

Samples from the books in the Film & Animation Category



Klerrisa Custom Music

Providing quality materials for Entertainers & Educators

Let's play Hedwig's Theme

Here is Hedwig's Theme out of order. Work out the order it should go in then learn to play it.



Hedwig's Theme - Composition

Using ONE of the Pitch Patterns below, compose an INTRODUCTION that is 4 - 8 bars long. It must have one ostinato and one melody.



Use the Manuscript to record your ideas.



Using a different Pitch Pattern, compose an ENDING that is 4 - 8 bars long. Use the Manuscript to record your ideas.



Perform your composition ideas for the class using this order:

INTRODUCTION
HEDWIG'S THEME
ENDING

SEQUENCE OF EVENTS

SEQUENCE OF EVENTS	P	C	M	A	REGISTER
<i>Music & the Animated Feature</i>					
Sound Effects - Brainstorming			☺		
Musical motifs or patterns - brainstorming			☺		
Sound Effects – Mickey Mouse cartoon			☺	☺	
Shrek Performance & evaluation	☺			☺	
Underscoring – listening sheet			☺	☺	
Underscoring composition	☺	☺			
Cartoon themes				☺	
The Simpsons listening & performance	☺			☺	
Musical features			☺	☺	
Let's test your musical features knowledge				☺	
Character Theme composition & performance	☺	☺	☺		
Animusic listening sheet			☺	☺	

Resources needed to teach package.

DVD

- Mickey Mouse Cartoons
- Shrek 2
- Chicken Run
- Ice Age 2
- Animusic
(or access to “youtube”)

EQUIPMENT

Keyboard or other instrument to play musical feature

RECORDINGS

CD of character themes
The Simpsons theme
Mussorgsky’s “Pictures at an Exhibition”

CONCRETE MATERIALS

Musical feature cards
Theme cards

ACTIVITY 4: Underscoring.

You will need the DVD's – Chicken Run and Ice Age 2

For Example 1 – cue Chicken Run to Chapter 12 – 38.42 – 39.33

For Example 2 – cue Chicken Run to Chapter 19 – 1.04.15 – 1.05.25

For Example 3 – cue Ice Age 2 to these four points -

- (a) Ch. 4 – 10.18 – 11.15,(action)
- (b) Ch. 2 – 6.04 – 6.17(emotion)
- (c) Ch. 13 – 37.12 – 38.08 (emotion)
- (d) Ch. 6 – 16.59 – 17.40 (action)

(All of these excerpts start at the beginning of the chosen chapters so just use scene selection to find them rather than fast forwarding or rewinding.)

ACTIVITY 8: Musical Features

You may need to explain some of these terms to the students, depending on their musical experience. Even if you have to explain these to the students, try not to refer to the musical examples. See if they are able to label them from the descriptions that you give them.

Underscoring

Underscoring is when music is used to support the **emotion** of a character or to support the **action** on screen.

Example 1: Watch the segment from the animated feature Chicken Run and explain how the music supports the emotion of the characters.

Example 2: Watch the segment from the animated feature Chicken Run and explain how the music supports the action on screen.

Example 3: Watch these segments from the animated feature Ice Age 2 and decide whether the music is used to support the characters emotion or action. Circle your choice for each segment.

- | | | |
|----|--------|---------|
| a. | action | emotion |
| b. | action | emotion |
| c. | action | emotion |
| d. | action | emotion |

Musical Features!

Below is a list of musical features that could be used in character themes. Explain what each one means.

Long notes_____

Syncopation_____

Repeated notes_____

Accidentals_____

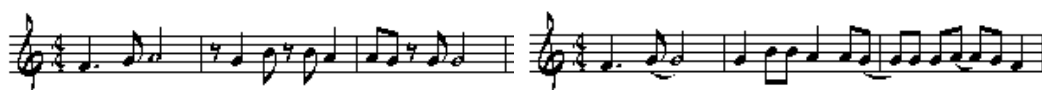
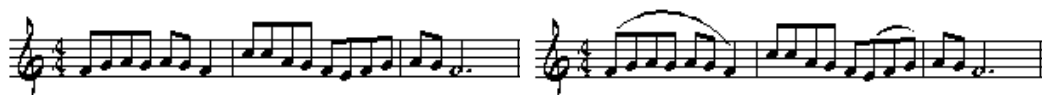
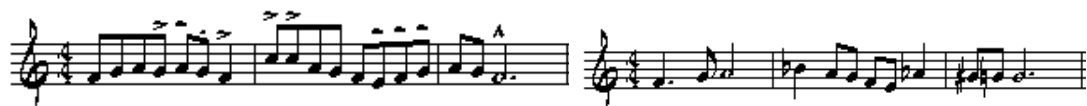
Short notes_____

Ties _____

Slurs_____

Accents_____

Below is a picture of each of these musical features. Label them.

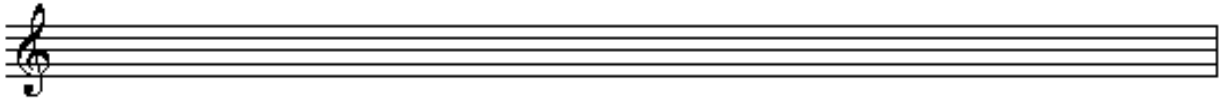




AVATAR: Worksheets



Listen to the first 12 seconds of Avatar: Jake Enters His Avatar World” and notate the 2 parts. The key is G# minor, the melody starts on G# below middle C and is two bars of quavers with the third bar being 2 crotchets.



