

The Eldritch, Tempo, and Game Show Music Suite

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Eldritch

score to the short film "Eldritch"

directed by Duke Moosbrugger

Instrumentation:

Flute

Clarinet

Percussion:

Sus. Cymbal, Low Tom, Timpani

Vibraphone

Harp

Violin

Violincello

Program Notes:

“Eldritch” is a short film directed and spearheaded by now-graduated Indiana University filmmaker Duke Moosbrugger. The film was developed over the course of multiple semesters, and participated in IU’s Double Exposure program, which pairs composers in IU’s composition and scoring departments with filmmakers in IU’s media school. I had the pleasure of working with Duke on his film as a part of this program, which featured a live-to-picture performance at the IU cinema.

“Eldritch” is a detective thriller that features a cop working for a paranormal investigation organization. Arriving at a house to investigate a case, our protagonist finds himself slipping into a dark corner of the paranormal, amalgamating in a pivotal scene that brings our cop face-to-face with the otherworldly.

The score to “Eldritch” attempts to capture the dark environment and mystery of a paranormal world. The score blends mystery and tension in equal measure as it tracks the journey of the protagonist as he spirals down into the haunted house he finds himself in. When working with Duke, we realized that the final scene needed to be carefully crafted. The final scene, where the cop’s mind and body are invaded and taken over by the ghost he’s investigating, was designed to be horrific and overwhelming. In crafting the sound, Duke cited that he wanted an overwhelming sound that “assaults the audience’s senses.”

Gabriel Priem

1m6
"Eldritch"

Full Score in C

Full Score in C

1m6

"Eldritch"

Gabriel Priem

♩ = 114

Musical score for measures 5-11. The score includes parts for Flute, Clarinet in B♭, Percussion, Vibraphone, Harp, Violin, and Violoncello. The Flute and Clarinet parts feature a melodic line with slurs and dynamics of *pp* and *mp*. The Percussion, Vibraphone, and Harp parts consist of rhythmic patterns with a '2' above the notes. The Violin and Violoncello parts have a similar rhythmic pattern, with the Violoncello part including a melodic line with slurs and dynamics of *pp*, *mp*, *pp*, and *sim.*. Measure numbers 5 through 11 are indicated in boxes below the staff.



Musical score for measures 12-21. The score includes parts for Flute (Fl.), Clarinet (Cl.), Percussion (Perc.), Vibraphone (Vib.), Harp (Hp.), Violin (Vln.), and Violoncello (Vc.). The Flute and Clarinet parts feature a melodic line with slurs and dynamics of *pp* and *mp*. The Percussion, Vibraphone, and Harp parts consist of rhythmic patterns. The Violin and Violoncello parts have a similar rhythmic pattern, with the Violoncello part including a melodic line with slurs. Measure numbers 12 through 21 are indicated in boxes below the staff.

1m6

Musical score for measures 22-31. The score includes staves for Flute (Fl.), Clarinet (Cl.), Percussion (Perc.), Vibraphone (Vib.), Harp (Hp.), Violin (Vln.), and Violoncello (Vc.). The Flute part features a melodic line with dynamics *pp*, *pp*, *mp*, *pp*, *p*, and *pp*. The Violoncello part has dynamics *pp* and *pp*. Measure numbers 22 through 31 are indicated in boxes below the staff.



♩ = 90

Musical score for measures 32-40. The score includes staves for Flute (Fl.), Clarinet (Cl.), Percussion (Perc.), Vibraphone (Vib.), Harp (Hp.), Violin (Vln.), and Violoncello (Vc.). The Flute part has dynamics *p* and *mp*. The Percussion part includes instructions: "Sus. Cym.", "scrape", and "To Timp.". The Violoncello part has dynamics *p*, *mp*, *mf*, and *sim.*. Measure numbers 32 through 40 are indicated in boxes below the staff.

1m6

Musical score for measures 41-48. The score includes parts for Flute (Fl.), Clarinet (Cl.), Suspended Cymbal (Sus. Cym.), Harp (Hp.), Violin (Vln.), and Violoncello (Vc.). The Flute and Clarinet parts feature melodic lines with dynamic markings of *p* and *mf*. The Violoncello part includes the instruction *sul pont.* and a dynamic marking of *mp*. Measure numbers 41 through 48 are indicated in boxes below the staff.



Musical score for measures 49-54. The score includes parts for Flute (Fl.), Clarinet (Cl.), Suspended Cymbal (Sus. Cym.), Vibraphone (Vib.), Harp (Hp.), Violin (Vln.), and Violoncello (Vc.). The Flute and Clarinet parts feature melodic lines with dynamic markings of *ff*. The Suspended Cymbal part includes the instruction *Tympano* and dynamic markings of *ff*. The Harp part includes the instruction *l.v. all* and dynamic markings of *ff*. The Violoncello part includes the instruction *norm..* and dynamic markings of *ff*. Measure numbers 49 through 54 are indicated in boxes below the staff.

1m6

♩ = 79

Musical score for measures 55-64. The score is for a woodwind and string ensemble. The instruments are Flute (Fl.), Clarinet (Cl.), Tom-tom (Tom-t.), Vibraphone (Vib.), Harp (Hp.), Violin (Vln.), and Viola (Vc.). The tempo is marked as ♩ = 79. The key signature is one flat (1m6). The score includes triplets in measures 55, 56, 57, and 58. Dynamics range from *pp* to *mp*. There are various articulation marks and slurs throughout the passage.



Musical score for measures 65-70. The instruments are Flute (Fl.), Clarinet (Cl.), Tom-tom (Tom-t.), Harp (Hp.), Violin (Vln.), and Viola (Vc.). The score continues from the previous page. Dynamics include *ppp*, *p*, and *pp*. There are various articulation marks and slurs throughout the passage.

1m6

Fl. *p* *pp* *p*

Cl. *pp* *p* *pp* *p*

Tom-t.

Vib.

Hp. *pp* *p* *p*

Vln. *pp* *p* *mp*

Vc. *mp* *p* *pp* *pp*

71 72 73 74 75 76



Fl. *pp*

Cl. *ppp* *ppp* *p* *pp*

Tom-t. Tympano

Hp. *p*

Vln. *pp* con. sord. *pp* *p*

Vc. *p* *ppp* *pp* *p*

77 78 79 80 81 82 83 84

1m6

Musical score for measures 85-91. The score includes parts for Flute (Fl.), Clarinet (Cl.), Timpani (Timp.), Vibraphone (Vib.), Harp (Hp.), Violin (Vln.), and Violoncello (Vc.).

- Fl.:** Measures 85-86 have rests. Measures 87-88 have notes with dynamics *ppp* and *p*. Measures 89-91 have notes with dynamics *ppp* and *pp*.
- Cl.:** Measures 85-86 have rests. Measures 87-88 have notes with dynamics *ppp* and *p*. Measures 89-91 have notes with dynamics *ppp* and *pp*.
- Timp.:** Measures 85-86 have rests. Measure 87 has a note with dynamic *p*. Measure 88 has a note with dynamic *p*. Measure 89 has a note with dynamic *p*. Measure 90 has a note with dynamic *p*. Measure 91 has a note with dynamic *p*.
- Vib.:** Measures 85-86 have rests. Measure 87 has a note with dynamic *p*. Measure 88 has a note with dynamic *p*. Measure 89 has a note with dynamic *p*. Measure 90 has a note with dynamic *p*. Measure 91 has a note with dynamic *p*.
- Hp.:** Measures 85-86 have rests. Measure 87 has a note with dynamic *p*. Measure 88 has a note with dynamic *p*. Measure 89 has a note with dynamic *p*. Measure 90 has a note with dynamic *p*. Measure 91 has a note with dynamic *p*.
- Vln.:** Measures 85-86 have notes with dynamics *mp* and *pp*. Measures 87-88 have notes with dynamics *p* and *pp*. Measures 89-91 have notes with dynamics *p* and *pp*.
- Vc.:** Measures 85-86 have notes with dynamics *mp* and *pp*. Measures 87-88 have notes with dynamics *p* and *pp*. Measures 89-91 have notes with dynamics *p* and *pp*.

