

## ***MUS115 Fundamentals of Music and Sound Design***

### ***Week 4 Assignment***

#### ***Assignment instructions:***

- Using **MuseScore**, create a 16-measure ambient musical composition **(25 pts.)**.
- The ambient musical composition must use at least three intervals **harmonic intervals**. Use **(25 pts.)**.
- Use two or more instruments (for example: flute and violin, oboe and French horn, etc. **(12.5 pts.)**).
- Use only note values longer than half notes. (You may use dots and ties.) **(12.5 pts.)**.
- Save your ambient music as a WAV file: **Wave Audio (\*.wav)**.
- Save your **MuseScore** music score as a **.mscz** file: **mus115\_your.user.name\_wk04.mscz**
- Implemented your ambient music into any **one** of the five Zero Engine Games located in the **Week 4 Resources** folder or a simple two object demo 'game' according to the **Zero Engine** instructions found in the week 4 lectures notes **(25 pts.)**.
- **Export** your Zero Engine game as: **mus115\_your.user.name\_wk04**
- Zip both the **Musescore .mscz** file and the exported **Zero Engine** game together and name the zipped file as: **mus115\_your.user.name\_wk04**
- Upload the zipped **mus115\_your.user.name\_wk04 file** to the **Week 4 Moodle** course folder: **MUS115 Week 4 Assignment**