DARK CONVICTIONS

FOR WIND ENSEMBLE



HARRISON J. COLLINS

For Parusal Only. Stands for Joannusic

Dark Convictions

by Harrison J. Collins

Instrumentation Notes

Piccolo

Flute 1 - 2

Oboe 1 - 2

Bassoon 1 - 2

Contrabassoon

Eb Clarinet

Bb Clarinet 1 -3

Bb Bass Clarinet

Bb Contrabass Clarinet

Bb Soprano Saxophone

Eb Alto Saxophone

Bb Tenor Saxophone

Eb Baritone Saxophone

This piece is intended to be played one-on-a-part. Doubling is acceptable as long as ensemble balance is maintained.

As a general rule, all figures in which a sustained note is tied to a marcato-staccato eighth note are to be played with a very sharp and abrupt release. The eighth note should not be re-articulated.

Bb Trumpet 1 - 3 (straight mutes needed)

F Horn 1 - 4

Trombone 1 - 3 (straight mutes needed)

Bass Trombone (straight mute needed)

Euphonium

Tuba

Percussion Key



Piano

Harp (optional)

china suspended splash Very low/floor low medium-low medium-high high 6. Five Toms

1. Timpani

Percussion

- 2. Glockenspiel, Xylophone
- 3. Cymbal Setup
- 4. Tam-tam, Hi-hat, Marimba
- 5. Temple Blocks
- 6. Five Toms Grade: 5
- 7. Snare Drum
- 8. Bass Drum Duration: ca. 8:00

About the Piece

Dark Convictions is a product of my life-long love of video games. It was conceived as part of the Let's Play consortium, a project that my colleagues in the Aurora Tapestry Collective—Kevin Day, Josh Trentadue, and Katahj Copley—and I created together in which we each composed a work inspired by video games and our experiences with them. Each of the four of us grew up playing them, and we all shared a desire to translate the joy and inspiration we have taken from our favorite video games and genres into new, high-quality, interesting, and unique works for band.

I chose to write music inspired by RPGs—Role Playing Games. There are countless RPG video games to be found, but one of the most popular examples—and one of my dearest favorites—is the Pokémon series. I've played various entries in the long-lived Pokémon series since I was as young as seven or eight years old, and I have always adored them; I've also always adored their soundtracks, making them an immediately strong candidate to me for inspiring a work of music. But given how broad the horizons of the series have stretched over the years, I knew I'd need to focus in further. What I decided on is one of my favorite consistent features of the game: the evil organizations and the people that run them. As the player character, we serve as the major force of "good" in the games, and we need an evil to balance that—in the core series Pokémon games, this is given to us in the form of a "Team" of evildoers (by far the most popular one being the original Team Rocket, thanks to the TV series), with plenty of grunts, a few stronger and more authoritative admins, and somebody at the top who masterminds the operation. This leader at the top typically has an evil goal of massive scale to enact, and as we continue coming in conflict with their group, we will eventually face them directly to thwart this goal. Each side, good and bad, is backed by their own *convictions*; and we must attempt to prove ours stronger.

Guided by this unique-but-consistent setting of the idea of good vs. evil, *Dark Convictions* is "evil music". It depicts, in no particularly programmatic way, the enigmatic person at the top of a theoretical evil organization dedicated to doing bad and causing harm; through music, we wind our way through the twisted actions and thoughts of a dark mind with goals of catastrophic proportions, exploring potentially tragic origins and motivations along the way. We eventually reach a bombastic and dark self-celebration of evil, concluding with a wild maniacal laugh as our leader continues forth to achieve their baleful goals, guided by their dark convictions.

About the Composer

Harrison J. Collins (b. 1999) began composing at the young age of thirteen. Since then, he has made a name for himself across the United States as a skilled composer. He combines his musical studies in academic settings with years of self-teaching and a strong intuition to write music that challenges and connects to performers and listeners alike.

His works for wind ensemble, orchestra, and chamber ensembles are published by Murphy Music Press, C. Alan Publications, and more, and have been performed across the United States and internationally. He is a winner of numerous composition competitions, including the Sinta Quartet Composition Competition, the Dallas Winds Fanfare Competition, and the National Young Composers Challenge. Harrison is a proud representative and board member for the Millennium Composers Initiative, through which he seeks to provide opportunities for other composers to grow and reach new heights. In 2022, he founded the Aurora Tapestry Collective with his friends Kevin Day, Josh Trentadue, and Katahj Copley.

