

UNIVERSIDAD SAN FRANCISCO DE QUITO USFQ

Colegio de Música (COM)

Escena 1: Hero
Escena 2: Charge

Ricardo Alejandro Baldeón Cruz

Composición para Medios Contemporáneos

Trabajo de fin de carrera presentado como requisito
para la obtención del título de
Licenciado en Composición para Medios Contemporáneos

Quito, 25 de abril de 2025

UNIVERSIDAD SAN FRANCISCO DE QUITO USFQ

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HOJA DE CALIFICACIÓN DE TRABAJO DE FIN DE CARRERA

Escena 1: Hero
Escena 2: Charge

Ricardo Alejandro Baldeón Cruz

Nombre del profesor, Título académico

Manuel García Albornoz, M.M.
Nelson García García, Compositor

Quito, 25 de abril de 2025

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Nombres y apellidos: Ricardo Alejandro Baldeón Cruz

Código: 00128117

Cédula de identidad: 1724735152

Lugar y fecha: Quito, 25 de abril de 2025

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RESUMEN

Este trabajo recopila dos composiciones musicales originales para los cortometrajes *Hero* y *Charge*, ambos producidos por Blender Studio. En *Hero*, una historia donde se reinterpreta el concepto de heroísmo a través del contraste entre lo urbano y lo natural, se utilizó una orquestación completa con cambios de métrica para apoyar la narrativa visual. *Charge*, con una estética futurista, fue musicalizado con una orquestación híbrida, combinando sintetizadores e instrumentos tradicionales para retratar la conexión emocional entre un humano y un androide.

Ambos proyectos reflejan una evolución en mi proceso creativo y técnico, así como una afirmación de mi identidad como compositor para medios.

Palabras clave: composición musical, orquestación híbrida, cortometraje, métricas irregulares, música para imagen, Blender Studio, narrativa audiovisual, sintetizadores, música original.

ABSTRACT

This project features two original musical compositions for the short films *Hero* and *Charge*, both produced by Blender Studio. *Hero* presents a reinterpretation of heroism through the contrast between urban progress and natural balance, supported by a fully orchestral score with shifting time signatures to enhance the visual narrative. *Charge*, set in a futuristic world, was scored using a hybrid orchestration combining synthesizers and traditional instruments to portray the emotional bond between a human and an android.

Both works reflect a significant evolution in my creative and technical process, and a deeper affirmation of my voice as a media composer.

Keywords: music composition, hybrid orchestration, short film, irregular meters, film scoring, Blender Studio, audiovisual storytelling, synthesizers, original music.

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INTRODUCCIÓN

La música para medios audiovisuales permite explorar nuevas formas de narrar a través del sonido, convirtiéndose en una herramienta expresiva capaz de transformar una escena. Este trabajo de titulación consiste en la composición musical original para dos cortometrajes del estudio Blender: *Hero* y *Charge*. Ambos ofrecen universos visuales intensos y contrastantes, lo que permitió abordar enfoques distintos, desde una orquestación tradicional hasta una propuesta híbrida con elementos electrónicos.

Este proyecto nace del deseo de reconectarme con la composición desde un lugar más activo y desafiante, y de reafirmar mi identidad como creador musical para medios. Luego de un periodo de distancia necesitaba demostrarme que podía enfrentar un proceso completo de composición, orquestación y producción sonora.

Dentro del campo de la composición para medios, este tipo de proyectos aporta al desarrollo de un lenguaje propio frente a distintas narrativas audiovisuales. En el contexto ecuatoriano, donde el vínculo entre música y cine todavía está en consolidación, documentar experiencias como esta ayuda a visibilizar el potencial creativo y técnico de los compositores locales, así como a inspirar futuras colaboraciones entre disciplinas.

ORQUESTACIÓN: HERO

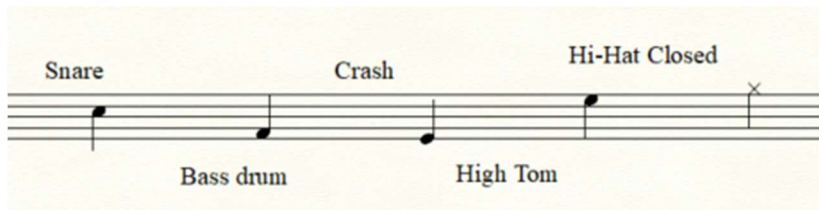
WOODWINDS:

- **Flute:** Flute, Playcell

BRASSES:

- **Horns in F:** Heroic Horns, The Free Orchestra
- **Tenor Trombone:** Trombone, Playcell
- **Bass Trombone:** Trombone, Playcell

PERCUSSION KIT: Power Strike, The Free Orchestra



STRINGS:

- **Harp:** Harp, The Free Orchestra
- **Violin:** Sultasto Strings, The Free Orchestra 2
- **Viola:** Sultasto Strings, The Free Orchestra 2
- **Cello:** Sultasto Strings, The Free Orchestra 2
- **Double Bass:** Sultasto Strings, The Free Orchestra 2

Score

HERO

ALEJANDRO BALDEÓN

Main Title

♩ = 105

FLUTE

Musical staff for Flute, 4/4 time signature, key of D major (two sharps). The staff contains rests for the first three measures, followed by a half note D5 in the fourth measure, and rests for the fifth and sixth measures. A 6/4 time signature change is indicated at the end of the sixth measure.

HORNS IN F

Musical staff for Horns in F, 4/4 time signature, key of D major (two sharps). The staff contains rests for the first three measures, followed by a half note D5 in the fourth measure, and rests for the fifth and sixth measures. A 6/4 time signature change is indicated at the end of the sixth measure.

TENOR TROMBONE

Musical staff for Tenor Trombone, 4/4 time signature, key of D major (two sharps). The staff contains rests for the first three measures, followed by a half note D4 in the fourth measure, and rests for the fifth and sixth measures. A 6/4 time signature change is indicated at the end of the sixth measure.

BASS TROMBONE

Musical staff for Bass Trombone, 4/4 time signature, key of D major (two sharps). The staff contains rests for the first three measures, followed by a half note D3 in the fourth measure, and rests for the fifth and sixth measures. A 6/4 time signature change is indicated at the end of the sixth measure.

PERCUSSION

Musical staff for Percussion, 4/4 time signature. The staff contains rests for the first three measures. In the fourth measure, there is a half note D5 with an accent (>) and a dynamic marking of *mf*. In the fifth measure, there is a half note D5 with an accent (>). In the sixth measure, there is a half note D5 with an accent (>). A 6/4 time signature change is indicated at the end of the sixth measure.

HARP

Musical staff for Harp, 4/4 time signature, key of D major (two sharps). The staff contains rests for the first three measures, followed by a half note D5 in the fourth measure, and rests for the fifth and sixth measures. A 6/4 time signature change is indicated at the end of the sixth measure.

VIOLIN

Musical staff for Violin, 4/4 time signature, key of D major (two sharps). The staff contains rests for the first three measures. In the fourth measure, there is a half note D5 with a slur extending to the fifth measure. In the fifth measure, there is a half note D5 with a slur extending to the sixth measure. A dynamic marking of *mp* is present in the fourth measure. A 6/4 time signature change is indicated at the end of the sixth measure.

VIOLA

Musical staff for Viola, 4/4 time signature, key of D major (two sharps). The staff contains rests for the first three measures, followed by a half note D4 in the fourth measure, and rests for the fifth and sixth measures. A 6/4 time signature change is indicated at the end of the sixth measure.

CELLO

Musical staff for Cello, 4/4 time signature, key of D major (two sharps). The staff contains a half note D3 in the first measure, a half note D3 in the second measure, a half note D3 in the third measure, a half note D3 in the fourth measure, a half note D3 in the fifth measure, and a half note D3 in the sixth measure. A dynamic marking of *pp* is present in the first measure, and a dynamic marking of *mp* is present in the fourth measure. A 6/4 time signature change is indicated at the end of the sixth measure.

DOUBLE BASS

Musical staff for Double Bass, 4/4 time signature, key of D major (two sharps). The staff contains rests for the first three measures, followed by a half note D3 in the fourth measure, and rests for the fifth and sixth measures. A 6/4 time signature change is indicated at the end of the sixth measure.

HERO

Honor

6

Fl.

6

Hns.

Tbn.

B.Tbn.

6

Perc.

Hp.

6

Vln.

Vla.

Vc.

Db.

mp

F1.

10 City Lights ♩ = 110

The musical notation for 'City Lights' is written on a single staff. It begins with a treble clef, a key signature of two sharps (F# and C#), and a common time signature (C). The tempo is indicated as 110 beats per minute (♩ = 110). The melody consists of four measures, each containing a single quarter note. The notes are: D5 (first measure), E5 (second measure), F#5 (third measure), and G5 (fourth measure). The staff is divided into four equal measures by vertical bar lines.

Hns.

Tbn.

The musical score for the bass line of 'The Sound of Silence' is presented in a single staff with a key signature of two sharps (F# and C#) and a common time signature (C). The score is divided into four measures. The first measure contains a whole rest. The second measure begins with a half rest, followed by a dotted half note on G3, and then two eighth notes on A3 and B3. The third measure is in 4/4 time and contains a dotted half note on G3, a quarter note on A3, and a half note on B3. The fourth measure contains a whole rest, followed by two eighth notes on A3 and B3. The dynamic marking *mf* is placed below the first measure of the second system.

B.Tbn.

The bass line is written on a single staff in bass clef with a key signature of one sharp (F#). It consists of four measures, each containing a single eighth note. The notes are: F#2 (first measure), F#2 (second measure), F#2 (third measure), and F#2 (fourth measure). The time signature is 4/4.

Perc.

10

mf

f

Hp.

The first system of the musical score for 'The Rose Tree' consists of two staves. The upper staff is in treble clef with a key signature of two sharps (F# and C#). It contains a whole rest. The lower staff is in bass clef and also contains a whole rest. The time signature is 4/4, indicated by a '4' over and under the staff line. The dynamic marking *mf* (mezzo-forte) is placed below the lower staff.

Vln.

Vla.

Vc.

Db.

[illegible]

[illegible]

HERO

Enemy? ♩ = 123

18

Fl.

18

Hns.

Tbn.

B.Tbn.

18

Perc.

mp

Hp.

18

Vln.

mp

Vla.

mp

Vc.

mp

Db.

mp

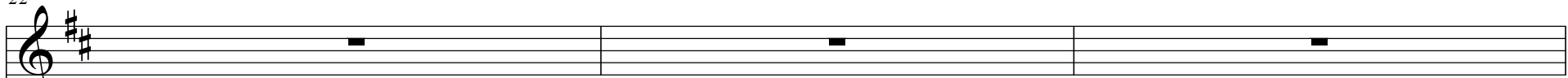
HERO

Smoke

 = 118

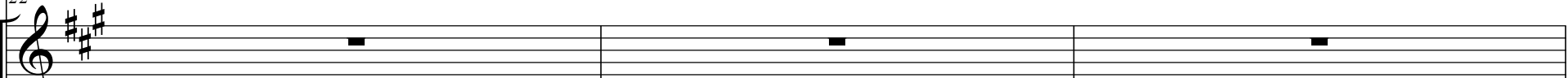
22

Fl.

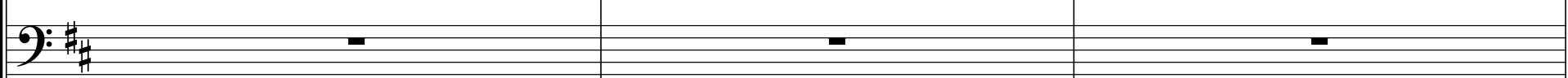


22

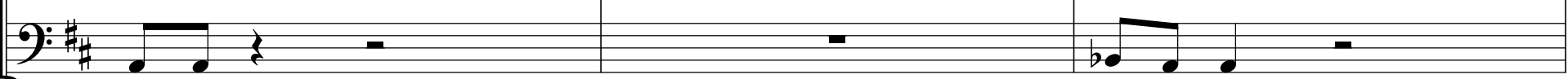
Hns.



Tbn.

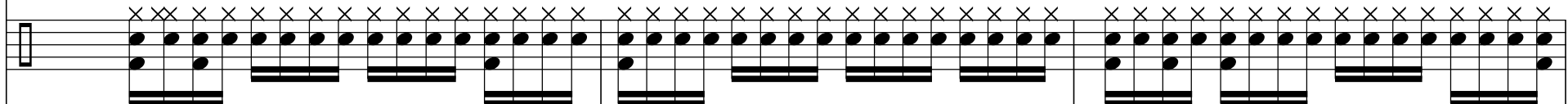


B.Tbn.

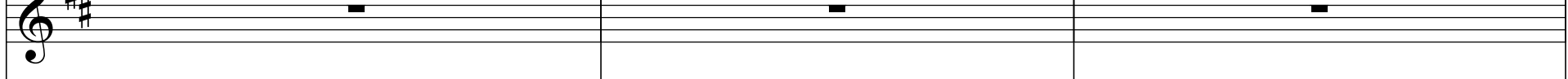


22

Perc.

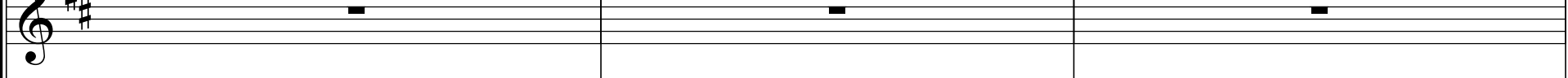


Hp.

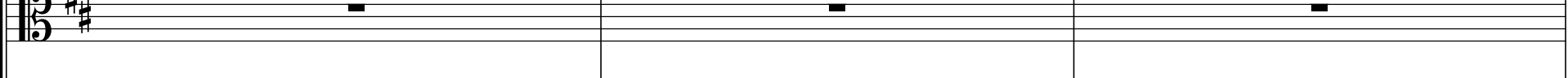


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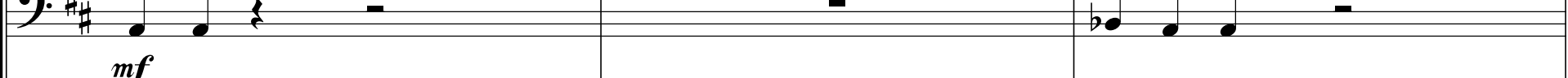
Vln.



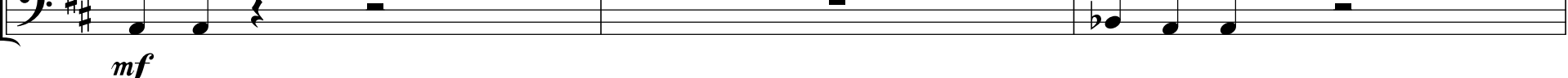
Vla.



Vc.



Db.



mf
marcato

mf
marcato

HERO

25

Fl.

Musical staff for Flute (Fl.) in D major (two sharps). It contains a whole rest in the first measure of the 3/4 time signature, and another whole rest in the first measure of the 4/4 time signature.

25

Hns.

Musical staff for Horns (Hns.) in D major (two sharps). It contains a whole rest in the first measure of the 3/4 time signature, and another whole rest in the first measure of the 4/4 time signature.