What instrument plays this these two parts? _____

What compositional technique is used? _____

Listen to 0.12–0.30 and write the rhythmic figure used and describe how it is used?

Listen to 0.30–0.52. Identify what instrument has the main melody. _____

Describe the accompaniment pattern used for this melody. _____

What instrument cues the next section of the music? _____

Listen to 0.52– 1.12 . What instrument has the melody? _____

Describe the changes to the accompaniment. _____

Name the instrument that cues the change in section and describe what it plays. _____



AVATAR: Worksheets



Start listening from 2.40–3.17. Name the first instrument playing the melody. _____

What instrument enters next? _____

Notate the ostinato that it plays including the accents:

Identify the instruments playing in this section, describe their notation if possible, their method of playing and the sound. Here is an example:

Low drum—struck—playing minim and two crotchets, First beat has a bend which sounds warped, the last two crotchets sound dampened.

Using some of the ostinati and techniques identified, create your own composition that represents Jake Entering his Avatar World. Remember, it is a world of discovery. Do this activity in groups.

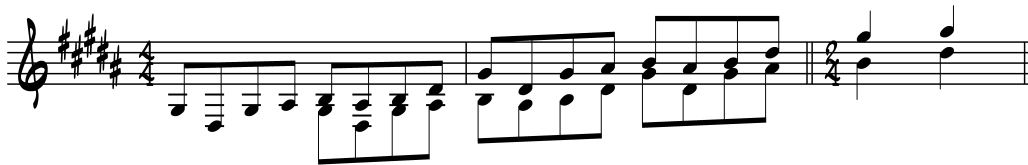
Make your notations below:



AVATAR: Worksheets



Listen to the first 12 seconds of Avatar: Jake Enters His Avatar World” and notate the 2 parts.



What instrument plays this these two parts? STRINGS OR FIRST AND SECOND VIOLINS

What compositional technique is used? ROUND OR IMITATION

Listen to 0.12—0.30 and write the rhythmic figure used and describe how it is used?



THIS RHYTHMIC FIGURE IS REPEATED MOVING IN STEPWISE MOVEMENT.

FIRST IT MOVES UP AND BACK, THEN IT MOVES IN AN ASCENDING DIRECTION.

Listen to 0.30—0.52. Identify what instrument has the main melody OBOE

Describe the accompaniment pattern used for this melody. THE HARP BEGINS PLAYING PIZZICATO QUAVER OCTAVES AND CHANGES THE OFFBEATS TO INTERVALS. THERE IS A STRING PEDAL. AS THE HARP PATTERN CONTINUES, THE INTERVALS BEGIN SMALL (3RDS) AND MOVES THROUGH 4THS AND 5THS THROUGH TO 7THS.

What instrument cues the next section of the music? CRASH CYMBAL ROLL

Listen to 0.52— 1.12 . What instrument has the melody? FRENCH HORN

Describe the changes to the accompaniment. VIOLINS TAKE OVER THE HARP ACCOMPANIMENT PLAYING IN A PIZZICATO STYLE WITH HARP PLAYING SEMIQUAVER PATTERN

Name the instrument that cues the change in section and describe what it plays. PIANO PLAYS A DESCENDING SEMIQUAVER PATTERN



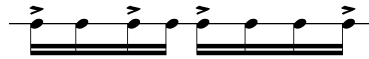
AVATAR: Worksheets



Start listening from 2.42–3.17. Name the first instrument playing the melody. FLUTE

What instrument enters next? LOW DRUM

Notate the ostinato that it plays including the accents:



Identify the instruments playing in this section, describe their notation if possible, their method of playing and the sound. Here is an example:

Low drum—struck—playing minim and two crotchets, First beat has a bend which sounds warped, the last two crotchets sound dampened.

CRASH CYMBAL: SINGLE CRASH SOUND USED OCCASIONALLY. METALLIC

SLAP STICK TYPE SOUND: CRISP SOUND, SYNTH GENERATED. SLIGHTLY SYNCOPATED PATTERN WITH A REST BAR.

TEMPLE BLOCKS: STARTS PLAYING SEMIQUAVERS THEN SHIFTS TO CROTCHETS. REPEATS THE PATTERN OCCASIONALLY. WOODEN, SHORT SOUND WITH A WARM QUALITY. HIT WITH HARD MALLETS.

BENDING LOW DRUM: STUCK PLAYING MINIM THAT IS BENT FOLLOWED BY TWO CROTCHETS. BENT NOTE SOUNDS WARPED WITH THE LAST TWO CROTCHETS SOUNDING DAMPENED.

PAN PIPES: PLAYS A SYNCOPATED MELODIC MOTIF THAT IS EXTENDED. SHORT, SHARP AND ACCENTED WITH BENT NOTES AT THE END WITH A DECRESCENDO

STRINGS: REPEAT THE FLUTE MOTIF AT THE END TO CUE INTO THE NEXT SECTION. INTENSE AND HARSH SOUND.

MARACAS: CONSTANT SHORT, SHARP SEMIQUAVER PATTERN WITH SMALL ACCENTS.

Using some of the ostinati and techniques identified, create your own composition that represents Jake Entering his Avatar World. Remember, it is a world of discovery. Do this activity in groups.

Make your notations below: