

Set Brief Composition

Option 3 – Enchanted Forest

Composition Brief

- Compose a musical soundtrack for a scene in an enchanted forest
- The music will reflect the contrasting characters in the fairy tale as they explore the enchanted forest
- You may use one or more instruments
- The Instruments may be acoustic and/or amplified and/or synthesised
The music may be in any style.

My Story is a Good character (represented by the French horn) exploring an Enchanted forest, who then suddenly gets attacked by a Evil witch Character (represented by the violins in section B). They battle and the Good character wins.

FX

1 5 9 13 17 21 25 29 33 37 41 +

A Gamer's Organ

B Romantic

C Romantic

D Classical Grand

Gentle Bells

R Grand Piano

S Romantic



E Taiko Drums


F Chinese Kit

T



Romantic

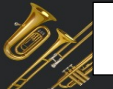
Romantic








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



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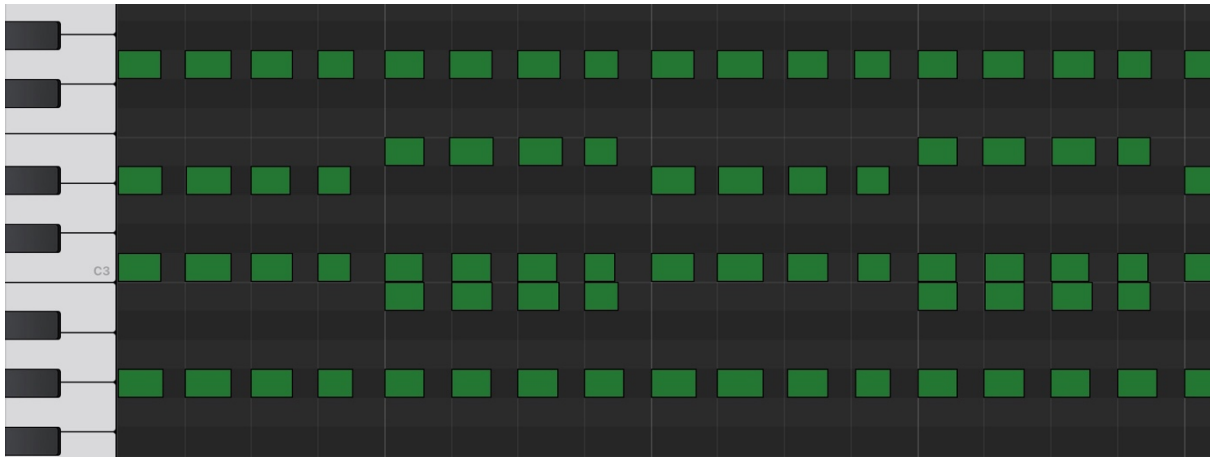
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Section A 1-19

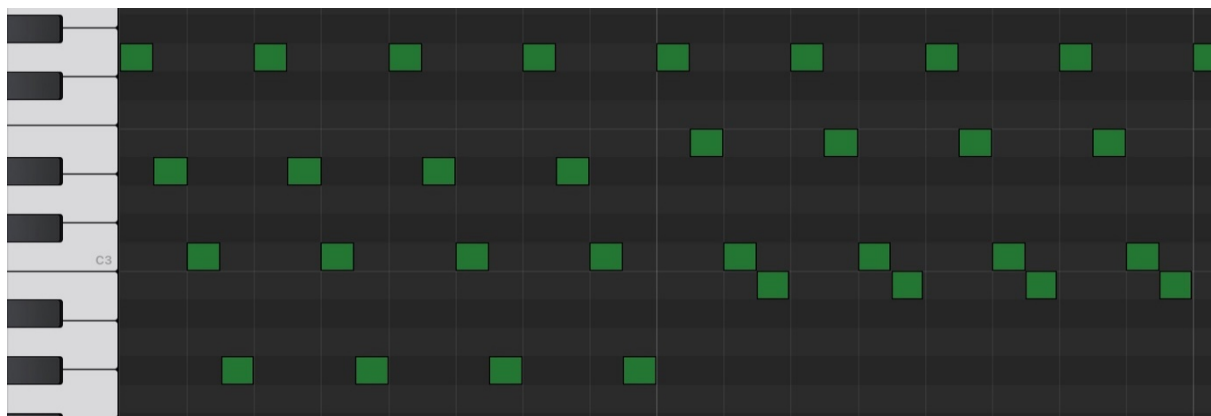
A – Bars 1-18. Used an instrument called the ‘Gamers Organ’ for soft stab chords. Repeats the same 2 chords.