Tbn.

Musical staff for Trombone (Tbn.) in D major (two sharps). It contains a whole rest in the first measure of the 3/4 time signature, and another whole rest in the first measure of the 4/4 time signature.

B.Tbn.

Musical staff for Baritone Trombone (B.Tbn.) in D major (two sharps). It contains a whole rest in the first measure of the 3/4 time signature, followed by a dotted half note in the second measure. In the 4/4 time signature, it contains a quarter note, a quarter rest, a quarter note, and a quarter rest.

pp  *ff*

25

Perc.

Musical staff for Percussion (Perc.). It features a continuous rhythmic pattern of eighth notes with 'x' marks above them, indicating cymbal or snare hits. The pattern continues through the 3/4 and 4/4 time signatures.

Hp.

Musical staff for Harp (Hp.) in D major (two sharps). It contains a whole rest in the first measure of the 3/4 time signature, and another whole rest in the first measure of the 4/4 time signature.

25

Vln.

Musical staff for Violin (Vln.) in D major (two sharps). It contains a whole rest in the first measure of the 3/4 time signature, and another whole rest in the first measure of the 4/4 time signature.

Vla.

Musical staff for Viola (Vla.) in D major (two sharps). It contains a whole rest in the first measure of the 3/4 time signature, and another whole rest in the first measure of the 4/4 time signature. In the 4/4 time signature, it contains a quarter note, a quarter rest, a quarter note, and a quarter rest, marked *marcato*.

Vc.

Musical staff for Violoncello (Vc.) in D major (two sharps). It contains a whole rest in the first measure of the 3/4 time signature, and another whole rest in the first measure of the 4/4 time signature. In the 4/4 time signature, it contains a quarter note, a quarter rest, a quarter note, and a quarter rest.

Db.

Musical staff for Double Bass (Db.) in D major (two sharps). It contains a whole rest in the first measure of the 3/4 time signature, and another whole rest in the first measure of the 4/4 time signature. In the 4/4 time signature, it contains a quarter note, a quarter rest, a quarter note, and a quarter rest.

HERO

28

Fl.

Musical staff for Flute (Fl.) in G major, starting at measure 28. The staff shows rests for measures 28, 29, and 30, followed by a 2/4 time signature change and a final measure with a quarter note G5 and a quarter rest.

28

Hns.

Musical staff for Horns (Hns.) in G major, starting at measure 28. The staff shows rests for measures 28, 29, and 30, followed by a 2/4 time signature change and a final measure with a quarter note G5, a quarter note A5, and a quarter rest.

28

Tbn.

Musical staff for Trombone (Tbn.) in G major, starting at measure 28. The staff shows rests for measures 28, 29, and 30, followed by a 2/4 time signature change and a final measure with a quarter note G5, a quarter note A5, and a quarter rest.

28

B.Tbn.

Musical staff for Baritone Trombone (B.Tbn.) in G major, starting at measure 28. The staff shows a rhythmic pattern of eighth notes and quarter notes with rests, followed by a 2/4 time signature change and a final measure with a quarter note G5, a quarter note A5, and a quarter rest.

28

Perc.

Musical staff for Percussion (Perc.) in G major, starting at measure 28. The staff shows a complex rhythmic pattern with many 'x' marks indicating hits, followed by a 2/4 time signature change and a final measure with a quarter note G5, a quarter note A5, and a quarter rest.

28

Hp.

Musical staff for Harp (Hp.) in G major, starting at measure 28. The staff shows rests for measures 28, 29, and 30, followed by a 2/4 time signature change and a final measure with a quarter note G5, a quarter note A5, and a quarter rest.

28

Vln.

Musical staff for Violin (Vln.) in G major, starting at measure 28. The staff shows a rhythmic pattern of eighth notes and quarter notes with rests, followed by a 2/4 time signature change and a final measure with a quarter note G5, a quarter note A5, and a quarter rest.

28

Vla.

Musical staff for Viola (Vla.) in G major, starting at measure 28. The staff shows a rhythmic pattern of eighth notes and quarter notes with rests, followed by a 2/4 time signature change and a final measure with a quarter note G5, a quarter note A5, and a quarter rest.

28

Vc.

Musical staff for Violoncello (Vc.) in G major, starting at measure 28. The staff shows a rhythmic pattern of eighth notes and quarter notes with rests, followed by a 2/4 time signature change and a final measure with a quarter note G5, a quarter note A5, and a quarter rest.

28

Db.

Musical staff for Double Bass (Db.) in G major, starting at measure 28. The staff shows a rhythmic pattern of eighth notes and quarter notes with rests, followed by a 2/4 time signature change and a final measure with a quarter note G5, a quarter note A5, and a quarter rest.

marcato

HERO

Action in the Sky $\text{♩} = 124$

32

Fl. *f*

Hns. *f*

Tbn. *f*

B.Tbn. *f*

Perc. *f*

Hp. *f*

Vln. *f*

Vla. *f*

Vc. *f*

Db. *f*

The musical score is for a piece titled "Action in the Sky" with a tempo of 124 beats per minute. It is written in 7/4 time and marked forte (f). The score is for a full orchestra, including Flute (Fl.), Horns (Hns.), Trombone (Tbn.), Bass Trombone (B.Tbn.), Percussion (Perc.), Harp (Hp.), Violin (Vln.), Viola (Vla.), Violoncello (Vc.), and Double Bass (Db.). The score is divided into two systems, each containing two measures. The first system starts at measure 32. The Flute and Trombone parts have a melodic line with a slur over the first four measures. The Horns and Harp parts have a sustained note. The Percussion part has a complex rhythmic pattern. The Violin, Viola, Violoncello, and Double Bass parts have a sustained note. The second system continues the melodic line for the Flute and Trombone, and the sustained notes for the other instruments.

This musical score is for the piece "The Rose Tree" and is written for a large ensemble. The score is in 6/4 time and features a key signature of one sharp (F#). The instruments included are Flute (Fl.), Horns (Hns.), Trombone (Tbn.), Bass Trombone (B.Tbn.), Percussion (Perc.), Harp (Hp.), Violin (Vln.), Viola (Vla.), Violoncello (Vc.), and Double Bass (Db.). The score is divided into two systems, each containing ten staves. The first system starts at measure 34. The Flute and Trombone parts have melodic lines with slurs. The Horns and Harp parts are marked with a dash, indicating they are silent. The Percussion part has a complex rhythmic pattern. The Violin and Viola parts are also marked with a dash. The Violoncello and Double Bass parts have a steady bass line. The second system continues the same musical ideas. The score ends at measure 43.

♩ = 132

[illegible]

HERO

38

Fl.

38

Hns.

Tbn.

B.Tbn.

Perc.

Hp.

Vln.

Vla.

Vc.

Db.

Detailed description: This musical score page, titled 'HERO', shows measures 38 and 39 for a large ensemble. The Flute (Fl.) part in measure 38 has a half note G4 with an accent (>) and a sharp sign (#). The Horns (Hns.) part has a whole rest in both measures. The Trombone (Tbn.) part in measure 38 has a half note G2 with an accent (>) and a sharp sign (#). The Bass Trombone (B.Tbn.) part has a half note G2 with an accent (>) and a sharp sign (#). The Percussion (Perc.) part features a complex rhythmic pattern of eighth notes with accents (>) and 'x' marks above them. The Harp (Hp.) part has a whole rest in both measures. The Violin (Vln.) part in measure 38 has a half note G4 with an accent (>) and a sharp sign (#). The Viola (Vla.) part has a whole rest in both measures. The Violoncello (Vc.) part has a whole rest in both measures. The Double Bass (Db.) part has a half note G2 with an accent (>) and a sharp sign (#).

HERO

40

Fl.

Hns.

Tbn.

B.Tbn.

Perc.

Hp.

Vln.

Vla.

Vc.

Db.

The musical score for 'HERO' is presented across ten staves. The Flute (Fl.) part begins at measure 40 with a half note G4, followed by a dotted half note A#4. The Horns (Hns.) part has a whole rest in measure 40 and a whole note G#4 in measure 41. The Trombone (Tbn.) part has a half note G4, followed by a dotted half note A#4. The Baritone Trombone (B.Tbn.) part has a half note G4, followed by a dotted half note A#4. The Percussion (Perc.) part has a half note G4, followed by a dotted half note A#4. The Harp (Hp.) part has a whole rest in measure 40 and a whole note G#4 in measure 41. The Violin (Vln.) part has a half note G4, followed by a dotted half note A#4. The Viola (Vla.) part has a whole rest in measure 40 and a whole note G#4 in measure 41. The Violoncello (Vc.) part has a whole rest in measure 40 and a whole note G#4 in measure 41. The Double Bass (Db.) part has a half note G4, followed by a dotted half note A#4.

HERO

42

Fl.

42

Hns.

Tbn.

B.Tbn.

42

Perc.

Hp.

42

Vln.

Vla.

Vc.

Db.

Detailed description: This is a page of a musical score for a piece titled 'HERO'. The page is numbered 23 in the top right corner. The score is written for a large ensemble, including Flute (Fl.), Horns (Hns.), Trombone (Tbn.), Bass Trombone (B.Tbn.), Percussion (Perc.), Harp (Hp.), Violin (Vln.), Viola (Vla.), Violoncello (Vc.), and Double Bass (Db.). The music is in 6/8 time and features a key signature of one sharp (F#). The score is divided into three measures, with measure numbers 42, 43, and 44 indicated at the beginning of each measure. The Flute part starts with a melodic line in measure 42, followed by a long note in measure 43 and 44. The Horns part has a single note in measure 42 and 43, followed by a long note in measure 44. The Trombone and Bass Trombone parts have rests in measure 42 and 43, followed by a long note in measure 44. The Percussion part has a rhythmic pattern of eighth notes in measure 42 and 43, followed by a long note in measure 44. The Harp part has rests in measure 42 and 43, followed by a long note in measure 44. The Violin part has a melodic line in measure 42, followed by a long note in measure 43 and 44. The Viola part has a rhythmic pattern of eighth notes in measure 42 and 43, followed by a long note in measure 44. The Violoncello part has a long note in measure 42 and 43, followed by a long note in measure 44. The Double Bass part has a rhythmic pattern of eighth notes in measure 42 and 43, followed by a long note in measure 44.

HERO

45

Fl.

45

Hns.

Tbn.

B.Tbn.

45

Perc.

Hp.

45

Vln.

Vla.

Vc.

Db.

mp

mp

Detailed description: This is a page of a musical score for a piece titled 'HERO'. The page is numbered 24 in the top right corner. The score is for measures 45 through 47. The instruments listed on the left are Flute (Fl.), Horns (Hns.), Trombone (Tbn.), Bass Trombone (B.Tbn.), Percussion (Perc.), Harp (Hp.), Violin (Vln.), Viola (Vla.), Violoncello (Vc.), and Double Bass (Db.). The Flute part has a melodic line with a slur over measures 45 and 46, and a fermata over measure 47. The Horns part has a whole rest in measure 45, a half rest in measure 46, and a whole rest in measure 47. The Trombone part has a whole rest in measure 45, a half note in measure 46, and a half note in measure 47. The Bass Trombone part has a quarter note in measure 45, a quarter rest in measure 46, and a quarter note in measure 47. The Percussion part has a continuous eighth-note pattern in measure 45, a half note in measure 46, and a quarter note in measure 47. The Harp part has a whole rest in measure 45, a half rest in measure 46, and a whole rest in measure 47. The Violin part has a quarter note in measure 45, a quarter rest in measure 46, and a quarter note in measure 47. The Viola part has a quarter note in measure 45, a quarter rest in measure 46, and a quarter note in measure 47. The Violoncello part has a half note in measure 45, a half note in measure 46, and a half note in measure 47. The Double Bass part has a quarter note in measure 45, a quarter rest in measure 46, and a quarter note in measure 47. The dynamic marking *mp* (mezzo-piano) is present in measures 46 and 47.

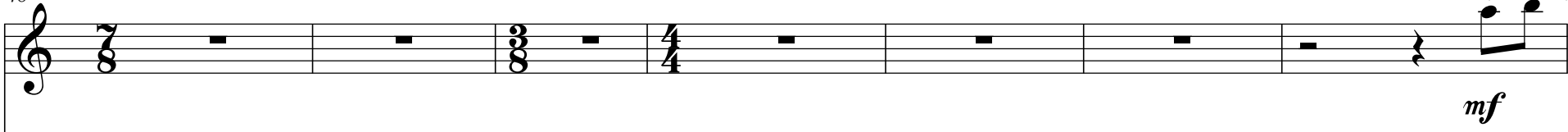
HERO

Wounded

 = 105

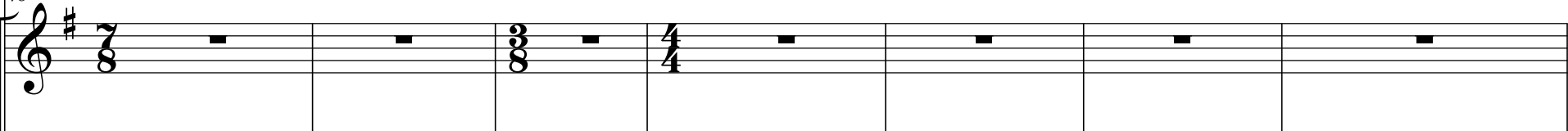
48

Fl.

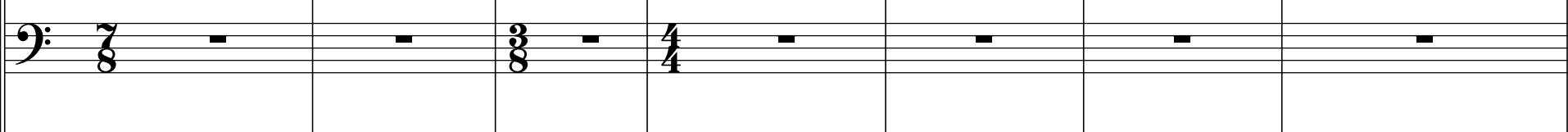


48

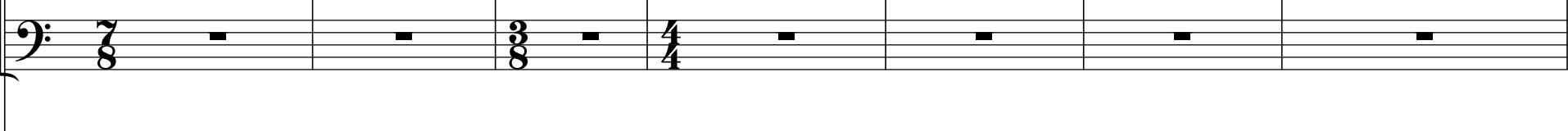
Hns.



Tbn.

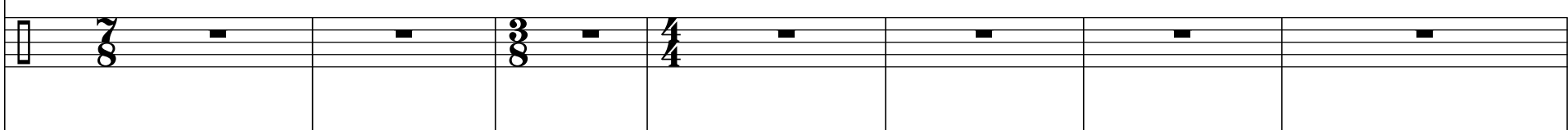


B.Tbn.

