

How to create music for a GOOD Character...



EXPRESSION IN MUSIC

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)

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

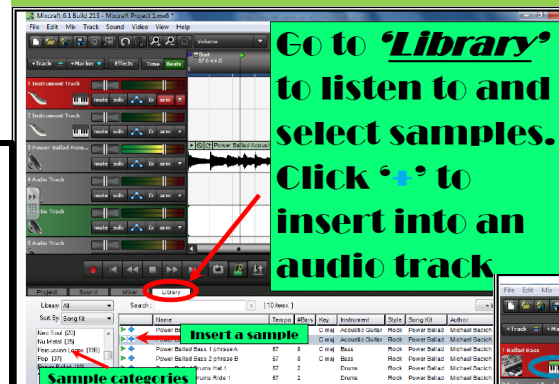
Staccato – playing short or detached notes

Legato – playing smoothly

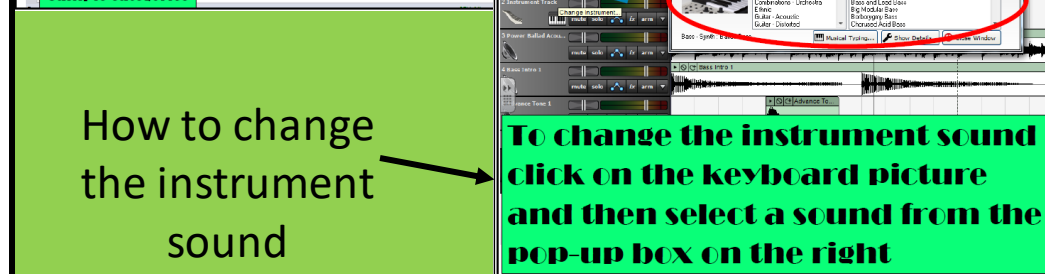
Chord – more than two notes played together

Melody – the tune.

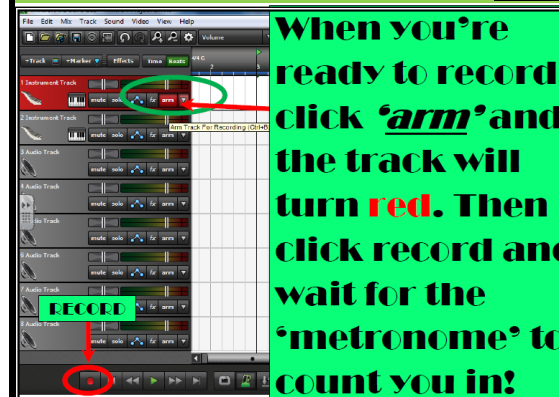
Mixcraft Help



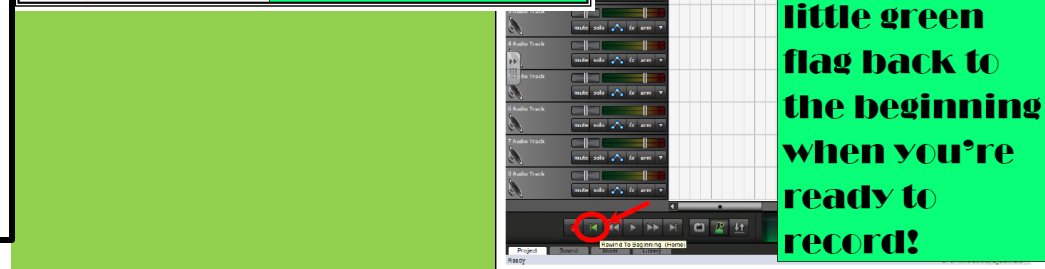
How to get loops from the library



How to change the instrument sound



How to arm your track and record



Remember to rewind the little green flag back to the beginning when you're ready to record!