

Directions for Music Scene Sound Creation

Getting Started

After setting up the Music Spawner and getting the 3D models on stage, you can create and attach the .wav sound files to them.

For the sound files, you can use Noteflight to create scores for each instrument. These are the scores that will play during the quiz game to identify the instrument with.

Resources Used:

- [Noteflight](#)

After making a free account, you will be able to create your own scores.

Creating the Scores

To showcase each instrument's sound, use a simple arpeggio.

Arpeggio means a series of notes played in succession, either ascending or descending.

Use the notes in the following pattern:

Arpeggio

(Subtitle)

(Lyricist)

(Composer)



The final note on the sheet above is called a half note. A half note plays two times slower than the other notes on the score, which are quarter notes. This means the final note will be held longer. You can select a half note by clicking the half note icon and then selecting where you want it played on the sheet music.

Once you have your score, you can switch instruments by selecting the parts menu.

Save

Parts

Formatting

Page View

Zoom

Keyboard

Guide

Score Details

>

(Composer)

Parts

Show

Piano

Add Part

☒ ☐

Show all

☐ Play only parts in view

There are many instruments to choose from. Pick the ones that match our assets. Each one will need to be exported and attached separately.

Edit Part✕

Instruments

🔍 Guitar

Guitar
Classical Guitar
Guitar (Tab)
Classical Guitar (Tab)

Name

Piano

Abbreviation

Pno.

Key

C

Instrument octave

0

Score octave

0

☐ Break barlines after part
☐ Place directions above staff

Play Samples

OK

When you are ready to export, select the export button, indicated with a cloud icon and a down arrow. Make sure to select a .wav file.

Export Score✕

Export format

Full Score PDF

Individual Parts PDF

Full Score and Individual Parts PDF

MusicXML Score

MIDI

(→) Open in Soundtrap

WAV audio

MP3 audio

Continue

For an added challenge, you can create your own score to play during the quiz. Try to use a consistent score for each instrument to ensure players memorize the way the instrument sounds and not just the song it plays.