SCHOOL OF MUSIC

California State University, Sacramento
School of Music
Senior Recital

# Hosna Alacozy, composition

Our Farewell — Hosna Alacozy (b. 2002)
animation by John P. (jettpohn)

*projected video + audio playback*

Whispers of the Wandering Children — story and script by Samina Alacozy
animation by Jose Jimenez

*projected video + audio playback*

Vengeance & a Broken Crown (Original Video Game Soundtrack Suite) — game created by Samina Alacozy

I. Nothing Amounts to My Hatred
Quinn Vance, piano | Mayling Lopez, violin
Zachary Noakes, viola | Valeria Garcia Aguilera, cello

II. To Bear the Crown's Burden
Quinn Vance, celesta | Natalie Albano, violin | Karl Rosaasen, cello

III. Secrets of the Puppeteer
Ryan Fong, vibraphone | Natalie Albano, violin
Tristan Corpuz, viola | Karl Rosaasen, cello
Sophia Silvers, Sky Carlos, and Annie Wu, sopranos
Rachel Ashlin, Emi Bravo, and Allisen Fong, altos

IV. The Stars Misalign
Natalie Albano, violin | Karl Rosaasen, cello | Allison Keller, double bass
Sophia Silvers, Sky Carlos, and Annie Wu, sopranos
Rachel Ashlin, Emi Bravo, and Allisen Fong, altos

V. Never to Return
Karl Rosaasen, cello | Allison Keller, double bass
Ryan Fong, Zachary Milburn, and Sam Warta, percussion
Sophia Silvers, Sky Carlos, and Annie Wu, sopranos
Rachel Ashlin, Emi Bravo, and Allisen Fong, altos
Armando Muse, Sebastian Ibanez-Garcia, and Morgan Shadle, basses

INTERMISSION

*continued on reverse*

SACRAMENTO STATE

Thursday, 7:00 P.M.
November 12, 2026
Capistrano Concert Hall

Still, The Camellias Bloom — co-lyricist: Sebastian Ibanez-Garcia

Quinn Vance, piano | Leslie Williams, flute
Natalie Albano and Mayling Lopez, violins
Cynthia Kallemeyn and Tristan Corpuz, violas
Karl Rosaasen and Valeria Garcia Aguilera, cellos
Ryan Fong, percussion | Zachary Milburn, drumset
Annie Wu, soprano

Destined Meetings Are Like a Dream (from the Original Soundtrack of *Daydreams of a Flowergirl* )

Quinn Vance, piano
Natalie Albano and Mayling Lopez, violins
Cynthia Kallemeyn and Tristan Corpuz, violas
Karl Rosaasen and Valeria Garcia Aguilera, cellos
Ryan Fong, percussion | Zachary Milburn, marimba

The Queen's Rising

Quinn Vance, piano
Natalie Albano and Mayling Lopez, violins
Cynthia Kallemeyn and Tristan Corpuz, violas
Karl Rosaasen and Valeria Garcia Aguilera, cellos
Ryan Fong, percussion

My Reign

Mayling Lopez, violin | Zachary Noakes, viola | Valeria Garcia Aguilera, cello
Ryan Fong and Zachary Milburn, percussion
Armando Muse, Sebastian Ibanez-Garcia, Morgan Shadle, and Jake Michael, bass voices

Fading Immortality

Natalie Albano and Mayling Lopez, violins
Cynthia Kallemeyn and Tristan Corpuz, violas
Karl Rosaasen and Valeria Garcia Aguilera, cellos
Allison Keller, double bass | Rachel Ashlin, soprano

*All live performances conducted by Hosna Alacozy.*

*This recital is presented in partial fulfillment of the requirements for the degree of Bachelor of Music in Theory & Composition. Hosna Alacozy is a student of Dr. Addie Camsuzou.*

# Program Notes

**Hosna Alacozy, composition | November 12, 2026**

**Our Farewell** is a video game-inspired environmental animation that depicts the silent, yet overwhelming grief of losing a close mentor. Showcasing a mournful landscape that reflects the sadness of losing someone important and the sense of absence that follows, Hosna Alacozy focuses on the emotional turmoil of the human experience.

**Whispers of the Wandering Children** is a horror sound design project that follows the main character, a fourth-generation descendant of a serial killer whose victims were children. After encountering the spirit of a child victim, she has unknowingly wandered into the same forest where her ancestor buried his victims. The project uses environmental ambience and sound effects to establish an unsettling atmosphere. As the sound gradually builds tension toward a terrifying encounter, it demonstrates how sound alone can shape an audience's emotional experience and bring a horror narrative to life.

**Vengeance & a Broken Crown OST** is the soundtrack scored for a student video game project created by Hosna's sister, Samina Alacozy. Vengeance & a Broken Crown is a gothic side scroller exploring the story of two characters who have the same goal of freeing their people from injustice, but use different methods to get there. From civil unrest and the commission of atrocities, the opposing ideas of these childhood friends with unspoken feelings cause them to be at odds with betrayal and manipulation, leading to a moral and physical battle against each other.

**Nothing Amounts to My Hatred** is the opening title screen, highlighting the intense emotions that surround Ariadne and Zaen's relationship upon their confrontation during the Regum Vindictae's attempted coup d'etat. Their leader, Zaen, harbors intense hatred for the Royal Family, murdering the Princess despite the knowledge that Ariadne is the Princess's right-hand person. Their relationship becomes twisted, with Ariadne's confusion and realization of his involvement developing into intense animosity.

