video game composition specifically, I studied under Peter Scaturro, Jason Hayes and Garry Schyman. I hope that today's performance is one that you can immerse yourself and be away from your troubles, if only for a moment. I cannot express the depth of my thanks to all my friends and family with words for their support of me through all these years, and how much it has meant to me.