4 Bar Length

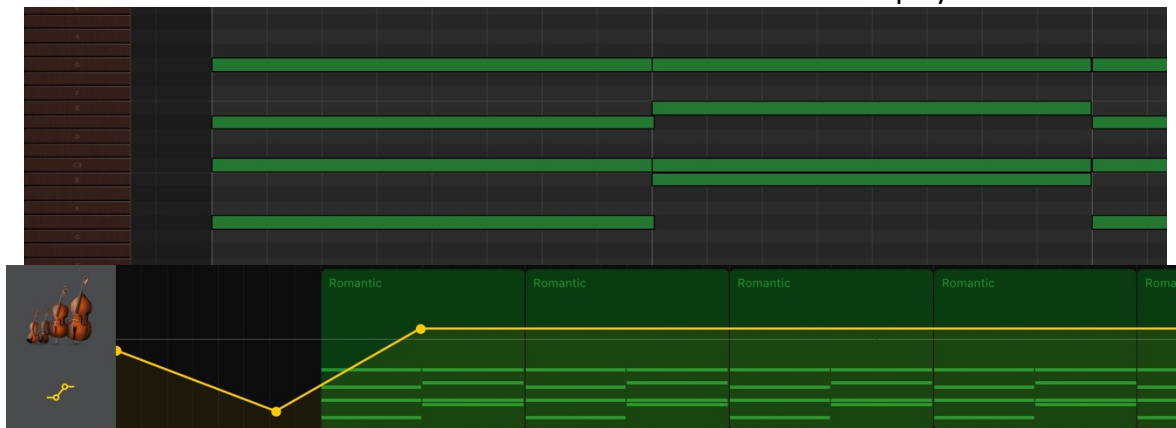


D – Bars 1-18. Descending arpeggio played on a synthesiser called ‘Gentle Bells’ This makes it feel for magical and mysterious.

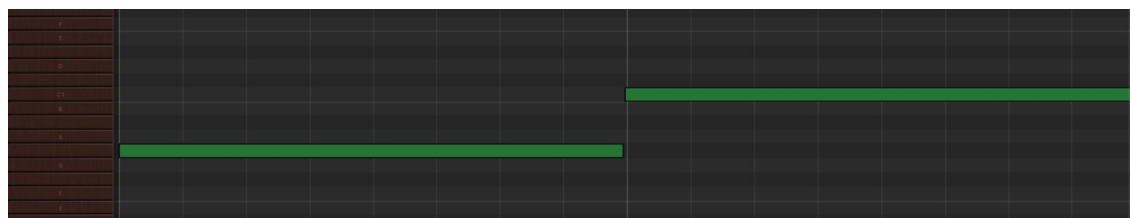
2 Bar Length



C – Bars 3-18. Repeated use of 2 chords. AbM7 to CM7/B where G and C are common tones, which allows for them to flow. I then added automation to ease it in. played on violin



B – Bars 5-18. The Bass notes of the chords are used to add texture. Played on a double bass

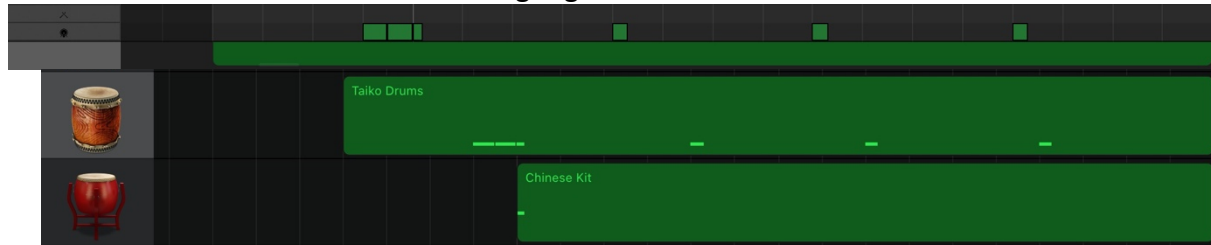


J – Bars 1-12. Used a synthesiser called ‘stratosphere’ to add a wind sound effect.

