

# **Music 15**

## Lecture 8

Wednesday, March 4, 2020

# Lecture Outline

1. Announcements
2. Section Information
3. Final Project Overview
4. One-on-one help

# Announcements

- Final Project: DUE by 11:59 pm on Friday, **March 13**
- To receive extra credit: You must submit both of the following by 6:30 pm on Thursday, **March 5 (tomorrow!)**:
  - **Complete draft** of the final project (include PDF with link to soundtrack music)
  - **Walkthrough video** of your game (include link to YouTube/Vimeo video in your PDF)
- We will show and discuss some of the early submissions in class on Thursday, March 5. You can receive up to 5% extra credit.

# Section Information

- I plan to have the grades for Assignments 3 and 4 completed before next Wednesday so that I can give you feedback on your work during our last section lecture. Today's lecture will be entirely focused on the final project.
- In addition to providing feedback on Assignments 3 and 4 next Wednesday, I will hold a final project help session
- Attendance next Wednesday for my sections is **mandatory**

# Final Project Overview - Preliminary comments

- For the final project, you are asked to create the following:
  1. At least **15** compositions for at least **5** game scenes (covered last Wed)
  2. Cue list of 15 compositions / game situations (covered last Wed)
  3. Adaptive music implementation of 15 compositions (covered last Wed and today)
  4. Music for at least **4** transitions between scenes (covered last Wed and today)
  5. **One** possible walkthrough sequence (covered today)
  6. **One** soundtrack that matches the walkthrough (covered today)
- You need at least 15 compositions that play within each scene and at least 4 compositions that play between each scene. Therefore, **you need a total of at least 19 compositions**.

# Final Project Overview - Preliminary comments

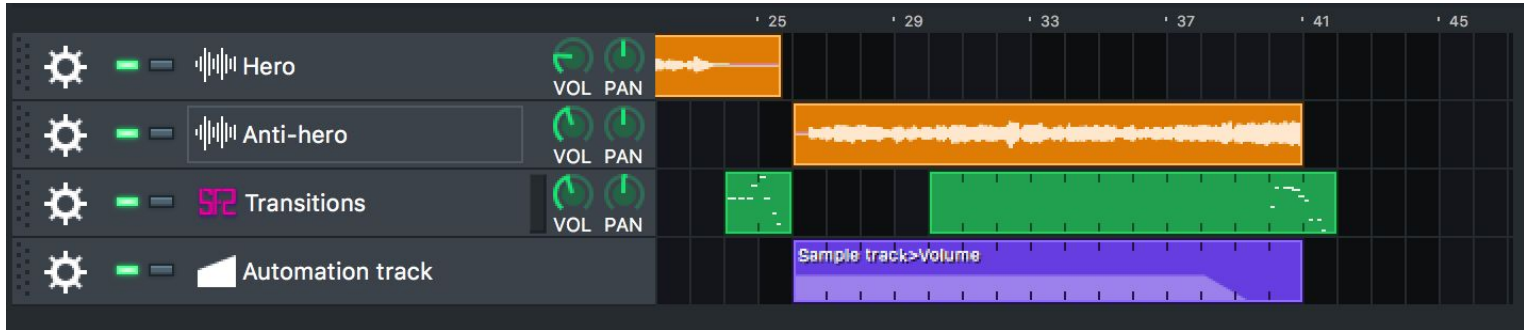
- Regarding the 15 compositions that play within each scene, **be aware that there are a variety of ways to come up with the additional 10 compositions.** For example, you could modify each of your 5 main pieces twice, or modify just one of your compositions 10 times, or write 10 entirely new compositions.
- Regarding the 4 transition compositions, you are free to modify MIDI files, extract and modify segments from your 15 compositions described above, or write 4 entirely new compositions. Each transition composition should be about **2-5 seconds long.**
- The 15 cues from item 2 in the Canvas prompt **are** the 15 compositions described above. The cue list simply matches these 15 compositions with game situations or player action.

# Final Project Overview - Items 3-6

3. Create music for each cue using elements from step 1 by using **adaptive scoring** techniques of horizontal re-sequencing and vertical remixing / layering.
4. Create a set of additional musical clips that can serve as transitions between different scenes and create a **transition matrix** as discussed in class.
5. Render one possible **walkthrough sequence** by lining up the scenes on a storyboard in sequential order with additional text description of how the same scene is altered when the gameplay lands back in it. The story board should have an exact timeline of each scene play that corresponds to the soundtrack described next.
6. Create a **soundtrack** by lining up the music for each scene in the order of the game play with the exact duration of that scene. Make sure to use the transitions between the scenes to make it into a smooth music experience.

