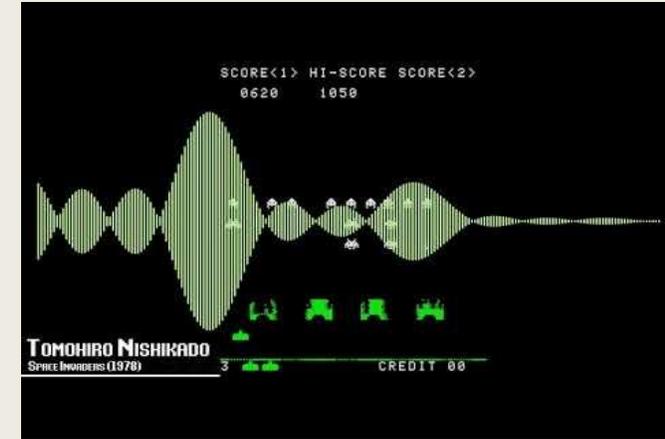


Game Music in Logic Wk1



A Brief History of Game Music

Tomohiro Nishikado (Space Invaders 1978)



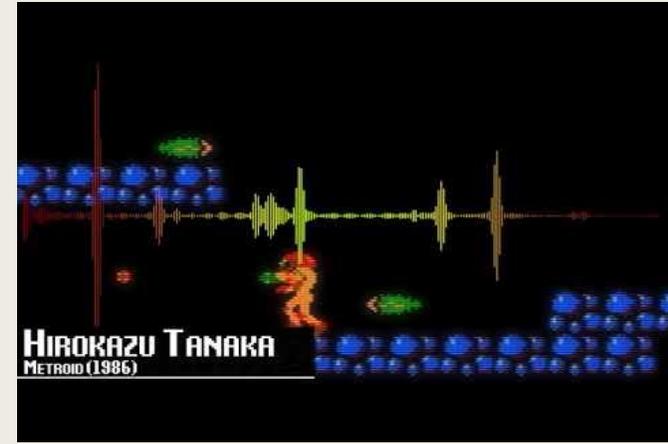
Taito's 1978 hit arcade game Space Invaders featured one of gaming's first continuous background soundtracks. Designer Tomohiro Nishikado created the space shooter's musical theme—only four thumping notes played over and over—but the song sped up as descending enemy aliens got closer to a player's bases. The heart-pounding music created a sense of urgency that kept players coming back again and again.

Super Mario Bro's 1985



When Koji Kondo joined Nintendo in 1984, he became the company's first employee to focus specifically on music composition. Soon he'd create some of the most beloved and familiar songs in gaming history, including the main themes of Super Mario Bros., a bouncy tune with short repeatable segments; and The Legend of Zelda, a two-line melody he composed in a single day.

Hirokazu “Hip” Tanaka (Metroid 1986)



Hirokazu “Hip” Tanaka—composer, sound designer, and creator of the audio hardware for Nintendo’s Famicom and Game Boy—is best known for his wide range of game music compositions, including the minimalistic and industrial sounds of Metroid. In that action-adventure game he punctuated the music and sound effects with moments of silence, enhancing the atmosphere of isolation and suspense.

Akira Yamaoka (*Silent Hill* 1999)



Akira Yamaoka's score for *Silent Hill* differed from previous survival-horror soundtracks by playing nearly continuously during the game, rather than having music erupt suddenly to signify danger, which created an atmosphere of perpetual tension. Some songs contained so many non-traditional, industrial sounds that his team thought the code was faulty, until he explained how the music increased the player's unease.

Marty O'Donnell and Michael Salvatori (Halo: Combat Evolved 2001)



Marty O'Donnell and Michael Salvatori joined forces in 2001 to compose music for the first-person shooter *Halo: Combat Evolved*. They focused on a single theme that could be re-used and re-arranged, giving the game a consistent, familiar backdrop without becoming repetitive. By using music sparsely, they increased dramatic impact when it appeared. Though very few games of the era produced commercial soundtracks, *Halo's* became a rousing success.

Christopher Tin (Civilization IV 2005)



Christopher Tin composed the main theme of *Civilization IV* at the behest of the game's lead designer, Soren Johnsen. His production "Baba Yetu," a choral, Swahili version of The Lord's Prayer, became the first video game song to win a Grammy Award for Best Instrumental Arrangement Accompanying Vocalist(s). In 2019, it played during the signing of a peace agreement between warring parties in Mozambique

Austin Wintory (Journey 2012)



Music forms the backbone of That gamecompany's art adventure *Journey*. Austin Wintory likened his emotional, reactive score to a cello concert with the player as the star soloist, supported by flutes, violas, and harps to represent other elements encountered in the game's world.

Undertale - Megalovania



- Megalovania's melody, is the same with the first note descending each iteration cycling in sets of four.
- The structure of the piece cycles between developing different themes after this, with many developing ideas.
- In the 'bridge' section where the song changes the theme is reintroduced.

A screenshot of a piano software interface showing a musical score for Megalovania. The score is in 4/4 time and consists of four measures. The piano part is shown in purple, and the guitar part is shown in yellow and orange. The bass line is shown in red and pink. The chord progression is shown at the bottom of the score.