Measures 85, 86, 87, 88, 89, 90, 91 are indicated by boxed numbers below the staff.



Musical score for measures 92-98. The score includes parts for Flute (Fl.), Clarinet (Cl.), Timpani (Timp.), Vibraphone (Vib.), Harp (Hp.), Violin (Vln.), and Violoncello (Vc.).

- Fl.:** Measures 92-93 have notes with dynamics *ppp* and *p*. Measures 94-95 have notes with dynamic *pp*. Measures 96-97 have notes with dynamics *ppp* and *pp*. Measure 98 has a note with dynamic *pp*.
- Cl.:** Measures 92-93 have notes with dynamics *ppp* and *p*. Measures 94-95 have notes with dynamic *pp*. Measures 96-97 have notes with dynamics *ppp* and *pp*. Measure 98 has a note with dynamic *pp*.
- Timp.:** Measures 92-93 have rests. Measure 94 has a note with dynamic *p*. Measure 95 has a note with dynamic *p*. Measure 96 has a note with dynamic *p*. Measure 97 has a note with dynamic *p*. Measure 98 has a note with dynamic *p*.
- Vib.:** Measures 92-93 have notes with dynamic *p*. Measures 94-95 have notes with dynamic *p*. Measures 96-97 have notes with dynamic *p*. Measure 98 has a note with dynamic *p*.
- Hp.:** Measures 92-93 have rests. Measure 94 has a note with dynamic *p*. Measure 95 has a note with dynamic *p*. Measure 96 has a note with dynamic *p*. Measure 97 has a note with dynamic *p*. Measure 98 has a note with dynamic *p*.
- Vln.:** Measures 92-93 have notes with dynamic *ppp*. Measures 94-95 have notes with dynamic *ppp*. Measures 96-97 have notes with dynamics *ppp* and *p*. Measure 98 has a note with dynamic *ppp*.
- Vc.:** Measures 92-93 have notes with dynamic *p*. Measures 94-95 have notes with dynamic *pp*. Measures 96-97 have notes with dynamic *p*. Measure 98 has a note with dynamic *pp*.

Measures 92, 93, 94, 95, 96, 97, 98 are indicated by boxed numbers below the staff.

Additional markings: "To Sus. Cym." above the Timp. staff in measure 94, and "senza sord." above the Vln. staff in measure 94.

1m6

♩ = 83

Fl. *ppp* *pp* *f* *fpp*

Cl. *p* *pp*

Timp.

Vib.

Key of F Major

15^{ma} Within this range, play random notes Moderately at first, then build to fast

Hp. *pp*

Vln. *p* *pp* *f* *sfz* *pp* *mf* *sul tasto*

Vc. *p* *pp* *f* *sfz*

99

100

101

102

103

104



Fl. *p* *p* *mf* *flz.*

Cl. *mp* *ff*

Timp. *Sus. Cym.*

Hp. 15^{ma} *ff*

Vln. *mp* *ff* *norm.*

Vc. *mf* *fff* *staccatissimo*

105

106

107

108

109

110

111

1m6

♩ = 76

♩ = 80

♩ = 86

Fl. *ff*

Cl. *ff*

Sus. Cym. *ff* To Timp. 2

Hp. *ff* 8va C#, D, E#, F#, G, A, Bb *pp*

Vln. *ff*

Vc. *con. sord.* *sfz* *ppp* < *pp* > *ppp* *pp* *p* > *pp*

112 115 116 117 118 119 120 121



Fl. *norm.* *ppp* *p* *pp* 3

Cl. *ppp* *p* *pp*

Sus. Cym.

Hp. *p* *pp* *p* *sim.*

Vln.

Vc. *senza sord.* *ppp*

122 123 124 Page 12 125 126 127 128

1m6

♩ = 89

♩ = 86

Fl. *mp* *ppp*

Cl. *mp* *pp* *ppp*

Sus. Cym. *pp*

Vib.

Hp. *p* *mp* *sim.*

Vln.

Vc. *ppp*

129 130 131 132 133 134



Fl. *p* *ppp*

Cl. *ppp* *p*

Timp.

Hp. *mp*

Vln.

Vc. *p* *ppp* *ppp* *p*

135 136 137 138 139

Page 13

1m6

♩ = 90

Fl. *p* *f* *pp*

Cl.

Timp. To Sus. Cym. Sus. Cym. To Timp. *mf*

Hp. *mf* *ff* *mf*

Vln. *mf* *p* *ppp*

Vc. *ppp* *f* *mp* *mf*

8va (o) Within this range, play random notes Moderately at first, but quickly build to fast 8va (o) 8va (o)

140 141 142 143 144



♩ = 74

♩ = 72

Fl.

Cl.

Sus. Cym. *pp*

Hp. *p*

Vln. non. vib. *ppp* *pp* *ppp*

Vc. non. vib. *mp* *pp* *p* *pp*

8va (o) Slow to crawl

145 146 147 148 149 150 151 152 153 154

1m6

♩ = 74

Fl. *pp* *p*

Cl. *p* *pp* *pp* *p*

Sus. Cym. Tympano *pp*

Hp. *f*

Vln. *p* *ppp* *p* *ppp*

Vc. *p* *ppp* *p* sul. pont. *sfz* *p*

155 156 157 158 159 160 161 162 163 164



♩ = 82

Fl. *ff* 16 2

Cl. *ff* 16 2

Timp. To Low Tom *ff* 16 2 Low Tom

Hp. 8va-1 16 2

Vln. *ffz* 16 2

Vc. *ffz* 16 2 norm. *ppp* *p*

165 166 185 186 187

1m6

Fl. *pp* *p* *pp* *sim.*

Cl. *pp* *p* *pp*

L. Tom *pp*

Harp. *ppp* *p*

Vln. *pp* *p* sul. pont.

Vc. *pp*

188 189



Fl. *mp* = 85

Cl. *sim.* *mp*

L. Tom *p* *mp*

Harp. *mp*

Vln. *pp* *sim.* *p*

Vc. *mp*

190 191

1m6

♩ = 89

♩ = 87

Musical score for measures 192 and 193. The score includes parts for Flute (Fl.), Clarinet (Cl.), Left Tom (L. Tom), Harp (Hp.), Violin (Vln.), and Violoncello (Vc.). The Flute and Clarinet parts feature complex rhythmic patterns with slurs and accents. The Left Tom part consists of sustained notes. The Harp part has a melodic line in the right hand and rests in the left hand. The Violin part has a dynamic range from *mp* to *f*. The Violoncello part has sustained notes with a dynamic range from *mf* to *f*. Measure numbers 192 and 193 are indicated in boxes at the bottom of the score.



♩ = 92

Musical score for measures 194 and 195. The score includes parts for Flute (Fl.), Clarinet (Cl.), Left Tom (L. Tom), Harp (Hp.), Violin (Vln.), and Violoncello (Vc.). The Flute and Clarinet parts feature complex rhythmic patterns with slurs and accents. The Left Tom part consists of sustained notes. The Harp part has a melodic line in the right hand and rests in the left hand. The Violin part has a dynamic range from *mp* to *f*. The Violoncello part has sustained notes with a dynamic range from *mf* to *f*. Measure numbers 194 and 195 are indicated in boxes at the bottom of the score.