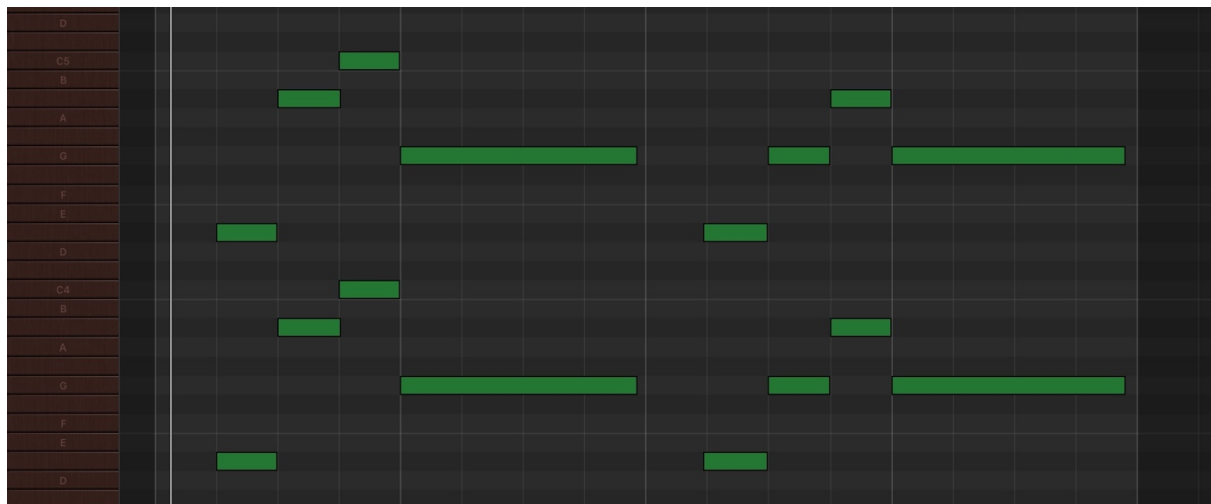


K – Bars 1-18. Recorded sound of birds chirping.

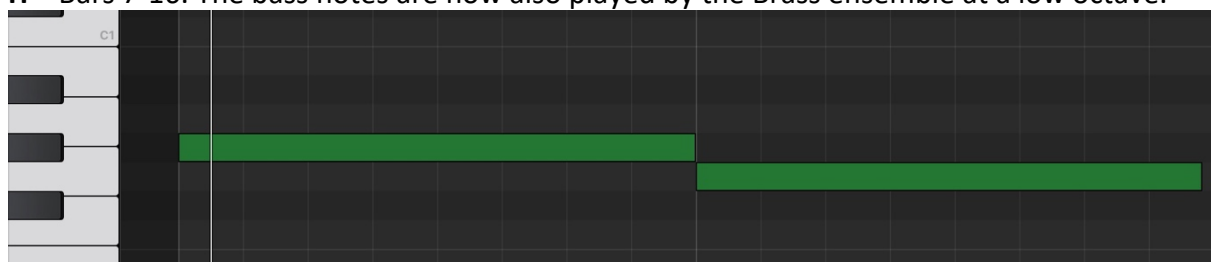
E and F – Bars 7-17. Taiko drums and a gong is used.