# Final Project Overview - Item 3 (adaptive scoring)

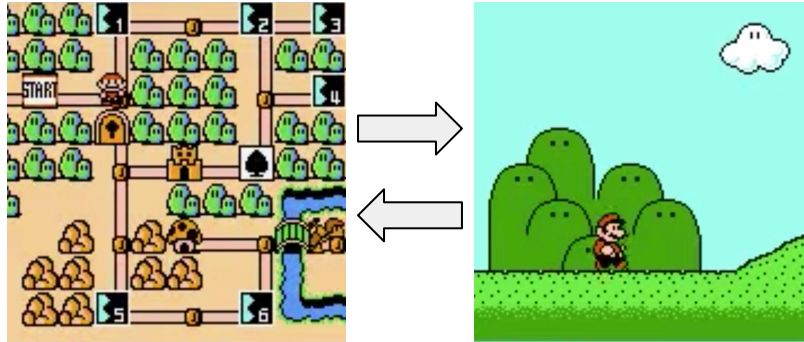
- Skip to 3:55 in video: <https://www.youtube.com/watch?v=7-vRYgPTSYY>
- The video clip above explains how to automate the master volume in your LMMS project. We will use automation to implement adaptive scoring.
- Let's discuss how to implement horizontal resequencing and vertical remixing.