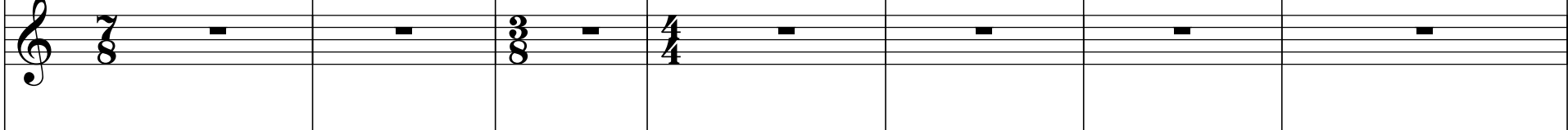


48

Perc.

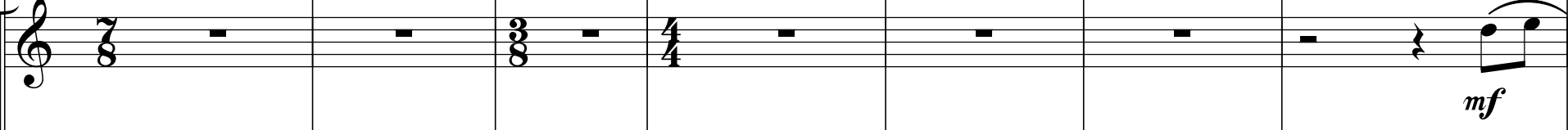


Hp.

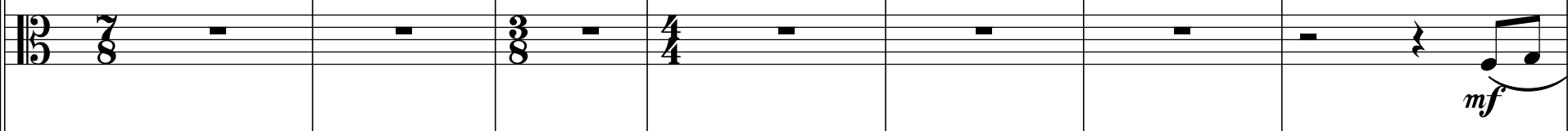


48

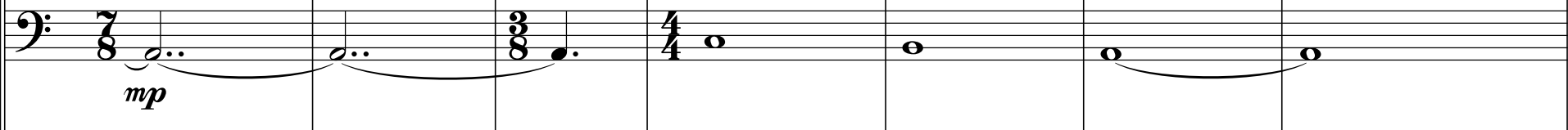
Vln.



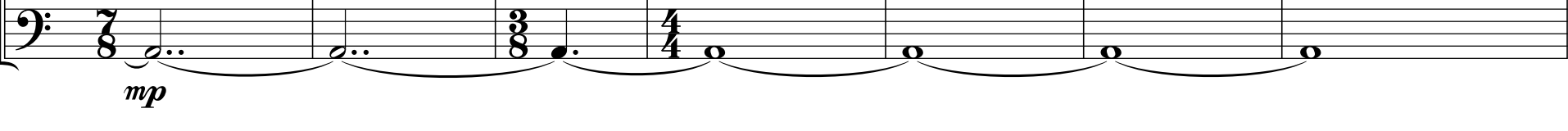
Vla.



Vc.



Db.



[illegible]

59

[illegible]

HERO

 $\text{♩} = 95$

63

Fl.

Hns.

Tbn.

B.Tbn.

Perc.

Hp.

Vln.

Vla.

Vc.

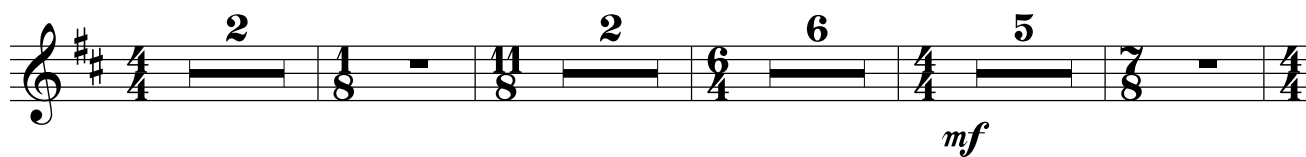
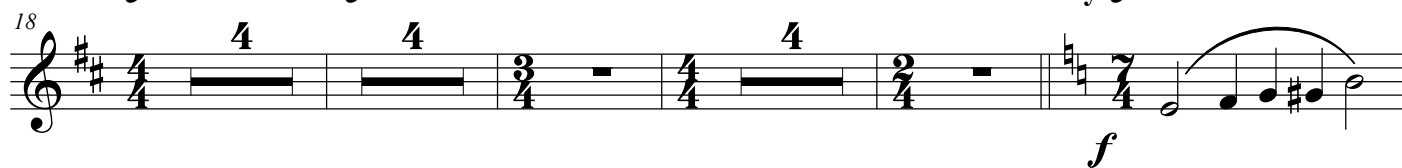
Db.

p

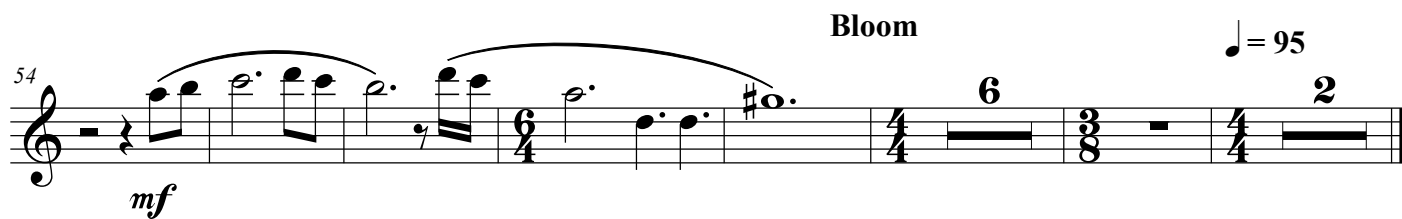
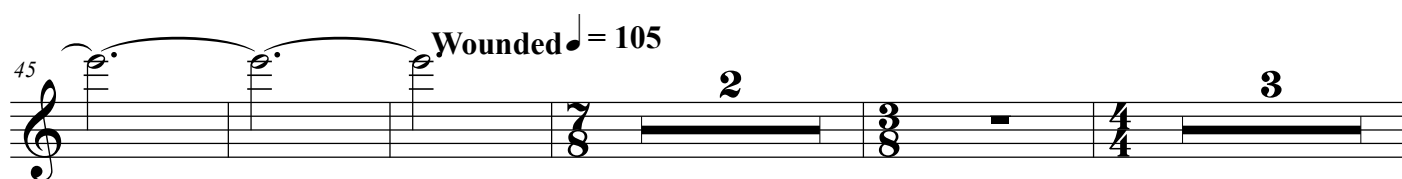
FLUTE

HERO

ALEJANDRO BALDEÓN

Main Title $\text{♩} = 105$ Honor City Lights $\text{♩} = 110$ Enemy? $\text{♩} = 123$ Smoke $\text{♩} = 118$ Action in the Sky $\text{♩} = 124$ 

Crash and Thunder

 $\text{♩} = 132$ 

HORNS IN F

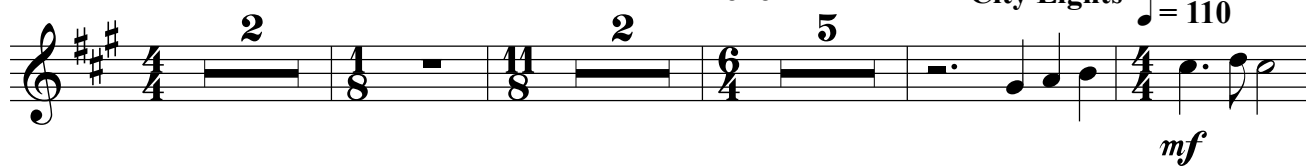
HERO

ALEJANDRO BALDEÓN

Main Title ♩ = 105

Honor

City Lights ♩ = 110



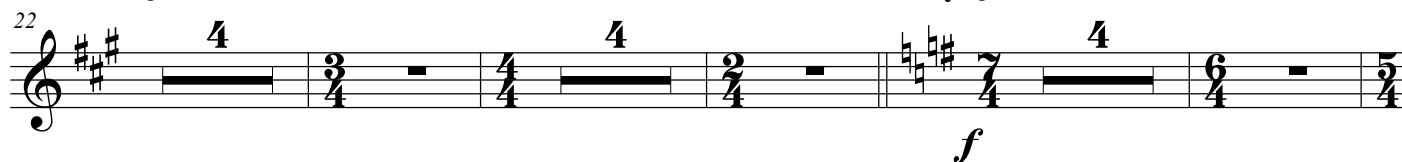
Enemy? ♩ = 123



Smoke

♩ = 118

Action in the Sky ♩ = 124



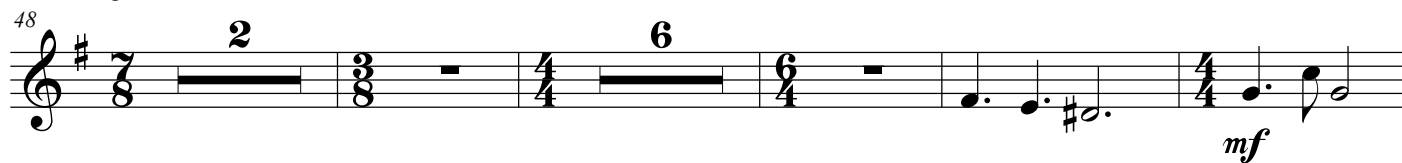
Crash and Thunder

♩ = 132

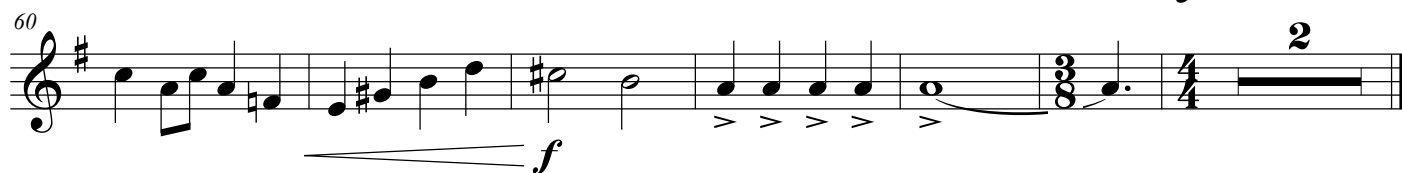


Wounded ♩ = 105

Bloom



♩ = 95



TENOR TROMBONE

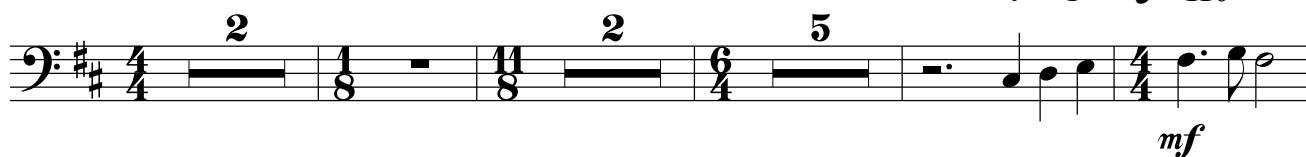
HERO

ALEJANDRO BALDEÓN

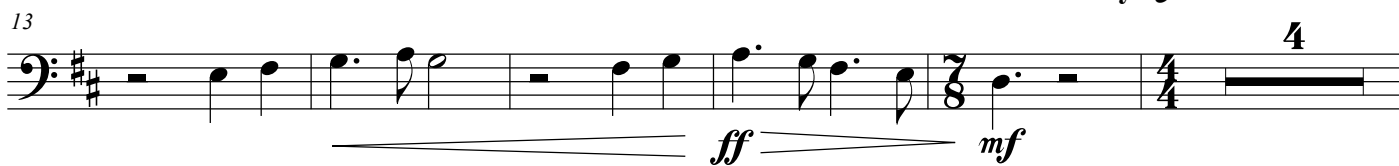
Main Title ♩ = 105

Honor

City Lights ♩ = 110

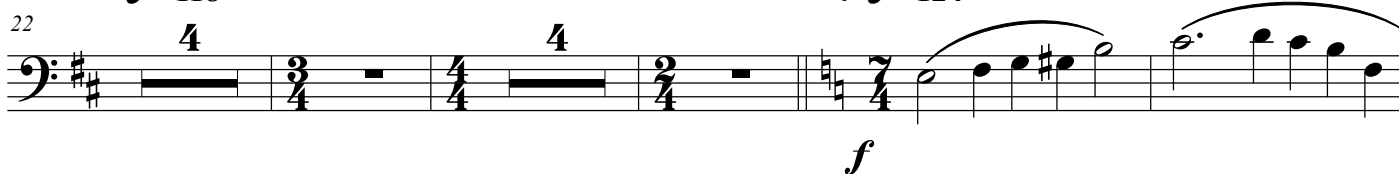


Enemy? ♩ = 123



Smoke ♩ = 118

Action in the Sky ♩ = 124

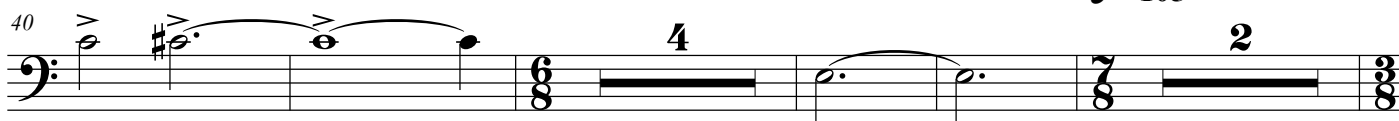


Crash and Thunder

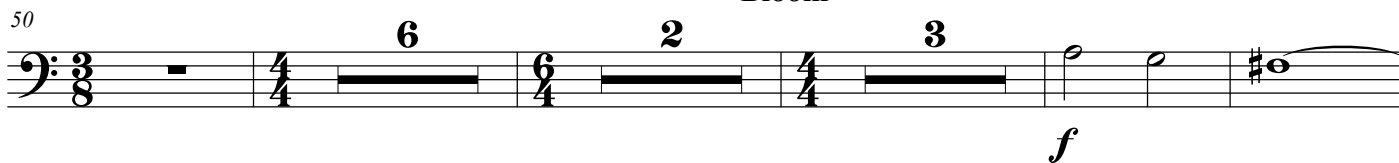
♩ = 132



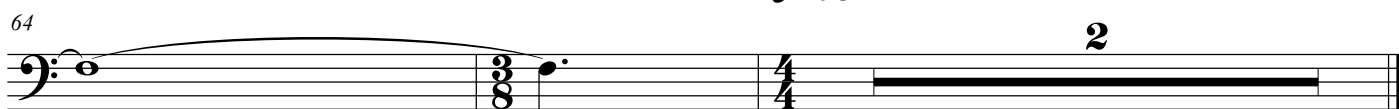
Wounded ♩ = 105



Bloom



♩ = 95



BASS TROMBONE

HERO

ALEJANDRO BALDEÓN

Main Title

$\text{Main Title } \text{♩} = 105$
 $\text{Honor City Lights } \text{♩} = 110$
 $\text{Enemy? } \text{♩} = 123$

mf

Smoke $\text{♩} = 118$

21

mf *pp* *ff*

28

Action in the Sky
 $\text{♩} = 124$

32

f

Crash and Thunder
 $\text{♩} = 132$

36

ff

39

42

Wounded $\text{♩} = 105$

Bloom

 $\text{♩} = 95$

48

ff

PERCUSSION

HERO

ALEJANDRO BALDEÓN

Main Title

♩ = 105

2

Honor *mf*

5

8

11 City Lights ♩ = 110 *mf*

14 *ff*

17 Enemy? ♩ = 123 *mp*

20 Smoke ♩ = 118 *mf*

23

26

29

Action in the Sky

♩ = 124

32

f

34

Crash and Thunder

♩ = 132

36

ff

38

40

42

Wounded ♩ = 105

46

Bloom

58

mf

62

f

♩ = 95

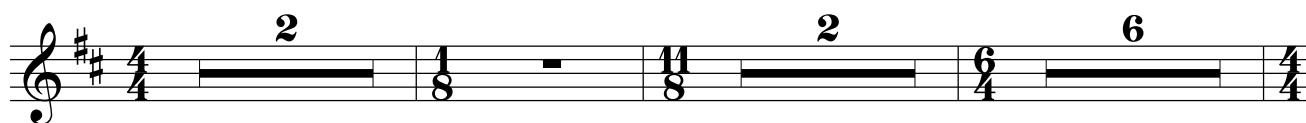
HARP

HERO

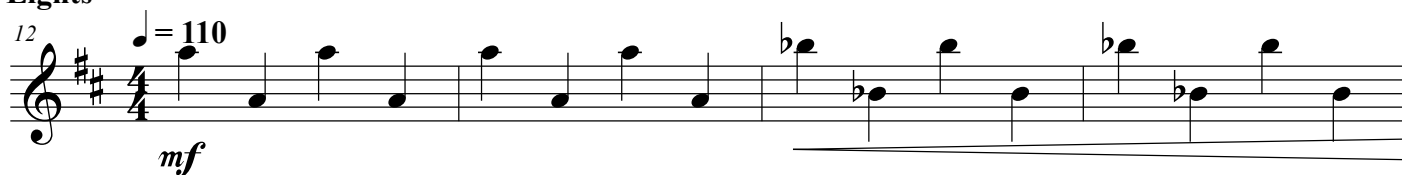
ALEJANDRO BALDEÓN

Main Title ♩ = 105

Honor



City Lights

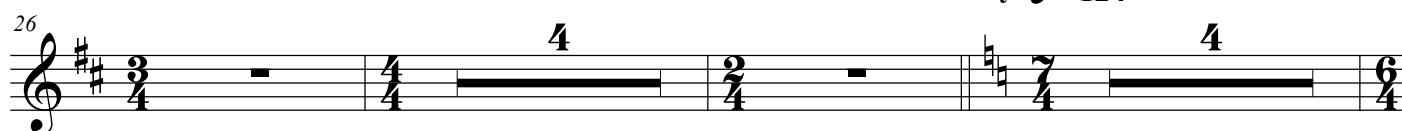


Enemy? ♩ = 123

Smoke ♩ = 118



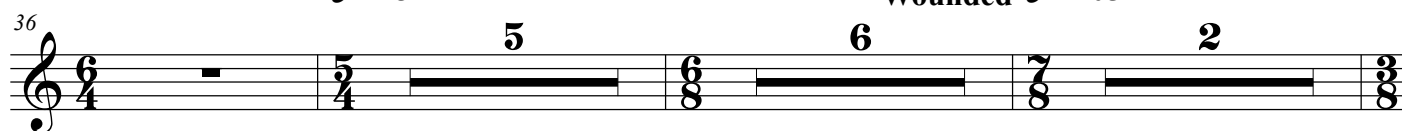
Action in the Sky ♩ = 124



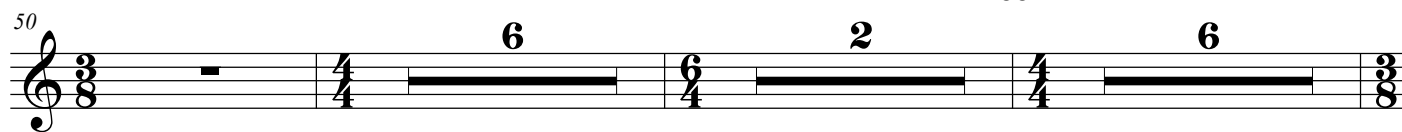
Crash and Thunder

♩ = 132

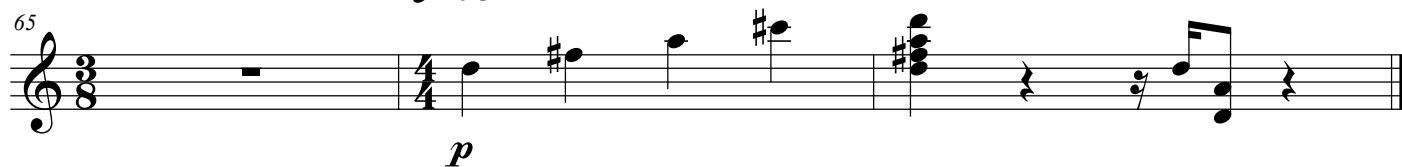
Wounded ♩ = 105



Bloom



♩ = 95



VIOLIN

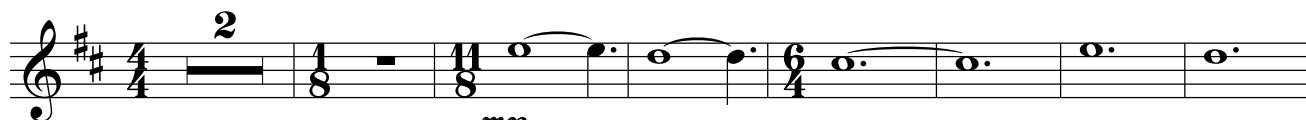
HERO

ALEJANDRO BALDEÓN

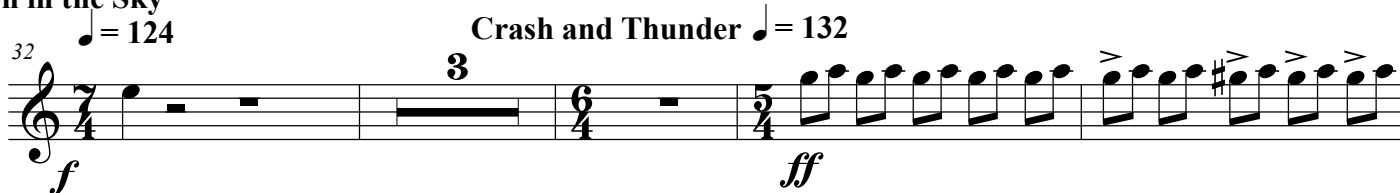
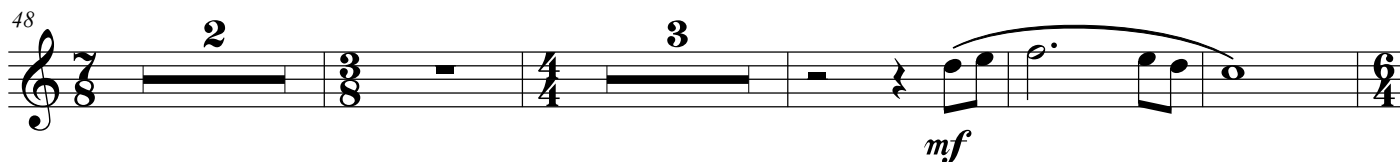
Main Title

 $\text{♩} = 105$

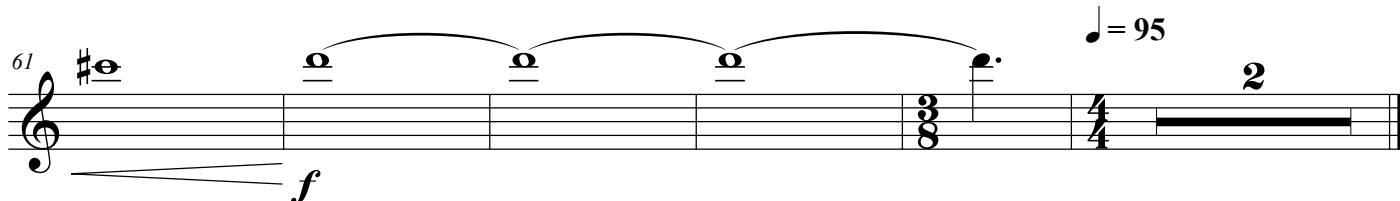
Honor

City Lights mp $\text{♩} = 110$ Enemy? mf $\text{♩} = 123$ Smoke ff $\text{♩} = 118$ 

Action in the Sky

Crash and Thunder ff $\text{♩} = 132$ Wounded $\text{♩} = 105$ 

Bloom



VIOLA

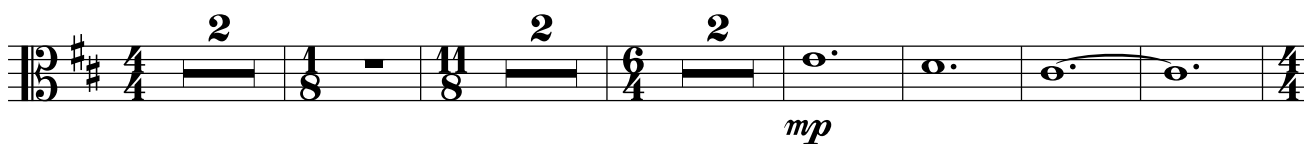
HERO

ALEJANDRO BALDEÓN

Main Title

 $\text{♩} = 105$

Honor



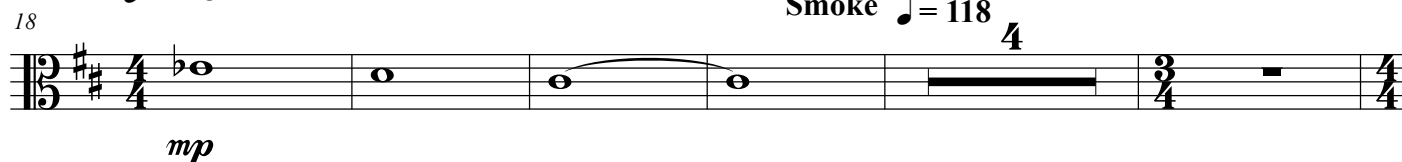
City Lights



Enemy?

 $\text{♩} = 123$

Smoke

 $\text{♩} = 118$ 

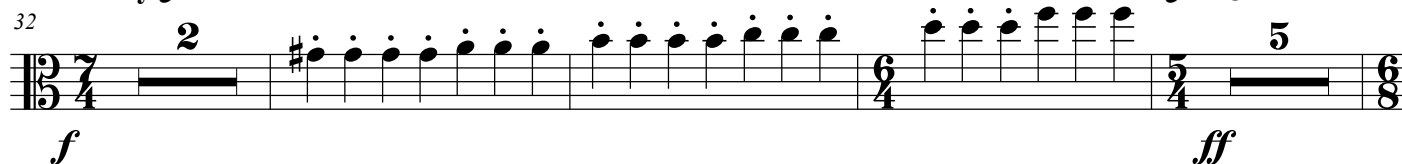
27



Action in the Sky

marcato $\text{♩} = 124$

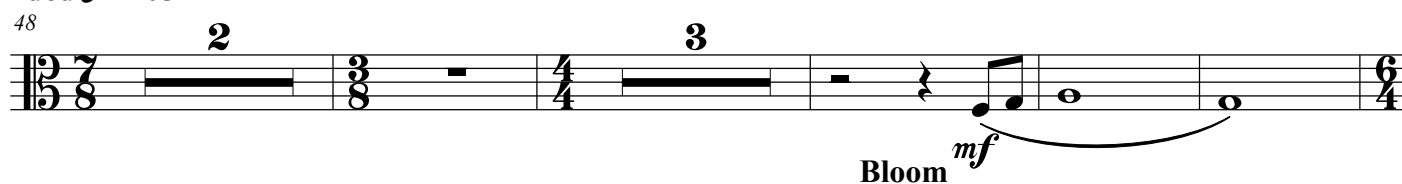
Crash and Thunder

 $\text{♩} = 132$ 

42



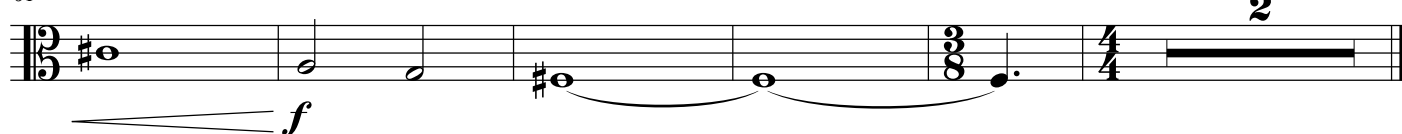
Wounded

 $\text{♩} = 105$ 

57



61



CELLO

HERO

ALEJANDRO BALDEÓN

Main Title

 $\text{♩} = 105$ 

Honor

*pp**mp*

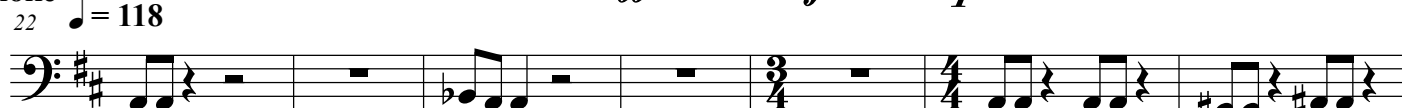
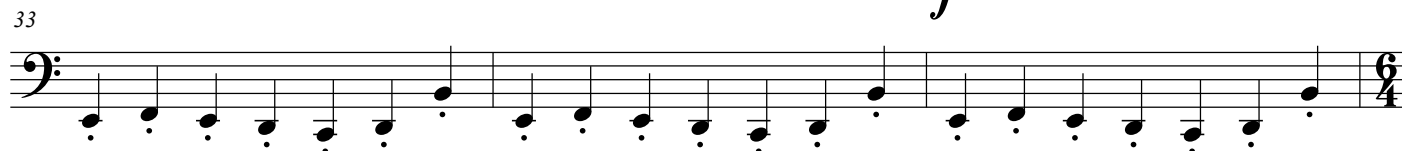
6