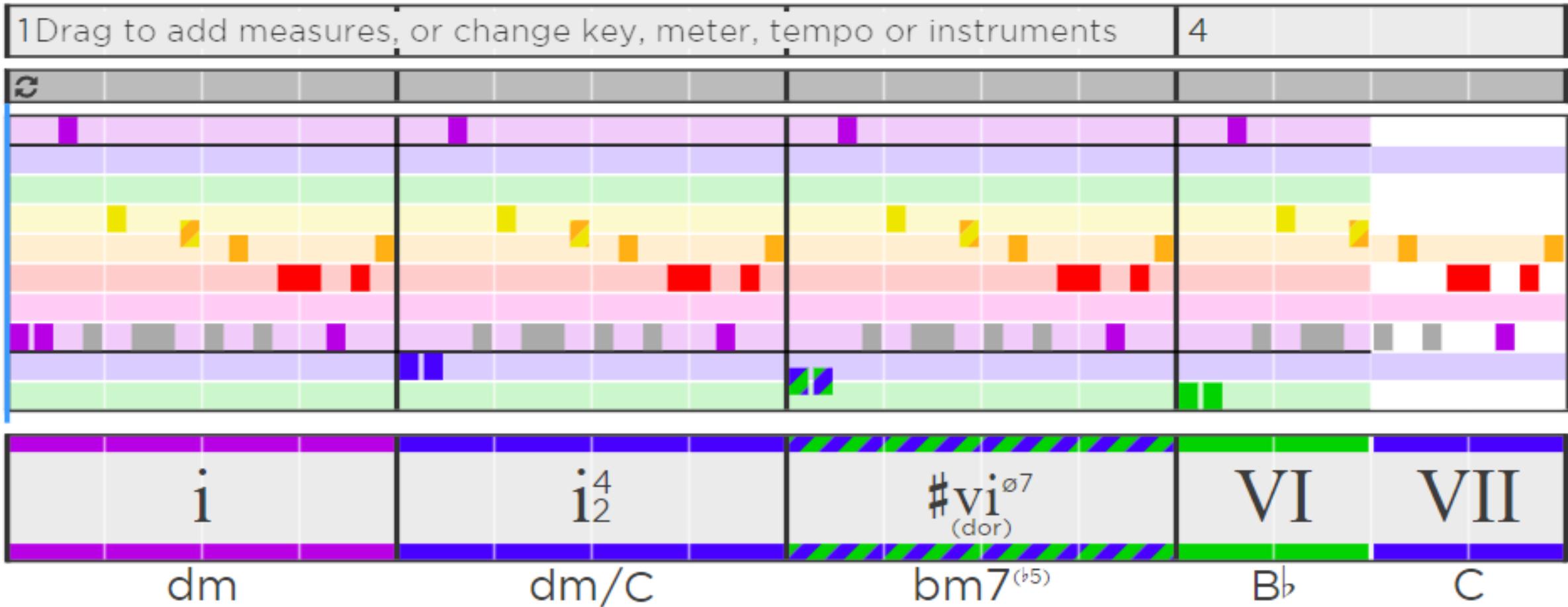
1 Drag to add measures, or change key, meter, tempo or instruments 4

1 D
7 C
6 B \flat
5 A
4 G
3 F
2 E
1 D
7 C
6 B \flat

$\dot{1}$ $\dot{1}_2^4$ $\#vi^{\circ 7}_{(dor)}$ VI VII
dm dm/C $bm7^{(5)}$ B \flat C

Megalovania

[Analysis](#)



Mario Sunshine – Delfino Plaza Theme



- Repetitive melody cycles twice identically before changing in the third repeat and lasting effectively for two cycles.

1 Drag to add measures, or change key, meter, tempo or instruments 4

7 G#
6 F#
5 E
4 D
3 C#
2 B
1 A
7 G#
6 F#
5 E
4 D

I $\#i^{ob7}$ ii^7 vii^{ob7}
(bor) (hmin)

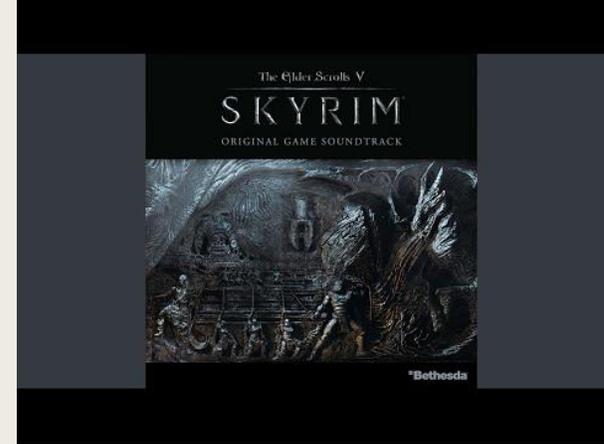
A $a\#^{\circ 7}$ $bm7$ $g\#^{\circ 7}$ A $a\#^{\circ 7}$ $bm7$ $g\#^{\circ 7}$ A $a\#^{\circ 7}$ $bm7$ $g\#^{\circ 7}$ A $a\#^{\circ 7}$ $bm7$ $g\#^{\circ 7}$

