


SOLO-PLAY

GAME MUSIC  
COMPOSER



Creative Track Emphasis

 Junior Dev League

DAY:FOUR

Synthesis

Implementation

# ONE DAY

GAME MUSIC COMPOSER

PROJECT PLANNING MEETING WITH INSTRUCTOR 10-15 MINUTES

TEAM MEETING 10-20 MINUTES

IMPLEMENTATION 50 MINUTES

SHORT BREAK 10 MINUTES

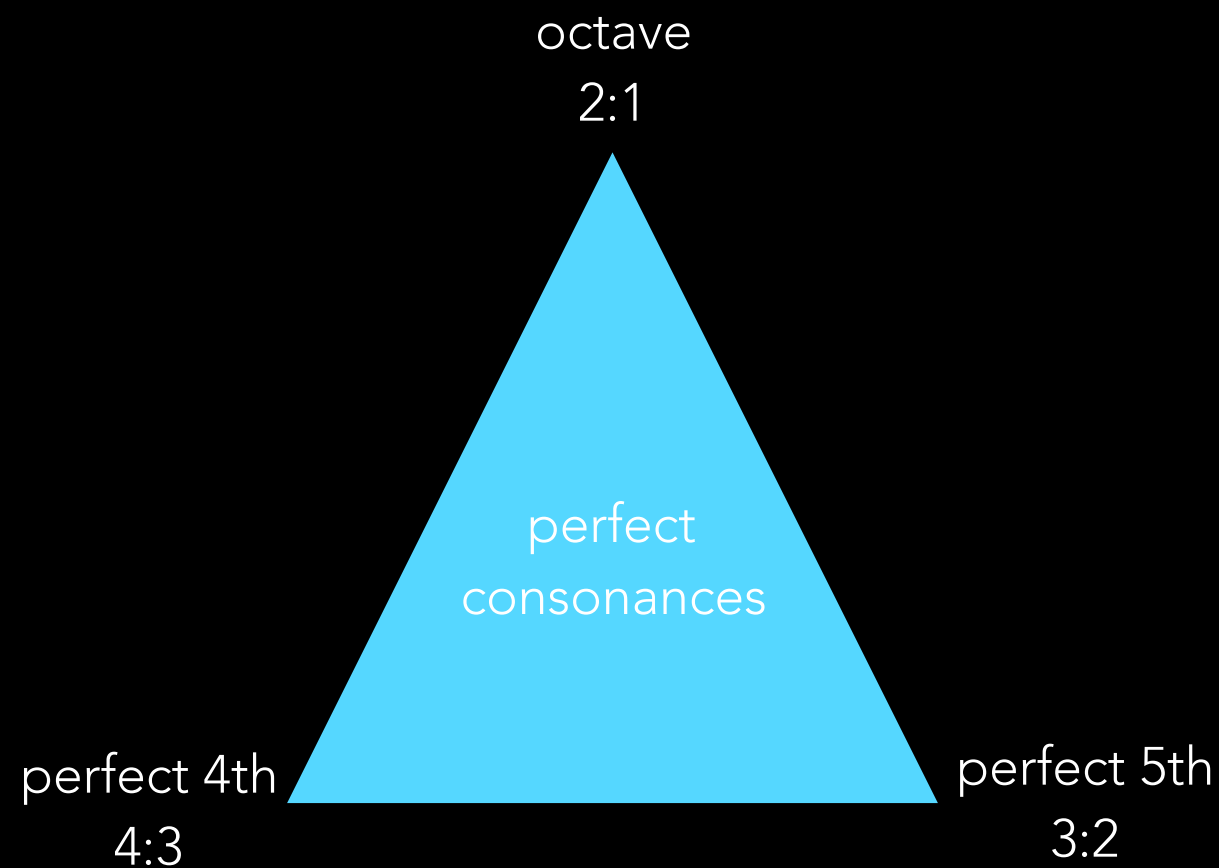
TEAM WORK @11:00 AM

PREPARATIONS@11:30 AM

HOMework QS?

An Interval is the most basic unit to a harmony.

- Concords / Discords | The easy / tense sounding intervals are due to the simplicity / complexity of the two notes.



