

# Full Score Terra Nova First Person Concerto

Live videogame adaptive music for the Terra Nova Game created especially by Matt Hollis.  
For a minimum of 11 pitched instruments for 5 different ranges plus a minimum of 4 laptop performers (amplified) and a drummer

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## I. The Crossing

The Cue-Score suggests how to bring in the different ranges

**A**

VSop randomly choose the Eb

Very Soprano Range

Musical staff for Very Soprano Range, featuring a melodic line with a dynamic range from *p* to *f* and back to *p*.

Soprano Range

Musical staff for Soprano Range, featuring a melodic line with a dynamic range from *p* to *f* and back to *p*.

Alto Range

Musical staff for Alto Range, featuring a melodic line with a dynamic range from *p* to *f* and back to *p*.

Tenor Range

Musical staff for Tenor Range, featuring a melodic line with a dynamic range from *p* to *f* and back to *p*.

Bass Range

Musical staff for Bass Range, featuring a melodic line with a dynamic range from *p* to *f* and back to *p*.

Piano

Musical staff for Piano, including performance instructions: *not too sparse!*, *r-ferm*, *r-dyn*, *r-sust*, *always play from lower to higher note*, and *roll chords as nec. except top sixth!*

Videogame Player

**A**

Vgame

During this movement, the video game player rests

Laptop

LTops

Laptops introduce rumbles, low transposed sea sounds, slowed down sounds of water and wood creaking sounds from their buffer pool

*p* ————— *f* ————— *p*

this pattern is only indicative: here the drummer should play in a triple feel for a kind of cliched (but not cheesy!) depiction of rising and falling ocean waves, and the movement of the ship

Drum Set

Musical staff for Drum Set, including performance instructions: *ride*, *hi-nat*, *snare*, *kick*, and a dynamic range from *p* to *f* and back to *p*.

This musical score is for a piece in 6/4 time. It consists of the following parts:

- Staff 1:** Treble clef, empty staff with a 6/4 time signature.
- Staff 2:** Treble clef, empty staff with a 6/4 time signature.
- Staff 3:** Alto clef (C4), empty staff with a 6/4 time signature.
- Staff 4:** Bass clef, empty staff with a 6/4 time signature.
- Staff 5:** Bass clef, empty staff with a 6/4 time signature.
- Staff 6:** Grand staff (treble and bass clefs), empty staff with a 6/4 time signature.
- Staff 7:** Empty staff with a 6/4 time signature.
- Staff 8:** Empty staff with a 6/4 time signature.
- Drum Part (Dr.):** A single staff with a drum set icon. It contains four groups of three eighth notes, each marked with a '3' and a bracket. The notes are: quarter note, eighth note, eighth note. The piece ends with a double bar line and a 6/4 time signature.

**B** for example:

*sfz* *mf* *f* *mf* *p* *p* *f*

Very Soprano Range

improvise with given pitches, vary the durations at will, remember to take breaks so the improv can breathe! alternate between the boxed pitches

for example:

*sfz* *mf* *f* *mf* *p* *p* *f*

Soprano Range

improvise with given pitches, vary the durations at will, remember to take breaks so the improv can breathe! alternate between the boxed pitches

enter on the beat but independent of the other instruments in your range, keep a very steady beat!

Alto Range

*mf*

enter on the beat but independent of the other instruments in your range, keep a very steady beat!

Tenor Range

*mf*

enter on the 1st beat of the second cycle of the piano

Bass Range

*mf*

A tempo

Piano

*mf*

**B**

Videogame Player

Laptop

laptops remain silent during this section 'B' (this is the minimalist piano chords progression)

something that accents the beat clearly for the other players the 6 on the floor kick may be good as seen here, but use your imagination, accent in 3s!