1m6

♩ = 95

♩ = 93

Fl. *f*

Cl. *ff*

L. Tom *f*

Hp. *f*

Vln. *f*

Vc. *f*

196 197



♩ = 96

♩ = 94

Fl. *ff*

Cl. *ff* *fff*

L. Tom *ff* *fff* mute

Hp. *ff* *fff*

Vln. *ff* *fff*

Vc. *ff* *fff*

198 199 200

Tempo DLC 1

from the soundtrack to Tempo

Instrumentation:

13 Synthesizers

Trumpet

Violin

Vihuela

Guitar

Guitarron

Program Notes:

“Tempo DLC 1” is written as the first of a suite of five tracks for the successful rhythm game, *Tempo*, developed by *Astronauts* game studio. *Tempo* was published on the popular online gaming platform, Steam, on November 1st, 2021. This suite of five tracks was created for the new wave of Downloadable Content (DLC), which is inspired by Día de los Muertos, the Mexican holiday otherwise known as “Day of the Dead.” The game’s description on Steam is loosely as follows:

Tempo is a single-player rhythm game that offers an audiovisual arcade experience to test your speed and accuracy. Speedrun high-intensity levels by mastering the tracks to top the global leaderboards. Control Musa, the musical disco note. Travel through various surreal environments and dance across the universe! See if you can move faster than your friends and achieve the highest BPM.

The composition of the first *Tempo* DLC track seeks to be the first thought experiment in an even blend between synthetic, EDM, and electronic textures popular in rhythm games, and the eclectic style of a mariachi band. In seeking to strike an even balance between the two, as well as establish a template for the game’s sound world, the first DLC track was inceptioned.

Tempo DLC 1

submitted as part of the requirements for the IU Music Scoring for Visual Media Thesis '24

Gabriel Priem

♩ = 150

Synthesizer 1

Synthesizer 2

Synthesizer 3

Synthesizer 4
Omnisphere - Blaze
w/ ramping modulation
p < *f*

Synthesizer 5

Synthesizer 6

Synthesizer 7

Synthesizer 8

Synthesizer 9

Synthesizer 10

Synthesizer 11

Synthesizer 12
Straylight - Auspicious Flutes
p

Synth Keys

Trumpet
mf *mf*

Violin
♩ = 150

Vihuela

Guitar
mf sempre

Guitarron
mp sempre

Substance - Starley Arps

Synth 1 *mp*

Synth 2 *mp*

Synth 3 *mp*

Synth 4

Omnisphere - Electro Drums - Custom

Synth 5 *mf*

Synth 6

Synth 7

Synth 8

Synth 9

Synth 10

Synth 11

Synth 12

Keys

Tpt. *pp mf pp mf mf p*

Vln. *mf*

Vih. *mf sempre*

Gtr.

Guitarron

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

Synth 9

Synth 10

Synth 11

Synth 12

Keys

Tpt.

Vln.

Vih.

Gtr.

Guitarron

[38] [39] [40] [41] [42] [43] [44] [45] [46] [47] [48] [49] [50] [51]

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7
[Omnisphere - Aviary Garden]
p

Synth 8
[Omnisphere - Power Rave Sweep]
p

Synth 9

Synth 10

Synth 11

Synth 12

Keys

Tpt.

Vln.

Vih.

Gtr.
mf *sim.*

Guitarron

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

Synth 9

Synth 10

Synth 11

Synth 12

Keys

Tpt.

Vln.

Vih.

Ctr.

Guitarron

61

62

63

64

65

66

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7 *p*

Synth 8

Synth 9

Synth 10

Synth 11

Synth 12

Keys

Tpt.

Vln. *mf* sul tasto *f* ord.

Vih.

Ctr. *f* *ff*

Guitarron *f* *ff*

67 68 69 70 71 72 73 74 75

Tempo DLC 2

from the soundtrack to Tempo

Instrumentation:

9 Synthesizers

2 Jazz Guitars

Trumpet

Violin

Coro

Vihuela

Guitar

Guitarron

Program Notes:

“Tempo DLC 2” is written as the second of a suite of five tracks for the successful rhythm game, *Tempo*, developed by *Astronauts* game studio. *Tempo* was published on the popular online gaming platform, Steam, on November 1st, 2021. This suite of five tracks was created for the new wave of Downloadable Content (DLC), which is inspired by Día de los Muertos, the Mexican holiday otherwise known as “Day of the Dead.” The game’s description on Steam is loosely as follows:

Tempo is a single-player rhythm game that offers an audiovisual arcade experience to test your speed and accuracy. Speedrun high-intensity levels by mastering the tracks to top the global leaderboards. Control Musa, the musical disco note. Travel through various surreal environments and dance across the universe! See if you can move faster than your friends and achieve the highest BPM.

The composition of the second *Tempo* DLC track follows closely in the footsteps of the first piece. The mariachi elements come a little more to the forefront of this piece, while slightly fewer synthesizers are used in order to create space for them. The addition of the coro adds a special brightness or excitement to the piece, and helps the influence of the mariachi instrumentation root itself in the sound palette.

Tempo DLC 2

submitted as part of the requirements for the IU Music Scoring for Visual Media Thesis '24

Gabriel Priem

♩ = 180

[Substance - Electric No 11]

Synthesizer 1 *mf*

Synthesizer 2

Synthesizer 3

Synthesizer 4

Synthesizer 5

Synthesizer 6

Synthesizer 7

Synthesizer 8

Jazz Guitar 1

Jazz Guitar 2

Synth Keys

Trumpet

Violin

Coro
ff
ay la la laa!

Vihuela
mf sempre *sim.*

Guitar
mf sempre

Guitarron
mf sempre

1 2 3 4 5 6 7

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

J. Gtr. 1

J. Gtr. 2

Keys

Tpt.

Vln.

T.

Vih.

Gtr.

Guitarron

8 9 10 11 12 13 14 15

The musical score is arranged in a vertical stack of staves. The top section includes Synth 1 through Synth 8, J. Gtr. 1 and 2, Keys, Tpt., Vln., and T. The bottom section includes Vih., Gtr., and Guitarron. The Guitarron staff shows a melodic line with some grace notes. The Vih. staff shows a complex rhythmic pattern. The Gtr. staff shows a complex rhythmic pattern with a corresponding guitar tablature below it. The tablature is organized into measures corresponding to the measures above it, with fret numbers and string indicators (T, A, B).

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

J. Gtr. 1

J. Gtr. 2

Keys

Tpt.

Vln.

T.

Vih.

Gtr.

Guitarron

mf *f* *mf*

sim.

T	0	0	0	0	0	0	2	3	3	3	3	3	0	0	0	0	0	0	1	1	1	1	1	1	0	0	0	0	0	0	2	3	3	3	3	0	0	0	0	0	0	1	1	1	1	1	0	0	0	0	0	0	3	3	3	3	3
A	0	0	0	0	0	0	2	2	2	2	2	2	0	0	0	0	0	0	1	1	1	1	1	0	0	0	0	0	0	2	2	2	2	2	2	0	0	0	0	0	0	3	3	3	3	3											
B	2	2	2	2	2	2	0	0	0	0	0	0	2	2	2	2	2	2	3	3	3	3	3	2	2	2	2	2	0	0	0	0	0	0	2	2	2	2	2	2	0	0	0	0	0												

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

J. Gtr. 1

J. Gtr. 2

Keys

Tpt.

Vln.

T.

Vih.

Gtr.

Guitarron

mf

sim.

26 27 28 29 30 31 32 33

The musical score on page 35 consists of several staves. Synth 1 has a melodic line in the bass clef. Synth 2 through Synth 8 are currently silent. J. Gtr. 1 and J. Gtr. 2 are also silent. The Keys section is silent. The Tpt. part has a few notes starting at measure 29, marked *mf*. The Vln. and T. parts are silent. The Vih. part has a complex rhythmic pattern starting at measure 26, marked *sim.*. The Gtr. part has a complex rhythmic pattern starting at measure 26, with a corresponding guitar tablature below it. The Guitarron part has a melodic line in the bass clef.

Synth 1

Synth 2

Synth 3

Synth 4 [Omnisphere - Club Chaos 2 (Arp On)]

Synth 5

Synth 6

Synth 7

Synth 8

J. Gtr. 1

J. Gtr. 2

Keys

Tpt. *mf* *mf* *mf*

Vln.