[The ratio comes from the notes in frequency (hz) of a simple interval]

```
1 1.times do
2   2.times do
3     use_synth :piano
4     play_pattern_timed [60,67,65,60,64,64,65],[0.5], decay: 0.5, sustain: 0.5
5   end
6   1.times do
7     play_pattern_timed [62,69,67,62,65,65,67,65,64],[0.5], decay: 0.5, sustain: 0.5
8   end
9 end
10
```

```
1 1.times do
2   with_fx :reverb do
3     2.times do
4       sample :vinyl_hiss
5       use_synth :piano
6       play_pattern_timed [60,67,65,60,64,64,65],[0.4], decay: 0.5, sustain: 0.5
7     end
8   end
9
10  1.times do
11    sample :ambi_glass_hum, pitch:rand(1)
12    play_pattern_timed [62,69,67,62,65,65,67,65,64],[0.4], decay: 0.5, sustain: 0.5
13  end
14 end
15 end
```



```
1 2.times do
2  with_fx :reverb do
3    2.times do
4      sample :vinyl_hiss
5      use_synth :piano
6      play_pattern_timed [60,67,65,60,64,64,65],[0.4], decay: 0.5, sustain: 0.6
7      sample :bd_klub
8    end
9  end
10
11 1.times do
12    sample :ambi_glass_hum, pitch:rand(1)
13    play_pattern_timed [62,69,67,62,65,65,67,65,64],[0.4], decay: 0.5, sustain: 0.6
14    sample :bd_boom
15  end
16 end
17 end
```

```
1 1.times do
2   with_fx :vowel do
3     2.times do
4       sample :vinyl_hiss
5       use_synth :beep
6       play_pattern_timed [60,67,65,60,64,64,65],[0.4], decay: 0.5, sustain: 0.3
7       sample :bd_klub
8     end
9
10    1.times do
11      sample :ambi_glass_hum, pitch:rand(1)
12      play_pattern_timed [62,69,67,62,65,65,67,65,64],[0.4], decay: 0.5, sustain: 0.3
13      sample :bd_boom
14    end
15  end
16 end
17
```

## SONG EXPORT ON SONIC-PI

1. 1.times do/end on
2. Rec
3. Run

3

2

Sonic Pi

Run Stop Rec Save Load Size Align Info Help Prefs

```
1 1.times do
2   with_fx :vowel do
3     2.times do
4       sample :vinyl_hiss
5       use_synth :beep
6       play_pattern_timed [60,67,65,60,64,64,65],[0.4], decay: 0.5, sustain: 0.3
7       sample :bd_klub
8     end
9
10    1.times do
11      sample :ambi_glass_hum, pitch:rand(1)
12      play_pattern_timed [62,69,67,62,65,65,67,65,64],[0.4], decay: 0.5, sustain: 0.3
13      sample :bd_boom
14    end
15  end
16 end
17
```

Log

```
{run: 123, time: 16.0}
  synth :piano, {note: 67.0, decay: 0.5, sustain: 0}
{run: 123, time: 16.4}
  synth :piano, {note: 62.0, decay: 0.5, sustain: 0}
{run: 123, time: 16.8}
  synth :piano, {note: 65.0, decay: 0.5, sustain: 0}
{run: 123, time: 17.2}
  synth :piano, {note: 65.0, decay: 0.5, sustain: 0}
{run: 123, time: 17.6}
  synth :piano, {note: 67.0, decay: 0.5, sustain: 0}
{run: 123, time: 18.0}
  synth :piano, {note: 64.0, decay: 0.5, sustain: 0}
{run: 123, time: 18.4}
  sample "/Applications/Sonic Pi.app/etc/samples",
  "bd_boom.flac"
=> Stop recording
=> Completed run 123
=> Saving recording to /Users/aisis/Dev/Github/JRDL/Gi
```

Buffer 0 Buffer 1 Buffer 2 Buffer 3 Buffer 4 Buffer 5 Buffer 6 Buffer 7 Buffer 8 Buffer 9