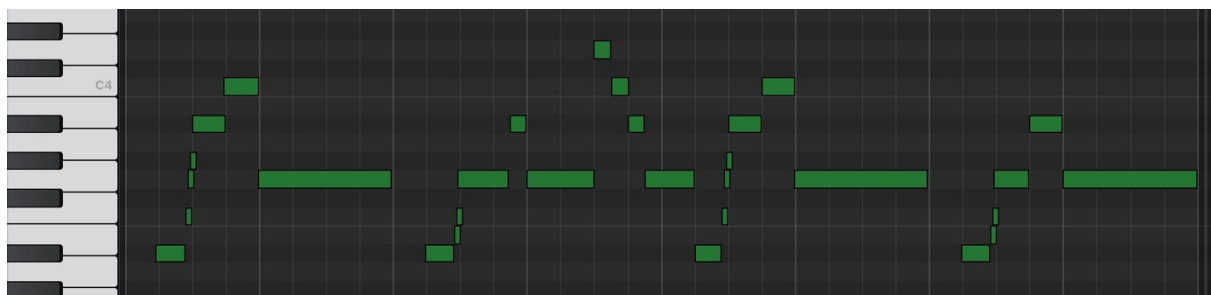
G – Bars 7-10 and 15-18. Violins play the main melody. It is slow and legato to make it sound relaxed.



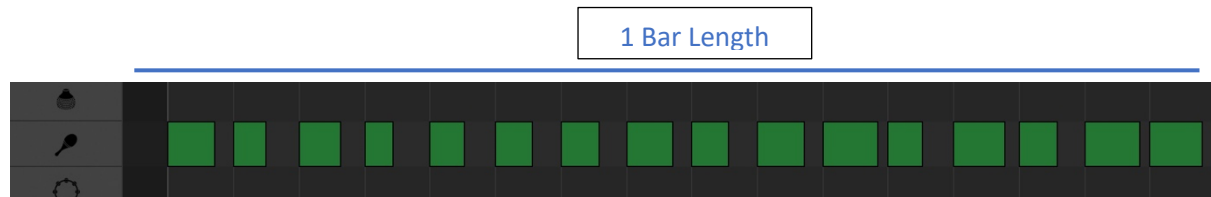
H – Bars 7-16. The bass notes are now also played by the Brass ensemble at a low octave.



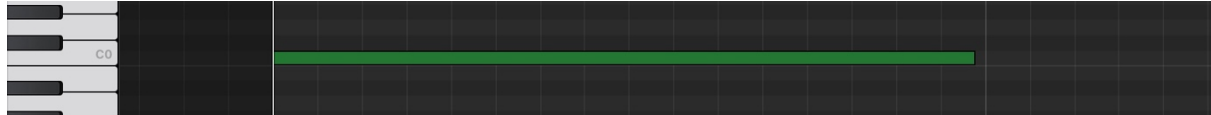
I – Bars 11-18. The French horn also played the main melody of the ‘good character’ with a slight variation including slurring by adding very short notes in-between each main note.



L – Bars 11-16. Maracas/shakers are used to add texture and effect.

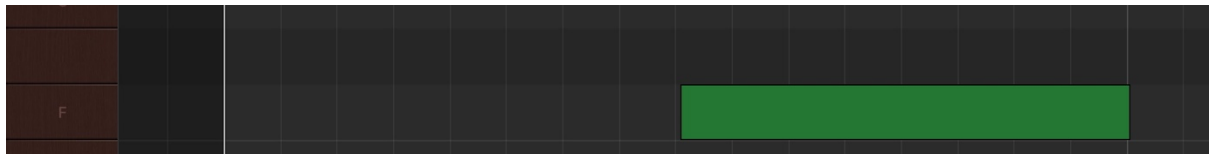


R – Bar 19. A single low base note is played on the piano to end off the first section to transition to the next section.



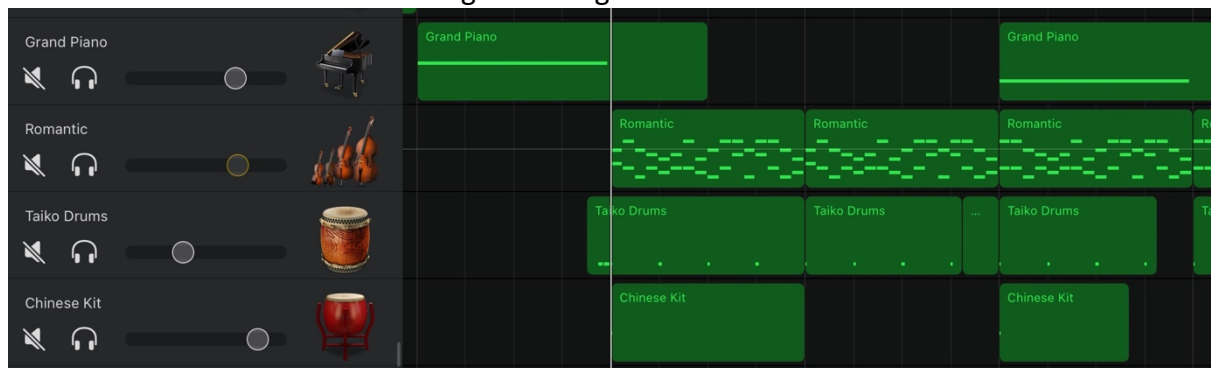
O and Q – Bar 19. Synthesisers called 'Warm rain' and 'Thunderous ambience' is used to add quiet subtle rain effects to symbolise the entrance of the 'bad character' as the scene changes its weather.

