Music 15

Lecture 4

Wednesday, Feb 5, 2020

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Announcements

- **Assignment 3: DUE by 11:59 pm this Friday, Feb 7.**

- The quiz will be held on Thursday, Feb 13, during the main lecture. The format will mainly be multiple choice, and we estimate that it will take most students about 30-45 min to complete.

- **To prepare for the quiz:**
    - Professor Dubnov will review relevant concepts tomorrow in lecture.
    - I will hold a review during section lecture next Wednesday (Feb 12).
    - You should complete the required reading from the textbook and review the terminology from Section Lecture Slides 1-4. You can download the slides from the section website: https://chadmckell.com/mus15.

Late Policy (all sections)

- All future submissions (except the final project) will be docked **1 point** for each day the submission is turned in late. For example, an Assignment 3 submission (with no errors in its content) that is turned in on Saturday will earn a score of 9/10, on Sunday it will drop to 8/10, and **on <u>Monday</u> it will earn no points (0/10)**.

- Last Thursday on Canvas, I sent an announcement about the late policy update. Is everyone seeing the announcements on Canvas?

Section Information

- Grades for Assignment 1 have been posted on Canvas!

- If you didn't receive a grade, you should have received a message from me asking for more information

Assignment 1 Feedback

- **How did everyone do? Scores are out of 10.**

  - **Average**: **9.1** (11 am section)
  - **Average**: **9.9** (12 pm section)

- **What did I deduct points for?**

  - Missing items in document (e.g. picture, answer to question about pulses vs. triangle waves)
  - Less than 3 instruments were used

- Let's listen to a few of your compositions

- If time remains at the end of lecture, we'll analyze some instrument sounds to better explain the answer to the question about pulses vs. triangle waves

Terminology from Main Lecture

Granular synthesis

Stingers

Voice-over

Music key

Tonality

Atonality

Sound design

Diegetic music

Nondiegetic music

Assignment 3 Overview

- **What should my submission look like?**

  a. A **PDF or Word** document that contains answers to the form posted on Canvas.

  b. See example submission here: https://chadmckell.com/mus15. **This example submission is not complete.** It's meant to get you started. To earn a perfect score, you need to address all of the items in the assignment prompt.

  c. Be sure you include a link to the YouTube video!

Assignment 3 Overview

- **What we're looking for:**

  - Walkthroughs that have **at least 5 movements** (i.e. segments of music that sound different). These could be movements of a score (e.g. prelude, build-up, climax, cool-down, etc) or segments of a song (e.g. ABABC). As long as the music changes, that's what counts. Avoid scene walkthroughs and game puzzles with repetitive music (i.e. only 1-2 movements). You will lose points if your scene has less than 5 movements!

  - The 5 movements should have **5 corresponding time stamps and descriptions** listed in your table. You will lose points if your table is incomplete! Refer to the example submission.

  - Ideally, you'll find a YouTube video with both **well-defined music** (see the Final Fantasy X example) and a video with **actual gameplay** (see the Zelda example). If you can't find a video with both of these features, I would recommend choosing the one with well-defined music.

Assignment 3 Overview

- **Let's look at the example submission on Canvas (Final Fantasy X)**

  - **This is an excellent example of what to look for.** It has well-defined movements and no pesky sound effects. A lot of music examples (like the one below) are hard to analyze because the music is more repetitive and the sound effects interrupt the music.

- **Let's look at another example (Zelda: Link's Awakening)**

  - Castle walkthrough (1:39:30 - 1:44:40): https://www.youtube.com/watch?v=9iTQCA7FxEQ

  - This has actual gameplay, which is great! However, **the music is more difficult to analyze.** You can make it work for this assignment, but it's harder to do because the music is repetitive and the sound effects interrupt the music.

  - If you're set on choosing something like this, follow the advice I go over in lecture.

On-on-one help

Please help someone in need if you are finished