T.

Vih.

Gtr.

Guitarron

Synth 1 *mf*

Synth 2

Synth 3 *mf* Omnisphere - Eight Clappers
Eight Clappers - Arpeggiator Rhythm

Synth 4 *f*

Synth 5

Synth 6

Synth 7

Synth 8 *f* Omnisphere - Bluesy Lead

J. Gtr. 1 *f*

J. Gtr. 2 *mf* *ff*

Keys *mf* *ff*

Tpt. *f* *f* *mf* *f*

Vln.

T.

Vih. *mf* *sim.*

Gtr. *mf* *sim.*

Guitarron

Synth 1
Synth 2
Synth 3
Synth 4
Synth 5
Synth 6
Synth 7
Synth 8
J. Gtr. 1
J. Gtr. 2
Keys
Tpt.
Vln.
T.
Vih.
Gtr.
Guitarron

Synth 1

Synth 2 *mf*

Synth 3

Synth 4 *f*

Synth 5

Synth 6

Synth 7 *f*

Synth 8 *f*

J. Gtr. 1

J. Gtr. 2

Keys

Tpt. *f*

Vln.

T.

Vih. *sim.*

Gtr.

Guitarron

105

106

107

108

109

110

111

112

113

114

115

116

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

J. Gtr. 1

J. Gtr. 2

Keys

Tpt.

Vln.

T.

Vih.

Gtr.

Guitarron

117

118

119

120

121

122

123

124

125

126

127

128

129

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

J. Gtr. 1

J. Gtr. 2

Keys

Tpt.

Vln.

T.

Vih.

Gtr.

Guitarron

130 131 132 133 134 135 136 137 138 139 140 141 142

Page 44

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

J. Gtr. 1

J. Gtr. 2

Keys

Tpt.

Vln.

T.

Vih.

Gtr.

Guitarron

143

144

145

146

147

148

149

Tempo DLC 3

from the soundtrack to Tempo

Instrumentation:

13 Synthesizers

Trumpet

Gritos

Vihuela

Guitar

Guitarron

Violin I

Violin II

Viola

Program Notes:

“Tempo DLC 3” is written as the third of a suite of five tracks for the successful rhythm game, *Tempo*, developed by *Astronauts* game studio. *Tempo* was published on the popular online gaming platform, Steam, on November 1st, 2021. This suite of five tracks was created for the new wave of Downloadable Content (DLC), which is inspired by Día de los Muertos, the Mexican holiday otherwise known as “Day of the Dead.” The game’s description on Steam is loosely as follows:

Tempo is a single-player rhythm game that offers an audiovisual arcade experience to test your speed and accuracy. Speedrun high-intensity levels by mastering the tracks to top the global leaderboards. Control Musa, the musical disco note. Travel through various surreal environments and dance across the universe! See if you can move faster than your friends and achieve the highest BPM.

The composition of the third *Tempo* DLC track features two stark musical color palettes, including a stark shift in the composition. These contrasting ideas help to form the bedrock of the track, and add interest to the game as the player plays through the level. This track and its decisive hits inspired the studio’s cinematographer to create a promotional trailer cut and edited to the strong beats of this piece.

Tempo DLC 3

♩ = 150

submitted as part of the requirements for the IU Music Scoring for Visual Media Thesis '24

Gabriel Priem

Random Engine - Quixilium

Synthesizer 1 *mf*

Synthesizer 2

Synthesizer 3

Synthesizer 4

Synthesizer 5 *p*

Synthesizer 6

Synthesizer 7 *n.* *mf*

Synthesizer 8

Synthesizer 9

Synthesizer 10 *mf*

Synthesizer 11

Synthesizer 12

Synthesizer 13

Analog Dreams - Klisjee (Sequencer On)

Omnisphere - Hihat Analogue

Hihat Analogue - Arpeggiator Rhythm

♩ = 150

Trumpet

Critos

Vihuela

Guitar

Guitarron

Violin I

Violin II

Viola

1 2 3 4 5 6 7 8 9

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

Synth 9

Synth 10

Synth 11

Synth 12

Synth 13

Tpt.

Grit.

Vih.

Gtr.

Gtrron.

Vln. I

Vln. II

Vla.

Foundations Staccato Strings - Pulsing Eighths

mf

mf

10 11 12 13 14 15 16 17 18 19

Synth 1 *f* *mf*

Synth 2

Synth 3 *ff* [Substance - Fat Bastard]

Synth 4

Synth 5

Synth 6 *f* [Straylight - Doors To Heaven]

Synth 7

Synth 8

Synth 9 *mf*

Synth 10 *mf*

Synth 11

Synth 12

Synth 13

Tpt.

Grit. *mf < ff*
shout w/ rolled 'r'
r - ee ha ha!

Vih. *mf sempre*

Gr. *mf sempre*

Gtr. TAB

Gtr. TAB

Gtr. *mf*

Vln. I

Vln. II

Vla.

20 21 22 23 24 25 26 27 28 29

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

Synth 9

Synth 10

Synth 11

Synth 12

Synth 13

Tpt.

Grit.

Vih.

Gtr.

Gtrron.

Vln. I

Vln. II

Vla.

30 31 32 33 34 35 36

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

Synth 9

Synth 10

Synth 11

Synth 12

Synth 13

Tpt. *solo*
f

Grit. shout w/rolled 'r'
r - ee ha ha!
mf < *ff*

Vih.

Gtr.

Gtrron.

Vln. I

Vln. II

Vla.

44 45 46 47 48 49 50

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

Synth 9

Synth 10

Synth 11

Synth 12

Synth 13

Tpt.

Grit.

Vih.

Gtr.

Gtrron.

Vln. I

Vln. II

Vla.

51 52 53 54 55 56 57

mp *mf* *sim.*

mp *mf* *sim.*

mp *mf* *sim.*

Synth 1

Synth 2 *Random Engine - Echolium*
solo
f

Synth 3 *f* *f* *f* *f*

Synth 4

Synth 5

Synth 6 *f*

Synth 7

Synth 8

Synth 9

Synth 10

Synth 11 *Omnisphere - Electric Snare*
mf

Synth 12 *Omnisphere - EDM Trumpet*
mf

Synth 13 *Omnisphere - Hateful Drop*
sfz

Tpt.

Grit.

Vih.

Gtr.

Gtrron.

Vln. I

Vln. II

Vla.

58 59 60 61 62 63 64 65 66 67

Synth 1 *mf*

Synth 2

Synth 3 *f f f f ff*

Synth 4

Synth 5

Synth 6 *f f*

Synth 7

Synth 8

Synth 9 *mf*

Synth 10 *mf*

Synth 11 *f mf*

Synth 12

Synth 13

Tpt.

Grit.

Vih. *mf sempre*

Gtr. *mf sempre*

Gtrron. *mf*

Vln. I *mf f*

Vln. II *mf f*

Vla. *mf f*

68 69 70 71 72 73 74 75 76 77

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

Synth 9

Synth 10

Synth 11

Synth 12

Synth 13

Tpt.

Grit.

Vih.

Gtr.

Gtrron.

Vln. I

Vln. II

Vla.

78

79

80

81

82

83

84

sim.

sim.

f

mf

T

A

B

T

A

B

Synth 1
Synth 2
Synth 3
Synth 4 *mf*
Synth 5
Synth 6
Synth 7
Synth 8 *mp*
Synth 9
Synth 10
Synth 11
Synth 12
Synth 13
Tpt.
Grit.
Vih.
Gtr.
Gtrron.
Vln. I
Vln. II
Vla.

85 86 87 88 89 90 91

Synth 1

Synth 2 *f*

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

Synth 9

Synth 10

Synth 11

Synth 12

Synth 13

Tpt.

Grit.

Vih.

Gtr.

Gtrron.

Vln. I

Vln. II

Vla.

92 93 94 95 96 97 98

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

Synth 9

Synth 10

Synth 11

Synth 12

Synth 13

Tpt.

