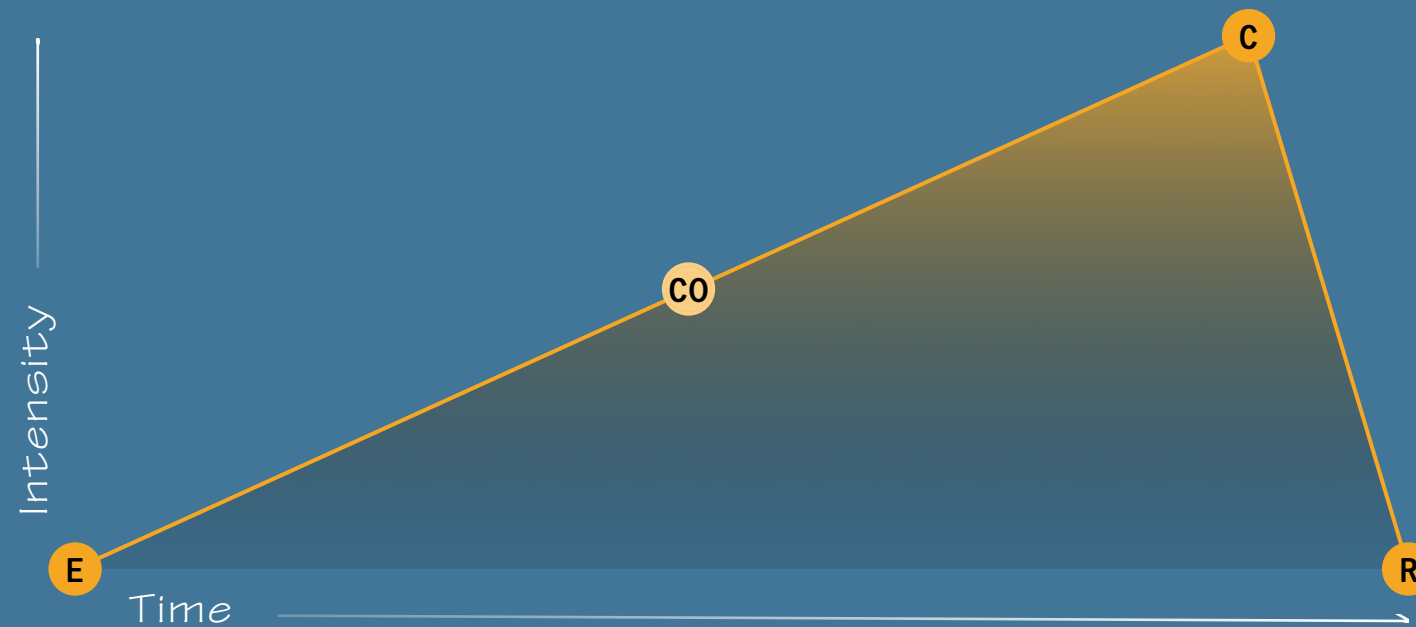


# Overview



A story begins with an exposition **E**. A conflict **CO** builds in intensity to a climax **C** and ends in a resolution **R**.

## Story Arc

Story Arcs are used in storytelling media such as books, films, games etc. to describe the structure of a story over time.

continued...

## overview cont.

### **Movies and TV (episodic video)**

In movies and TV, the arc of the screenplay can be used on many of the components used in filmmaking to complement the intensity levels of the final product.

Examples can include camera angles, colors for wardrobe choices and lighting, and the music score.

They all add up to a much more cohesive and powerful viewing and listening experience.

### **Crafting Song Playlists with Tempo and Beats**

There are many factors that contribute to the intensity and energy level of an individual song including Tempo and Beats, which often change during the song's duration.

A song can be analyzed for an average tempo and given an overall ranking to denote its intensity.

Songs within a range of similar intensities are grouped into an individual playlist and ranked as either Low, Medium or High intensity.

Playlists are associated with corresponding control points on a story arc.

# Additional Tools

## Software

Song intensity levels are pre-computed on the command line and stored in the BPM (beats-per-minute) metadata tag of a song using a public python library called aubio.