Harrison spent several years at Illinois State University, where he studied composition with Dr. Roy Magnuson and Dr. Roger Zare. Harrison currently studies at Texas Christian University with Dr. Neil Anderson-Himmelspach, where he is seeking a degree in music composition.

Dark Convictions was composed as part of the Aurora Tapestry Collective's Let's Play Consortium. This consortium was led by Jason Noble and the New York University Wind Symphony. I give my dearest thanks to all the members of this consortium, listed below:

San José State University Wind Ensemble (San José, CA) David Vickerman

San José Metropolitan Band (San José, CA) Ken Nakamoto

The College of St. Olad Scholastica Concert Band (Duluth, MN)

Derek Bromme

Georgia Institute of Technology Concert and Symphonic Band (Atlanta, GA)
Benjamin Diden

Rochester Institute of Technology Bands (Rochester, NY)

Hanford High School Bands (Richland, WA)
Adam Hancock

Texas A&M University-Commerce Bands (Commerce, TX)
Allan Goodwin

Thank you all for supporting me and my friends—we are so grateful to you.

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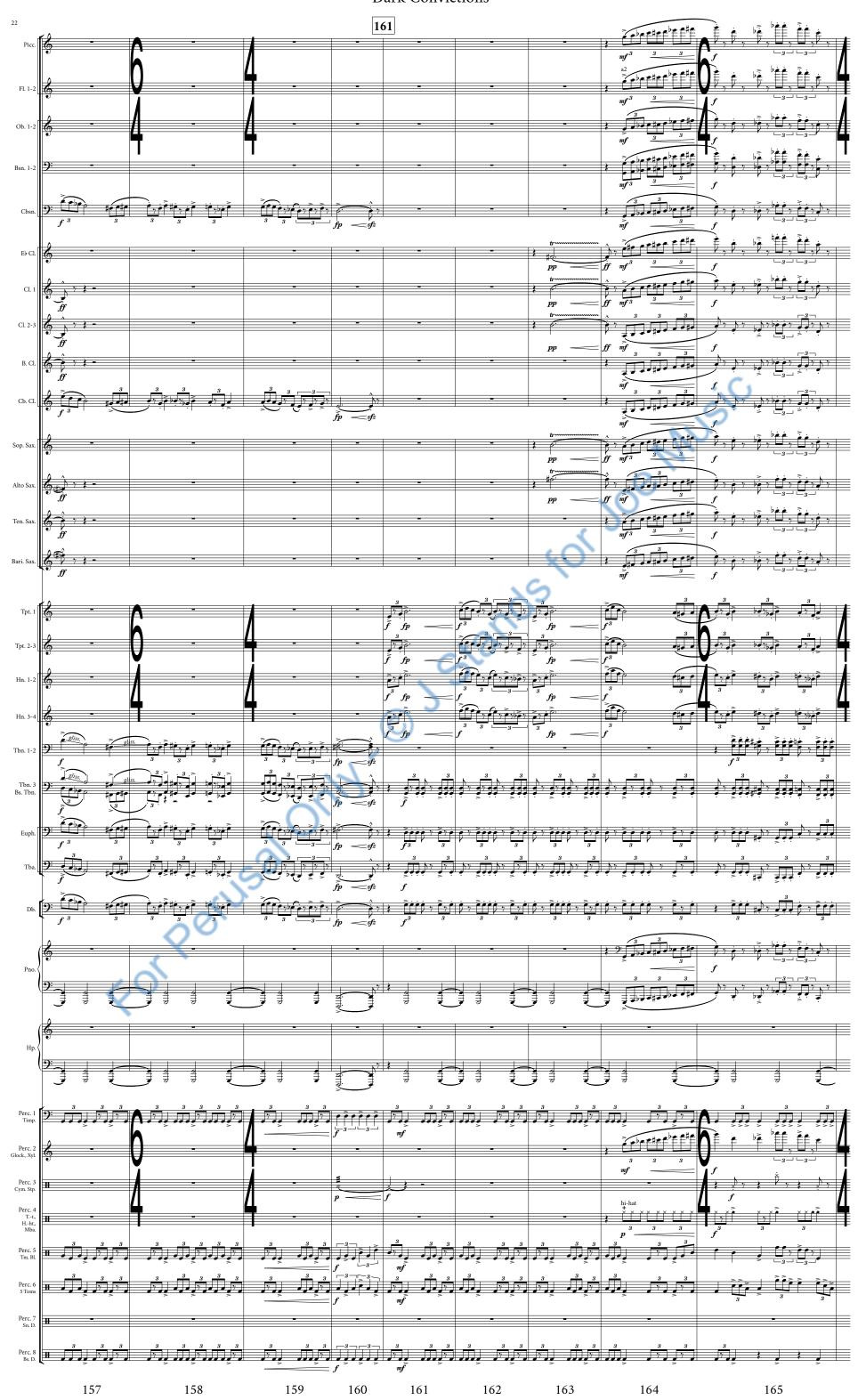


