M – Bar 19 a Cello is used and it slurs from a low F to Gb. This is to lead into the next section.

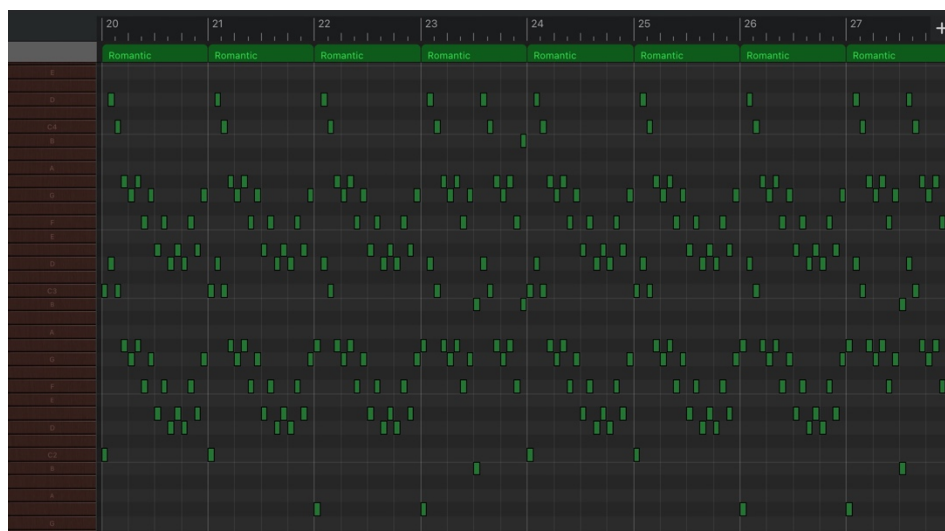


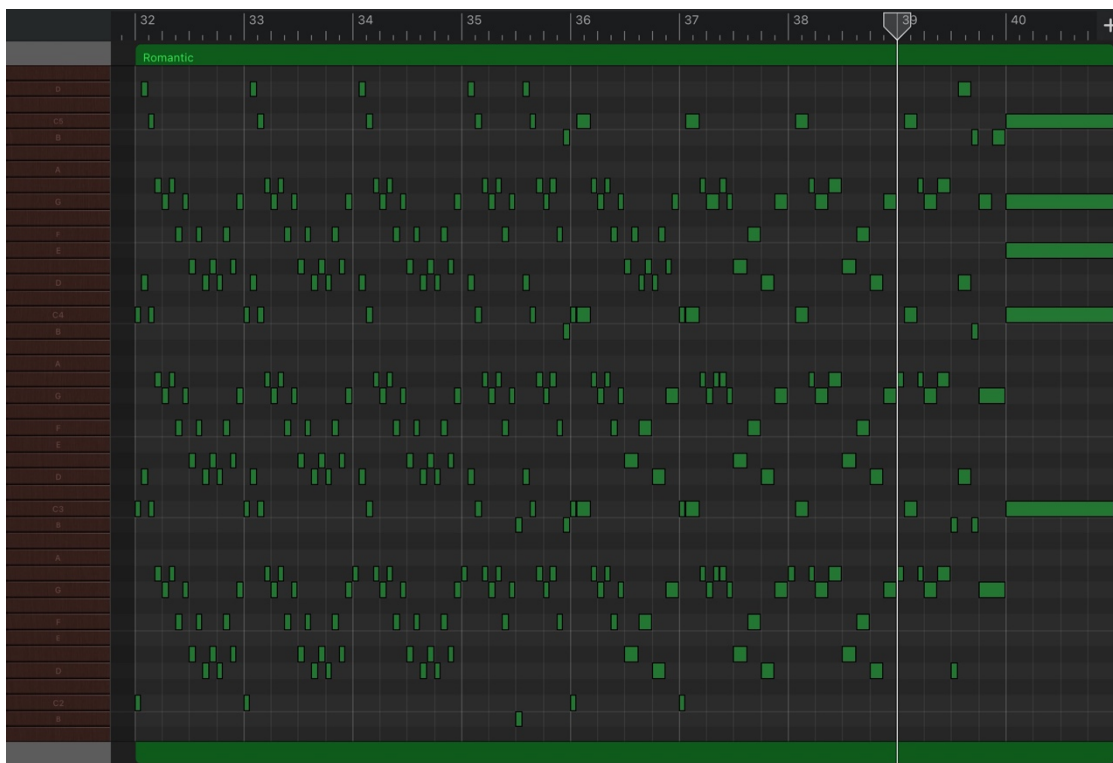
Section B 20-40

E and F – the Taiko drums and Gong are brought back to roll into Section B.

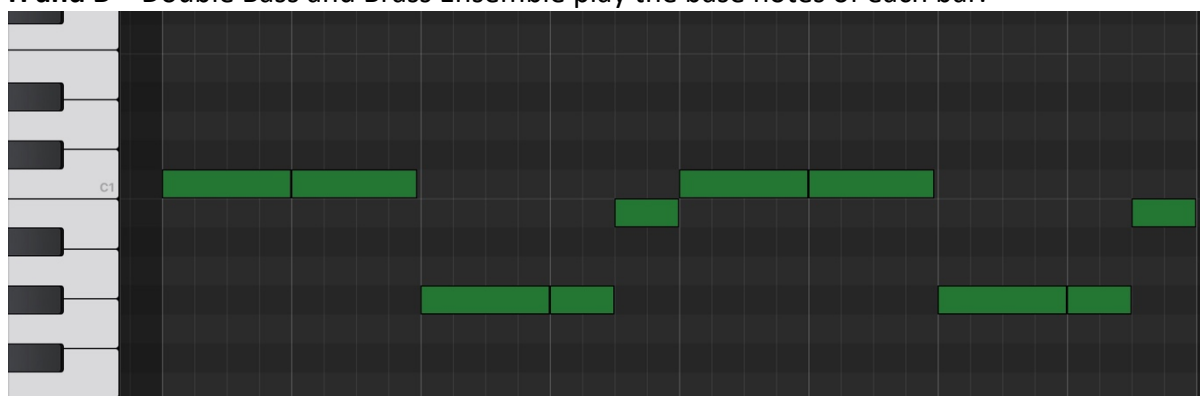


S – Violins are used for the main theme of the 'bad character' This them is played on 2 octaves then at Bar 32 a higher octave is added. It then starts to develop even more at Bar 36 to show that the villain is being defeated. The melody ends in a C major chord to symbolise the Villain being defeated.

