

Final Cue List

Climate Change

Directors: UTS Masters

Composer: Maria Isaac

CUE	TIMECODE IN hrs:mins:secs:frames	TIMECODE OUT hrs:mins:secs:frames	COMMENTS
M1 'BoneAnimal in Water 1'	01.00.00.00	01.00.10.00	Climate Change theme begins with a high held drone, and sounds of wind blown into my violin creating a relaxing soundscape. End of cue overlaps M2.
M2 'RoboMan Scene'	01.00.04.10	01.00.24.15	End o M1 is heard. Cue contains a warm saxophone melody paced with metallic marimba sounds.
M3 'ChickenMan Scene 1'	01.00.24.15	01.00.38.03	Rhythmic machine-like ostinato saxophone and marimba effect. End of cue overlaps M4.
M4 'Poor Ladies House flooding'	01.00.36.00	01.00.57.12	A wave like effect is heard. A descending melody emerges as the ladies theme.
M5 'Bone Animal in Water 2'	01.00.57.10	01.01.13.09	Climate change theme heard again and slightly evolves.
M6 'ChickenMan Scene'	01.01.13.00	01.01.18.11	Cue of ChickenMan theme and climate change motif.
M7 'Cancerous Beach Scene'	01.01.18.11	01.01.36.00	Low bass rhythm comes in, octaves used for drone to increase drama. Cue M8 overlaps end.
M8 'Desert Tortoise Scene 1'	01.01.32.15	01.01.42.12	For an Egyptian feel a minor melody is heard on mellow brass a thin texture. Cue overlaps M9.
M9 'Peacock Scene'	01.01.41.06	01.01.56.18	Orchestral Russian dance-tango like motif sweeping across with violin and percussion. Several hit points.
M10 'SnowyMushroom Scene 1'	01.01.56.14	01.02.00.18	Very light African shakers as percussion for the moving objects/flyies around the mushroom umbrella. Reverb effects to replicate the space. Mark hit points with percussion. Cue overlaps M11.
M11 'MrCricket Busy Scene 1'	01.02.00.00	01.02.10.00	Busy Cricket Scene - city life – minimalism sounds imitating laser beam traffic. Contrast rhythm of red light with MrCricket's slow pace. Hit points for typewriter clicking. Cue overlaps M12.
M12 'SnowyMushroom Scene 2'	01.02.08.00	01.02.19.12	SnowyMushroom scene emerges again. Cue overlaps M13.
M13 'MrCricket Busy Scene 2'	01.02.14.00	01.02.26.21	Busy Cricket scene emerges again with some more development in sound.
M14 'BlueHatArtist Scene'	01.02.26.09	01.02.51.12	This cue contains lots of percussion imitating his body language and an upbeat rhythm for movement, with sound effects for extra thunder ironically placed for 'summer'.
M15 'ChickenMan Scene 2'	01.02.51.12	01.02.56.18	ChickenMan theme re-emerges.
M16 'Dodo Bird Scene'	01.02.56.12	01.03.12.09	Sitar melody is heard with metallic sounds of rattles and sound effect across the scene as the camera pans out.
M17 'SadBlueMan Scene'	01.03.09.09	01.03.29.00	Improvised tune on Electric Piano with dynamics effect played at walking pace depicting his contemplation.
M18 'SockMan Scene'	01.03.28.00	01.03.53.12	Techno tune rhythmically moves along and develops with a bass beat as SockMan explains potential energy with added hit points. Reverb at end overlaps M19.

