

Melbourne Symphony Orchestra

Final Symphony



MUSIC FROM FINAL FANTASY® VI, VII AND X

28-29 September 2018

CONCERT PROGRAM

MUSIC COMPOSED BY
NOBUO UEMATSU
MASASHI HAMAUZU

**MELBOURNE SYMPHONY
ORCHESTRA**
ECKEHARD STIER CONDUCTOR
KATHARINA TREUTLER PIANO

ARRANGEMENT
JONNE VALTONEN
ROGER WANAMO
MASASHI HAMAUZU



*In consideration of your fellow patrons,
the MSO thanks you for silencing and
dimming the light on your phone.*

*The MSO acknowledges the Traditional Owners
of the land on which we are performing.
We pay our respects to their Elders, past
and present, and the Elders from other
communities who may be in attendance.*

FINAL FANTASY VI

SYMPHONIC POEM: BORN WITH THE GIFT OF MAGIC

Roger Wanamo, the arranger and orchestrator of this symphonic poem, has a strong connection with this particular part of the FINAL FANTASY-series: “VI was the first FINAL FANTASY game I ever played and I remember being totally swept away by the depth of the story, the intricate characters and not to mention, the stunningly beautiful music. With this arrangement I wish to retell that story as I experienced it.”

The focus of this arrangement is on the journey of Terra Branford, the heroine born with the gift of magic. She has grown up as a slave to the Empire and has been raised to become a weapon of mass destruction. As Terra breaks free from the Emperor’s bonds, she finds that she is unable to recall anything about her past. She sets out on a journey to recover her own identity, and also to find out the source behind her strange powers. In her adventures she also has to save the world from the evil villain Kefka, the emperor’s jester-like court mage.

Roger Wanamo explains: “Over the course of the piece, I examine the different stages of Terra’s life that have made her into the person she is. I also take a more in-depth look at Kefka and his psychopathic personality. Once the final battle is over, and the smoke over the battlefield has cleared, Terra has finally come to grips with her past and may live freely.”



FINAL FANTASY X

PIANO CONCERTO

Masashi Hamauzu, the arranger of this piano concerto, is also one of the original composers of the music for the FINAL FANTASY X (alongside Nobuo Uematsu and Junya Nakano). He feels that working on FINAL FANTASY X was something very special: "In this instance I could give more priority to my feelings and sensitivity when composing music than often is the case. Naturally I also had the storyline of the game strongly in my mind, but I also got ideas from the real world outside the creations of the FINAL FANTASY-world."

Having worked for so long with the FINAL FANTASY-series, Masashi Hamauzu sees it more as a continuum than as a series of separate scenes and stories. His inspiration for the material in this concert is more a reflection of that bigger vision and not so much connected to any certain story-arc or a set of characters. He sees this concert as an opportunity to fulfill his vision of the music even further: "There were a few things I couldn't express well enough while I was working originally on the music of FINAL FANTASY X, and I feel like I could express those things this time around." Hamauzu is also very impressed by the work of Roger Wanamo, the orchestrator of this concerto, "he is one of the best orchestrators in Europe".

FINAL FANTASY VII

SYMPHONY IN THREE MOVEMENTS

I. Nibelheim Incident

The first movement of the symphony is based on the villain of the game, Sephiroth. Jonne Valtonen, the arranger and orchestrator of this symphony, uses the 3-note motif of Sephiroth throughout the first movement as an element of structural integrity. In the final phase of the movement "The One-Winged Angel" emerges

in all its glory, before gradually distorting as all of the earlier themes of the movement are gradually built on top of each other. This distortion is a reflection of the internal chaos Sephiroth is feeling, as he becomes aware of his past. In the end of the movement things slow down. As Sephiroth is reborn, the familiar pulse is heard "in almost spiritual context", an apt description by Jonne Valtonen.

II. Words Drowned by Fireworks

The second movement of the symphony deals with the themes of love, loss and uncertainty. The hero Cloud is undecided in his feelings towards Aerith and Tifa. The movement begins with "Words Drowned by Fireworks", a scene in which Cloud goes on a date that ends abruptly. The music moves forward representing the themes of Tifa, Cloud and Aerith - the three themes that are always present, each one featured up front as a main theme at certain phase of the movement. The melodies and motifs from the other themes surface to the foreground whenever there is room available from the current main theme.

III. The Planet's Crisis

"Countdown" is the beginning point of the third movement and it contains material that recurs throughout this movement as a unifying element. The great theme of this movement is that of good versus evil, Cloud versus Sephiroth. This final confrontation is reflected by the sounds of the metallic hits that echo the themes themselves. The themes of different characters are put into the mix as they engage in the battle. Silence emerges after the intense battle and from that silence the lifestream begins to flow, and to grow. And grow it does indeed, as Jonne Valtonen explains: "Actually, spectrally and orchestrally the chords in the end are as loud as physically possible. The sound is huge and overwhelming, much like the lifestream itself."

PROGRAM

FANTASY OVERTURE

Jonne Valtonen

CIRCLE WITHIN A CIRCLE WITHIN A CIRCLE

FINAL FANTASY VI

Nobuo Uematsu

SYMPHONIC POEM (BORN WITH THE GIFT OF MAGIC)

(TERRA'S THEME | KEFKA | ESPER WORLD | BATTLE ETC.)

FINAL FANTASY X

Nobuo Uematsu, Masashi Hamauzu

PIANO CONCERTO

(BESAIID | HUM OF THE FAYTH | THUNDER PLAINS | ASSAULT ETC.)

I. Zanarkand

II. Inori

III. Kessen

INTERVAL

FINAL FANTASY VII

Nobuo Uematsu

SYMPHONY IN THREE MOVEMENTS

(MAIN THEME OF FINAL FANTASY VII | J-E-N-O-V-A | TIFA'S THEME | THE GREAT WARRIOR ETC.)

I. Nibelheim Incident

II. Words Drowned by Fireworks

III. The Planet's Crisis

