



Composer Name: _____ Video Clip Selected: _____

Circle or highlight the words that describe the emotions, moods, and feelings that you sense when watching the video clip listed above.

SURPRISE	LONELINESS	FEAR
TRIUMPH	EXCITEMENT	NERVOUSNESS
CALM	CURIOSITY	BRAVERY
TENSION	HEROISM	SADNESS

Write any other words you may feel in the spaces below.

These feelings and reactions are what the composer needs to convey to the audience through their music. As you continue through this project, you will need to make use of the musical tools on each page to help guide the viewer/gamer to the feelings you have described.

You will see how changing the music can change the audience's reaction to a given scene, helping them to understand what is happening or to feel a particular way. Music can be as important as the visuals in creating the desired feeling and emotions in the viewer.



1. Create a **rhythm** using instruments or a digital tool such as GroovePizza (<https://musedlab.org/groovepizza>) or Chrome Music Lab (<https://musiclab.chromeexperiments.com/>).

How does the music feel when you add more sounds?

How does the feel change when you have fewer sounds?

2. When would you use a busy (lots of sounds) **rhythm**, or a less busy **rhythm**?

3. For your chosen clip, determine what kinds of **rhythms** you would like to use. What emotions (from page 1) will this help you to convey to the viewer/gamer?



1. Using Groove Pizza (<https://apps.musedlab.org/groovepizza/>), a Digital Audio Workstation (DAW), or with instruments and a Metronome, create a rhythm pattern. Try increasing and decreasing the **tempo**.

Increase the **tempo**, how does this change the way the rhythm feels?

Decrease the **tempo**, what does this feel like?

2. For your chosen clip, you will need to pick a **tempo**. Do you prefer a faster **tempo**, a slower **tempo**, or more in the middle. Write down your chosen BPM (beats per minute) and which emotions (from page 1) this will help you achieve.

My composition will be at _____ BPM.



1. Using your instrument, or a digital tool such as BeepBox or Flat.io, or the staff below, to create a simple **melody** where the notes are leading upwards.

2. Using your instrument, or a digital tool such as BeepBox or Flat.io, or the staff below to create a simple **melody** where the notes are leading downwards.

3. Create a longer **melody** using the same steps as before.



4. The choice of notes in a **melody** directly influences the direction and overall feel of the music. After you create a **melody** for your chosen piece, write down which words best describe the feel, choosing from the word collection on page 1.

--	--	--



1. **Harmony** is formed by playing two or more notes simultaneously. Using a keyboard, xylophone or other instrument, play different sets of two notes. In the space below, write a word that describes how the notes sound to you.

	1	2	3	4
High Note	E	F		
Low Note	C	D		
Emotion/Feel				

Notice that the relationship between the notes has a different feeling, depending on the distance between them.

A **Chord Progression** is the order that chords follow each other. The mood of your piece can be influenced by each successive chord, to create tension, release, movement, stillness, or abrupt changes.

2. Write three short chord progressions (or note pairs), each with a different goal:
- builds tension or intensity
 - evokes calmness
 - generates excitement

Emotion/Feel	Chord Progression
Builds Tension or Intensity	
Evokes Calmess	
Generates Excitement	



1. **Timbres** are often described by **colour** (bright to dark) or **temperature** (warm to cold). With other students in your class choose 3 instruments, or 3 Chrome Music Lab Oscillators (<https://musiclab.chromeexperiments.com/>), play them and listen to the sound, and describe them.

	1	2	3
Instrument/Oscillator			
Colour			
Temperature			

2. **Timbre** can also have a character in addition to the colour and temperature. How would you describe their **character** of sound, for example Trumpets can be described as *heroic*.

	1	2	3
Instrument/Oscillator			
Character			

3. When composing for your clip, what **timbre(s)** or instrument(s) might you use to convey the key emotions?



1. **Texture** is the layering of multiple sounds (or instruments) to manipulate the depth of the music. It is often described as dense to sparse, or thin to thick, when talking about the number of instruments playing. How would having many instruments performing change the feelings in the music?

How would having fewer instruments potentially change the feeling?

2. **Texture** is also influenced by the rhythm and harmony choices made throughout the composition. Lots of rhythm and/or harmonic changes are described as Active, and few would be still. Using either a DAW (such as Band Lab) or real instruments, make music according to the chart. How would you describe the emotions or feeling of each?

	Dense (Many Instruments)	Sparse (Few Instruments)
Very Active (Many sounds)		
Active		
Still		
Very Still (Few Sounds)		



3. When composing for your video clip what kind of **texture** will you employ?