Slicer  
Tanh  
Vowel  
Whammy  
Wobble

Tutorial Examples Synths Fx Samples Lang

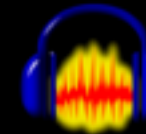
**\_slide\_shape:** Shape of curve. 0: step, 1: linear, 3: sine, 4: welch, 5: custom (use \*\_slide\_curve: opt e.g. amp\_slide\_curve:), 6: squared, 7: cubed.  
Default: 5

**\_slide\_curve:** Shape of the slide curve (only honoured if slide shape is 5). 0 means linear and positive and negative numbers curve the segment up and down respectively.  
Default: 0

Sonic Pi v2.10 on Mac

# TRIM BEGINNING AND END OF LOOPS

Audacity®

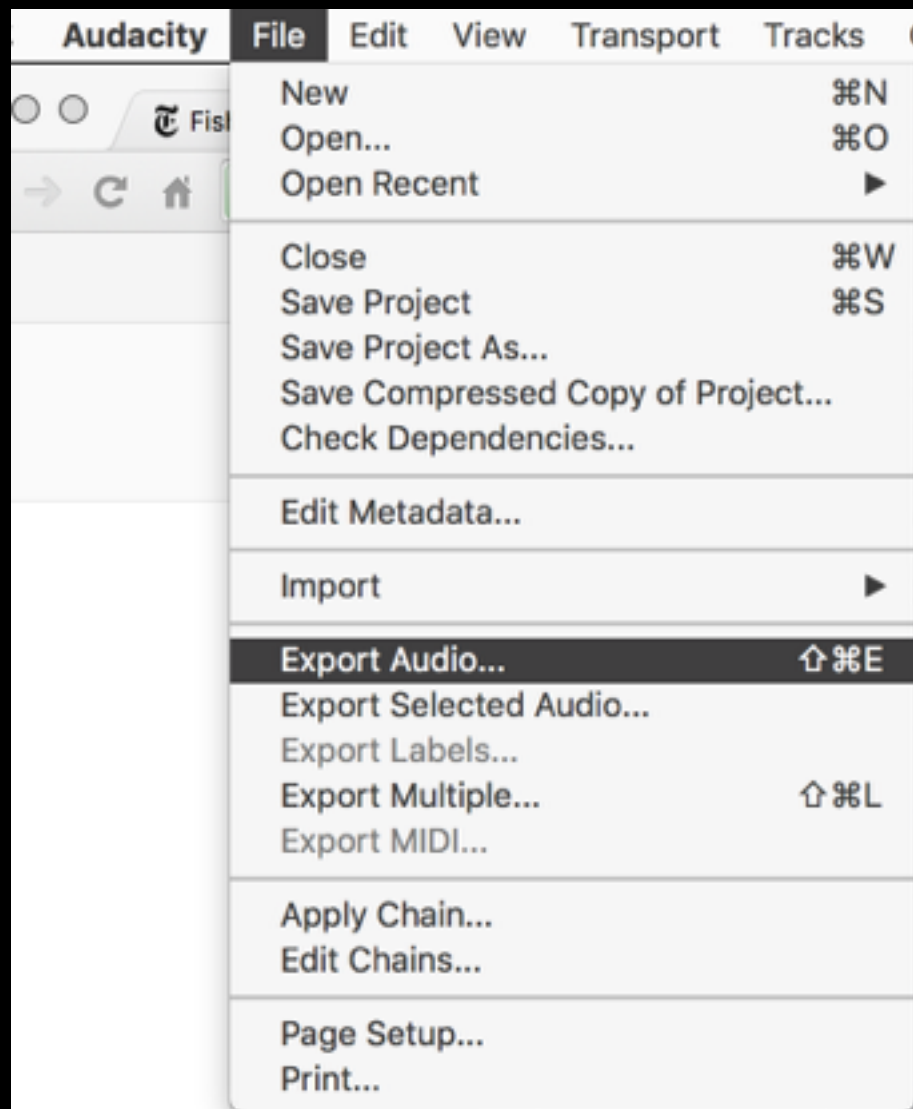


melody-atm

Core Audio Built-in Microphone 2 (Stereo)... Built-in Output

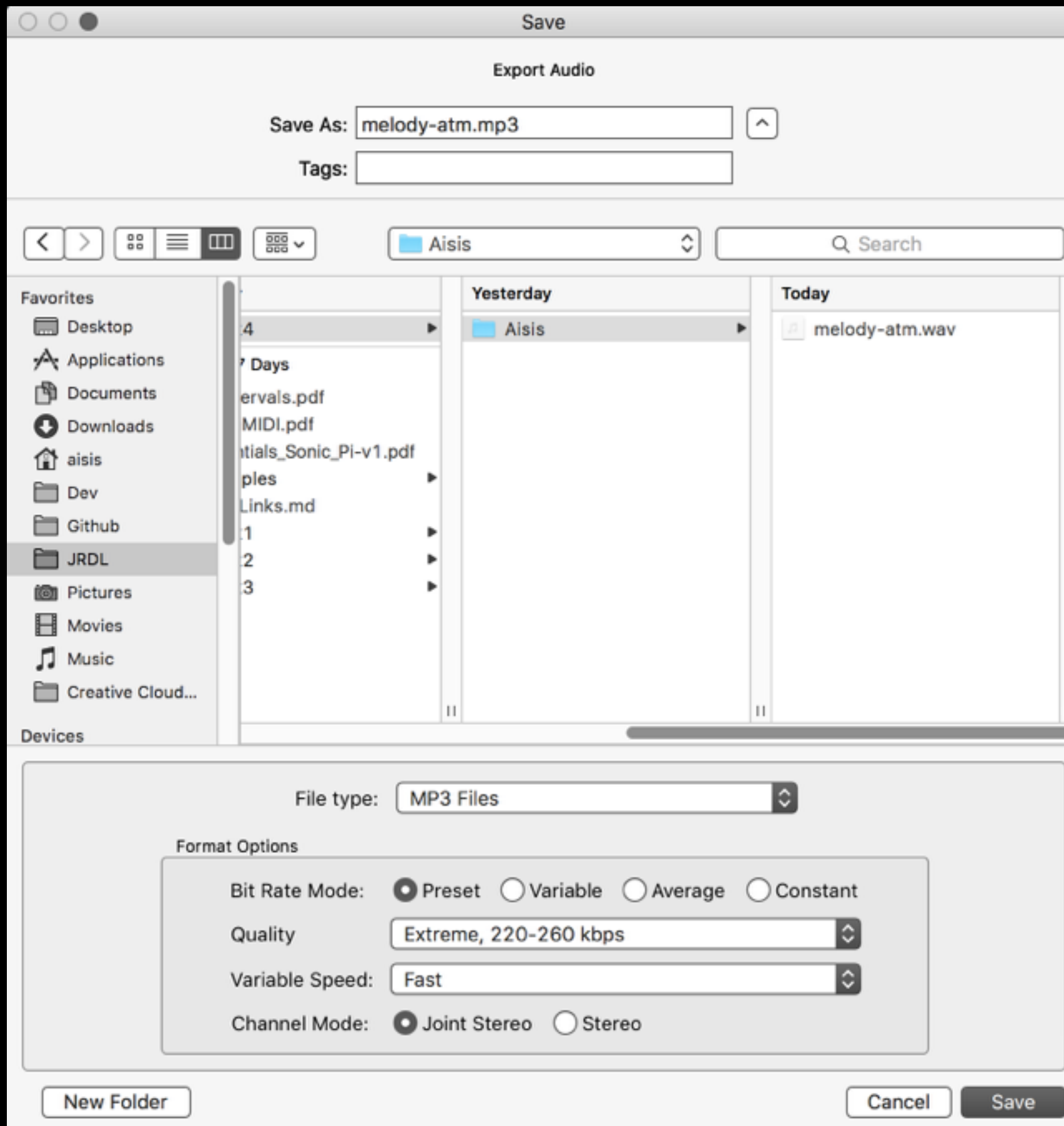
Project Rate (Hz): 44100 Snap To: Off Selection Start: 00 h 00 m 00.000 s End Length Audio Position: 00 h 00 m 00.000 s

Stopped.



After Trimming heads/tails

Export



MP3 FORMAT