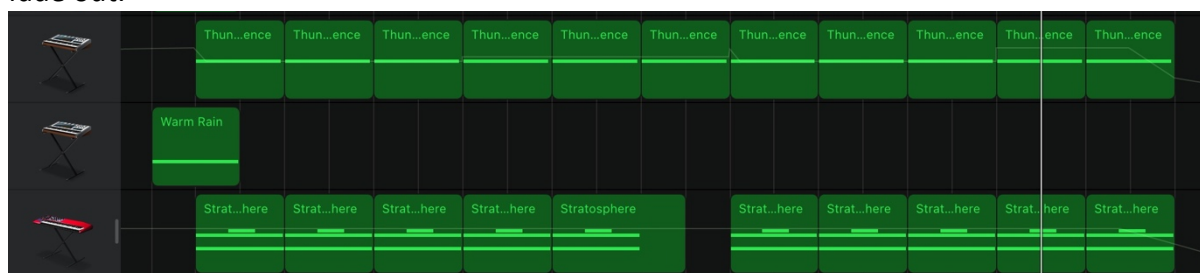




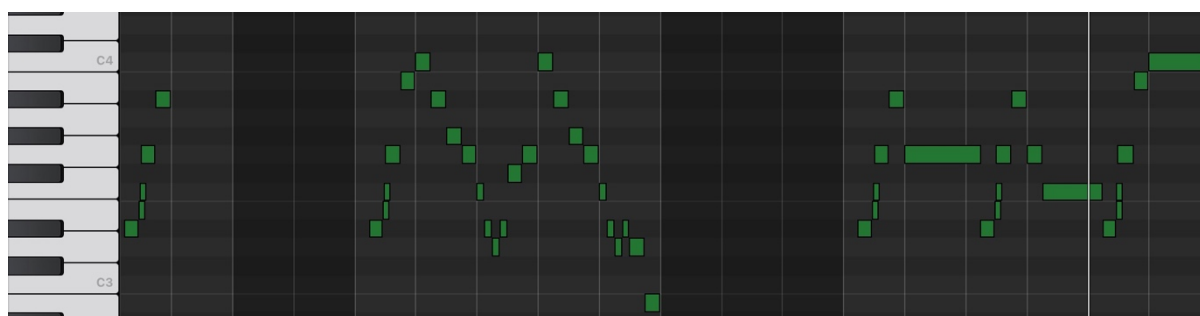
H and B – Double Bass and Brass Ensemble play the base notes of each bar.



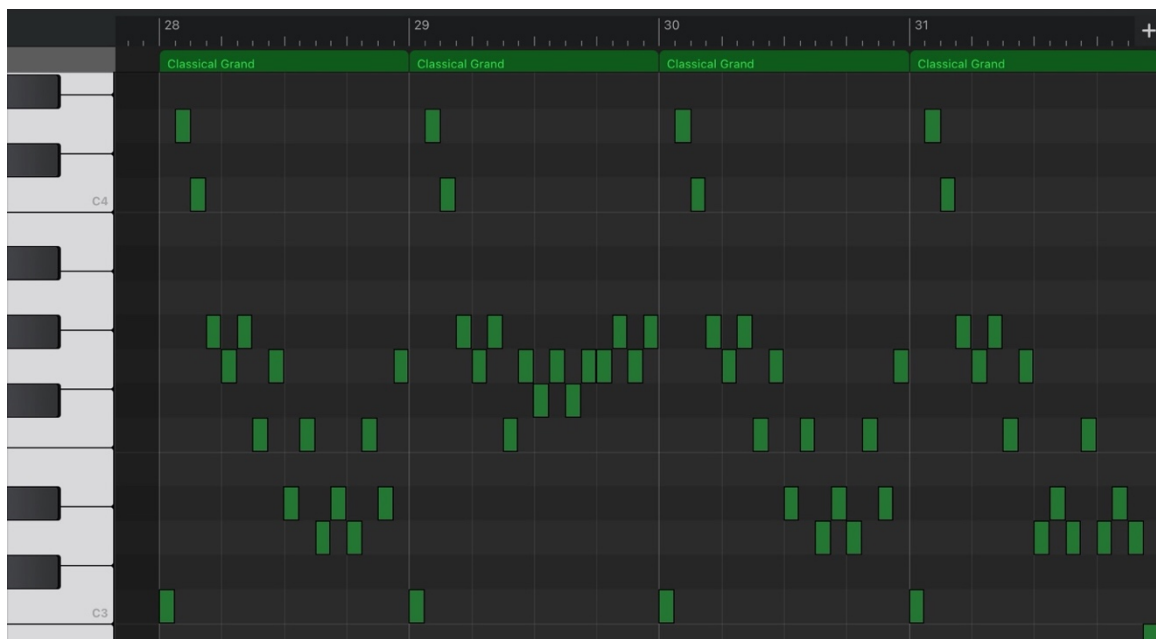
P and N – Stratosphere and Thunderous ambience are used for storm and wind effects. Used throughout the Section. At the end, using automation, I made Diminuendo effect to fade out.



