Level: 4

Credit Value: 30

Pre-Requisites: NONE

Module Description

This module will enable students to investigate the process of composition for film, television and video games by composing for a variety of instrumental and vocal resources, working to a written brief, and to learn to use computer technology as a compositional and notational tool.

Learning Outcomes

On successful completion of this module students will be able to:

1. Evaluate and interpret a written brief/cue sheet in order to compose a film soundtrack
2. Demonstrate knowledge of audio visual and musical principles in order to communicate a sense of structure and musical coherence, writing effectively for chosen instruments and/or voices
3. Demonstrate knowledge of the underlying concepts and principles of computer based composition techniques
4. Evaluate and evidence the process of creating a soundtrack.

Indicative Content

- Study of television genres and their soundtracks
- Study of film genres and the use of cliché
- Study of music composed for (or used in) video games
- Key composers and examples from film and television
- Analysis of written briefs and composition planning
- Audio/Visual theory - Putting composition for visual images into practice
- Cue points and spotting scores (albeit with a given brief)
- Employing the composer's palette: timbre, texture, genre and tempo etc.
- Genre specific composition skills
- Development of music software skills – Logic and Sibelius
- A successful mix down
- Group and 1-1 tutorials
- Action planning
- Identification of personal strengths and weaknesses
- Reflective journal
Learning & Teaching Strategies

The composition element of this module will be delivered through practical workshops, lectures, composition seminars and tutorials, and computer-based learning.

Assessment

<table>
<thead>
<tr>
<th>Hand-in</th>
<th>Aggregate (Yes/No)</th>
<th>Semester</th>
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<tbody>
<tr>
<td>Composition 1 (Television Library Music) (30%) LO1, LO2, LO3</td>
<td>Yes</td>
<td>Sem 2 Mid</td>
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<tr>
<td>Composition 2 (Musical Brief with Cues) (40%) LO1, LO2, LO3</td>
<td>Yes</td>
<td>Sem 2 End</td>
</tr>
<tr>
<td>Reflective Journal including draft versions of Composition 2, 1200 words (30%) LO4</td>
<td>Yes</td>
<td>Sem 2 End</td>
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</table>

Specific Learning Resources

- Logic software
- Sibelius software
- Musical scores of film music
- Audio soundtracks
- DVD/Blu-Ray featurettes of conducting / scoring sessions.
Reference List

Highly Recommended

Recommended
Please refer to Film Music in Context 1

Background Reading

Online Journals / Websites
Broxton, J. (n.d.) *Movie Music UK*. Online (Available from moviemusicuk.us)
Cinemanotes (n.d.) *Film Score Database*. Online (Available from www.cinemanotes.com)
Cinemusic (n.d.) *Soundtrack Reviews*. Online (Available from www.cinemusic.net)
Film Music Society (n.d.) *The Film Music Society*. Online (Available from www.filmmusicsociety.org)
Film Score Monthly (n.d.) *Film Score Monthly*. Online (Available from www.filmscoremonthly.com)
Filmsound (n.d.) *Film Music links*. Online (Available from www.filmsound.org/filmmusic)
IFMCA (n.d.) *Internal Film Music Critics Association*. Online (Available from filmmusiccritics.org)
MainTitles (n.d.) *Film Music Community*. Online (Available from www.maintitles.net)
Movie Score Magazine (n.d.) *Composers and Their Films*. Online (Available from moviescoremagazine.com/)
Offscreen (n.d.) *Essays and Reviews*. Online (Available from www.offscreen.com)
ScoreNotes (n.d.) *Scores, Movies, Pop Culture*. Online (Available from www.scorenotes.com)