Here is the vision for the music held by the Musician Taylor Moulton, who I met and worked with previously this week.

The music is still in production, but this is essentially the description of the piece we’ll be receiving. I’ll be uploading a Demo version of the track onto Github later on in the week once I am supplied with it.

Members of the group can contact Taylor via his twitter: <https://twitter.com/TeaJay248>

Or his email:

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“Gaia’s musical influences have come from games such as Stardew Valley, Zelda: Breath of the Wild, Child of Light, Radical Dreamers and Fable. The tempo is 130bpm, which creates a light waltz affect and helps to keep the music flowing. The choice of dynamics is varied. With the piece initially starting with quiet and keeping low to avoid distractions there needed to be a climax to the music to avoid repetition and dullness; the change in chord structure at this point is also notable. The timbre of the music for “island 1” is smooth and ethereal with a harp backing up the delicate art style and cheery atmosphere. The gentle rises from the harp help to create space within the world and give the impression that the island is high on the air from first glance. The melody is swapped between the flute and clarinet, as they can both be soft instruments when played in their higher registers. These instruments were chosen due to their ability to play quick flutters and trills that nicely accompanied our sparse string arrangement and harp arpeggios. The whole ensemble comes together to form an uplifting but no boring piece of music that calms the listener but keeps them engaged and entertained.”