

Nancy Xing  
CSCI 3275  
M8 Brainstorming

**Piece:** [Village Bridge Theme](#) (Pokemon Black and White Version)

**Artists:** Junichi Masuda, Go Ichinose, Shota Kageyama, Hitomi Sato, Morikazu Aoki, Minako Adachi, and Satoshi Nohara

**BPM:** 70 (Adagio)

**Keywords:** Nostalgia, tranquility, placitude

**Unique Features:**

- **Buildup.** In the game, getting the “complete” version of the song is interactive. The player must explore the bridge and talk to various musician NPCs who will start playing various elements to the song (e.g., beatboxing, singing, guitar backing, harmonica melody). Although there are no interactive components can replicate this in my own song by simply adding more layers as the song progresses.
- **Pauses.** Between repetitions of the theme, there is a 2-beat pause of full silence between the end of the first section before a fuller, stronger section starts. This builds anticipation and interest while staying inside of the rhythm to keep it calming and predictable.
- **Rhythm.** There are 3 beats to a measure. The bassline by a beatboxer layers on an eight-sixteenth-sixteenth note pattern onto each quarter note beat to build continuous motion.
- **Instrumentals.** The bass line is a piano with a simple chord progression. In the simplest version of the theme, there is a faint drum line in the second measure only.
- **Chord Progression.** There are 8 measures in a group. The first 5 measures start using the same chord before progressing in the last 3 measures, then resolving to the start of the next phrase. Note that there tend to be much more repeating and consistent chords than chord progressions, furthering the calming atmosphere.
- **Looping.** Instead of having a defined ending note, the song is built to loop in game.

**Piece:** [Conquest](#) (Fire Emblem Awakening)

**Artist:** Hiroki Morishita and Rei Kondoh

**BPM:** 120 (Allegro)

**Keywords:** Reverent, energizing

**Unique Features:**

- **Rhythm.** There is a continuous bassline which is high-pitched.
- **Melody.** There are several different motifs, such as the main theme of the game, as well as the piece’s own unique melody. There are flourishes which introduce the melody.
- **Instrumentals.** The piece opens with drums to introduce motion. The melody is strummed by a guitar, and its clear articulation helps differentiate it as the main voice. There are some orchestral string instruments backing the main theme, which compliments with the fact that the music often swells.

**Piece:** [Aria Math](#) (Minecraft)

**Artist:** C418

**BPM:** 80 (Andante)

**Keywords:** Fluid, steady, metamorphic

**Unique Features:**

- **Buildup:** The bassline starts on an unexpected suspended note. The piece has a very long buildup, continuously layering elements and only reaching the titular melody over halfway through the song. This causes a crescendo reaching a climax around  $\frac{3}{4}$  through the piece before the piece peters out.
- **Rhythm.** The piece is in 4 beats to a measure. The consistent bass line is syncopated at the beginning of each measure, which makes it difficult to identify a solid beat and makes the piece fluid. On top of that, the melody is syncopated in some parts.
- **Instrumentals.** The bass and melody are played by the very pleasant-sounding handpan. The synthetic sounds have an aural, echoed tone.
- **Fading.** Instead of having a defined ending note, the song repeats its bass line but fades into silence at the end, signalling continuity.

Some features from these pieces which I can integrate into my own piece include:

- I like a slightly faster BPM of 70-80. Note that this will require attention to make the piece still consistent and calming, instead of overwhelming.
- I like 4 beats to a measure.
- I like piano basslines and echoing instruments.
- Buildup each layer. Do not introduce the full theme at the start; add each element at a time.
- Use this layering to create a narrative, completing the arc towards the end of the song.
- Create slight pauses before fuller sections to add interest.
- Consider adding simple, unchanging submelodies in the bassline.
- Keywords: motivated, steady, thoughtful