Delfino Plaza Theme

1 Drag to add measures, or change key, meter, tempo or instruments 4

The image displays a musical score for the Delfino Plaza Theme, showing the first four measures. The score is presented in a piano-guitar format. The piano part (top) is in treble clef, and the guitar part (bottom) is in bass clef. The key signature is one sharp (F#), and the time signature is 4/4. The score is divided into four measures by vertical bar lines. The piano part features a melodic line with various intervals and rests, while the guitar part provides harmonic support with chords. The chord analysis at the bottom identifies the chords used in each measure: Measure 1: I (A), #i^{ob7} (bor) (a#°7), ii⁷ (bm7), vii^{ob7} (hmin) (g#°7). Measure 2: I (A), #i^{ob7} (bor) (a#°7), ii⁷ (bm7), vii^{ob7} (hmin) (g#°7). Measure 3: I (A), #i^{ob7} (bor) (a#°7), ii⁷ (bm7), vii^{ob7} (hmin) (g#°7). Measure 4: I (A), #i^{ob7} (bor) (a#°7), ii⁷ (bm7), vii^{ob7} (hmin) (g#°7). The piano part uses a variety of colors to represent different notes and intervals, while the guitar part uses a consistent color scheme for each chord type.

Skyrim – Dragonborn

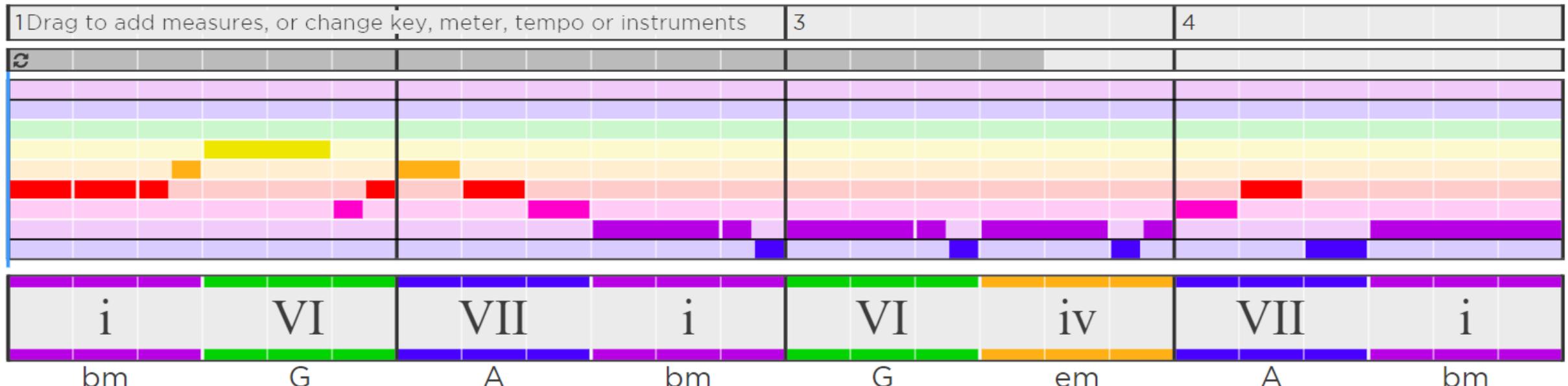
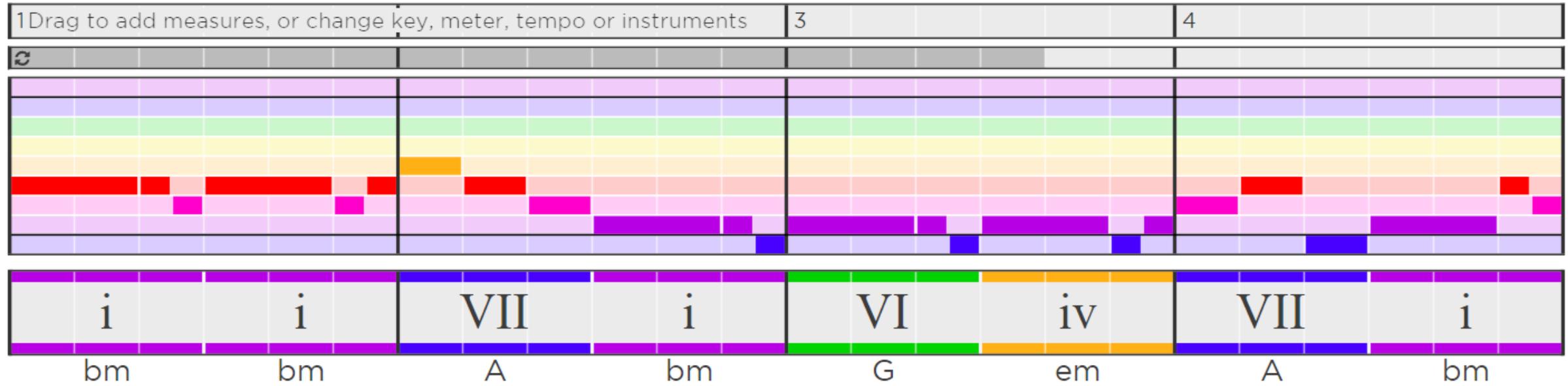


- Repetitive melody cycles twice identically before changing in the third repeat and lasting effectively for two cycles.

The image displays a musical score visualization for the Dragonborn theme. It consists of a piano roll at the top and a chord progression below. The piano roll shows a melody line with notes in red, yellow, and purple, set against a background of colored bands representing different notes. The chord progression is shown below the piano roll, with chords labeled with Roman numerals and letter names. The chords are: i, i, VII, i, VI, iv, VII, i, i, VI, VII, i, VI, iv, VII, i. The letter names below the chords are: bm, bm, A, bm, G, em, A, bm, bm, G, A, bm, G, em, A, bm. The piano roll is divided into measures, with measure numbers 3, 4, 5, 6, 7, and 8 visible. The piano roll also shows a tempo change from 3/4 to 4/4 at measure 5.