Grit.

Vih.

Gtr.

Gtrron.

Vln. I

Vln. II

Vla.

99 100 101 102 103 104

Synth 1
Synth 2
Synth 3
Synth 4
Synth 5
Synth 6
Synth 7
Synth 8
Synth 9
Synth 10
Synth 11
Synth 12
Synth 13
Tpt.
Grit.
Vih.
Gtr.
Gtrron.
Vln. I
Vln. II
Vla.

105

106

107

108

109

110

Tempo DLC 4

from the soundtrack to Tempo

Instrumentation:

15 Synthesizers

Organ

Gritos

Piano

Vihuela

Guitar

Program Notes:

“Tempo DLC 4” is written as the fourth of a suite of five tracks for the successful rhythm game, *Tempo*, developed by *Astronauts* game studio. *Tempo* was published on the popular online gaming platform, Steam, on November 1st, 2021. This suite of five tracks was created for the new wave of Downloadable Content (DLC), which is inspired by Día de los Muertos, the Mexican holiday otherwise known as “Day of the Dead.” The game’s description on Steam is loosely as follows:

Tempo is a single-player rhythm game that offers an audiovisual arcade experience to test your speed and accuracy. Speedrun high-intensity levels by mastering the tracks to top the global leaderboards. Control Musa, the musical disco note. Travel through various surreal environments and dance across the universe! See if you can move faster than your friends and achieve the highest BPM.

The composition of the fourth *Tempo* DLC track takes a darker approach. Its darker, more covered and low synths create a sound world with more intrigue to serve as a juxtaposition to the rest of the tracks in the suite. The mariachi ensemble takes a backseat in this composition, with even the guitarron being removed to create more low-end space in the frequency spectrum so the bass and sub-bass of the synthesizers can shine.

Tempo DLC 4

submitted as part of the requirements for the IU Music Scoring for Visual Media Thesis '24

Gabriel Priem

♩ = 206

Synthesizer 1

Synthesizer 2

Synthesizer 3

Synthesizer 4

Synthesizer 5

Synthesizer 6

Synthesizer 7

Synthesizer 8

Synthesizer 9

Synthesizer 10

Synthesizer 11

Synthesizer 12

Synthesizer 13

Synth Keys 1

Synth Keys 2

Organ

Piano

Vihuela

Guitar

1 2 3 4 5 6 7 8 9 10 11 12 13 14

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

Synth 9

Synth 10

Synth 11

Synth 12

Synth 13

Keys 1

Keys 2

Org.

Pno.

Vih.

Gr.

Omnisphere - Ominous Disturbance

mf

TAB

TAB

Straylight - Beauty Mark

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

Synth 9

Synth 10

Synth 11

Synth 12

Synth 13

Keys 1

Keys 2

Org.

Pno.

Vih.

Gr.

Omnisphere - Clever Hats + Sin Wave + Juno 60 Sub Wave

Clever Hats - Arpeggiator Rhythm

Omnisphere - Heart Stabber

Mosaic Tape - Big But LoFi Piano

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

Synth 9

Synth 10

Synth 11

Synth 12

Synth 13

Keys 1

Keys 2

Org.

Pno.

Vih.

Gr.

n. *ff*

Omnisphere - 808 Claps 2
mf
808 Claps 2 - Arpeggiator Rhythm

Omnisphere - Obscured Spacekick 2
mf
Obscured Spacekick 2 - Arpeggiator Rhythm

47 48 49 50 51 52 53 54 55 56 57 58 59 60 61

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

Synth 9

Synth 10

Synth 11

Synth 12

Synth 13

Keys 1

Keys 2

Org.

Pno.

Vih.

Gtr.

Symphonic Destructions - Hybrid Sustains

n. *ff*

Hybrid Keys - Old Photos

mp

mp

f

alt. strum

mf sempre

62 63 64 65 66 67 68 69 70 71 72 73 74 75 76

Synth 1

Synth 2 *Mosaic Tape - Dreaming in 8ths (ARP)*
mf

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

Synth 9

Synth 10

Synth 11

Synth 12

Synth 13

Keys 1

Keys 2

Org.

Pno.

Vih.

Gr.

77 78 79 80 81 82 83 84 85

Synth 1
Synth 2
Synth 3
Synth 4
Synth 5
Synth 6
Synth 7
Synth 8
Synth 9
Synth 10
Synth 11
Synth 12
Synth 13
Keys 1
Keys 2
Org.
Pno.
Vih.
Gtr.

mf sempre

86 87 88 89 90 91 92

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

Synth 9

Synth 10

Synth 11

Synth 12

Synth 13

Keys 1

Keys 2

Org.

Pno.

Vih.

Gtr.

sim.

ff.

93 94 95 96 97 98 99 100 101

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

Synth 9

Synth 10

Synth 11

Synth 12

Synth 13

Keys 1

Keys 2

Org.

Pno.

Vih.

Gtr.

ff

mf

mf sempre

mp

102 103 104 105 106 107

This musical score is arranged in a vertical stack of systems. The instruments are labeled on the left side of each system:

- Synth 1-13:** Individual staves for various synthesizers. Synth 6 and 7 feature long, sweeping glissandi. Synth 10 and 11 have sparse, rhythmic patterns. Synth 13 has a complex, multi-layered texture.
- Keys 1 & 2:** Two systems of keyboard instruments, each with a grand staff (treble and bass clefs).
- Org.:** Organ part, also in grand staff.
- Pno.:** Piano part, in grand staff, featuring a prominent glissando in the bass register.
- Vih.:** Electric guitar part in standard tuning (EADBEA), shown with a treble clef and a corresponding six-line tablature below it. The tablature uses numbers 0-3 and includes dynamic markings like 'v'.
- Gtr.:** Acoustic guitar part in standard tuning, shown with a treble clef and a corresponding six-line tablature below it. The tablature uses numbers 0-3 and includes dynamic markings like 'v'.

The score is divided into measures, with measure numbers 108, 109, 110, 111, and 112 indicated at the bottom of the page.

Synth 1 *mf*

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

Synth 9

Synth 10

Synth 11

Synth 12

Synth 13

Keys 1

Keys 2 *mp*

Org.

Pno.

Vih.

Gtr.

113 114 115 116 117 118 119 120 121

Detailed description of the musical score: The score is arranged in a vertical stack of staves. Synth 1 (treble clef) has a melodic line starting at measure 113 with a *mf* dynamic. Synth 2-5 are mostly silent. Synth 6-8 play sustained notes. Synth 9-12 are silent. Synth 13 plays sustained chords. Keys 1 (grand staff) is silent. Keys 2 (grand staff) plays sustained chords with a *mp* dynamic. Organ (grand staff) is silent. Piano (grand staff) plays sustained chords. Vihuela (treble clef) and Guitar (treble clef) play complex rhythmic patterns with many accents (*v*). Measure numbers 113-121 are indicated at the bottom.

This musical score page, numbered 78, contains 13 synth tracks, 2 key tracks, and tracks for Organ, Piano, Violin, and Guitar. The score is written in 4/4 time with a key signature of one flat (B-flat). The synth tracks are as follows:

- Synth 1: Treble clef, melodic line with long slurs.
- Synth 2: Treble clef, rests.
- Synth 3: Bass clef, rests.
- Synth 4: Treble clef, rests.
- Synth 5: Bass clef, rests.
- Synth 6: Bass clef, melodic line with long slurs.
- Synth 7: Bass clef, melodic line with long slurs.
- Synth 8: Bass clef, single notes.
- Synth 9: Bass clef, rests.
- Synth 10: Bass clef, single notes.
- Synth 11: Bass clef, single notes.
- Synth 12: Treble clef, rests.
- Synth 13: Treble clef, chords with long slurs.