Drum Set

A Range

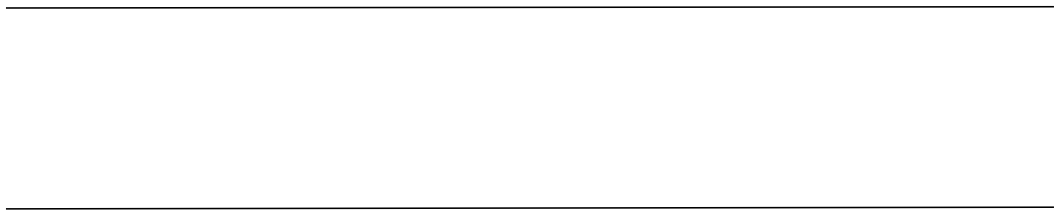
T Range

Bs Range

Pno.

Videogame Player

Detailed description: This musical score is arranged vertically. At the top are two empty treble clef staves. Below them are three bass clef staves: 'A Range' (with a double bar line and repeat sign at the end), 'T Range', and 'Bs Range' (with an 8va marking). The 'Pno.' section consists of a grand staff with a treble clef staff containing dense chordal accompaniment and a bass clef staff with rests. At the bottom are three empty staves for 'Videogame Player', each starting with a double bar line.

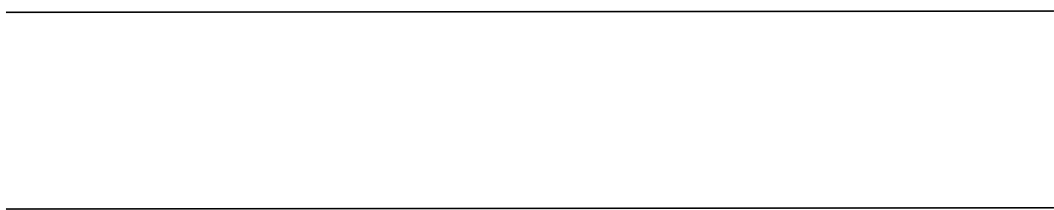


T Range

Bs Range

Pno.

Videogame Player



**C** choose diff. note each time

→

*pp* < *mf* > *pp*

→

*pp* < *mf* > *pp*

→

*pp* < *mf* > *pp*

→

*pp* < *mf* > *pp*

→

*pp* < *mf* > *pp*

Pno.

**C**

Videogame Player

|||

|||

Laptops introduce rumbles, low transposed sounds, slowed down sounds of water and creaking sounds from their buffer pool

LapT

→

*pp* < *mf* > *pp*

do these crescendi on your largest cymbal

Drum Set

→

*pp* < *f* > *pp*

## II. Depots

Moderato ♩ = 120

**D**

VSop range **walk**

Musical staff for VSop range in 4/4 time, marked *mf*. The staff contains a sequence of notes: a quarter rest, a quarter note G4, a quarter rest, a quarter note A4, a quarter rest, a quarter note B4, a quarter rest, and a quarter note C5. A box labeled "walk" is positioned above the staff.

Soprano Range

Musical staff for Soprano Range in 4/4 time, marked *mf*. The staff contains a sequence of notes: a quarter rest, a quarter note G4, a quarter note A4, a quarter note B4, and a quarter note C5.

Alto Range

improvise with given pitches, vary the durations at will, remember to take breaks so the improv can breathe! alternate between the boxed pitches

Musical staff for Alto Range in 4/4 time, marked *f* *espressivo*. The staff contains a sequence of notes: a quarter rest, a quarter note G4, a quarter note A4, a quarter note B4, a quarter note C5, a quarter note B4, a quarter note A4, and a quarter note G4. A box labeled "(pizz if strings)" is positioned above the staff.

T Range

Musical staff for T Range in 4/4 time, marked *mf*. The staff contains a sequence of notes: a quarter rest, a quarter note G4, a quarter rest, a quarter note A4, a quarter rest, a quarter note B4, a quarter rest, and a quarter note C5.

Bass Range

Musical staff for Bass Range in 4/4 time, marked *mf*. The staff contains a sequence of notes: a quarter rest, a quarter note G3, a quarter note F3, a quarter note E3, a quarter note D3, a quarter note C3, a quarter note B2, and a quarter note A2. A box labeled "(pizz if strings)" is positioned above the staff.

