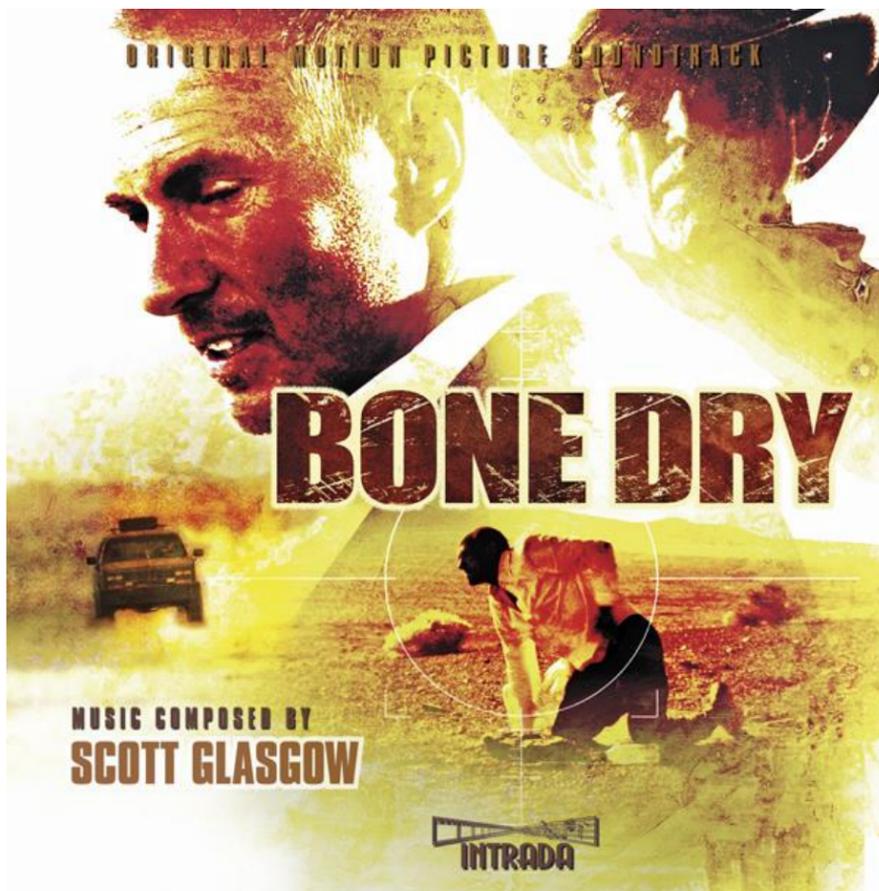




Announces:



BONE DRY

Composed and Conducted by **SCOTT GLASGOW**
Intrada MAF 7103

Brett A. Hart's *Bone Dry* is a two-character thriller set against a blistering and desolate desert landscape. Eddie (Luke Gross) finds himself being forced at gunpoint by an unseen assailant on a dark and brutal journey through the harsh terrain of the Mojave. His nemesis is Jimmy (Lance Henriksen), a man with an aberrant agenda. Armed with a rifle, scope, walkie-talkies and a truck, Jimmy has organized a series of ambushes and mantraps designed to push Eddie to the limits of his humanity. *Bone Dry* is inspired by the Spielberg classic *Duel*, Cooper and Shoedesack's *The Most Dangerous Game*, and even the works of Rod Sterling.

"When finally choosing my debut film, I picked a thriller that would accommodate an approach similar to Hitchcock and Herrmann vehicles. It is a picture of, to use Hitchcock's phrase, 'pure cinema': set pieces woven together with tremendous moments of music and suspenseful imagery; storytelling without a great deal of dialog; in other words, a visual opus," says Hart.

When composer Scott Glasgow accepted the assignment to score *Bone Dry*, he was immediately struck by the opportunity to do something unique. For the primary color of the score, he chose to record and process the sounds of a plucked cactus. As Glasgow comments in his notes, "In this score, you will find a very plucky, delayed arpeggio sort of sound representing the desert, but you will also hear many scrapes, brushes, thunks, and other cactus manipulations throughout. I even created a whole keyboard sample 'tuned' and mapped so I could play it like a piano." A highlight of the score is the final 15 minutes performed by the FILMharmonic Orchestra of Prague consisting of 50 strings. "Epiphany," "Contribution," and "Redemption" form a three-movement symphony of sorts, bringing the score to a powerful, dramatic close. This new release features over 70 minutes of Scott Glasgow's score.

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