The other tracks are:

- Keys 1: Treble and Bass clefs, rests.
- Keys 2: Treble and Bass clefs, chords with long slurs.
- Org.: Treble and Bass clefs, rests.
- Pno.: Treble and Bass clefs, chords with long slurs.
- Vih.: Treble clef, melodic line with slurs and accents.
- Gtr.: Treble clef, rhythmic accompaniment with slurs and accents.

The guitar part includes tablature for the strings, with fret numbers indicated by numbers 0-3. The score is divided into measures 122, 123, 124, 125, and 126.

122

123

124

125

126

The image displays a multi-stemmed musical score for a variety of instruments. The stems are labeled on the left as Synth 1 through Synth 13, Keys 1 and 2, Org., Pno., Vih., and Gtr. The score spans measures 127 to 136. Synth 1 and Synth 13 feature long, sustained notes with a slur. Synth 4 has a dynamic marking of *ff* (fortissimo) and a slur. Synth 5 has a dynamic marking of *mf* (mezzo-forte) and a slur. The Vih. (Vibraphone) part shows a rhythmic pattern of eighth notes with accents. The Gtr. (Guitar) part shows a complex rhythmic pattern with many notes and accents. The other instruments (Synth 2-3, Synth 6-12, Keys 1-2, Org., Pno.) have mostly rests or simple sustained notes.

127 128 129 130 131 132 133 134 135 136

Tempo DLC 5

from the soundtrack to Tempo

Instrumentation:

9 Synthesizers

Soprano

Piano

Alto Saxophone

Vihuela

Program Notes:

“Tempo DLC 5” is written as the fifth of a suite of five tracks for the successful rhythm game, *Tempo*, developed by *Astronauts* game studio. *Tempo* was published on the popular online gaming platform, Steam, on November 1st, 2021. This suite of five tracks was created for the new wave of Downloadable Content (DLC), which is inspired by Día de los Muertos, the Mexican holiday otherwise known as “Day of the Dead.” The game’s description on Steam is loosely as follows:

Tempo is a single-player rhythm game that offers an audiovisual arcade experience to test your speed and accuracy. Speedrun high-intensity levels by mastering the tracks to top the global leaderboards. Control Musa, the musical disco note. Travel through various surreal environments and dance across the universe! See if you can move faster than your friends and achieve the highest BPM.

The composition of the fifth *Tempo* DLC track remains in a more synthetic compositional space, with mariachi instrumentation stripped down to just a vihuela. However, unlike track 4, this composition is not as dark as the previous one, allowing the players to end on a far more upbeat note when completing the DLC levels.

Tempo DLC 5

submitted as part of the requirements for the IU Music Scoring for Visual Media Thesis '24

Gabriel Priem

♩ = 180

Synthesizer 1

Synthesizer 2
Omnisphere - Purdy Chaos
mf sempre

Synthesizer 3
Omnisphere - Cable Bugs
mp *mf* *mp* *mf*

Synthesizer 4

Synthesizer 5

Synthesizer 6

Synthesizer 7

Synthesizer 8

Synthesizer 9

♩ = 180

Soprano

Piano

Alto Saxophone

Vihuela

T
A
B

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

Synth 9

S.

Pno.

Alto Sax.

Vih.

T
A
B

The musical score is arranged in a system of staves. Synth 1 is a blank staff. Synth 2 contains a melodic line of eighth notes with a slur. Synth 3 has a chordal texture with dynamics *mp* and *mf* markings. Synth 4 through Synth 9 are blank. The Saxophone (S.) part is blank. The Piano (Pno.) part is blank. The Alto Saxophone part is blank. The Vibraphone (Vih.) part is blank. Below the staves is a tablature section with three lines labeled T, A, and B.

Straylight - Bee Hive Pad

Synth 1 Synth 1 staff with notes and dynamics *pp*, *cresc.*, *ff*

Synth 2 Synth 2 staff with notes

Synth 3 Synth 3 staff with notes and dynamics *mp*, *f*

Omnisphere - Berlin Parade

Synth 4 Synth 4 staff with notes and dynamics *mp sempre*

Synth 5 Synth 5 staff

Synth 6 Synth 6 staff

Synth 7 Synth 7 staff

Synth 8 Synth 8 staff

Synth 9 Synth 9 staff

S. Saxophone staff

Pno. Grand piano staff

Alto Sax. Alto saxophone staff

Vih. Violin staff

TAB Guitar tablature staff

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5
Omnisphere - Hard Electro Kick
mf sempre

Synth 6
Omnisphere - Xpress Snare
mf sempre

Synth 7

Synth 8

Synth 9

S.

Pno.

Alto Sax.
espressivo
mf

Vih.
mf sempre *sim.*

57

58

59

60

61

62

63

64

65

66

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

Synth 9

S.

Pno.

Alto Sax.

Vih.

T	3	3	3	3	3	3	0	0	0	0	0	0	1	1	1	1	1	1	0	0	0	0	0	0	3	3	3	3	3	3	0	0	0	0	0	0	1	1	1	1	1	1	0	0	0	0	0	0	3	3	3	3	3	3	0	0	0	0	0	0
A	2	2	2	2	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	2	2	2	2	2	0	0	0	0	0	0	2	2	2	2	2	2	0	0	0	0	0	0	4	4	4	4	4	4	0	0	0	0	0	0
B	0	0	0	0	0	0	2	2	2	2	2	2	3	3	3	3	3	3	2	2	2	2	2	2	0	0	0	0	0	0	2	2	2	2	2	2	3	3	3	3	3	3	2	2	2	2	2	2	0	0	0	0	0	0						

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

Synth 9

S.

Pno.

Alto Sax.

Vih.

Omnisphere - Superior Pitch Riser Scream

p ————— *ff*

mp

T	3 3 3 3 3 3	0 0 0 0 0 0	1 1 1 1 1 1	0 0 0 0 0 0	3 3 3 3 3 3	0 0 0 0 0 0	1 1 1 1 1 1	0 0 0 0 0 0	3 3 3 3 3 3	0 0 0 0 0 0
A	2 2 2 2 2 2	0 0 0 0 0 0	2 2 2 2 2 2	0 0 0 0 0 0	4 4 4 4 4 4	0 0 0 0 0 0	2 2 2 2 2 2	0 0 0 0 0 0	4 4 4 4 4 4	0 0 0 0 0 0
B	0 0 0 0 0 0	2 2 2 2 2 2	3 3 3 3 3 3	2 2 2 2 2 2	0 0 0 0 0 0	2 2 2 2 2 2	3 3 3 3 3 3	2 2 2 2 2 2	0 0 0 0 0 0	2 2 2 2 2 2

87 88 89 90 91 92 93 94 95 96 97

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

Synth 9

S.

Pno.

Alto Sax.

Vih.

T
A
B

The musical score for page 90 consists of several staves. Synth 1, Synth 3, Synth 7, Synth 8, Synth 9, S., and Vih. are mostly silent. Synth 2 plays a melodic line of quarter notes with slurs. Synth 4 plays a bass line of quarter notes with slurs. Synth 5 plays a steady eighth-note accompaniment. Synth 6 plays a sparse line of quarter notes with accents. Pno. enters at measure 104 with a piano accompaniment of chords and eighth notes, marked *mp*. Alto Sax. has a single note at the beginning of the page. The T, A, and B staves are empty.

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7
Omnisphere - Power Pop Poly Comp
mf sempre

Synth 8

Synth 9

S.

Pno.

Alto Sax.

Vih.

T
A
B

111

112

113

114

115

116

117

118

119

120

121

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

Synth 9

S. "bum" all notes
mf sempre

Pno.

Alto Sax.

Vih.