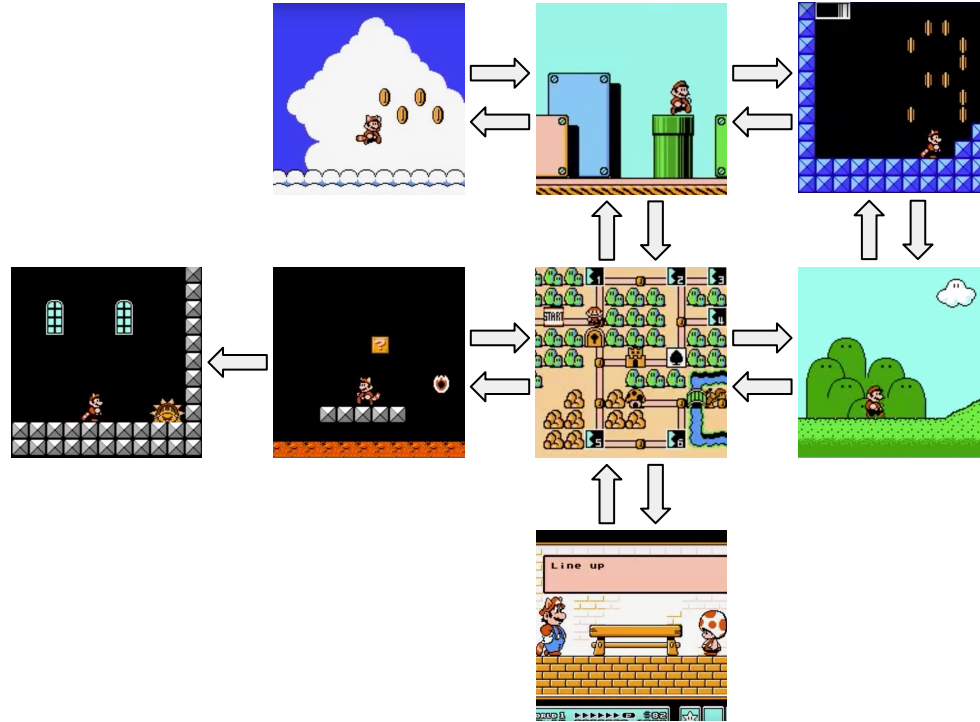


# Final Project Overview - Item 4 (transitions)

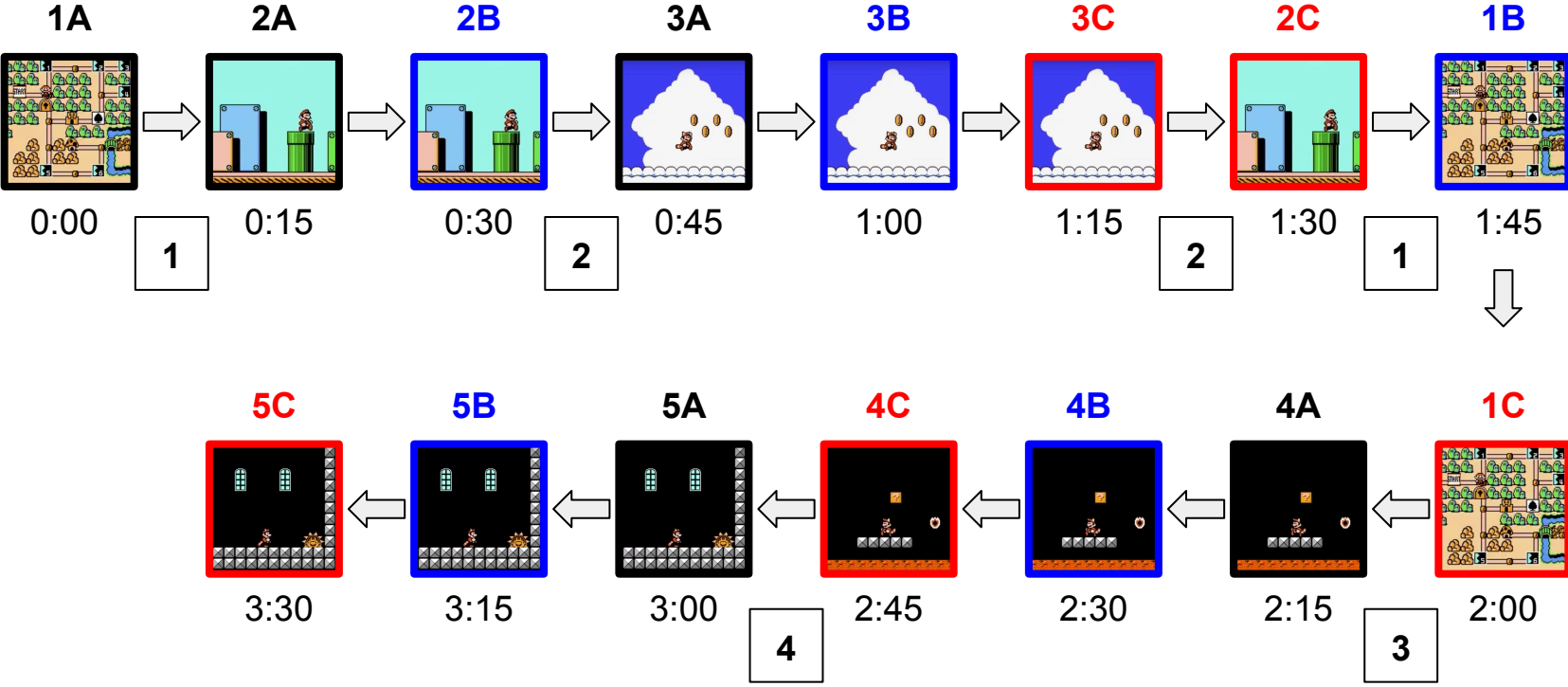
- Although encouraged, it is not strictly required to implement any of the advanced techniques for creating transitions that Professor Dubnov covered in the main lecture last week
- Let's discuss some basic techniques for creating transitions in LMMS



# Final Project Overview - Item 4 (transitions)



# Final Project Overview - Item 5 (walkthrough)



# Final Project Overview - Item 5 (walkthrough)

- Key for diagram on previous slide:

3

Transition composition 3

4C

Composition C in Scene 4

0:45

Timestamp at 45 seconds

- You must include **at least 15 stages** in your walkthrough sequence

# Final Project Overview - Item 6 (soundtrack)

To combine your compositions into a single soundtrack, I would recommend doing the following:

1. Import each of your 19 compositions as separate WAV files into a new LMMS project (call it your "final soundtrack project")
2. Sort each of your compositions so that their placement in time matches your walkthrough sequence
3. Export your final soundtrack project as a WAV file

# Final Project Overview - Item 6 (soundtrack)

Are you having trouble importing your WAV files into your final soundtrack project? If so, be sure you do the following:

1. Add a new sample track in your final soundtrack project
2. Activate the sample track by clicking somewhere on the track. You should now see an orange box.
3. Locate the WAV file you want to import by clicking on the folder icon in the far left panel of LMMS and searching through your directories
4. Drag the WAV file onto the orange box you created earlier
5. Repeat this process for all of your 19 compositions.

# Final Project Overview - Item 6 (soundtrack)

- Upload your soundtrack to SoundCloud or clyp.it
- A reasonable duration for your soundtrack is between **3-6 minutes**
- To be certain you've included every required item in your soundtrack and your PDF document, you should follow the final project template posted with the Lecture 8 materials on the section website

# **On-on-one help**

Please help someone in need if you are finished