

Program note: Labyrinths in the Wind

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Labyrinths in the Wind

for Wind Controller and Symphony Orchestra (2009)

A Wind Controller is a woodwind instrument that lets the performer control any sound that can come out of a loudspeaker: there is no preconception of what the instrument should sound like. It is up to the performer or composer to invent a sound for the instrument to use.

In *Labyrinths in the Wind* I wanted the Wind Controller to behave as if it would be a physical wind instrument, but with a timbre and force that is different from what acoustic instruments produce. My starting point was the sound of an alto saxophone. I analyzed the timbres of different pitches and nuances and transformed them to suit my purposes. The Wind Controller detects the performers airflow and fingering and sends this information to a computer that generates the sound I designed.

Labyrinths in the Wind is a classical concerto with the main focus on a virtuoso soloist. It is a piece that propels the listener through chaos and order. Sections with a noisy turmoil of sounds contrast with lyrical, melodic sections. Orchestral chords that fuse into timbres with different shades support the soloist.

The title is inspired by the poem *Icarus* by the Swedish author Erik Lindegren.