**To Bear the Crown's Burden** plays in the tutorial. It is both a testimony and a foreshadowing of the characters' fate and motivations. To bear the crown's burden is to bear the responsibility, danger, and the terrifying power struggles that come with it. The Princess, Esme, held the burden heavily, having aspirations of changing the economic and social structure, yet being murdered before she could realize them for her people. Both Zaen and Ariadne enter perilous challenges, breaking their minds and bodies, in the pursuit of change that comes with the double-edged sword named "authority".

**Secrets of the Puppeteer** plays during level 1. This piece is central to Zaen's character. It explores the manipulative, charming, and hidden self that Zaen utilizes for his machinations. The music signifies his internal tension, and the vibraphones are representative of the prevalence of his bright, chiming innocence and traumatic experiences being his core motivation as an adult. The repeated melody signifies the continuance of the injustices he experienced in child mage trafficking and labor systems, and the impact it had on his motivations and self.

**The Stars Misalign** plays during level 2 of the game. The double bass represents the emotions grounding both characters. The violin represents Zaen's anger and emotional instability, while the cello represents Ariadne reasoning with Zaen while feeling distraught. The two instruments are arguing with each other as they grapple with their ideas of what they believe to be justice.

**Never To Return** is played during the boss level and ending screen. This piece indicates the final battle between the two, acting as a burial of their connection. Despite similar goals, continuing to let both act on their plans threatens the balance and lives of millions. Their relationship has festered into something that can never be the same, leaving them in enmity where only one can prevail.

**Still, The Camellias Bloom** explores themes of longing, devotion, and quiet resilience. Inspired by the symbolism of the pink camellia—a flower traditionally associated with yearning and deep affection—the piece reflects the experience of longing for a loved one who is far away while holding onto the hope that love endures across distance. The work draws inspiration from Chinese drama soundtracks and is performed in Mandarin. The lyrics were co-written by Sebastian Ibanez-Garcia and translated by Annie Wu. *Dedicated to Hosna's husband*.

> Moonlight dimmed, blocking the road to your arms.
> Breeze blows your sweet scent through the meadows.
> Stars light the sky for a lone wanderer.
> Where your lantern glows.
> As the seasons pass, I'll follow your thread.
> Distance shattered by the blooms of fate.
> From the river's harsh side, I hear your voice whisper prayers through the stream.
> As the pink camellias bloom through the hourglass.
> Dreams and golden sands of time will pass.
> I will long, and I'll yearn, my love in the North.
> Where our blossom will soon take its form.
> Daylight fades, echoing your heartbeat's path.
> Resonating inside my head is your voice.
> One little glance, I saw your silhouette.
> It's a sign that the distance ends.
> On a cold winter night, your love's a blazing flame melting our sorrows away.
> Fleeting thoughts that pass in one brief glance.
> As the flowers bloom, I'll wait for you.
> As the seasons pass, I'll follow your thread.
> Distance shattered by the blooms of fate.
> From the river's harsh side, I hear your voice whisper prayers through the stream.
> As the pink camellias bloom through the hourglass.
> Dreams and golden sands of time will pass.
> I will long, and I'll yearn, my love in the North.
> Where our blossom will soon take its form.
> As the petals fall, I'll wait here for you.

**Destined Meetings Are Like A Dream** is the theme scored for a student short film, *Daydreams of A Flowergirl*. This is first played when the main character meets his soulmate through his dream in a surreal experience. His love, the flowergirl, is seen again upon waking up from his dream. This piece shows the beautiful feeling of first meeting your soulmate, a connection that seems predestined and beyond normal relationships.

**The Queen's Rising** is an original cinematic composition inspired by a lone queen's rise to power as she prepares her troops for battle to protect her position and her kingdom from a greedy, opposing, political faction. This piece captures the tension, anticipation, and quiet strength felt in the moments before stepping into the unknown. Available on all music streaming platforms.

**My Reign** tells the story of an emperor whose pursuit of power is fueled by revenge and misconceptions. Convinced of his own understanding of the world around him, he becomes increasingly consumed by the desire to strengthen his reign and settle the wrongs he believes have been committed against him. His determination pushes him toward choices driven by anger, ambition, and a need for control, regardless of the consequences. Through its dramatic and commanding character, My Reign explores how revenge and misguided beliefs can shape a person's pursuit of power, drawing the audience into the mind of an emperor determined to achieve his vision at any cost.

**Fading Immortality** is a piece that tells the lens of a ruler's reflection of their life. From the terrifying pursuit of the throne and immortal power to the painful end of losing it all, it focuses on what it feels like to have it all fade away. Where does power take you? Even the greatest power cannot escape the consequences of fate.

**Hosna Alacozy** is a composer, sound designer, music educator, and conductor with a passion for storytelling through music and audio. She is finishing her Bachelor of Music in Theory & Composition and Music Education at California State University, Sacramento. Her professional experience includes serving as a Music Director with the Sacramento Mandarins, a student teacher with the Sacramento State String Project, and a private piano instructor at Newsongs School of Music, where she teaches students of diverse ages, abilities, and learning styles.

As a composer, she creates original concert works, film scores, and video game music. Her work includes compositions for chamber ensembles, concert band, student films, and game projects, with performances at student composer recitals and releases on streaming platforms.

Her growing work in game audio also includes sound design and audio editing, with an interest in interactive audio and creating immersive experiences through sound. She is continuing to develop her technical game audio skills alongside her background in composition and visual storytelling. She plans to attend the Film Scoring Academy of Europe Online for her graduate degree.