M19 'BlueBirdWomen Scene 1'	01.03.52.06	01.04.02.09	Very light and airy effects added to demonstrate the space and character. A descending motif is heard common in most scenes depicting the sad reality of climate change.
M20 'OldTeethMan Scene'	01.04.02.10	01.04.19.00	This cue contains rattling glass sound effects depicting the space, with hit points for his movement and an underlying melody. End of cue overlaps M21.
M21 'RedLightMan Scene'	01.04.17.12	01.04.40.18	This scene reminds me of a soccer match, it is very loud already with the crowd so just contains a rising run and wind-down that adds drama for when there is silence.
M22 'BlueBirdWomen Scene 2'	01.04.40.00	01.04.49.16	Theme for the BlueBirdWomen reappears this time more reduced just with the descending motif.
M23 'TotemTribal Scene'	01.04.49.15	01.05.17.23	Prominent tribal like rhythm on timpani with wooden marimbas and choir voices chanting a theme, also depicting the tribal members in the scene. Hit points accented with bass sound.
M24 'ChickenMan Scene 3'	01.05.15.15	01.05.19.14	A shorter fragment of ChickenMan theme heard.
M25 'Desert Tortoise Scene 2'	01.05.19.12	01.05.30.00	The Desert Tortoise theme heard again this time complete in its full texture. End of cue overlaps M26.
M26 'ChickenMan Scene 4'	01.05.28.00	01.05.41.06	Movie ends at 01.05.38.09. This cue continues a little after that, till the complete ChickenMan theme is heard.

Final Cue List

Connected

Director: Art – Satist Yoksenakul

Composer: Maria Isaac

CUE	TIMECODE IN hrs:mins:secs:frames	TIMECODE OUT hrs:mins:secs:frames	COMMENTS
M1 'Opening Storyline' - Girls theme	01.00.00.00	01.00.42.15	Cue tail overlaps with M2. Emphasising storyline of technology taking over, the structures rising from the ground, mindstream and the girls motif - very powerful, dark and courageous.
M2 'Revolution Theme'	01.00.42.00	01.00.58.18	Cue overlaps previous M1. The bass comes in with a very rhythmic drive and faster melody compared to M1, revealing the theme for the fight scene and what Connected is all about. The end of this cue contains a clicking gear sound slowing down which overlaps M3.
M3 'CONNECTED Title'	01.00.58.18	01.01.12.00	End of previous cue M2 overlaps and connects with M3. This cue contains camera zaps and metallic sound effects representing the title and setting the fight scene. End of cue fades out into M4.
M4 'Inside Mind Stream Server Room (MSS)' – Fight Scene.	01.01.10.00	01.02.30.00	The bass destroyer melody is heard across the whole fight scene with a gradually developing drum rhythm imitating a heartbeat and emphasising the drive the girl has in defeating MMS. Includes several hit points. This section is vital to the directors' briefings as he wanted to portray the good and bad, and in this fight scene I have simply used the lower octave to represent the bad guys and the higher octave to represent the girls motifs alternating between the two and 'interlacing' their themes. This cue contains varying textures to create perspective and drama and pace the drive of the scene towards the end when she finally destroys the MSS.

M5 'Storyline – Defeating MMS'	01.02.30.00	01.02.59.23	Start of cue contains four seconds of silence as the Mind Stream Server has been destroyed and the future is unknown. The girl is pondering what will happen next, a descending figure is heard and a bass tom rhythm emerges.
M6 'Credits'	01.02.59.23	01.03.29.24	The girls theme in the opening storyline is heard for the credits.
M7 'UTS Title'	01.03.29.24	01.03.41.09	A simple descending melody imitating the way we read the letters, U, T, S is heard. Reverb fades out at the end of the cue with five seconds of silence till the end of the movie.

Music Credits

Composer:

Maria Isaac

Mixing:

Maria Isaac

Van Leucia Productions by Viet Nguyen

Performer Releases:

No musicians were hired for recording.

Invoice for final payment



Maria Isaac
Scores By Isaac
1 Conservatorium Road,
Sydney NSW 2000

ABN: 14 276 100 781

Tax Invoice

Bill To UTS School of Animation/
Art - Satist Yoksenakul
15 Broadway,
Ultimo NSW 2007

Invoice no. 027
Date 9/6/2015

Description	Quantity	Unit Price	Amount
Invoice for Payment PART 2 (%50)	1	\$1500.00	\$1500.00
		Total	\$1500.00

Or Via Paypal To:
Email: maria.i@live.com.au

A separate invoice will come via PayPal referencing this invoice.

Thank you for your Business