The main libraries are written in 'C' with python additions:

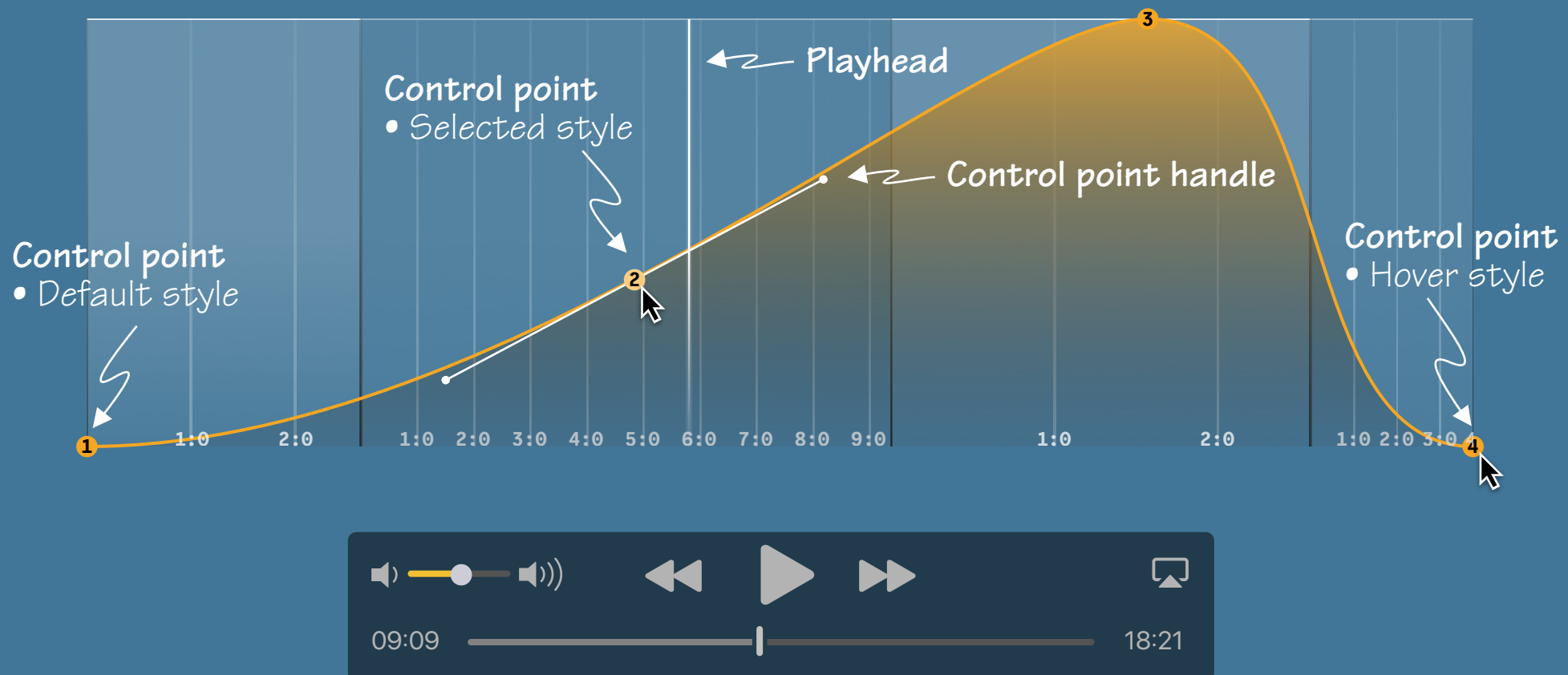
<https://aubio.org>

## Queen Mary University

Aubio and an extensive collection of software and tools, which may contain better methods for computing song intensity, are available from the Queen Mary University Center for Digital Music:

[http://c4dm.eecs.qmul.ac.uk/software\\_data.html](http://c4dm.eecs.qmul.ac.uk/software_data.html)

