

Assignment 4 Template

1. Description of the scene, its feel, mood, role or game situation

Write a 1-2 sentence description.

2. Instrumentation

State what instrument(s) you used. (It's OK if you only used one instrument).

3. Duration

State the length of your recording in minutes/seconds. **Note: your recording must be at least 1-minute in duration!**

4. Structure (static or dynamic)

State whether you intend this music to be static (i.e non-interactive) or dynamic (i.e. interactive/adaptive) in your video game.

5. Methods used and reason for choice

State which experimental methods you chose from the list below. Then explain why you chose those methods in 1-2 sentences (e.g. how does the mood of the music fit your scene).

Atonal music, Serialism

Random / Aleatoric melodies and rhythms

Clusters / Sonority

Heterophony, Micropolyphony

Spectral music / Foley effect

Process music, Algorithm

Other experimental methods

6. Optional: any visual representation that fits the music. This could also be an abstract image.

This is optional. If you don't include anything here, you won't lose any points.

7. Link to the sound

SoundCloud or clyp.it