Piano

Musical staff for Piano in 4/4 time, marked *mf*. The staff contains a sequence of notes: a quarter rest, a quarter note G4, a quarter note A4, a quarter note B4, and a quarter note C5.

Piano

Musical staff for Piano in 4/4 time, marked *mf*. The staff contains a sequence of notes: a quarter rest, a quarter note G3, a quarter note F3, a quarter note E3, and a quarter note D3.

**D**

Tape

The player must carry crates to the different depots, they must exaggerate their decisions to give time to the conductor to follow and cue in the different type of musical reactions

Musical staff for Tape in 4/4 time, marked *mf*. The staff contains a sequence of notes: a quarter rest, a quarter note G4, a quarter note A4, a quarter note B4, and a quarter note C5.

Moderato ♩ = 120

LapT

Laptops only play sounds of wind, sparsely just to accompany the narrative overall. One laptop plays footsteps in the snow while the player is moving, Laptops must have the re-spawning sfx ready at any time, plus sounds plunging into water and of water laps

Musical staff for LapT in 4/4 time, marked *mf*. The staff contains a sequence of notes: a quarter rest, a quarter note G4, a quarter note A4, a quarter note B4, and a quarter note C5.

yes... reggae!! :)

Drum Set

freely and adding your own flourishes

Musical staff for Drum Set in 4/4 time, marked *mf*. The staff contains a sequence of notes: a quarter rest, a quarter note G4, a quarter note A4, a quarter note B4, and a quarter note C5. Above the staff, there are four groups of notes representing drum patterns: a quarter note G4, a quarter note A4, a quarter note B4, and a quarter note C5.

12

VSop range

Sop Range

A Range

T Range

Bs Range

(pizz if strings)

*mf*

Pno.

Videogame Player

LapT

Dr.

Tape

Detailed description of the musical score: The score is for measures 12-15. The VSop range part (measures 12-15) features a melodic line starting with a grace note, followed by a trill on a note, and then a few more notes. The Sop Range part (measures 12-15) has a simple melodic line. The A Range part (measures 12-15) is a sustained note. The T Range part (measures 12-15) has a melodic line with a trill and a grace note. The Bs Range part (measures 12-15) has a bass line with a trill and a grace note, marked 'mf' and '(pizz if strings)'. The Pno. part (measures 12-15) has a piano accompaniment with chords and a bass line. The Videogame Player part (measures 12-15) has a horizontal line with a vertical bar. The LapT part (measures 12-15) has a horizontal line with vertical bars. The Dr. part (measures 12-15) has a drum pattern with 'x' marks for cymbals and dots for other drums.



**Look...**

When the conductor beats, choose to stay or change to the next notes

VSop range

Sop Range

A Range

T Range

Bs Range

Pno.

Videogame Player

LapT

Dr.

**Danger!**

19

VSop range

*p menacing*

Sop Range

*p menacing*

A Range

*p menacing*

T Range

*p menacing*

Bs Range

*p menacing*

Pno.

*p menacing*

*p menacing*

Videogame Player

something menacing can be seen in the distance...

LapT

play pitches between 30 and 35Hz

*pp* *f* *pp*

Dr.

*p*

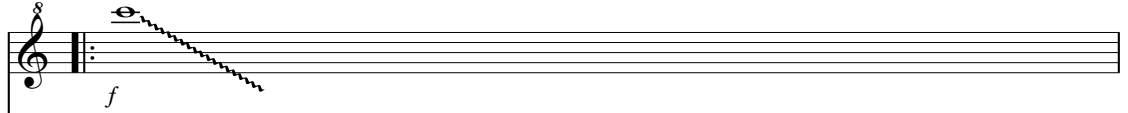
do these crescendi on your largest cymbal