T
A
B

122 123 124 125 126 127 128 129 130 131 132

p *f*

Synth 1
 Synth 2
 Synth 3
 Synth 4
 Synth 5
 Synth 6
 Synth 7
 Synth 8
 Synth 9
 S.
 Pno.
 Alto Sax.
 Vih.
 T
 A
 B

Musical score for page 93, featuring multiple synth tracks, piano, saxophone, and vibraphone. The score is in G major (one sharp) and 4/4 time. The tracks are labeled Synth 1 through Synth 9, S. (Solo), Pno. (Piano), Alto Sax., and Vih. (Vibraphone). The piano part features a complex rhythmic pattern of chords. The solo part consists of a series of chords. The synth parts include sustained notes, moving lines, and rhythmic patterns. The vibraphone part is currently blank.

133

134

135

136

137

138

139

140

141

142

143

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

Synth 9

S.

Pno.

Alto Sax.

Vih.

T
A
B

Synth 1

Synth 2

Synth 3

Synth 4

Synth 5

Synth 6

Synth 7

Synth 8

Synth 9

S.

Pno.

Alto Sax.

Vih.

T
A
B

f *p* *f*

p *ff*

152 153 154 Page 955 156 157 158 159 160

Game Show Music

from the soundtrack to the game "Short Fuse"

developed by minituna

Instrumentation:

Soprano Saxophone

Alto Saxophone

Baritone Saxophone

Trumpet in Bb

Trombone

Xylophone

Piano

Bass

Drumset

Program Notes:

“Short Fuse” is a fun, almost party-style game developed by a small team of student developers from Rensselaer Polytechnic Institute, my alma mater. Having worked closely with a lead programmer on their team, I was invited to collaborate with the team on the score for the game. Having reached a certain threshold on development, the team took the game to the Game Developers Conference in San Francisco, the largest game development conference in the world for games.

“Short Fuse” presents players with a series of bombs that need quickly need to be defused. The caveat, however, is a omnipresent voice commentates on your actions as you defuse, adding to the tension and absurdity of the situation. Usually passive-aggressive, the voice antagonizes the player in silly ways as they seek to complete a series of levels, mastering their bomb defusal skills. The level that I was specifically commissioned to write music for was a level themed as a game show.

Given that the environment for this specific piece was going to be on a pseudo-game show platform, the audio directed cited aural inspiration by the likes of late-night talk shows and old-fashioned game shows, such as “The Price is Right.” Straddling the line between these two venues of leisure, I sought to craft a jazz score that captured the excitement and star-struck vibe of a game show, while also casually adding to the absurdity of the game’s premise as a whole.

Game Show Music

submitted in part of the requirements for the IU M.M. Music Scoring for Visual Media Thesis '24

Transposed Score

$\text{♩} = 128$

Gabriel Priem

Soprano Saxophone

Musical score for Soprano Saxophone in 4/4 time, key of D major. The piece features a melodic line with dynamics *mf*, *fp*, and *ff*. The score includes a repeat sign at the end of the first phrase.

Alto Saxophone

Musical score for Alto Saxophone in 4/4 time, key of D major. The piece features a melodic line with dynamics *mf*, *fp*, and *ff*. The score includes a repeat sign at the end of the first phrase.

Baritone Saxophone

Musical score for Baritone Saxophone in 4/4 time, key of D major. The piece features a melodic line with dynamics *mf*, *fp*, and *ff*. The score includes a repeat sign at the end of the first phrase.

Trumpet in Bb

Musical score for Trumpet in Bb in 4/4 time, key of D major. The piece features a melodic line with dynamics *mf*, *fp*, and *ff*. The score includes a repeat sign at the end of the first phrase.

Trombone

Musical score for Trombone in 4/4 time, key of D major. The piece features a melodic line with dynamics *mf*, *fp*, and *ff*. The score includes a repeat sign at the end of the first phrase.

Xylophone

Musical score for Xylophone in 4/4 time, key of D major. The instrument is silent throughout the piece.

Piano

Musical score for Piano in 4/4 time, key of D major. The score features a complex accompaniment with dynamics *mf*, *sfz*, and *mf*.

Bass

Musical score for Bass in 4/4 time, key of D major. The score includes the instruction *pizz. sempre* and dynamics *mf*, *f*, and *mp*.

Drums

Musical score for Drums in 4/4 time, key of D major. The score includes the instruction *slightly swung* and dynamics *mf*, *f*, and *mp*.

Musical score for a jazz ensemble. The score is written for eight instruments: Soprano Saxophone, Alto Saxophone, Baritone Saxophone, Trumpet, Trombone, Xylophone, Piano, Bass, and Drums. The key signature is two sharps (F# and C#), and the time signature is 4/4. The score is divided into four measures. The saxophone and brass instruments (Sop. Sax., Alto Sax., Bari. Sax., Tpt., Tbn.) are mostly silent, indicated by a horizontal line with a bar. The Piano (Pno.) part features a complex rhythmic pattern with eighth and sixteenth notes, including grace notes and slurs. The Bass part plays a steady eighth-note line. The Drums (Dr.) part features a consistent pattern of eighth notes with 'x' marks above them, indicating cymbal hits, and includes a single asterisk (*) in the fourth measure.

9

Sop. Sax.

Alto Sax.

Bari. Sax.

Tpt.

Tbn.

Xyl.

Pno.

Bass

Dr.

solo

f 3

This musical score page, numbered 101, features a key signature of two sharps (F# and C#) and a common time signature. The score is arranged in a standard orchestral layout with the following parts from top to bottom: Soprano Saxophone, Alto Saxophone, Baritone Saxophone, Trumpet, Trombone, Xylophone, Piano, Bass, and Drums. The Soprano, Alto, and Baritone saxophone staves are mostly empty, with a solo passage for the Alto Saxophone in the final measure. This solo is marked with a forte (*f*) dynamic and a triplet of eighth notes. The Piano part provides harmonic support with chords and melodic lines in both hands. The Bass part plays a steady eighth-note line, and the Drums play a consistent rhythmic pattern of eighth notes.

13

Sop. Sax.

Alto Sax.

Bari. Sax.

Tpt.

Tbn.

Xyl.

Pno.

Bass

Dr.

21

Sop. Sax.

Alto Sax.

Bari. Sax.

Tpt.

Tbn.

Xyl.

Pno.

Bass

Dr.

Musical score for page 105, measures 25-28. The score includes parts for Sop. Sax., Alto Sax., Bari. Sax., Tpt., Tbn., Xyl., Pno., Bass, and Dr. The key signature is two sharps (F# and C#). The Soprano Saxophone part features a melodic line with slurs and accents. The Alto Saxophone and Trumpet parts play a similar melodic line. The Baritone Saxophone part provides a harmonic accompaniment. The Trombone part has a more active line with slurs and accents. The Piano part features a complex accompaniment with slurs and accents. The Bass part provides a steady accompaniment. The Drum part features a complex rhythmic pattern with slurs and accents.

29

Sop. Sax.

Alto Sax.

Bari. Sax.

Tpt.

Tbn.

Xyl.

Pno.

Bass

Dr.

33

Sop. Sax.

Alto Sax.

Bari. Sax.

Tpt.

Tbn.

Xyl.

Pno.

Bass

Dr.

ff

ff

ff

f

solo

Musical score for measures 37-40. The score includes parts for Sop. Sax., Alto Sax., Bari. Sax., Tpt., Tbn., Xyl., Pno., Bass, and Dr. The key signature is three sharps (F#, C#, G#). The Pno. part features a complex rhythmic pattern with triplets and sixteenth notes. The Bass part has a steady eighth-note accompaniment. The Dr. part features a complex rhythmic pattern with eighth and sixteenth notes.

41

Sop. Sax.

Alto Sax.

Bari. Sax.

Tpt.

Tbn.

Xyl.

Pno.

Bass

Dr.

solo espressivo

f

mf

mf

Sop. Sax.

Alto Sax.

Bari. Sax.

Tpt.


Tbn.