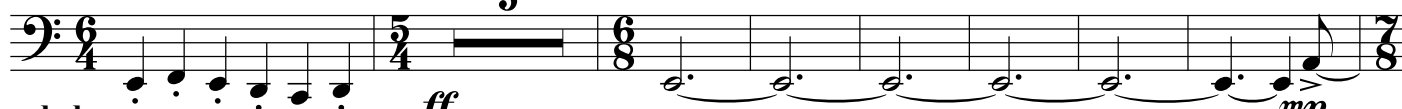
City Lights

Enemy? $\text{♩} = 123$ 

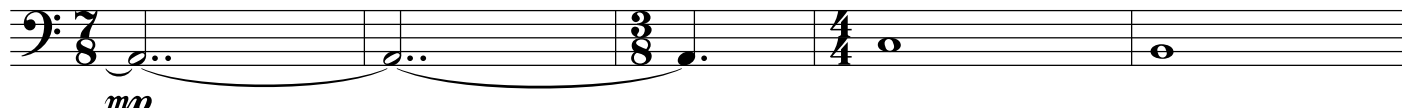
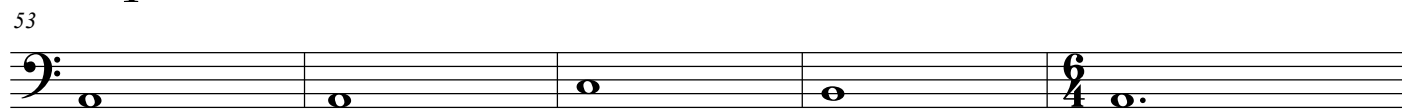
Smoke

*mf**ff**mf**mp**mf*Action in the Sky $\text{♩} = 124$ *marcato**f*Crash and Thunder $\text{♩} = 132$

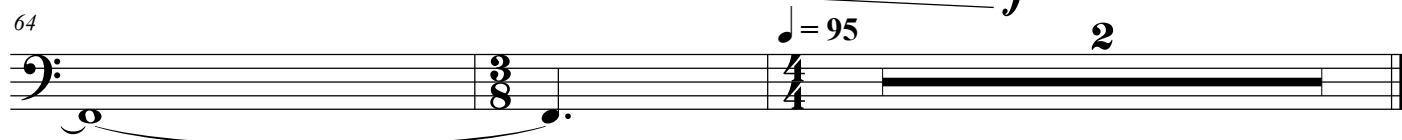
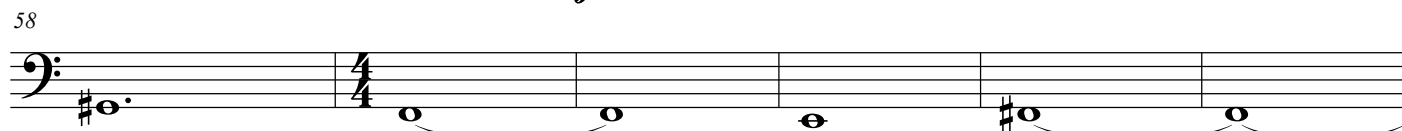
5

*ff**mp*

Wounded

 $\text{♩} = 105$ *mp*

Bloom

mf $\text{♩} = 95$

2

DOUBLE BASS

HERO

ALEJANDRO BALDEÓN

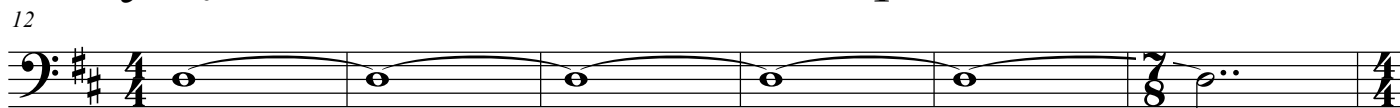
Main Title

 $\text{♩} = 105$

Honor



City Lights

 $\text{♩} = 110$ *mp*

Enemy?

 $\text{♩} = 123$

Smoke

 $\text{♩} = 118$ 

Action in the Sky

 $\text{♩} = 124$ 

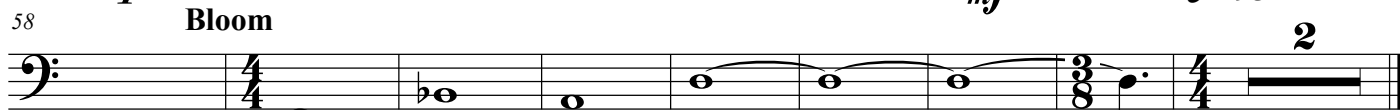
Crash and Thunder

 $\text{♩} = 132$ 

Wounded

 $\text{♩} = 105$ 

Bloom

 $\text{♩} = 95$ 

ORQUESTACIÓN: CHARGE

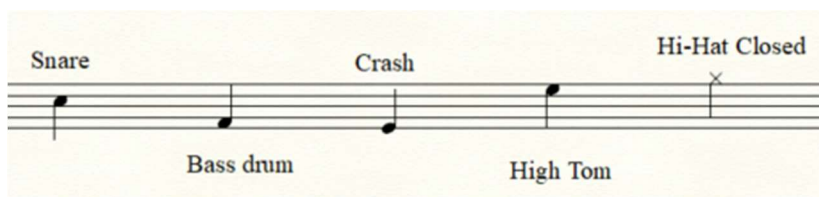
WOODWINDS:

- **Flute:** Flute, Playcell
- **Bassoon:** Basson, Playcell

BRASSES:

- **Trumpet in Bb:** Trumpet, Playcell
- **Horns in F:** Heroic Horns, The Free Orchestra
- **Trombone:** Trombone, Playcell

PERCUSSION KIT: Power Strike, The Free Orchestra



ELECTRONIC PERCUSSION KIT: Industrial Kit, Groovecell



SYNTH PERCUSSION: Little Submarine, Synthcell

LEAD 1: Dystopian Bow, The Free Orchestra 2

LEAD 2: Fat Chorused Lead, Synthcell

LEAD 3: Elektro, Playcell

SYNTH ARPEGGIO: Fatty Bass, Synthcell

SYNTH BASS 1: Deep Classic, Playcell

SYNTH BASS 2: Face Melter, Playcell

PAD 1: Ambient Phone Piano, Playcell

PAD 2: Opia, LABS

PIANO: Mini Grand

STRINGS:

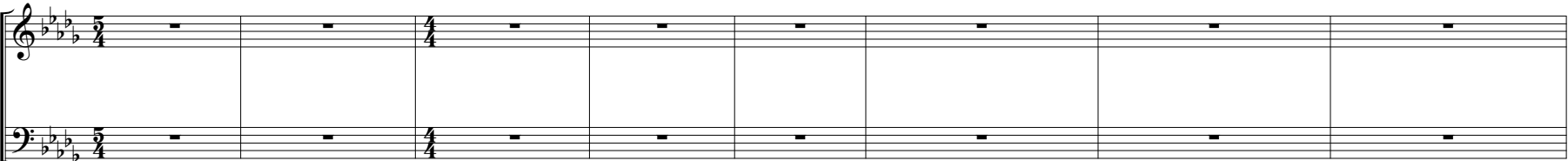
- **Violin:** Sultasto Strings, The Free Orchestra 2
- **Viola:** Sultasto Strings, The Free Orchestra 2
- **Cello:** Sultasto Strings, The Free Orchestra 2
- **Double Bass:** Sultasto Strings, The Free Orchestra 2