Detailed description: This page contains a musical score for a track titled "Danger!". The score is arranged vertically and includes parts for vocal ranges (VSop, Sop, A, T, Bs), piano (Pno.), videogame player, lapT, and drums (Dr.). The tempo is marked as 19. The key signature has one sharp (F#). The VSop, Sop, A, T, and Bs parts each feature a single note on a staff with a dynamic marking of *p* and the instruction "menacing". The piano part consists of two staves, both with *p* dynamics and "menacing" instructions. The videogame player part is represented by a horizontal line with two vertical bars at the beginning and end, with a text box above it saying "something menacing can be seen in the distance...". The lapT part is a horizontal line with two vertical bars at the beginning and end, with a text box above it saying "play pitches between 30 and 35Hz" and dynamic markings *pp*, *f*, and *pp* along the line. The drums part is a horizontal line with two vertical bars at the beginning and end, with a dynamic marking of *p* below it. A text box at the bottom right says "do these crescendi on your largest cymbal".

**Respawn**

21

VSop range




Sop Range



A Range



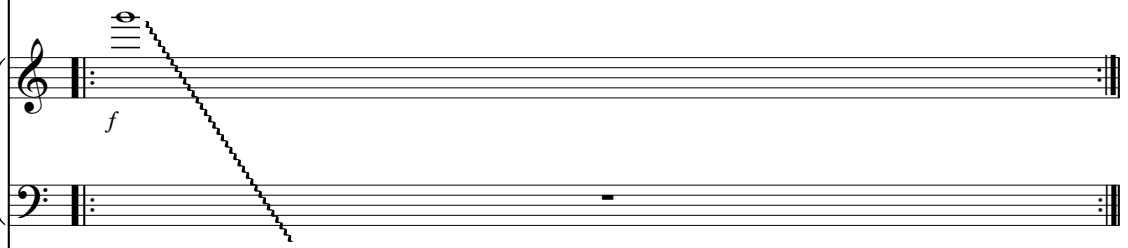
T Range



Bs Range



Pno.



Videogame Player


make sure you fall into the water once or twice so we can play this music!



LapT

fast glissandi from 14k to 8Hz

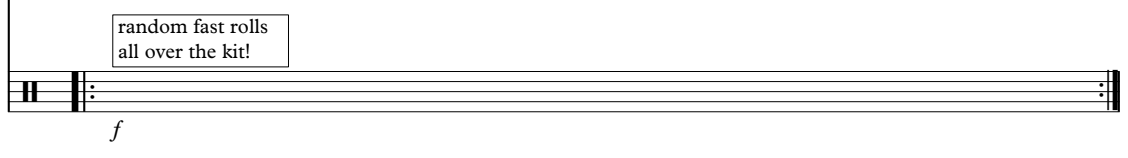
*f*



Dr.

random fast rolls all over the kit!

*f*



### III. Winter challenge

#### Explore

22 **E** *improv as earlier* →

VSop range

Sop Range *p* *improv as earlier* →

A Range *p* *mf* *f*

T Range *mf* *f* *mf* *f* *mf*

Bs Range *p* *f* *p*

Pno. *p* *f* *p* *f* *p*

**E** Enter the Winter level in search of penguin eggs, collect three to complete the level

Videogame Player

Lt1 and Lt2: choose a note every time and play with a very low drone sound, add delay and a nice long reverb

Lt3,4 and 5: create the foley, including wind and the crashing of rocks falling, etc

*p* *f* *p*

Dr. *mf* *f*

23

VSop range

Sop Range

A Range repeat strictly

T Range repeat strictly *f*

Bs Range repeat strictly *f p f*

Pno. repeat strictly *f p f p f*

II

II

II

See

all together...

26

VSop range

Musical staff for VSop range. It features a series of notes with a crescendo from *p* to *f* and a decrescendo back to *p*. A slur covers the entire phrase.

Sop Range

Musical staff for Sop Range. It features a series of notes with a crescendo from *p* to *f* and a decrescendo back to *p*. A slur covers the entire phrase.

A Range

Musical staff for A Range. It features a series of notes with a crescendo from *p* to *f* and a decrescendo back to *p*. A slur covers the entire phrase.

