

# Lost Mountain Middle School

# ELECTRONIC MUSIC CLUB LEVEL

# 7

## LEVEL 7 MUSIC AND FILM

Dialogue, Foley Effects, and original music are used to accompany film.

Find a 60 to 90 second clip from a movie or television show. Completely take away the audio from the clip. Recreate EVERYTHING! Record yourself and others speaking the dialogue. Create and record all the Foley effects. Then of course, compose music for the scene.

Dialogue must be carefully recorded in a silent atmosphere. The speaker must watch the video as they speak to ensure synchronicity.

**“Foley Effects”** or “Foley Sound” includes all the ambient sounds such as footsteps, doors opening/closing, eating, breathing, etc. These sounds are also carefully recorded in a silent atmosphere. The Foley Artists must do two things: determine how to create the sound (for example, footsteps in the mud might be created by smacking one’s lips and teeth), and recording the sounds while watching the video to ensure synchronicity. Sounds may also be created by purely digital means. This technique was created by Jack Foley and eventually named after him to honor his memory. For this reason, it is always spelled with a capital “F”.

This score must employ three kinds of music: thematic music, incidental music, and ambient/mood music.

**Thematic music** began in opera. Composers assigned a melody to a character or object. Every time that character appeared or the character or objects is mentioned, the melody would be played. By doing so, the audience learned to associate that melody with that character or object. This practice carried over into film scoring. Classic examples are the “Indiana Jones” theme, “Jaws” theme, “Batman” theme, etc. Every time the character shows up, the theme is played. These themes are usually melodic, but may be only rhythmic in some cases. **Compose at least one theme for your scene and use it repeatedly in this manner.**

**Incidental music** uses music as an illustration of physical acts. This is most commonly found in cartoons and action scenes. When Sylvester sneaks up the stairs, you might hear a bassoon play an ascending major scale playing each note at exactly the same time as each step. When the huge dog chasing him goes up the steps, the same scale is played with a snare drum added for texture. In an action scene, orchestral hits might be played along with punches being thrown,

**Ambient/mood music** is the background music that is conventionally used in TV and film. It simply sets the mood. It may or may not have a beat, melody, etc., but uses harmony and texture to create the feelings the audience is supposed to have towards what they are seeing. Classic examples are the creepy music heard in a horror film. Occasionally, a recognizable popular song can be played during this time if there is a long time without talking.

## **LEVEL 7.B** **KINOTEK LIBRARY**

Compose two more pieces for the Lost Mountain Kinothek Library. These pieces may be called “scary”, “agitated”, “angry”, “happy”, “In LOVE”, “Bored”, “Nervous”, “Worried”, etc. Create three versions of each; 15 seconds, 30 seconds, and 90 seconds. There should be six pieces total.

### **OVERVIEW:**

The Electronic Music Club is open to any students at Lost Mountain Middle School. The purpose of the club is to give students the opportunity to create music through electronic media such as digital recording, effects processing, MIDI sequencing, sound editing, and live performance. Additionally, students may explore possibilities of combining their music with other media and areas of fine arts (drama, dance, art). Other correlations may be made between music projects and other academic areas such as science, math, history, literature, social studies, etc. The compositional techniques and possible projects listed below are just some examples of what students may do. Students are encouraged to come up with their own ideas and submit them for approval.