Dragonborn

Analysis



Call Of Duty– Zombies



- Repetitive melody cycles twice identically before changing in the third repeat and lasting effectively for two cycles.



Task

In pairs research a video game theme that you enjoy. Looking into it historically and what about the theme makes it interesting.

Think about

- Harmony
- Melody
- Rhythm
- Production
- Instrumentation

Chords Theory 101



- C Major scale is made up of all the white keys on a piano

C major scale

basicmusictheory.com

	C#	D#		F#	G#	A#		C#	D#		F#	G#	A#		
	D \flat	E \flat		G \flat	A \flat	B \flat		D \flat	E \flat		G \flat	A \flat	B \flat		
B	C	D	E	F	G	A	B	C	D	E	F	G	A	B	C

'Good' Chords

- We can build **chords** off every note in the **C major scale** – using the scale and we will end up with a set of chords that all work together.
- There are **seven chords** in each **key** and they are labelled with roman numerals. **I II III IV V VI VII**

Chords 1-6

1 = I

C Major



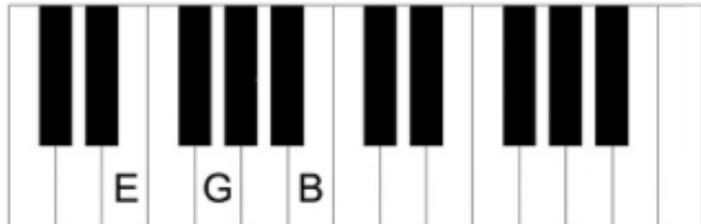
2 = ii

D Minor



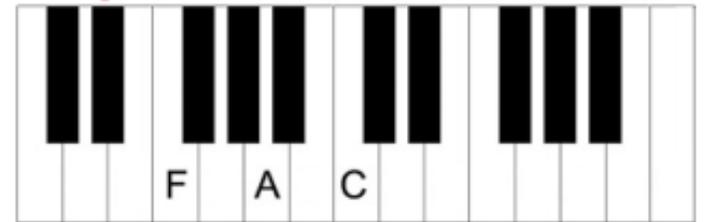
3 = iii

E Minor



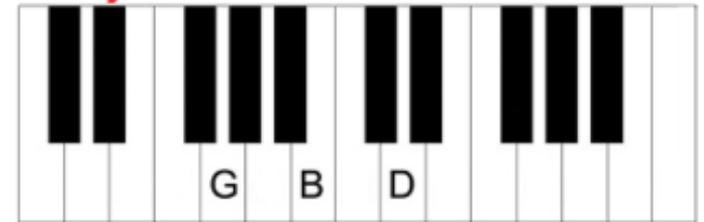
4 = IV

F Major



5 = V

G Major

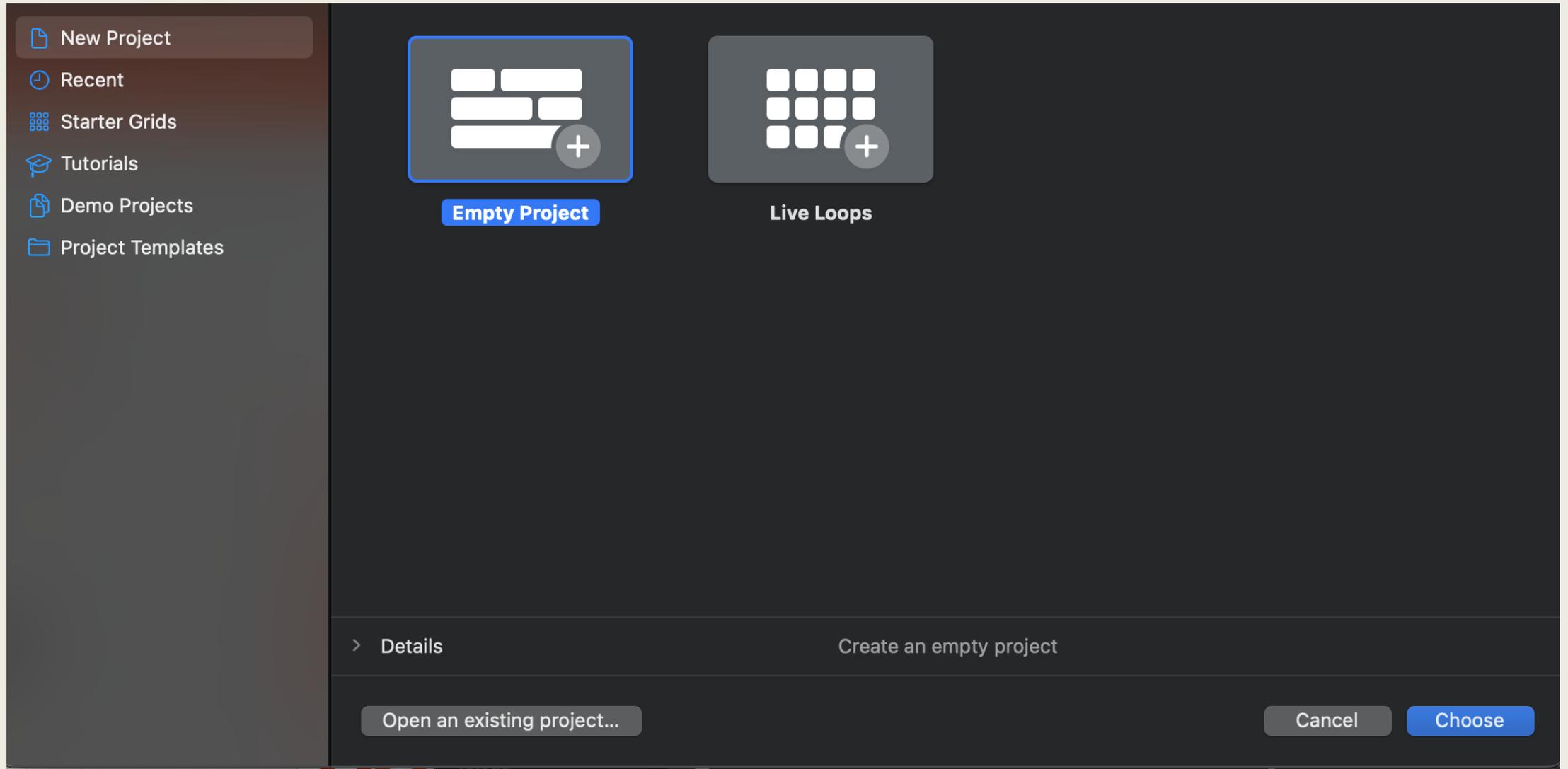


6 = vi

A Minor



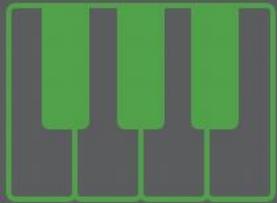
Select empty project



Select software instrument

Choose a track type

Software Instrument



Plug in a USB MIDI keyboard to play and record using a wide variety of instruments like piano, organ, and synths.

Audio



Record using a microphone or line input — or drag and drop audio files.



Connect a guitar or bass to your Mac to play and record through virtual amps and pedal effects.

Drummer



Add a drummer that automatically plays along with your song.

> Details



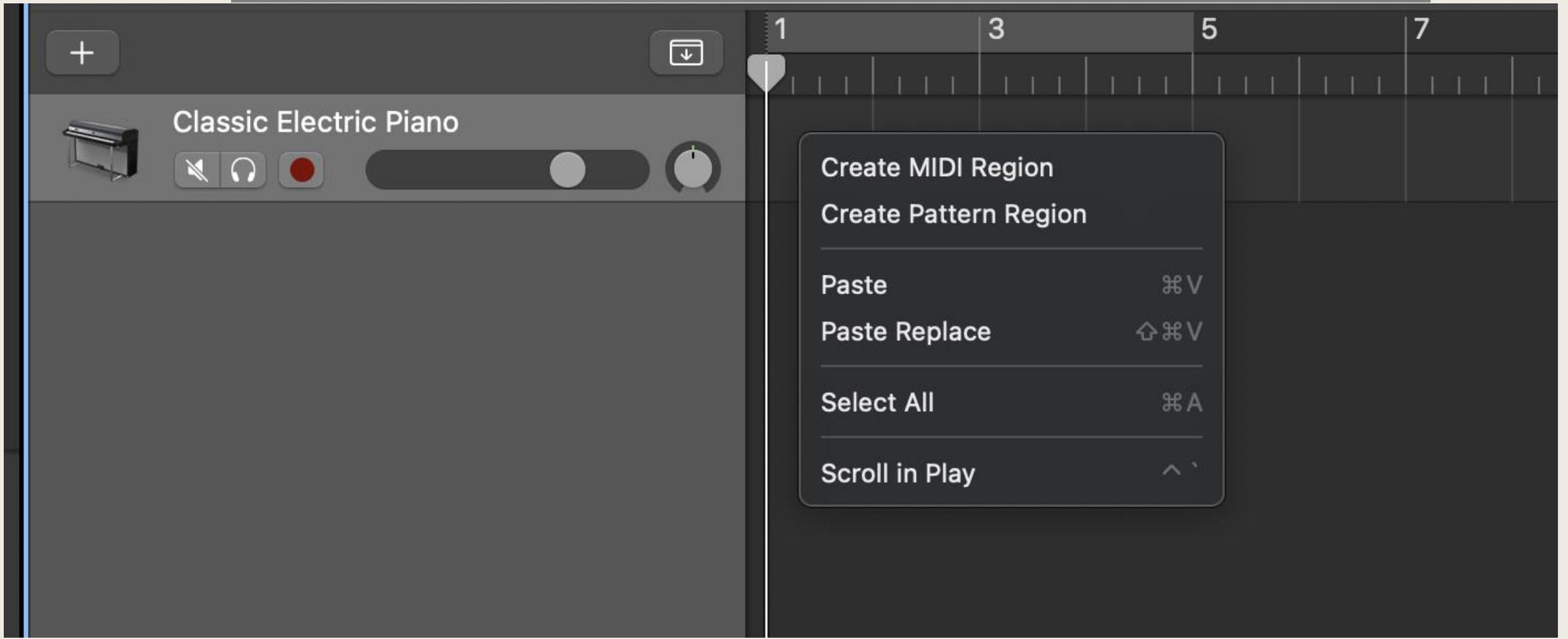
Number of tracks to create:

1

Cancel

Create

Ctrl + click to create midi region



Grab the right hand side of the region and make it 4 bars long

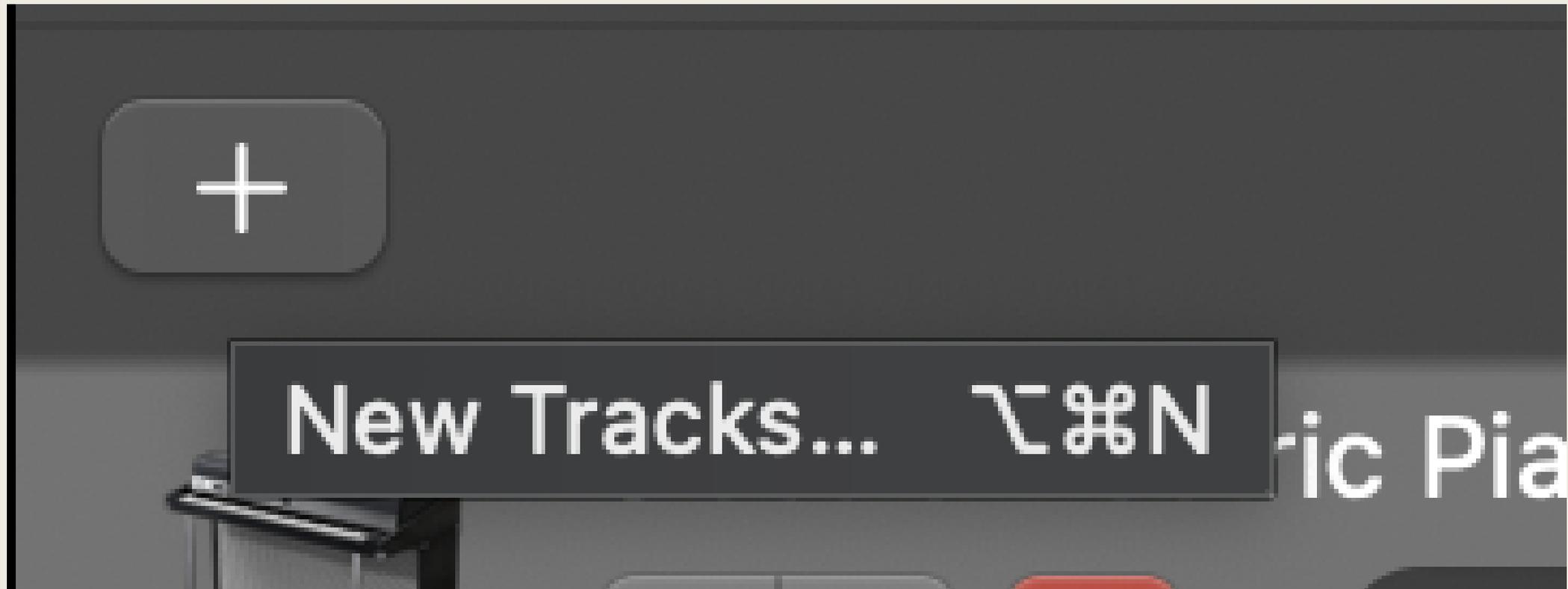


Double click the region then use CMD and click for the pen tool to write in this melody

The image shows a digital piano roll interface for a track named "Classic Electric Piano". The piano roll is divided into four measures, labeled 1, 2, 3, and 4. The notes are represented by green horizontal bars with white stems. The keyboard is visible on the left side, with the C3 key highlighted in blue. The notes are as follows:

Measure	Notes (Pitch)
1	C4 (quarter), E4 (quarter), G4 (quarter), F4 (quarter), E4 (quarter), D4 (quarter), C4 (quarter)
2	C4 (quarter), E4 (quarter), G4 (quarter), F4 (quarter), E4 (quarter), D4 (quarter), C4 (quarter)
3	C4 (quarter), E4 (quarter), G4 (quarter), F4 (quarter), E4 (quarter), D4 (quarter), C4 (quarter)
4	C4 (quarter), E4 (quarter), G4 (quarter), F4 (quarter), E4 (quarter), D4 (quarter), C4 (quarter)

Make a second track



Select software instrument and create a new midi region



Scroll down to C1 and input this chord sequence

The screenshot displays a digital piano interface with a piano roll for a track named "Classic Electric Piano". The piano roll is divided into four measures, labeled 1, 2, 3, and 4. The vertical axis represents the piano keyboard, with specific notes labeled C3, C2, and C1. The notes are represented by green horizontal bars indicating their duration. The sequence of chords across the measures is as follows:

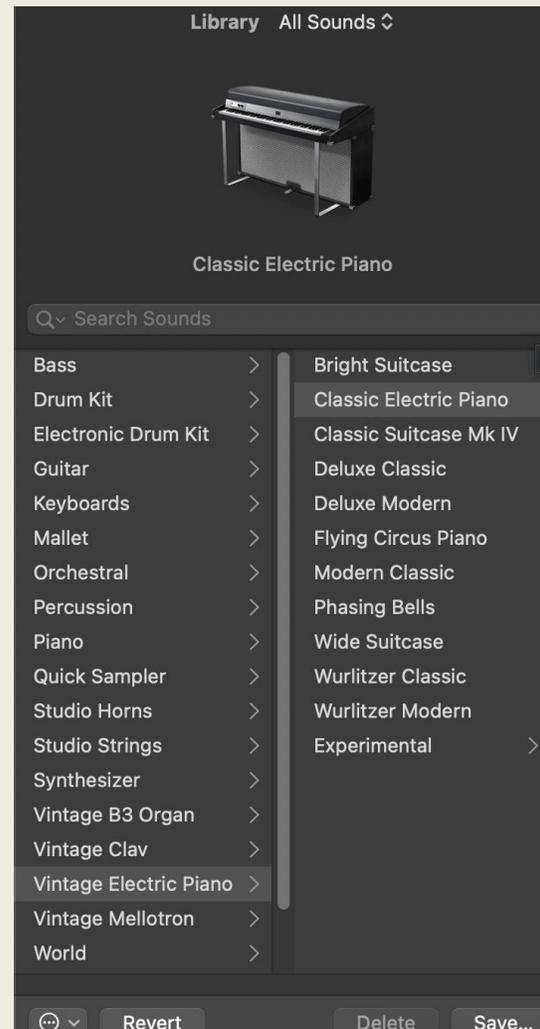
- Measure 1: C3, C2, C1
- Measure 2: C3, C2, C1
- Measure 3: C3, C2, C1
- Measure 4: C3, C2, C1