CHARGE

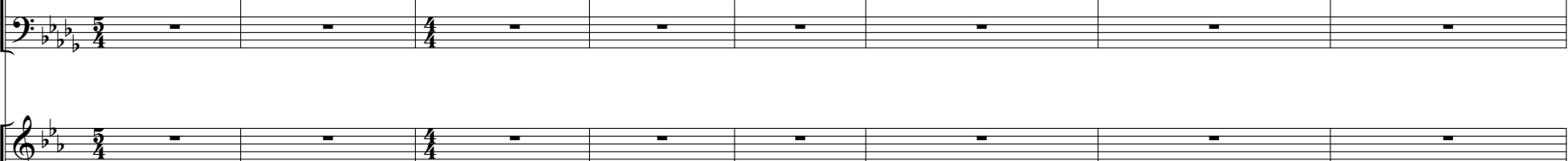
ALEJANDRO BALDEÓN

♩ = 106 GETTING READY

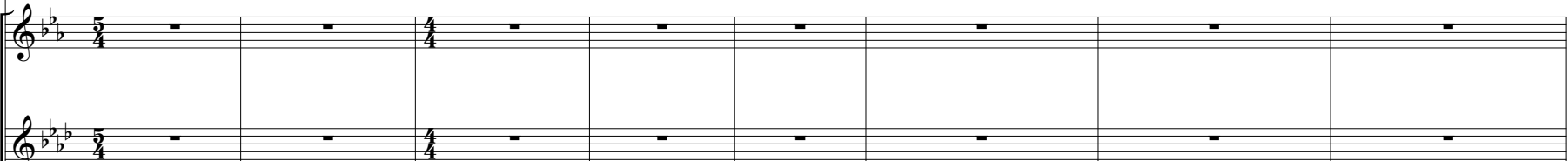
FLUTE



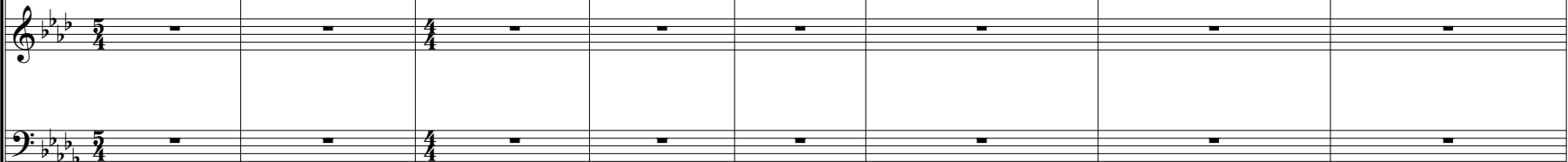
BASSON



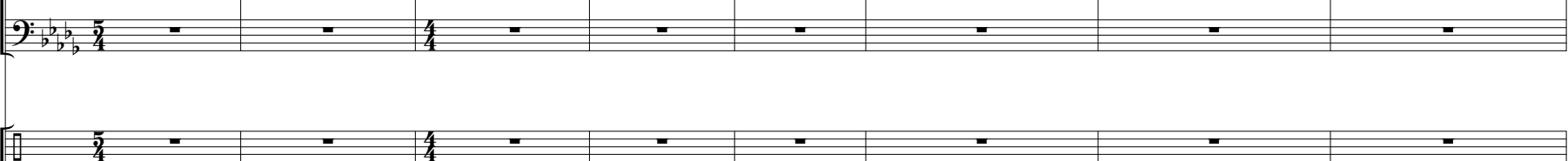
TRUMPET IN Bb



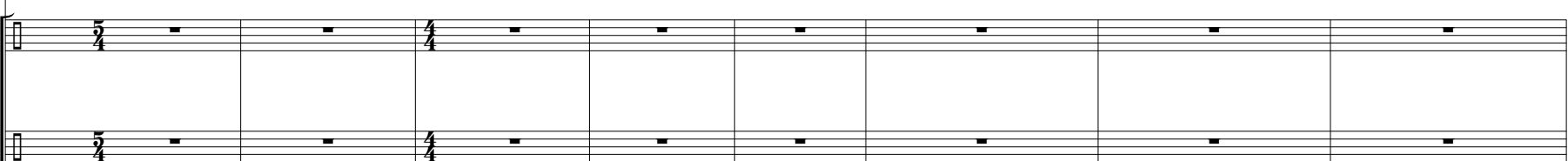
HORNS IN F



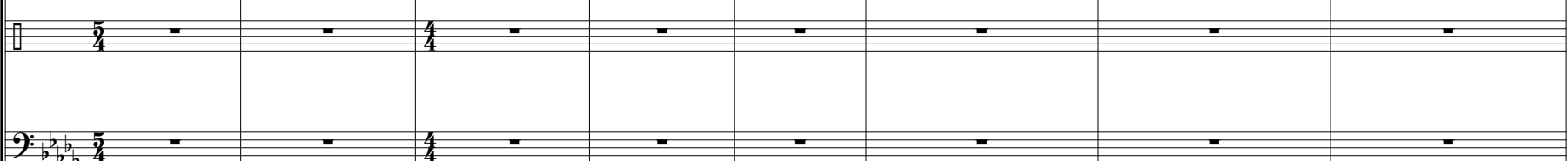
TROMBONE



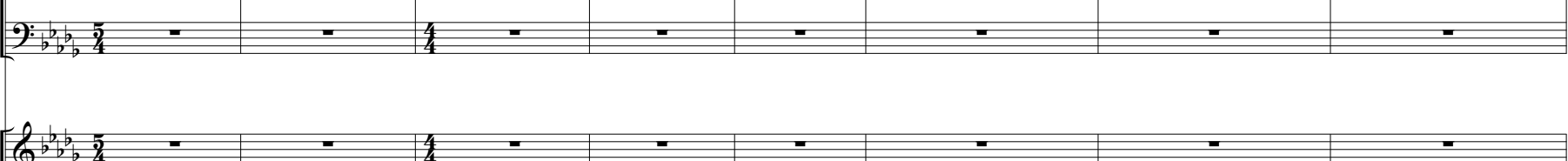
PERCUSSION



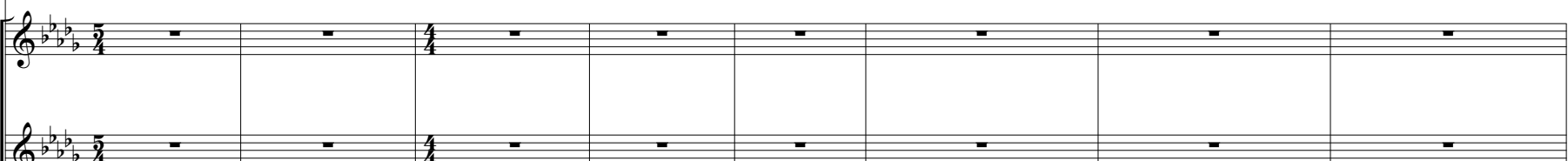
ELECTRONIC PERCUSSION



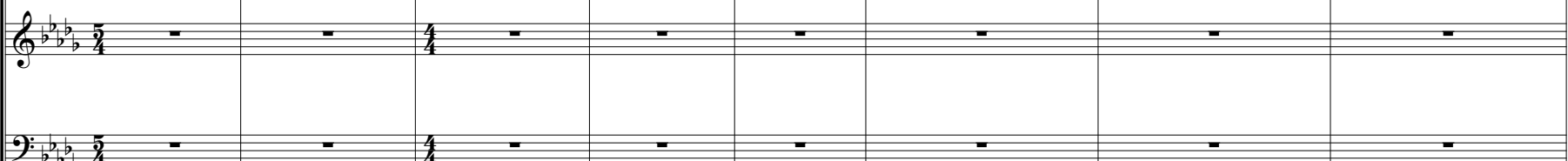
SYNTH PERCUSSION



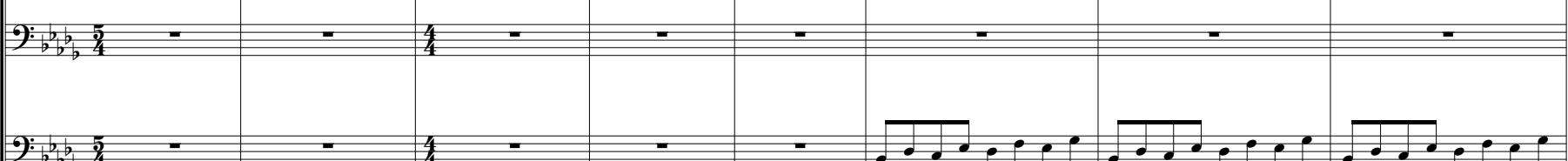
LEAD 1



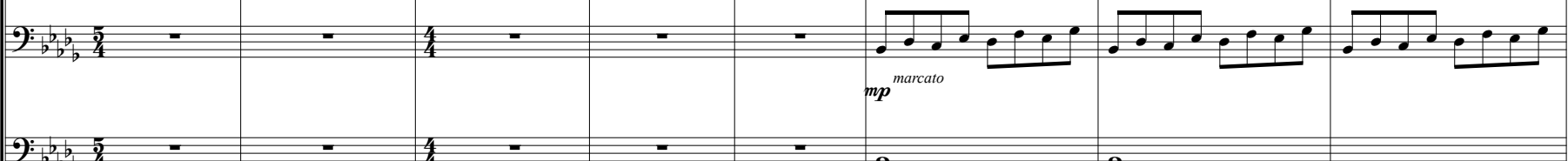
LEAD 2



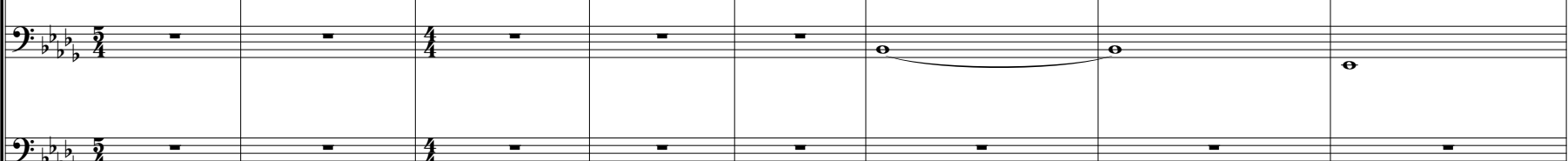
LEAD 3



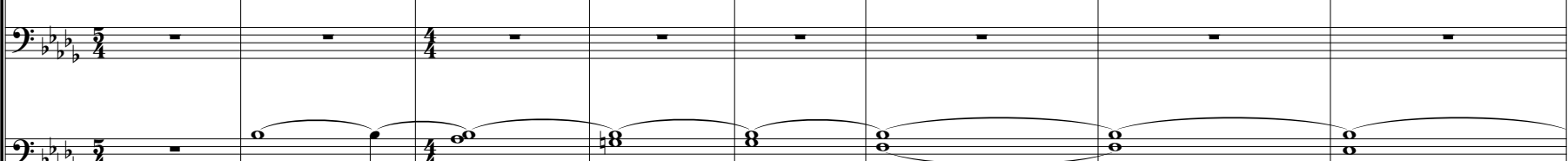
SYNTH ARPEGGIO



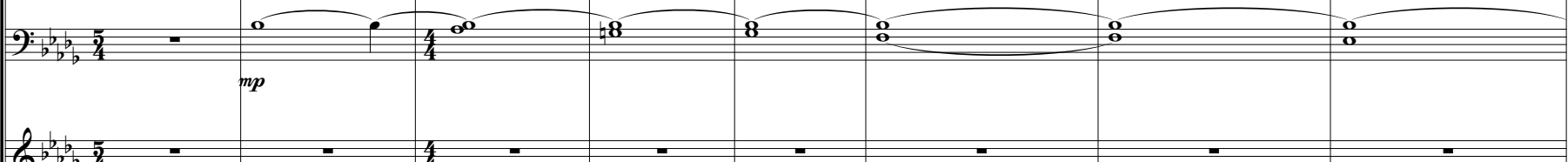
SYNTH BASS 1



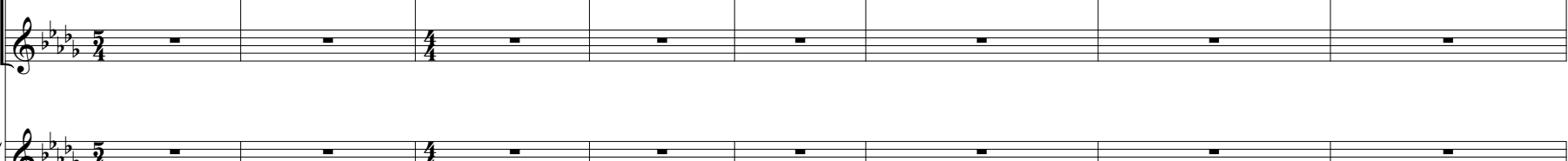
SYNTH BASS 2



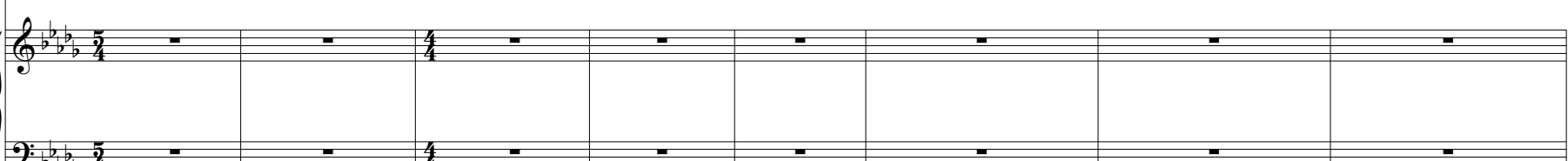
PAD1



PAD2



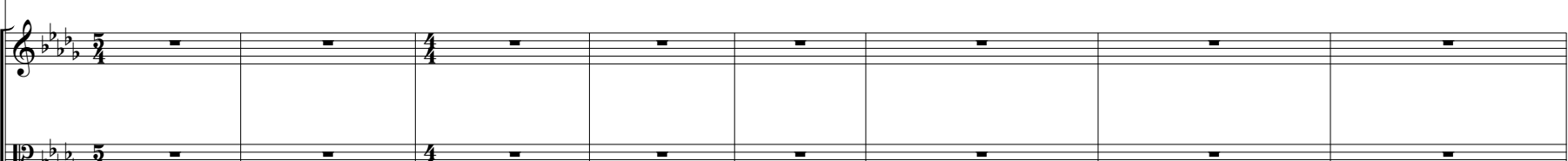
PIANO



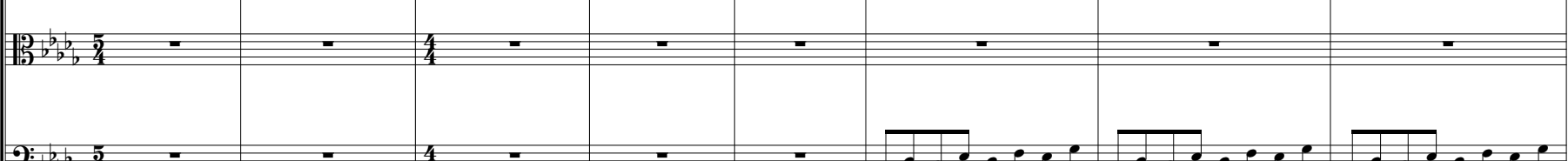
VIOLIN



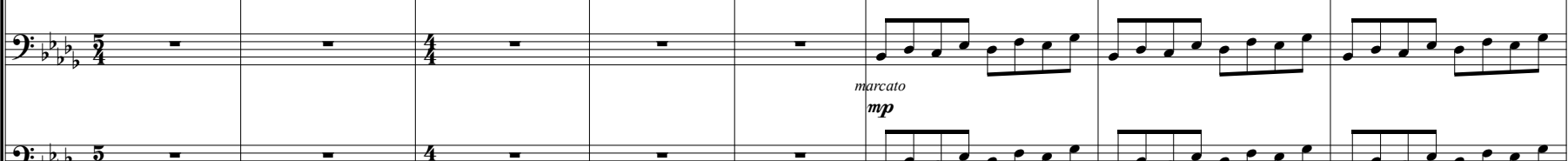
VIOLA



CELLO



DOUBLE BASS



THE SPY

CHARGE

Fl.

Bsn.

Trpt.

Hns.

Tbn.

Perc.

Elect. Perc.

Synth Perc.

L.1

L.2

L.3

Synth Arp.

Sb1

Sb2

P1

P2

Pno.

Vln.

Vla.

Vc.

Db.

pp

mf

This musical score is for a piece titled "THE SPY" with the subtitle "CHARGE". It is a full orchestral score spanning 8 measures. The key signature is B-flat major (two flats). The score includes parts for Flute (Fl.), Bassoon (Bsn.), Trumpet (Trpt.), Horns (Hns.), Trombone (Tbn.), Percussion (Perc.), Electric Percussion (Elect. Perc.), Synthesizer Percussion (Synth Perc.), Violin I (L.1), Violin II (L.2), Violin III (L.3), Synthesizer Arpeggiator (Synth Arp.), Saxophone 1 (Sb1), Saxophone 2 (Sb2), Piano 1 (P1), Piano 2 (P2), Piano (Pno.), Violin (Vln.), Viola (Vla.), Violoncello (Vc.), and Double Bass (Db.). The score begins with a forte (f) dynamic marking. The Synthesizer Percussion part features a complex, rhythmic pattern starting in measure 3, marked with a piano-piano (pp) dynamic. The Violin I part has a melodic line starting in measure 4, marked with a mezzo-forte (mf) dynamic. The Piano 1 part has a sustained chord in measure 3, marked with a mezzo-forte (mf) dynamic. The Double Bass part has a steady eighth-note rhythm throughout the piece.

[illegible]

[illegible]

33

Fl.

Bsn.

Trpt.

Hns.

Tbn.

subito *p* *cresc. f*

subito *p* *cresc. f*

33

Perc.

Elect. Perc.

Synth Perc.

33

L.1

L.2

L.3

Synth Arp.

Sb1

Sb2

P1

P2

Pno.

33

Vln.

Vla.

Vc.

Db.

CHARGE

The musical score is for a piece titled "CHARGE". It is written for a large ensemble, including woodwinds, brass, percussion, strings, and piano. The score is divided into systems, with each system containing staves for different instruments. The key signature is one sharp (F#), and the time signature is 7/4. The score includes various musical notations such as notes, rests, dynamics (e.g., *f*), articulation (e.g., accents), and performance instructions (e.g., "divisi"). The percussion section includes a variety of instruments, including a snare drum, cymbals, and a tom-tom. The string section includes violins, violas, violoncellos, and double basses. The piano part is written for a grand piano. The score is presented in a clean, professional layout with clear notation and a well-organized structure.

Fl.

Bsn.

Trpt.

Hns.

Tbn.

Perc.

Elect. Perc.

Synth Perc.

L.1

L.2

L.3

Synth Arp.

Sb1

Sb2

P1

P2

Pno.

Vln.

Vla.

Vc.

Db.

[illegible]

This page of a musical score is for a symphony orchestra. It contains 18 staves, each representing a different instrument or section. The staves are arranged in a standard orchestral layout, with woodwinds and brass at the top, followed by percussion, strings, and piano/violoncello at the bottom. The score is written in 2/4 time and the key of D major (indicated by two sharps). The page number 57 is visible in the top left corner. The score includes various musical notations such as notes, rests, and dynamic markings like *mf* (mezzo-forte) and *ff* (fortissimo). The instruments listed on the left are: Fl., Bsn., Trpt., Hns., Tbn., Perc., Elect. Perc., Synth Perc., L.1, L.2, L.3, Synth Arp., Sb1, Sb2, P1, P2, Pno., Vln., Vla., Vc., and Db.

CHARGE

COMING HQ

65

Fl.

Bsn.

Trpt.

Hns.

Tbn.

Perc.

Elect. Perc.

Synth Perc.

L.1

L.2

L.3

Synth Arp.

Sb1

Sb2

P1

P2

Pno.

Vln.

Vla.

Vc.

Db.

mp

mp

mp *legato*

mp

73

Fl.

Bsn.

Trpt.

Hns.

Tbn.

Perc.

Elect. Perc.

Synth Perc.

L.1

L.2

L.3

Synth Arp.

Sb1

Sb2

P1

P2

Pno.

Vln.

Vla.

Vc.

Db.

mp

legato

solo

mp espressivo

81

Fl.

Bsn.

Trpt.

Hns.

Tbn.

Perc.

Elect. Perc.

Synth Perc.

L.1

L.2

L.3

Synth Arp.

Sb1

Sb2

P1

P2

Pno.

Vln.

Vla.

Vc.