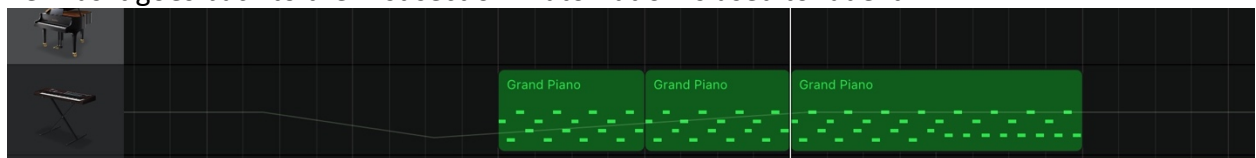
I – The French horn plays variations and developments of the main theme of the 'good character' to show how the 2 characters are fighting.



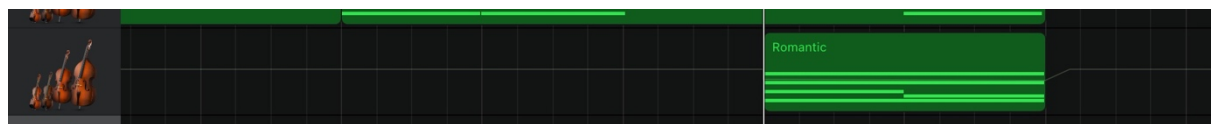
T – Bars 28-31 Piano plays a slight variation of the Melody representing the villain.



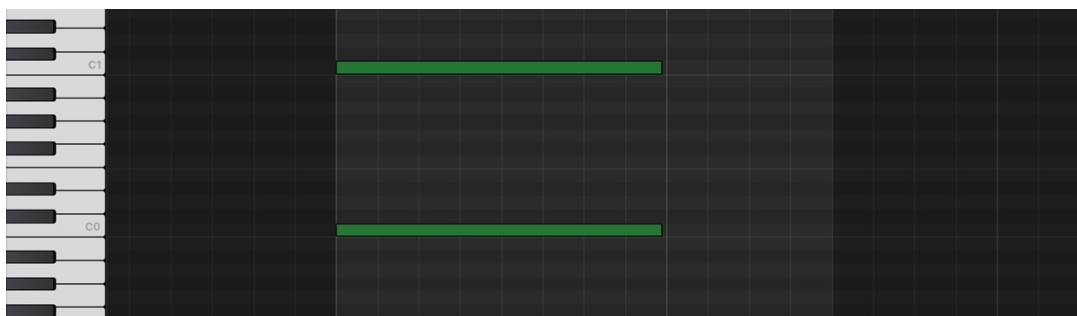
D – Bars 37-40 The 'Gentle Bells' are brought back to symbolise the good overcoming the evil as it goes back to the first section. Automation is used to fade it in.



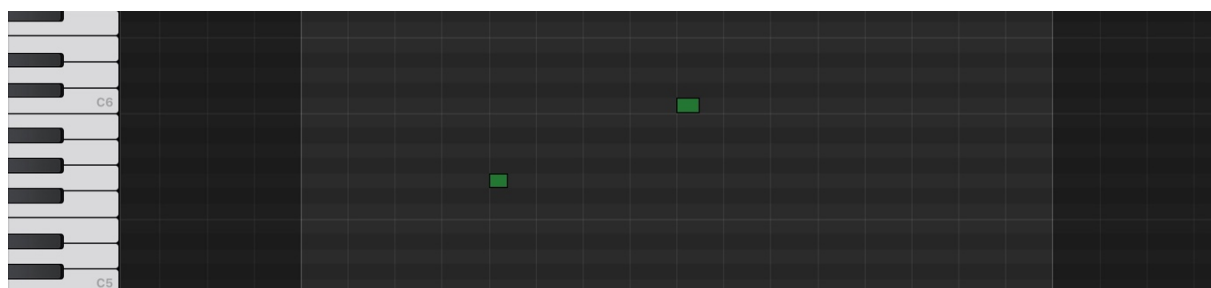
C – Bars 39-40 the violins are also brought back to show the good character winning.



R – Finally the Piano plays 2 low notes on different octaves to finish the piece.



U – Finally a Glockenspiel is used to also finish the piece.



EQ – EQ and reverb is used to make the instruments sound nicer as it heightens the lower frequencies adding more bass.