T Range

Musical staff for T Range. It features a series of notes with a crescendo from *p* to *f* and a decrescendo back to *p*. A slur covers the entire phrase.

Bs Range

Musical staff for Bs Range. It features a series of notes with a crescendo from *p* to *f* and a decrescendo back to *p*. A slur covers the entire phrase.

Pno.

Piano accompaniment staves. The marking *subito p* is present. The music consists of chords and melodic lines in both hands.

Videogame Player

Staff for Videogame Player, showing a double bar line at the beginning and end of the measure.

LapT

play pitches between 11 and 12kHz

Staff for LapT. It features a dynamic marking of *p*, *f*, and *p* with a slur over the phrase.

Dr.

lightly play soft rolls

Staff for Drums, showing a double bar line at the beginning and end of the measure.

**Grab**

Very Soprano Range

*mf* *ad lib, start slow and accel to as fast as you can till conductor brings you off*

To

Soprano Range

*mf* *ad lib, start slow and accel to as fast as you can till conductor brings you off*

Alto Range

*mf* *ad lib, start slow and accel to as fast as you can till conductor brings you off*

T Range

*ad lib, start slow and accel to as fast as you can till conductor brings you off*

Bass Range

*ad lib, start slow and accel to as fast as you can till conductor brings you off*

*mf* *ad lib, start slow and accel to as fast as you can till conductor brings you off*  
*ad lib, start slow and accel to as fast as you can till conductor brings you off*

Stop to watch the Penguins before going for the egg

Tape

play 8-bit victory sfx when the egg is grabbed

LapT

snare accel. could work here

Dr.





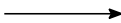


:|| ||: as before plus multiphonics

at the end of this section you should have already broken down into granular elements, like the laptops, breathe glissandi, breath flutters, keyclicks and multiphonics

33

Musical notation on a staff with notes, accidentals, and articulation marks. The notation includes a treble clef, a key signature of one flat, and various note values and accidentals. There are also some articulation marks like accents and slurs.



LapT

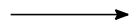
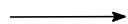


3 loops get increasingly shorter

4 begin to granulate your material until we have only grain textures

5 start decreasing grain density, making sure the grains end up being 50-60 ms long

6 very sparse grains, this section will serve as a link for the next section on the polar plateau



# V. The Polar Plateau

pick the tempo from the drums, instruments enter at will after conductor's cue

37 **G** random but long durations random but medium durations

VSop *p* *f* *p*

Soprano Range random but long durations random but medium durations *f*

Alto Range random but long durations random but medium durations *p* *f* *p*

T Range random but long durations random but medium durations *p* *f* *p*

Bass Range random but long durations random but medium durations *p* *f* *p*

Pno. random but long durations everybody else is playing randomly except you and the drums! *p* *f* *p*

Videogame Player **G** third level is played, the final attack on the pole

LapT granulation strands continue to the end granulation and drones increase

Dr. keep a steady beat with the piano snare as tight as possible in pitch and with no resonator



Tent

sudden  
silence  
on cue

44 VSop *pp improv, dwell inside brackets...*

Sop Range *f pp improv, dwell inside brackets...*

A Range *pp improv, dwell inside brackets...*

T Range *pp improv, dwell inside brackets...*

Bs Range *pp improv, dwell inside brackets...*

Pno. *pp improv, dwell inside brackets...*

Videogame Player

LapT *keep going!*

Dr. *random hits, never the same*

47

**H** choose diff. note each time  
improvise like at the beginning

VSop → fade to nothing with laptops

Sop Range → fade to nothing with laptops

A Range *sfz p*

T Range *sfz p*

Bs Range *sfz p*

Pno. *sfz p* choose dif notes combinations from the chord each time

**H** During this section we watch the cutscene and hear very loud chords from the orchestra fading to silence

Videogame Player

LapT *pp* *mf* *pp* Laptops introduce rumbles, low transposed sea sounds, slowed down sounds of water and wood creaking sounds from their buffer pool → fade to nothing under v.sop and sop. improvisation

Dr. do these crescendi on your largest cymbal *pp* *f* *pp*