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SCREEN MUSIC

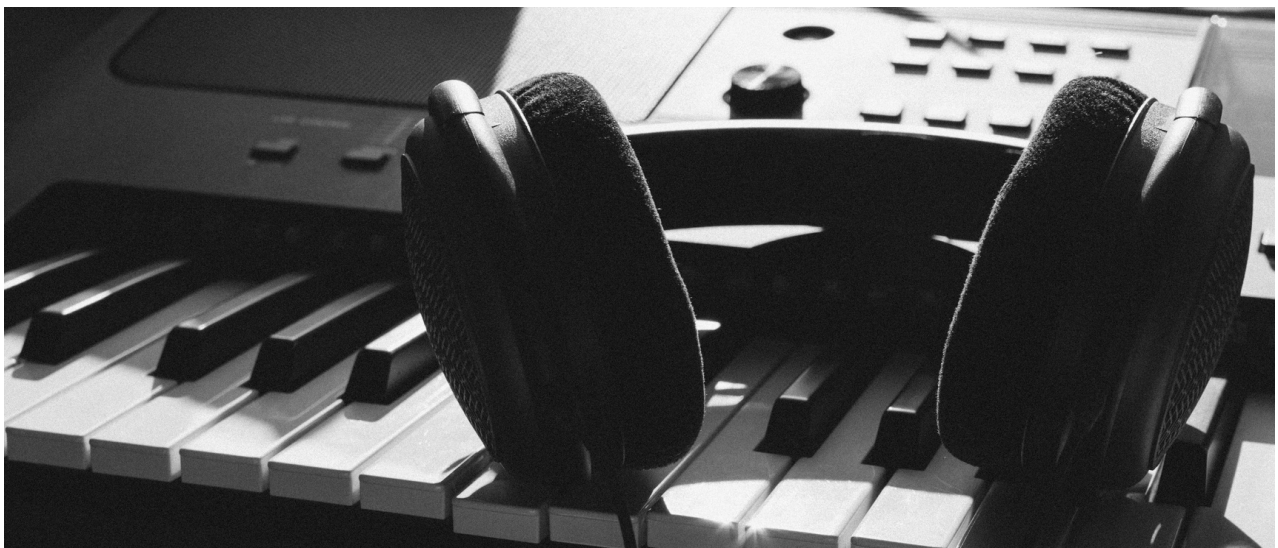
**A GUIDE TO
COMPOSING
MUSIC FOR
SCREEN**

PRESENTED BY:

**Primerchord
Academy**

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SCREEN MUSIC



Writing music for the screen can involve scoring directly to the picture or creating stand-alone music for a production library, allowing editors to choose and sync the music with the visuals

When writing music for the screen, it is important to establish the scene's MOOD. Examples include positive, reflective, tense, procedural, and comedic.

Another key part of composing is determining the music GENRE, which dictates the instrumentation. Examples of genres include rock, hip-hop, country, electronic, jazz, and classical.

Once the MOOD and GENRE are established, the musical outcome of the scene can be described by combining them. For example: Tense Hip Hop, Comedic Country, or Positive Classical.

SCREEN MUSIC TERMINOLOGY

Cue: A specific piece of music written for a particular scene or moment in a film.

Theme: A recurring musical idea associated with a character, place, situation, or emotion in a film.

Motif: A short, recurring musical idea that represents a particular element within the story.

Leitmotif: A recurring musical theme associated with a particular character, idea, or element in the story.

Orchestration: The process of arranging and scoring music for an orchestra or ensemble.

Underscore: Background music that supports the mood or action in a scene without drawing attention to itself.

Temp Track: Pre-existing music used during the editing phase to set the mood or pace of the scene; often replaced by the final score.

Spotting Session: A meeting between the director and composer to determine where music will be placed in the film.

Diegetic Music: Music that originates from a source within the film's world (e.g., a radio, band, or character singing).

Non-diegetic Music: Music that is not part of the film's world and is intended for the audience's experience only (e.g., the film's score).

Sting: A short, sharp musical phrase used to punctuate a dramatic moment or surprise.

Ostinato: A repeated musical pattern or rhythm used to build tension or drive a scene.

Mickey Mousing: A technique where the music closely follows the on-screen action, mimicking movements and events.

Foley: Sound effects created and added to the film in post-production, often used to enhance realism.

Timecode: A time code is a numerical sequence used to identify specific frames or points in time in video or film for synchronisation and editing purposes.

Brief: A brief provides all the essential information a composer needs to create music that fits the specific scene and overall tone of the screen production.

Click Track: A metronome track used during recording sessions to ensure the music syncs perfectly with the film.

Sync: matching music or sound effects perfectly with what you see on the screen. This makes sure the audio lines up with the action or timing in a movie or video.

Stems: In film scoring, a musical stem refers to an individual audio track or a group of audio tracks that can be mixed together to form the final soundtrack. Each stem represents a different component of the music, such as

- Strings:** All the string instruments in the score.

- Brass:** All the brass instruments.

- Percussion:** All the percussion instruments.

- Woodwinds:** All the woodwind instruments.

- Vocals:** Any vocal tracks.

- Sound Effects:** Any non-musical sound effects.

CREATING MUSIC FOR A SCENE:

1. Watch the Scene:

Watch the scene a few times to understand the mood and important moments.

2. Talk to the Director:

Ask the director what kind of music they want.

3. Sketch Ideas:

Come up with some music themes and plan the structure.

4. Pick Instruments:

Choose instruments that fit the mood of the scene.

5. Write the Music:

- Sync the music with the action on screen.
- Use loud and soft parts to match the scene's emotion.
- Repeat themes for characters if needed.

6. Support the Story:

Make sure the music supports dialogue and transitions.

7. Get Feedback:

Show the music to the director and make changes if needed.

8. Finalise the Music:

- Mix and polish the music.
- Ensure it syncs well with the scene.

9. Deliver the Music:

Give the final version in the required format.

By following these steps, you can create music that fits perfectly with a movie scene and meets the director's expectations.

PRIMERCHORD

At Primerchord, we are passionate about nurturing creativity and excellence in music. As a comprehensive production music house, we provide custom music for film, TV, advertising, and digital content. Our services include a non-exclusive music library, music supervision, and industry training and mentoring.

Our true pride lies in Primerchord Academy, where we are dedicated to enhancing music education. Primerchord Academy offers invaluable resources and support for composers, music students, and educators. Our programs are designed to inspire and guide the next generation of musical talent.

Our Founder and CEO, Amara Primero, is an award-winning composer. Prior to her screen music career, she spent over a decade as a music teacher, including teaching HSC music. Her unique blend of teaching insights and industry expertise ensures our educational offerings are both practical and inspiring.

Join us at Primerchord Academy, where we are committed to nurturing musical talent and supporting educators in their mission to create the musicians of tomorrow.

For more information about our incursions and additional resources on screen music, please visit our website www.primerchordmusic.com.