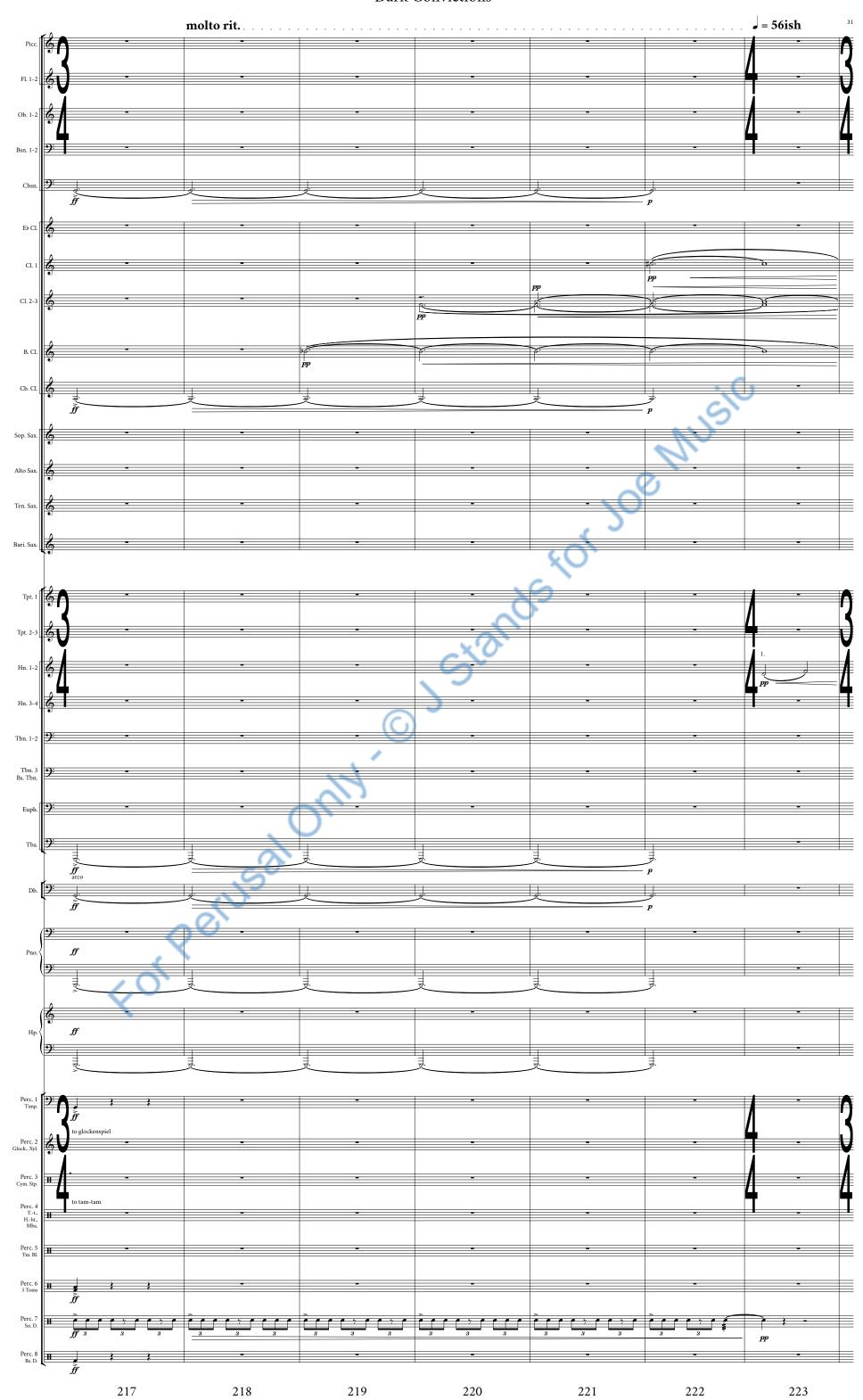












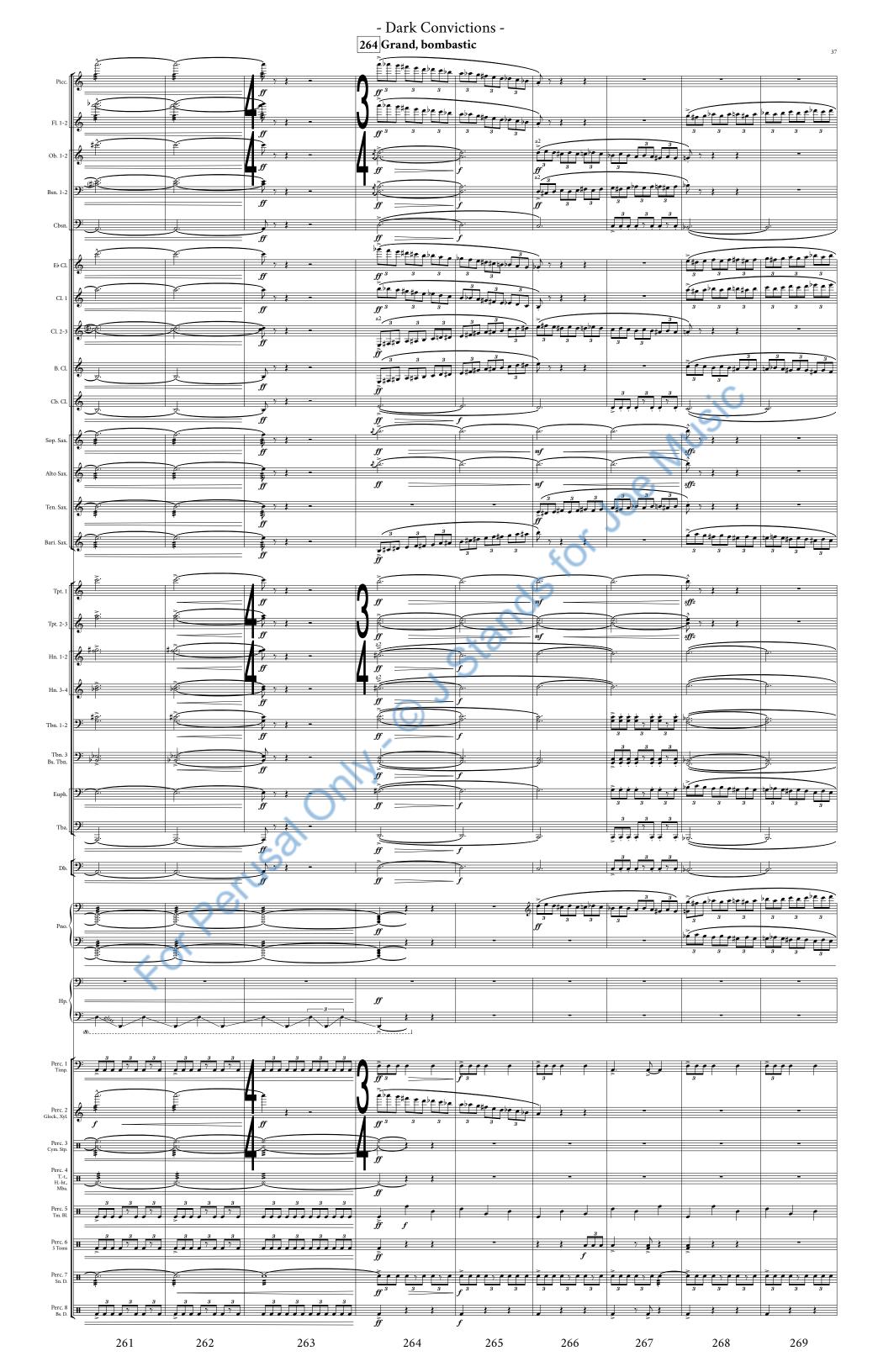


























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