Db.

mp

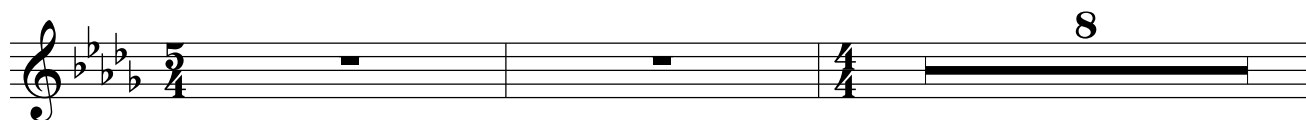
FLUTE

CHARGE

ALEJANDRO BALDEÓN

♩ = 106

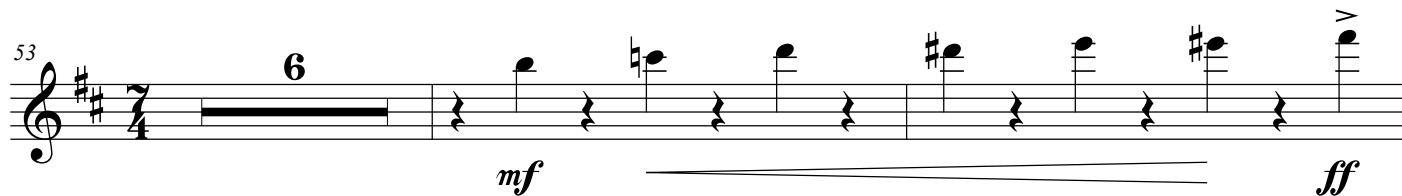
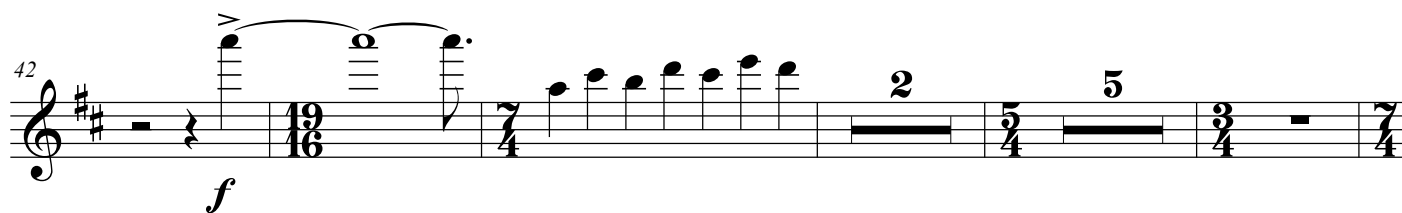
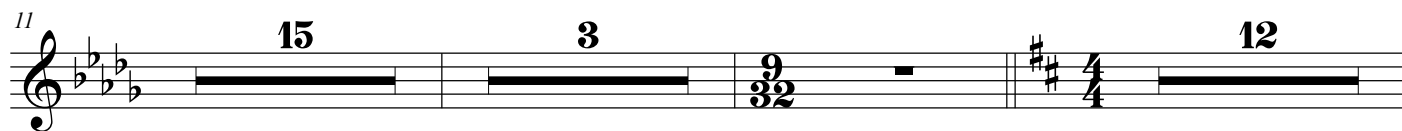
GETTING READY



THE SPY

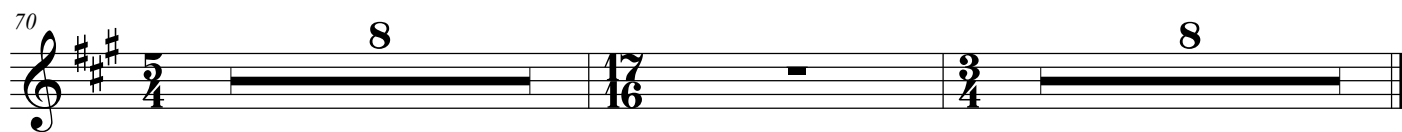
DANGER

FIGHT ♩ = 170



COMING HOME

♩ = 91



TRUMPET IN B $\flat$

CHARGE

ALEJANDRO BALDEÓN

 $\text{♩} = 106$

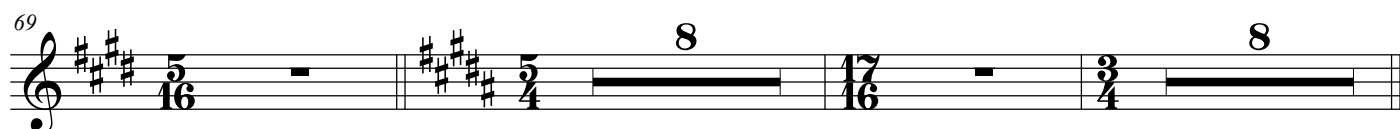
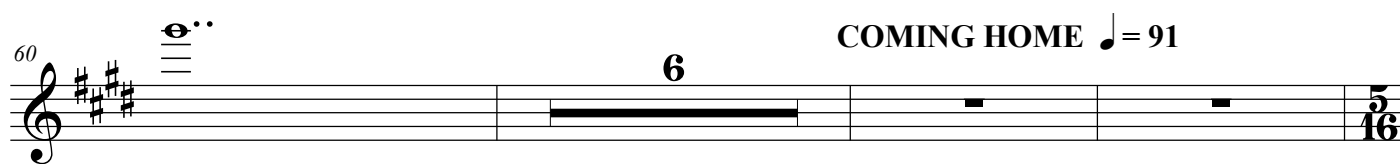
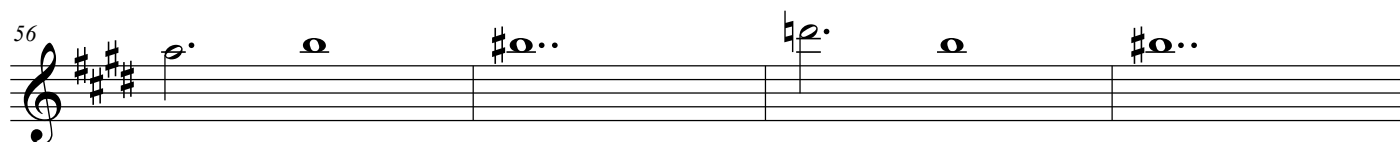
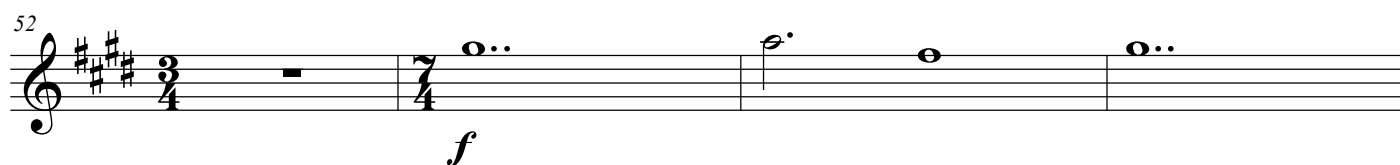
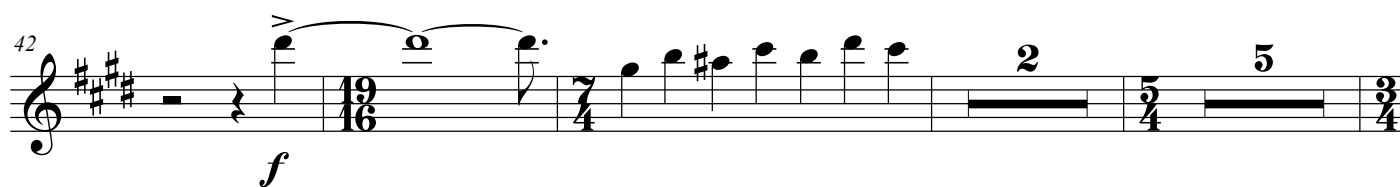
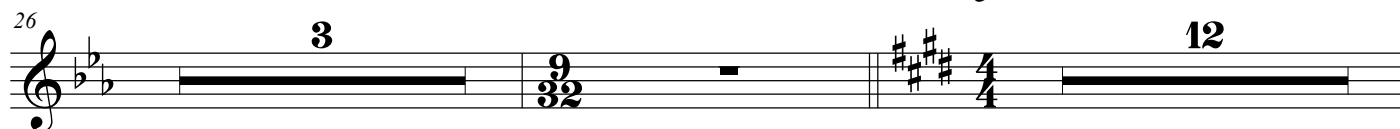
GETTING READY

THE SPY



DANGER

FIGHT

 $\text{♩} = 170$ 

HORNS IN F

CHARGE

ALEJANDRO BALDEÓN

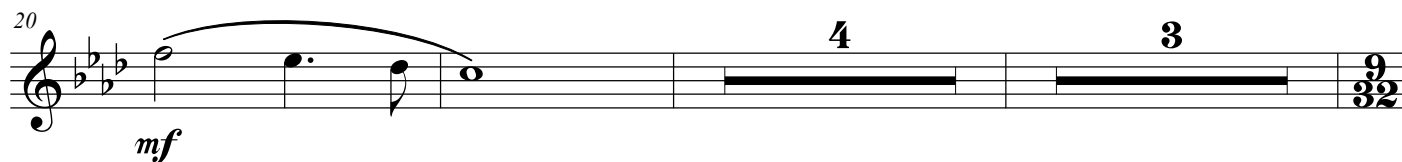
♩ = 106

GETTING READY

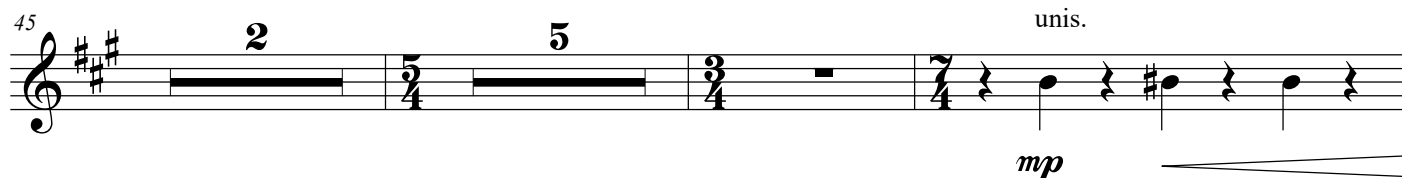
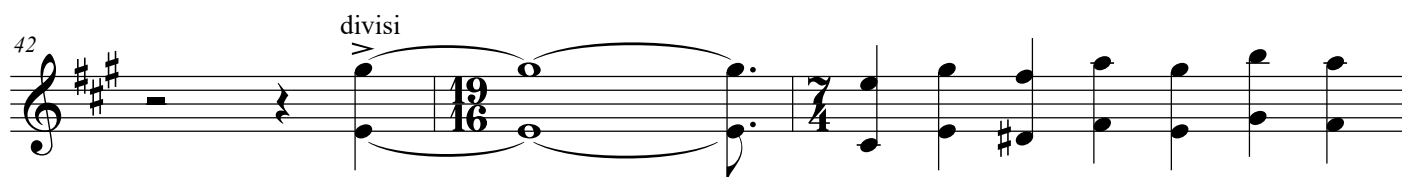
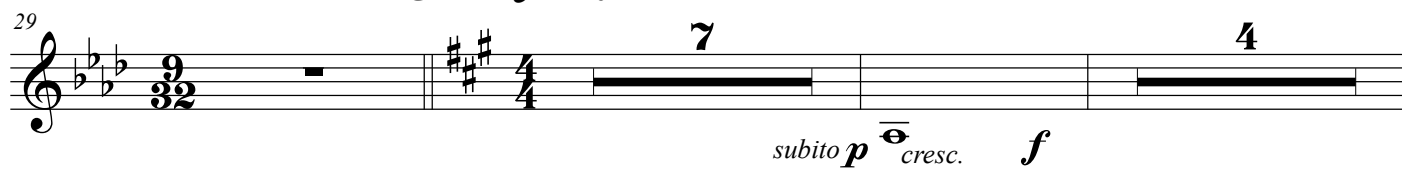
THE SPY



DANGER



FIGHT ♩ = 170



COMING HOME ♩ = 91



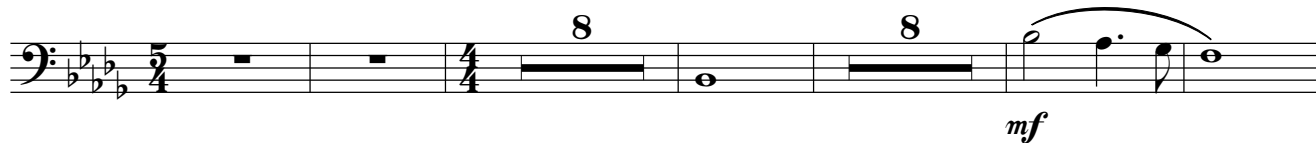
TROMBONE

CHARGE

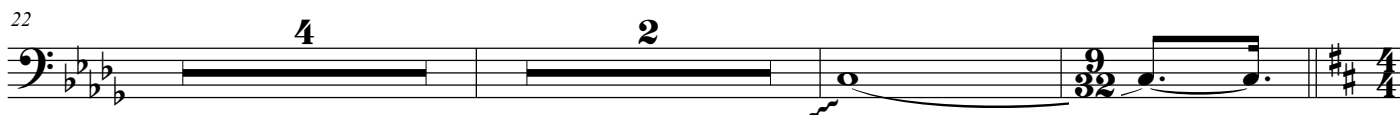
ALEJANDRO BALDEÓN

♩ = 106 GETTING READY

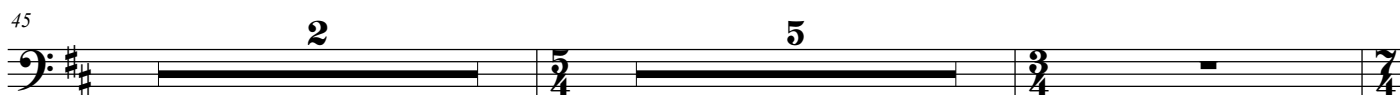
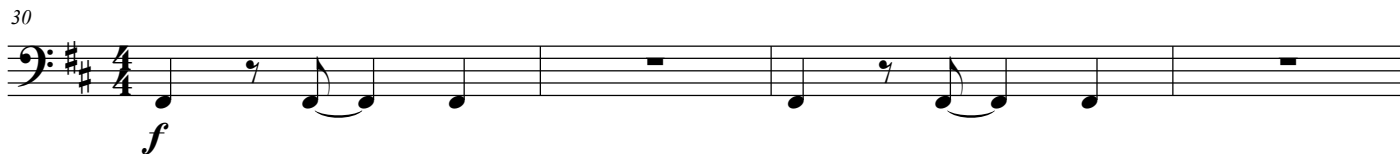
THE SPY



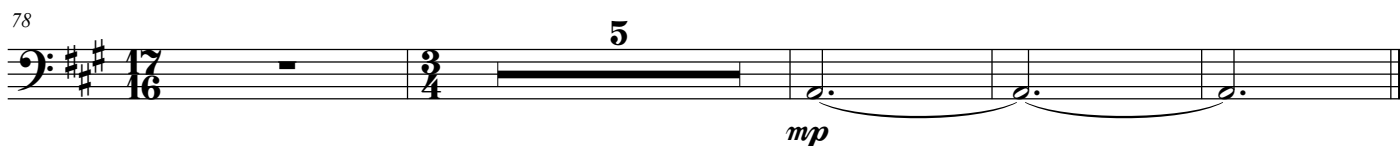
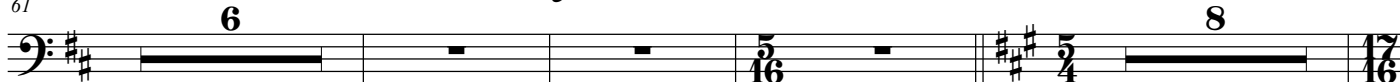
DANGER



