

## How to create music for a GOOD Character...



**Pitch** = High

**Tempo** = Follow the characteristics (how do they move?)

**Dynamics** = Follow the characteristics

**Tonality** = Major (stick to the white notes)

**Timbre** = Strings (legato – smoothly),  
Woodwind, Harp

**Melody** = Flowing / Ascending (notes that are close to each other)

## How to create music for an EVIL Character...



**Pitch** = Low

**Tempo** = Follow the characteristics (how do they move?)

**Dynamics** = Follow the characteristics

**Tonality** = Minor (add accidentals – #/b notes not in the key)

**Timbre** = Brass, Strings (staccato – short / detached notes), Percussion

**Melody** = Disjointed / Descending (notes that have large leaps)

## EXPRESSION IN MUSIC

**Leitmotif** – Music that reflects a character

**Underscore** – Music that goes in the background and sets the mood.

**Sound Effect** – A sound other than speech or music.

**Cue Sheet** – Used to plan music for films.

**Adagio** – played slowly with expression

**Andante** – played at a walking pace

**Moderato** – played at a moderate speed.

**Vivace** – played lively and fast

**Staccato** – playing short or detached notes

**Legato** – playing smoothly

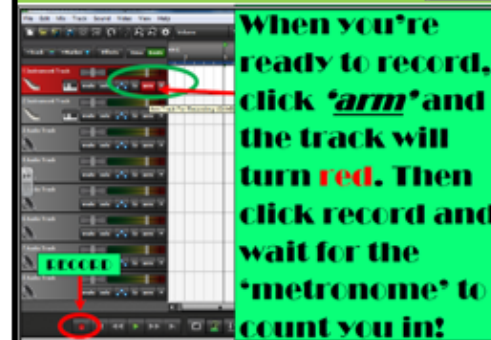
**Chord** – more than two notes played together

**Melody** – the tune.

## Mixcraft Help



How to get loops from the library



How to arm your track and record





## Musical Characters

	Character	Why they match? (Tempo, Dynamics, Pitch, Timbre, Tonality)
1		
2		
3		
4		

## Good / Evil Characters

How to create a good character Leitmotif	How to create an evil character Leitmotif

## Tom & Jerry Leitmotifs

Our <b>GOOD</b> character is:  <b>Jerry</b>	Our <b>EVIL</b> character is:  <b>Tom</b>
Characteristics:	Characteristics:
Leitmotif Ideas:	Leitmotif Ideas:
<b>Chord Ideas:</b> CEG, FAC, GBD	<b>Chord Ideas:</b> ACE, EGB, BDF

**Year 8 - 'Character Composing' Whole Class Teacher Feedback**

**Key Words:**  
 Chord  
 Melody  
 Accompaniment  
 Piano (p)  
 Forte (f)  
 Pianissimo (pp)  
 Fortissimo (ff)  
 Mezzo Forte (mf)  
 Mezzo Piano (mp)  
 Adagio  
 Andante  
 Moderato  
 Vivace  
 Legato  
 Staccato  
 Leitmotif

**You will now perform your character compositions to the class. At the end your teacher will give you some letters, these are your feedback comments. Highlight the letters below and read them. You should then use this feedback to write yourself a FIP target below:**

**WWW:**

- A: Well done, you created music that matched the characters excellently.
- B: Well done, you created music that matched the characters well.
- C: Well done, you created music that matched the characters in some places.
- D: You worked really hard during lessons.
- E: You worked quite well during lessons.

**EBI:**

- F: Write a melody line using notes from the chords / drone so the melody matches the chords.
- G: Make sure I am picking appropriate timbres (instruments / sounds) that match the characters.
- H: Compose more than one rhythmic / melodic idea.
- I: Plan my composition properly so I have a good guide to follow.
- J: Write down my ideas and practice them rather than improvising the performance.
- K: Focus during my lesson time to make sure I achieve my best.
- L: Make my composition longer.
- M: Try to have more than one idea playing at a time, so that my composition is layered.
- N: Add an accompaniment part (chords, Drone, Ostinato)
- O: Compose more complicated rhythms / melodies.
- P: Add Dynamics to my composition (pp, p, ff, f, mp, mf)

**SR:** Use all the feedback that you have been given to set yourself a FIP target for the next topic. Think about the following: Practice skills, Performing skills, Attitude and behaviour.

My target is....

## Tom & Jerry Cue Sheet

<u>Time (secs)</u>	<u>Action</u>	<u>Musical Ideas (Underscore)</u>	<u>Musical Ideas (Leitmotif)</u>	<u>Musical Ideas (Sound effects)</u>
0-10	Fade in on scene			
10-16	Jerry pokes head around fridge			
17-28	Jerry is carrying cheese from the fridge			
29	Jerry slides down celery & lands under cheese			
29-36	Jerry pokes out of the holes & picks up cheese			
46	Tom appears sneakily			
49-59	Tom sneakily follows Jerry.			
59-1.05	Tom puts lampshade on his head & hides.			
1.05	Jerry is walking as Tom is putting things on him			
1.34	Tom puts out bread to make stairs			
1.39	Jerry climbs the stairs			
1.51-end	Jerry falls off the stairs and everything crashes			

Learning Question	Success Criteria	Achieved?
<p><u>Week 6</u> <u>Tom &amp; Jerry</u> <u>Composition</u></p> <p>How to compose for an animation clip on Mixcraft?</p>	A: Develop a musical idea to match the animation.	
	E: Develop a completed musical idea to match the animation, selecting appropriate timbres and rhythms.	
	A: Develop complex and appropriate musical ideas to match the animation, using imaginative rhythms and complex melodies.	
	A: Show basic use of Mixcraft using pre-recorded loops.	
	E: Show good use of Mixcraft with a combination of pre-recorded loops and your own recordings.	
	A: Show excellent use of Mixcraft with a combination of pre-recorded loops and your own recordings.	
	A: Compose underscore music with some sound effects, but may not be finished.	
	E: Complete a composition appropriate to the brief, with Leitmotifs matching each character and sound effects.	
	A: Complete a composition appropriate to the brief, with underscore music, character leitmotifs and sound effects.	
	A: Attempt a simple melody line.	
	E: Write a catchy melody line.	
	A: Write well-constructed melody lines. Showing a clear awareness of Texture, Tempo and Dynamics.	
	A: Suggest a few basic improvements in some lessons.	
	E: Suggest and implement improvements in most lessons.	
A: Take a leading role within the group and suggest and make improvements.		

**Peer Comment:** WWW & EBI: (use the success criteria above to help you)