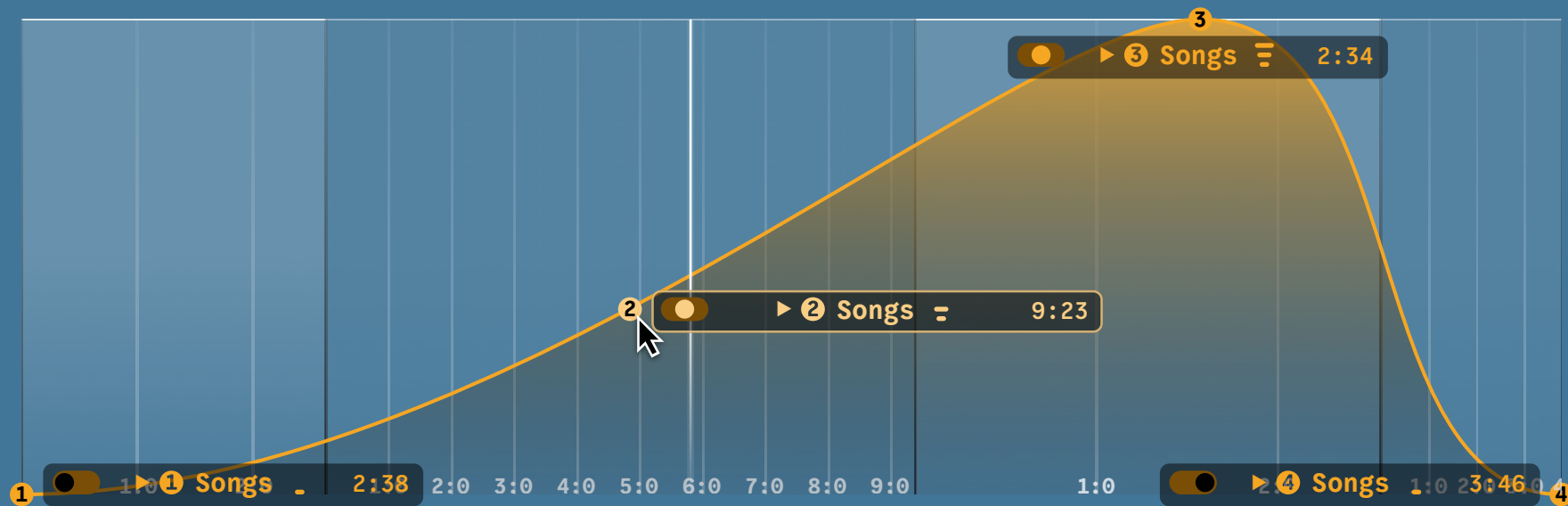
# Curve and Controller View



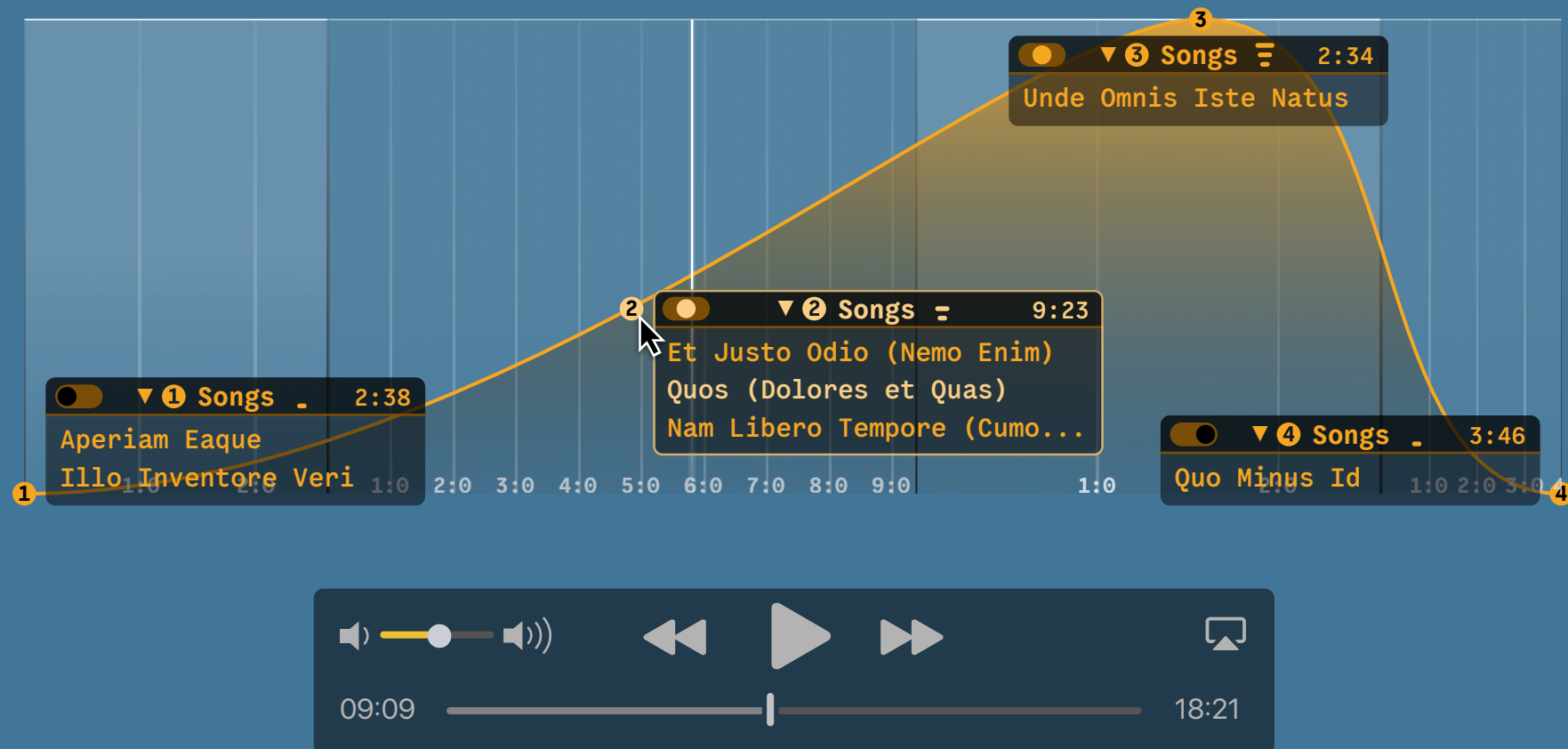
## Notes

- Control points can be edited
- Each control point has a corresponding Playlist
- Time markers along bottom are for each individual Playlist Running Time
- Current Playhead position time and running time are displayed in the standard controller

