

Composing a Character Theme for a Computer or Video Game

Name _____

Form _____

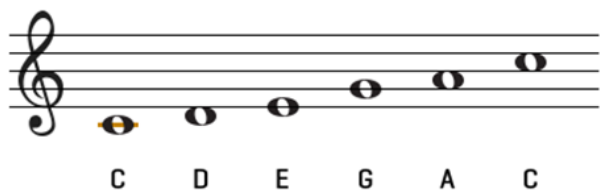


This is Fael, your superhero from a new Computer and Video Game.

They can jump and fight using rays of sunlight!

STAGE 1 – Using the notes of the **C MAJOR PENTATONIC SCALE**, compose a **TWO-BAR MELODY** to represent our character, **FAEL**. Record your ideas below.

C major pentatonic scale



When composing your character theme here, think about the words '**fight**' and '**rays of sunlight**' – can you describe these within your Character Theme melody?



Add some **STACCATO** dots (.) to some of the notes in your melody.

Repeat ('copy and paste') your melody once you have finished making a 4-bar melody



Stretch & Challenge: Can you add a drum track or rhythm backing track or to your 4-bar character melody?

STAGE 2 – Developing a Character Theme

Many successful melodies, including **CHARACTER THEMES** from computer and video games follow the structure:

A A B A



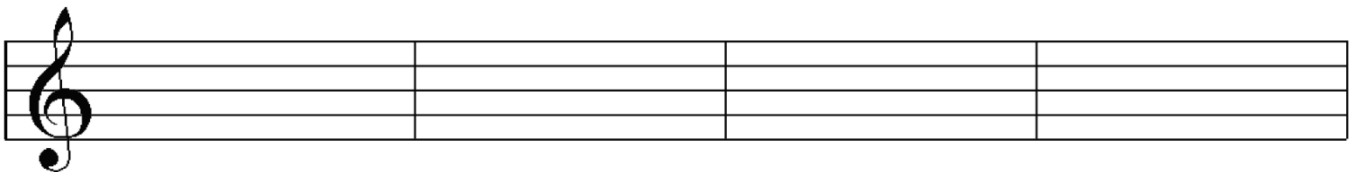
Idea **B** will often relate to idea **A**, but contain some form of **musical contrast**. The melody you created in Stage 1 will form the **A** section of your **CHARACTER THEME**. Your task is now to create a contrasting **B** section.

- Keep your **B** section melody to just 4 bars (like section **A**).
- This time, use the notes of the **CHROMATIC SCALE**



- When composing your Section **B** Character Theme here, think about the word **'jump'** – can you describe Fael “jumping about” within the computer and video game using a melody which **LEAPS** leaving ‘gaps’ between notes (not using ‘next door notes’)? This is called **DISJUNCT MOVEMENT**.

Record your ideas below, adding some **STACCATO** dots (.) to some of the notes in your melody.



Stretch & Challenge: Can you add a **JUMPING BASS LINE** to your Section B Character Theme?

STAGE 3 – Bringing it all together

Make any changes to your Character Theme melody now – think about the **PITCH** or **RHYTHM** of the notes – does it reflect Fael within the computer and video game? Would your chosen instrument(s), voices, tones, timbres and sonorities ‘work’ within a computer and video game?

Rehearse and perform your Fael’s **CHARACTER THEME** in the following order: **A A B A**.

Stretch & Challenge:



This is Erif, god of Destruction. He is Fael’s enemy and tries to scorch Fael’s land by blasting fireballs at the ground.

Can you create a **CHARACTER THEME** for Erif?