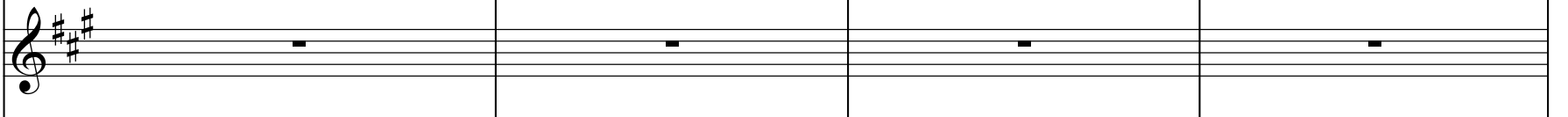
Xyl.

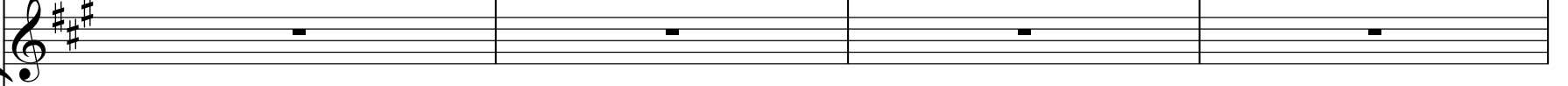
Pno.

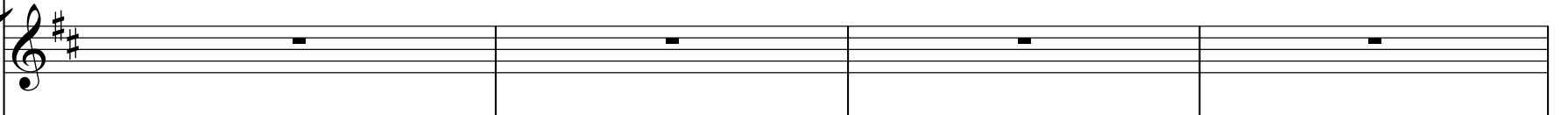
Bass

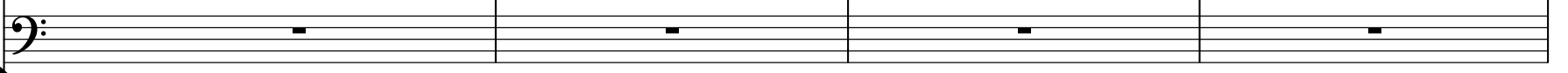
Dr.

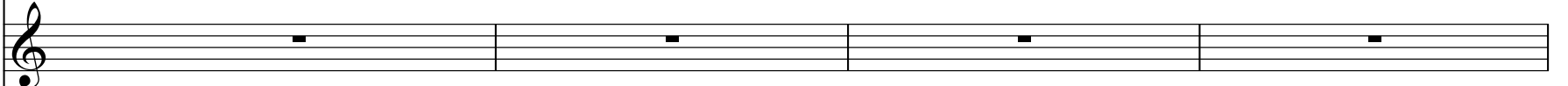
Sop. Sax. 

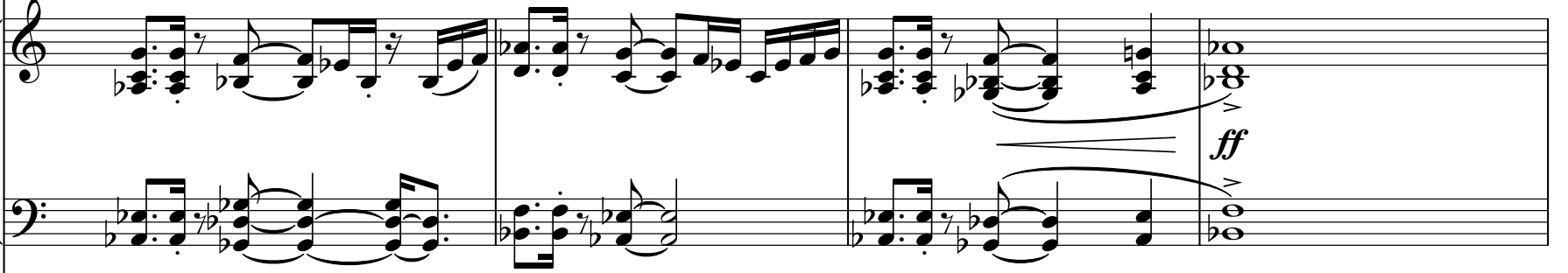
Alto Sax. 

Bari. Sax. 

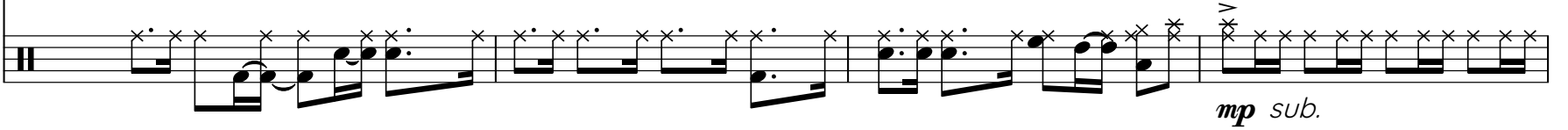
Tpt. 

Tbn. 

Xyl. 

Pno. 

Bass 

Dr. 

mp sub.

Sop. Sax.

Alto Sax.

Bari. Sax.

f

Tpt.

Tbn.

Xyl.

Double Bari. Sax

mf

Pno.

Bass

Dr.

Sop. Sax.

Alto Sax.

Bari. Sax.

mf

Tpt.

Tbn.

Xyl.

Pno.

Bass

Dr.

Musical score for page 61, featuring the following instruments and parts:

- Sop. Sax.:** Treble clef, key signature of two sharps (F# and C#). The staff contains whole rests for all four measures.
- Alto Sax.:** Treble clef, key signature of two sharps (F# and C#). The staff contains whole rests for all four measures.
- Bari. Sax.:** Treble clef, key signature of two sharps (F# and C#). The staff contains a melodic line with eighth notes and slurs across all four measures. A dynamic marking of *f* (forte) is placed below the staff.
- Tpt.:** Treble clef, key signature of two sharps (F# and C#). The staff contains whole rests for all four measures.
- Tbn.:** Bass clef, key signature of two sharps (F# and C#). The staff contains a rhythmic pattern of eighth notes with rests, starting with a grace note. A dynamic marking of *mf* (mezzo-forte) is placed below the staff.
- Xyl.:** Treble clef, key signature of two sharps (F# and C#). The staff contains a melodic line with eighth notes and slurs across all four measures.
- Pno.:** Treble and Bass clefs, key signature of two sharps (F# and C#). The staff contains whole rests for all four measures.
- Bass:** Bass clef, key signature of two sharps (F# and C#). The staff contains a melodic line with eighth notes and slurs across all four measures.
- Dr.:** Drum set notation with a snare drum icon. The staff contains a rhythmic pattern of eighth notes with 'x' marks indicating hits across all four measures.

Sop. Sax.

Alto Sax.

Bari. Sax.

Tpt.

Tbn.

Xyl.

Pno.

Bass

Dr.

The musical score is arranged in a standard orchestral layout. The top three staves are for the saxophone section: Soprano Saxophone (Sop. Sax.), Alto Saxophone (Alto Sax.), and Baritone Saxophone (Bari. Sax.). The next three staves are for the brass section: Trumpet (Tpt.), Trombone (Tbn.), and Xylophone (Xyl.). The piano (Pno.) part consists of two staves. The Bass part is on a single staff, and the Drum (Dr.) part is on the bottom staff. The key signature is two sharps (F# and C#), and the time signature is 4/4. The saxophone parts have various dynamics and articulations, including a 'p' (piano) dynamic and an accent (>) in the Baritone Saxophone part. The Trombone part features a rhythmic pattern of eighth notes with rests. The Xylophone part has a melodic line with slurs. The Bass part has a steady eighth-note pattern. The Drum part has a consistent eighth-note pattern marked with 'x'.

68

Sop. Sax.

Alto Sax.

Bari. Sax.

Tpt.

Tbn.

Xyl.

Pno.

Bass

Dr.

p

f