Alter the tempo to 149



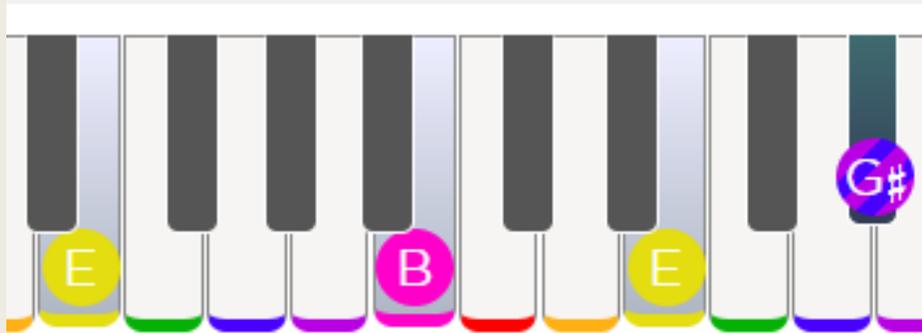
Experiment with different instruments

Especially retrosynth

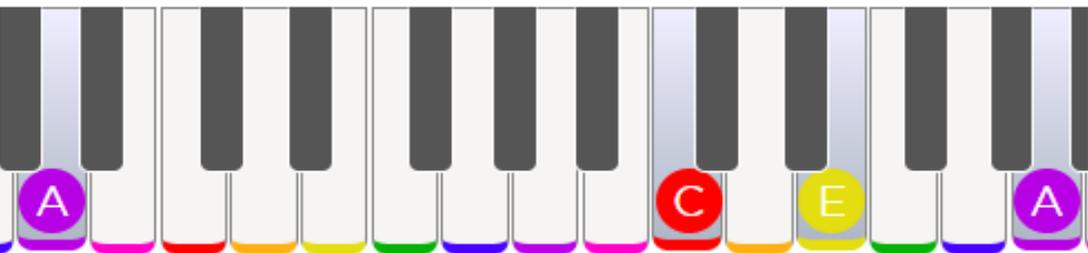


The Chords

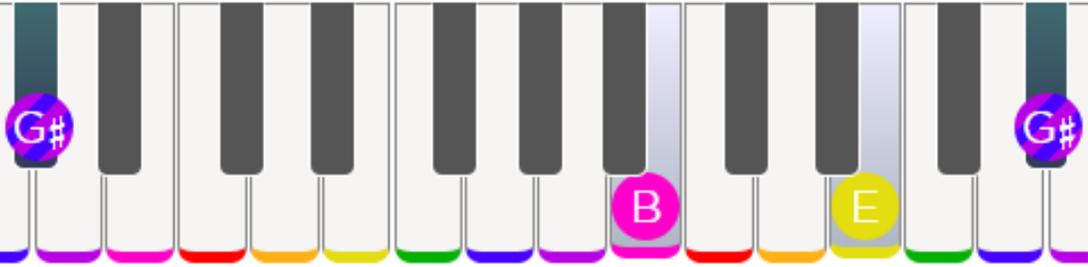
1 Bar of E Major **E B E G#**



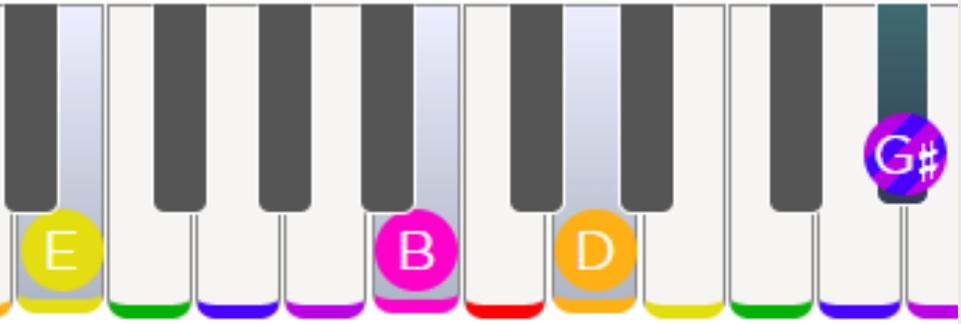
1 Bar of A minor **A C E A**



1/2 Bar of E major / G# **G# B E G#**



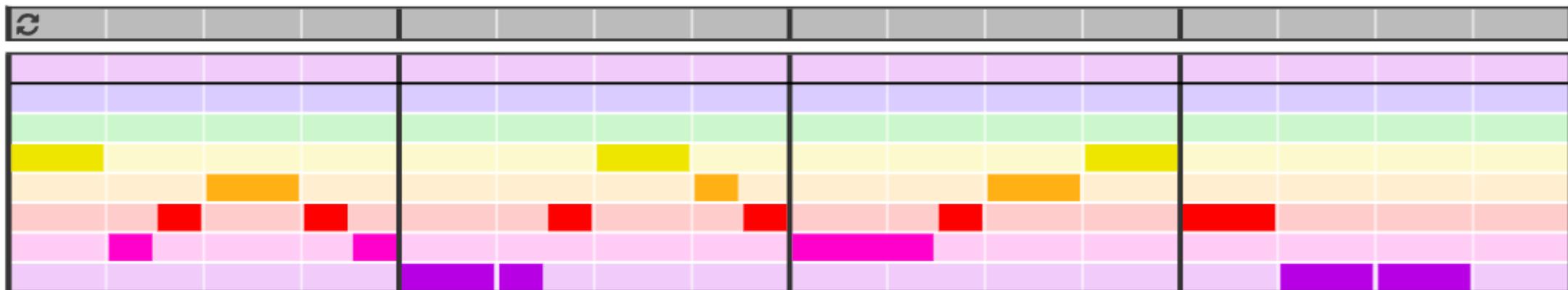
1/2 Bar of E 7 **E B D G#**



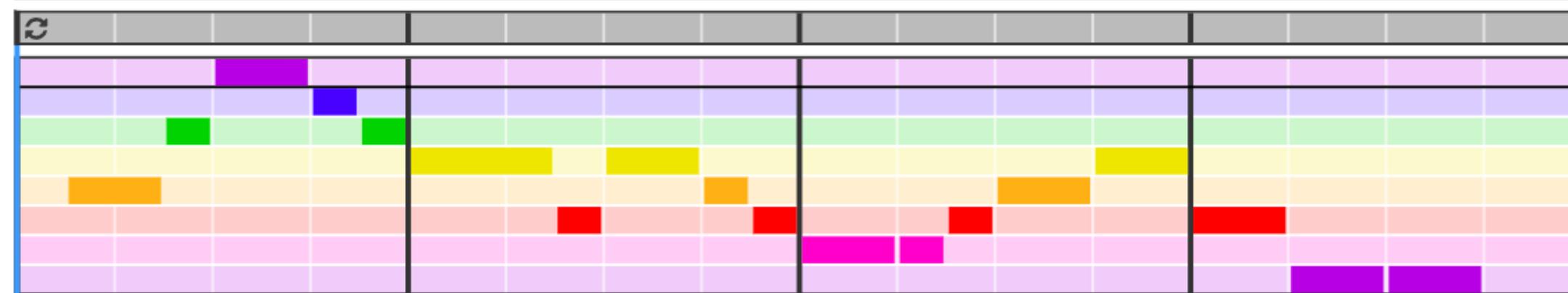
1 bar of A minor **A C E A**



1 A
7 G
6 F
5 E
4 D
3 C
2 B
1 A



1 A
7 G
6 F
5 E
4 D
3 C
2 B
1 A



Use Hooktheory to make the rest of the song

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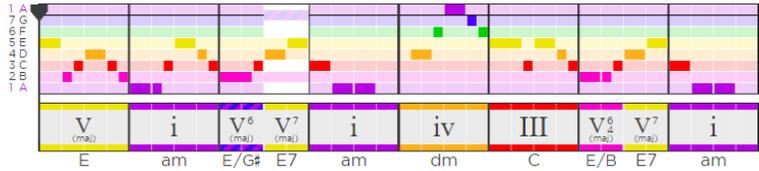
The Tetris Theme by Nintendo Chords and Melody

Sections: Verse , Chorus .

Verse

  Piano
 YouTube

Play   Key Guides

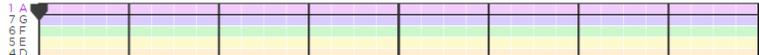

V (maj) i V⁶ (maj) V⁷ (maj) i iv III V⁶ (maj) V⁷ (maj) i
E am E/G# E7 am dm C E/B E7 am

Melody 
Chords

Chorus

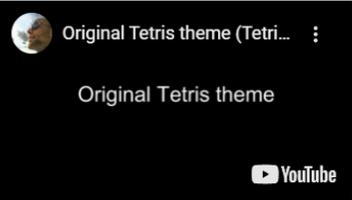
  Piano
 YouTube

Play   Key Guides



More by Nintendo

-  3DS Piranha Plant Slide - Mario Ka by Nintendo
-  Ancient Ruins Daytime by Nintendo
-  Astral Observatory by Nintendo
-  Attack on Vah Naboris by Nintendo
-  Baby Park - Mario Kart 8 by Nintendo
-  Ballad Of The Goddess by Nintendo
-  Bandit Valley - Yoshi's New Island by Nintendo
-  Baseball Training - Wii Sports



Extra Work

For next session.

Find an