

Character-based adaptive generative music for film and video games

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Table 2.2: General guide to the association of NRO sequences and affect and/or situational scene elements (Lehman, 2018, 2014).

NRO Sequence	Affect/Situation
P	Duality
L(Maj)	Sorrow, loss (Murphy, 2014)
L(min)	Events of Mythic Significance
R	Authenticity, resolve, seriousness
N	Romantic encounters
S	Boundary spaces (e.g., Life & Death)
Far Fifth	Nature, ominous portent, depth, venerability, vastness
H	Intimating catastrophe, death, and transcendence
NR	Fantastical
RL	Wonderment, success
LP(Maj)	Amazement
PL(Maj)	Strong Amazement
LP(Maj/min)	Feeling of harmonic unnaturalness
PL/LP(Maj)	Positive otherness
LP/PL(min)	"Dark Side" (Bribitzer-Stull, 2012), antagonism
T6	Alien and inhuman nature encounters
PRPR(min)	Mortal threats, dangers
PRPR(Maj)	Cosmic spectacles
T6(Maj), PL(Maj), F(Maj)	Magic, awe
NRL	Suspense and mystery
RLRL	Heroism (Lydian)

Finding

How can NRT aid in developing tools for adaptive integration of leitmotifs into media compositions? I created a NRT framework to enable this integration, enhancing the narrative experience. This approach translates music theory into computational concepts emulating composers' processes and involving collaboration to understand their creative methods.

Question

How can AI music generation techniques be enhanced to capture the intricate musical nuances needed for narrative-driven media?