



COLLEGE OF MUSIC

University of North Texas College of Music

Senior Recital | Sunday, March 31, 2024 | 8:00 pm | Recital Hall

Trinity McHellen, composer

- Stray (2023) Trinity McHellen (b. 2001)
- Batman Arkham Knight (2023) Trinity McHellen
- It Takes Two (2023) Trinity McHellen

PERSONNEL

- Multi-woodwinds: Natalie Suvarnasuddhi, Tyler Tashdjian, Michael Petty, Aidan Sears
- Horns: Patrick Ring, Jackson Dillard
- Trumpets: Marco Mejia, Barent Foley Zachary Williamson
- Trombones: Jack Timmins, Drew Bryant
- Piano: Joshua Cossette • Guitar: Chris Schiavoni
- Harp: Zoe O'Shaughnessy
- Percussion: Ryan Blankenship, Joshua Ferrell, Nathan Hossenlopp
- Violins: Ciara Hager, Jade Wesley, Siannan Dunn, Sofia Vega
- Violas: Anthony Brooks, Camryn Bourne
- Cello: Claire Cabral • Basses: Patrick Bird, Sarah Short

Seven hundred nineteenth program of the 2023–2024 season
Photography and videography are prohibited

Stray:

The game Stray is about a cat who is from our world until he falls and becomes trapped in a dystopian world. Throughout the game you (or the player) play as the cat and join him as he experiences and learns to navigate in this new world. The clip that I've chosen to present is the very beginning of the game, to show the musical contrast from acoustic and electronic instruments and timbre. This piece is special to me because this was one of my first rescoring for a video game. I wrote this rescore with the intention for the music to be part of the sound effects in the game. The orchestra's uses become one with the sound effects and design of the game.

Batman Arkham Knight:

*Disclaimer: visual content contains language, blood, violence, and graphic images

The Batman games are a classic as far as how dynamic and cinematic they are. This includes the huge brass and percussion hits with the fast woodwinds and string lines. While I've included those things in this rescore, I wanted the music to bring a more personal and emotional side to Batman himself and the citizens of Gotham City. The clip that I've chosen to present is the beginning of the game and the story is about the aftermath from the last game. A new villain, Scarecrow, comes to take over Gotham City and Batman travels around Gotham City to find him.

It Takes Two:

It Takes Two is a multiplayer game where two people work together to solve puzzles. What makes this game extremely fun is the use of the split screens and how both characters have a different skill set that helps out each other. The story of this game is about a married couple who planned to get a divorce and when their daughter overhears, she runs to her room and cries, wishing for her parents to not break up. The next day, the parents wake up as their daughter's dolls and go through an adventure around their house to break the spell for them to become human again. This rescore was inspired by a lot of the video games I grew up playing. I played and listened to a lot of the Super Mario Bros (r) and the Sonic the Hedgehog (r) games. The music was colorful, energetic, and overall fun. The rhythmic and musical bouncy phrases bring the characters and the snowy world to life.