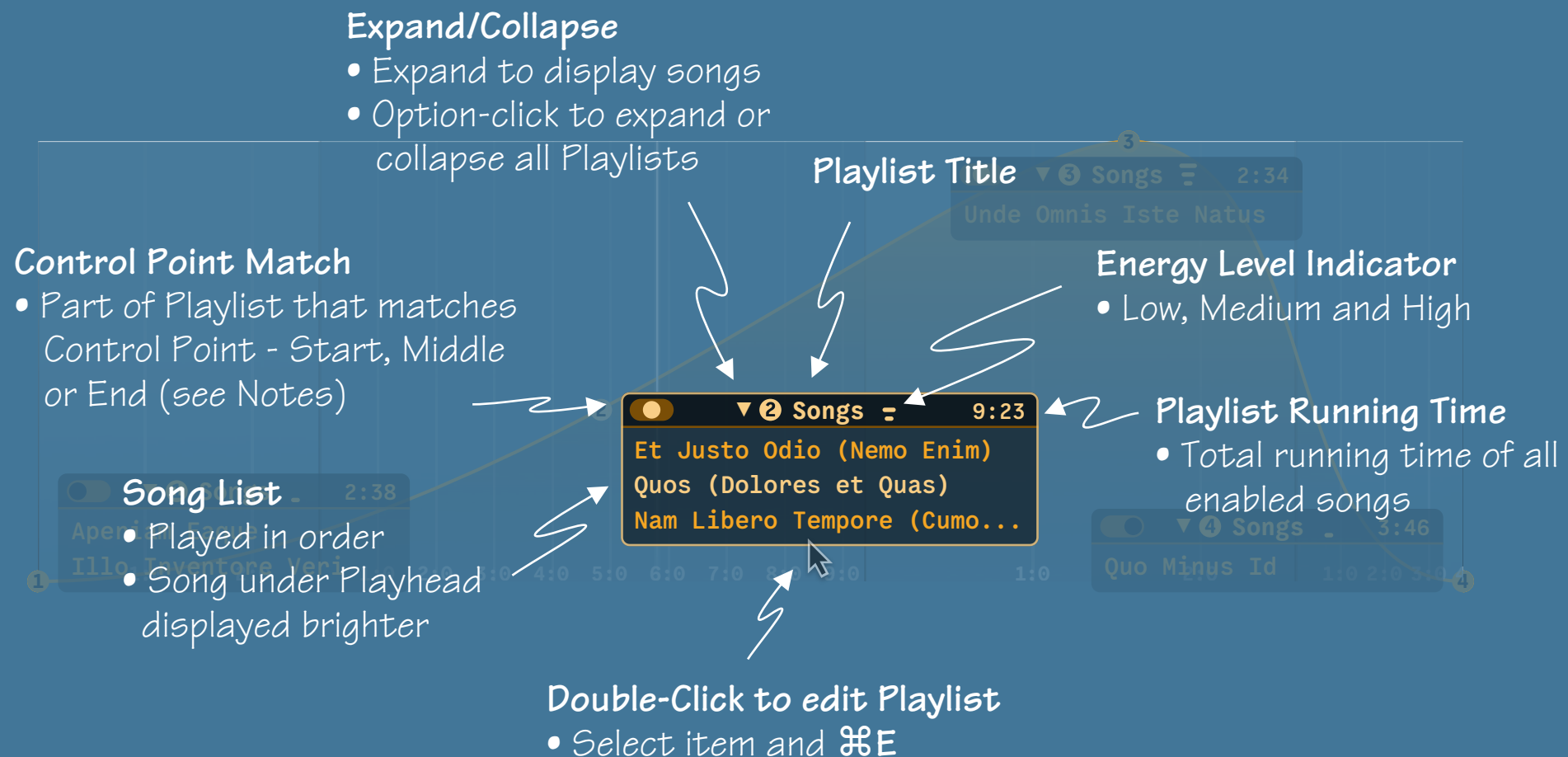
# Playlists Collapsed



# Playlists Expanded



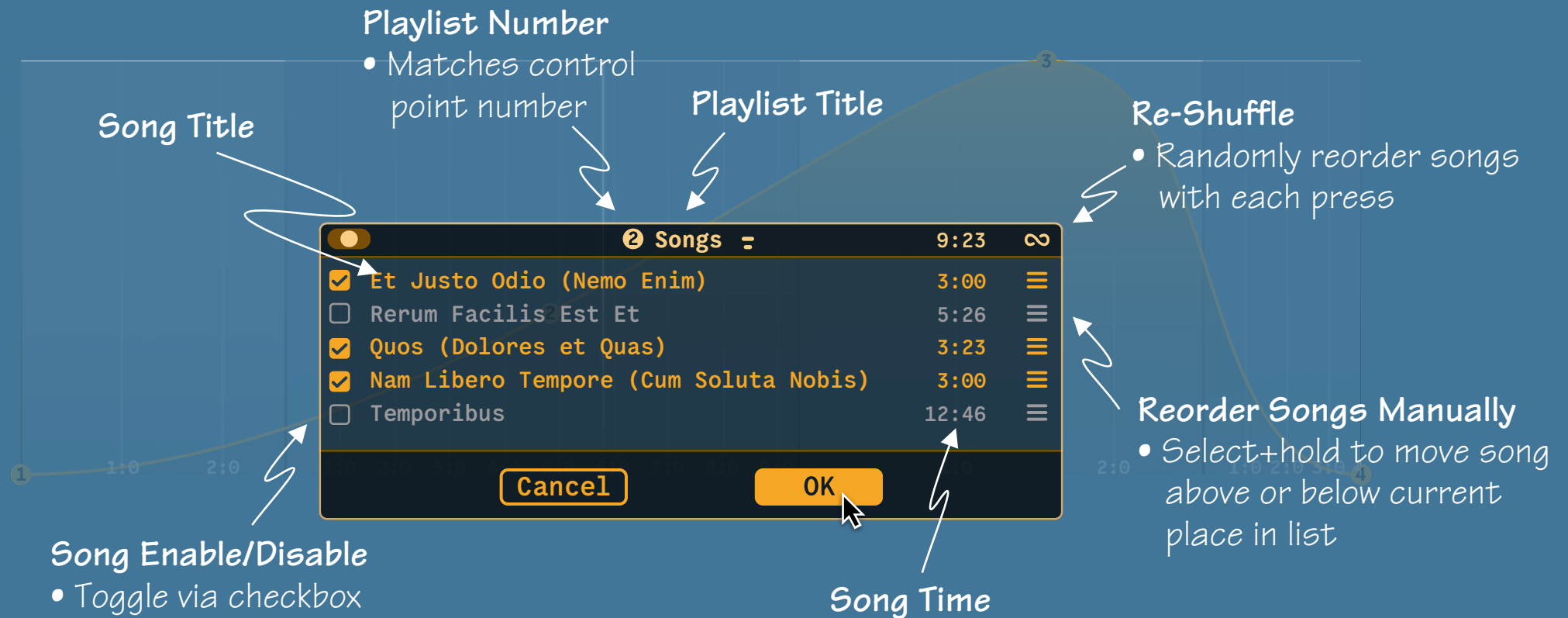
# Playlist



## Notes

- Start of Song List matches Control Point
- Middle of Song List matches Control Point
- End of Song List matches Control Point
- Start of first song locked to first Control Point (cannot change)
- End of last song locked to last Control Point (cannot change)

# Playlist Edit View





# ToDo

## Preferences

- Toggle display of Playlists (⌘-)
- Toggle display of Grid Markers (⌘-)
- Playlist expanded/collapse default mode (☐ checkbox)
- Toggle display of disabled songs in Playlist (☐ checkbox)
- Override Control Point Match initial setting to Start, Middle (default) or End (radio)

## Functionality

- Edit Playlist title - currently 'Songs'
- Set in/out points for individual songs
- Copy/paste songs between Playlists