FIGHT ♩ = 170



COMING HOME



PERCUSSION

CHARGE

ALEJANDRO BALDEÓN

♩ = 106

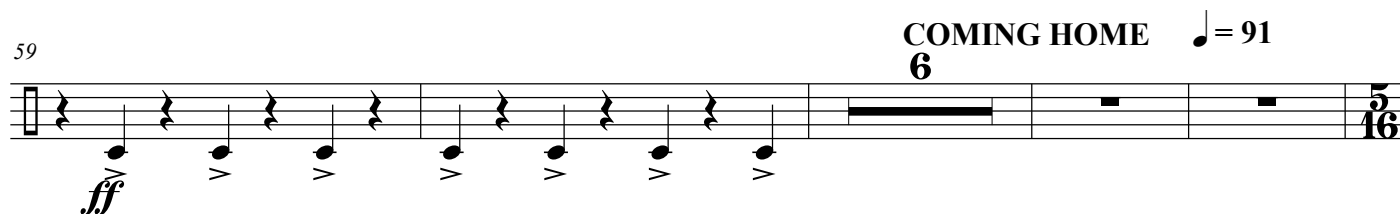
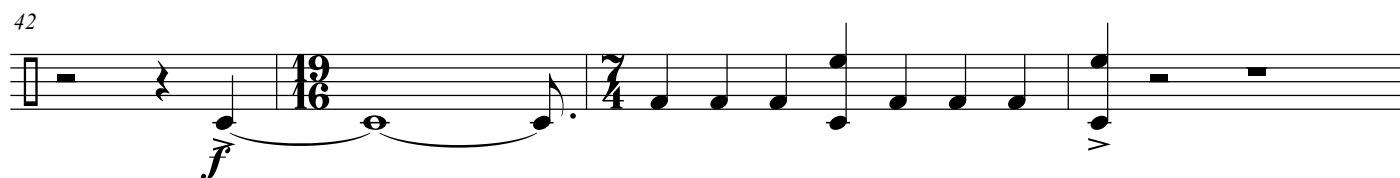
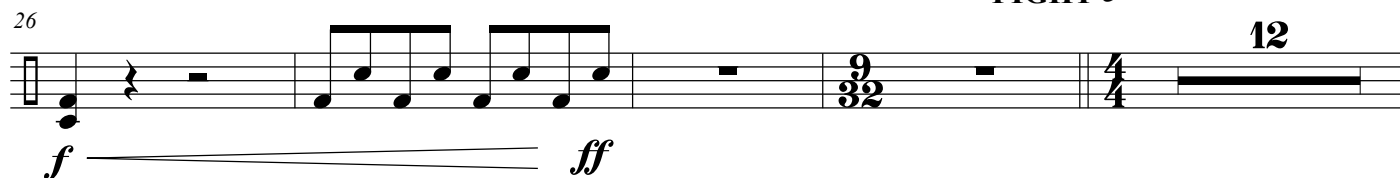
GETTING READY

THE SPY



DANGER

FIGHT ♩ = 170



ELECTRONIC PERCUSSION

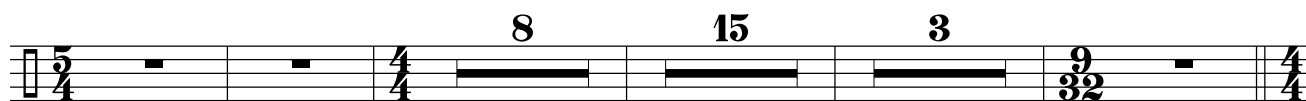
CHARGE

ALEJANDRO BALDEÓN

♩ = 106 GETTING READY

THE SPY

DANGER

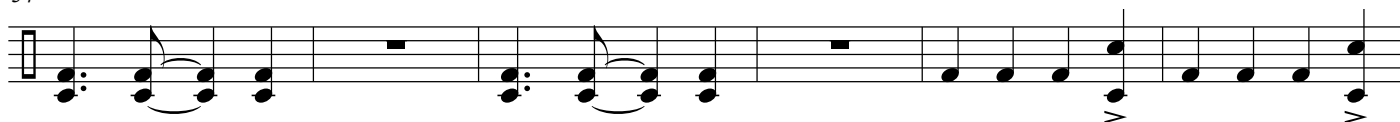


FIGHT ♩ = 170

30



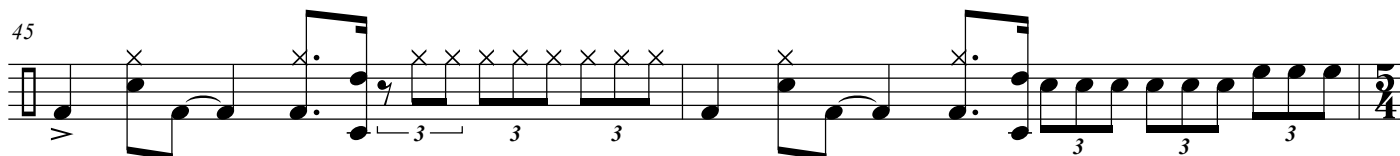
34



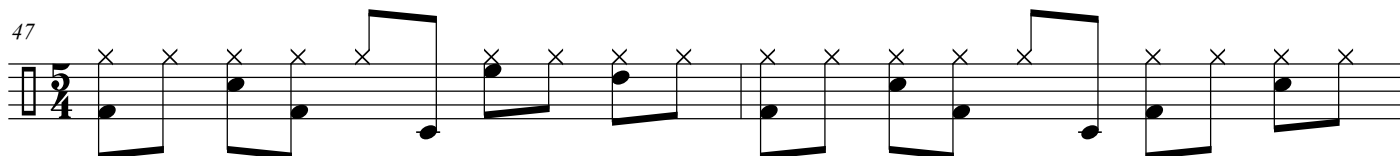
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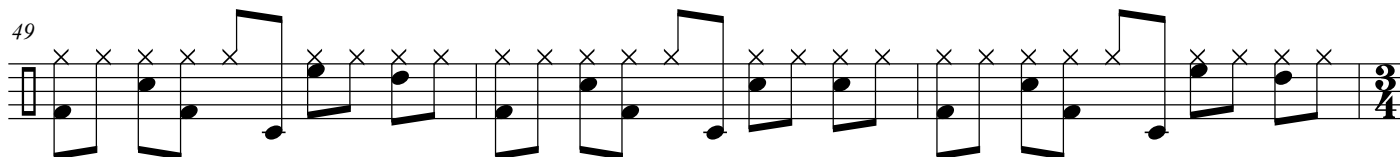
45



47



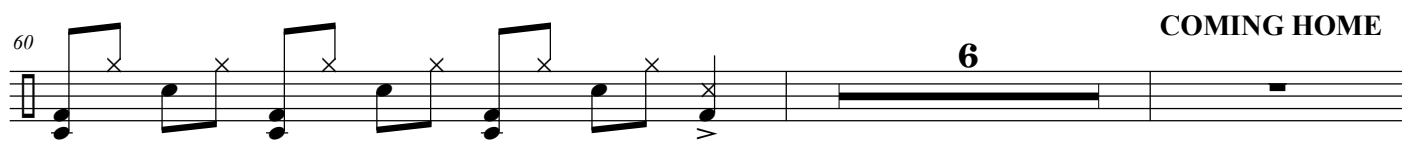
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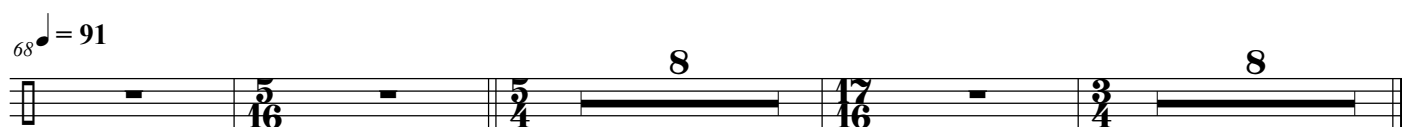
52



CHARGE



COMING HOME



LEAD 2

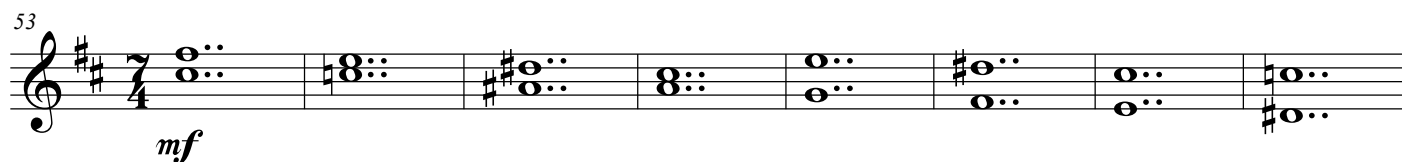
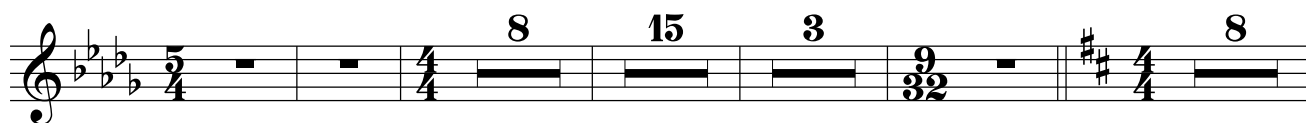
CHARGE

ALEJANDRO BALDEÓN

♩ = 106 GETTING READY

THE SPY DANGER

FIGHT ♩ = 170



COMING HOME ♩ = 91



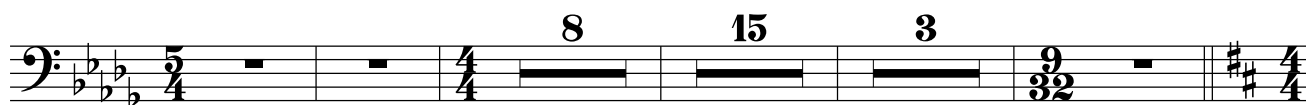
LEAD 3

CHARGE

ALEJANDRO BALDEÓN

♩ = 106 GETTING READY

THE SPY DANGER



FIGHT ♩ = 170

30



38



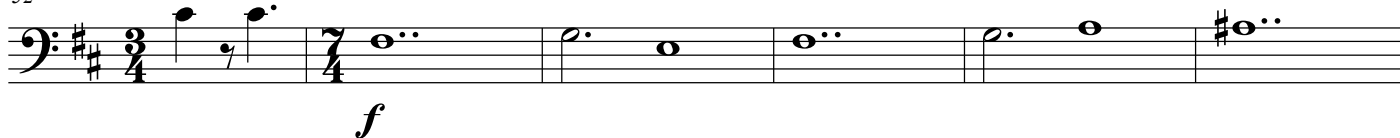
44



48

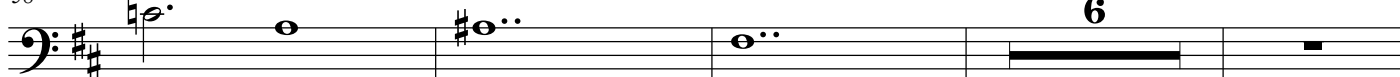


52



COMING HOME

58



68

♩ = 91



SYNTH ARPEGGIO

CHARGE

ALEJANDRO BALDEÓN

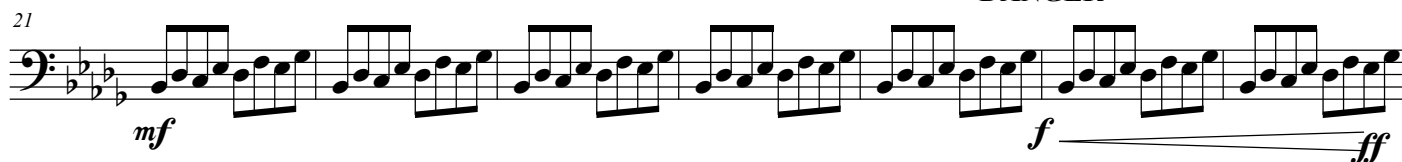
♩ = 106 GETTING READY



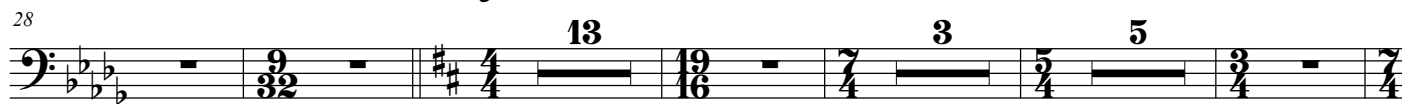
THE SPY



DANGER



FIGHT ♩ = 170



COMING HOME ♩ = 91



SYNTH BASS 1

CHARGE

ALEJANDRO BALDEÓN

♩ = 106 GETTING READY

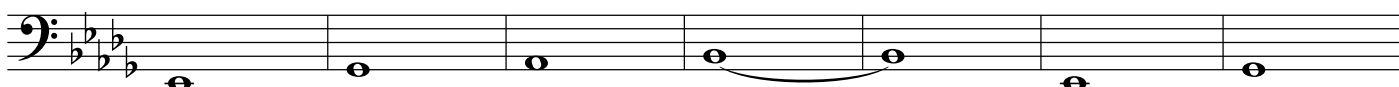


THE SPY

11



18



DANGER

mf

25



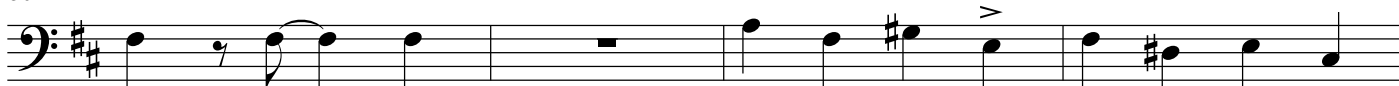
FIGHT

30

♩ = 170

*f**ff**f*

36



40



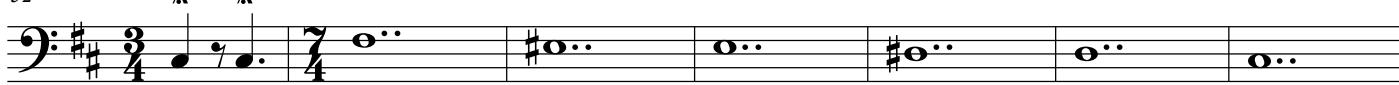
46



49



52

*f*

COMING HOME

59



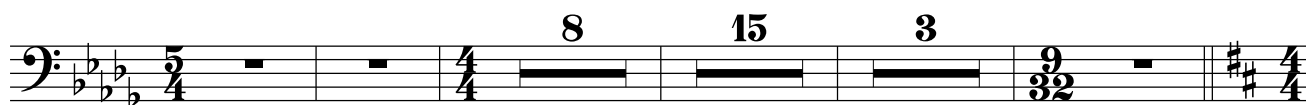
SYNTH BASS 2

CHARGE

ALEJANDRO BALDEÓN

♩ = 106 GETTING READY

THE SPY DANGER

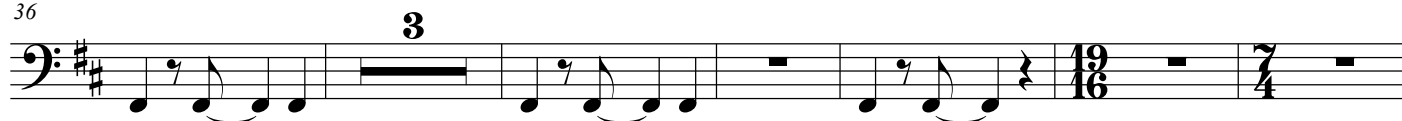


FIGHT ♩ = 170

30



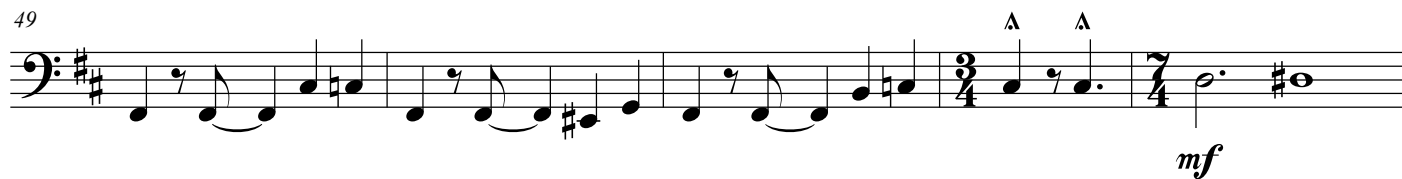
36



45



49



54



COMING HOME

♩ = 91

61



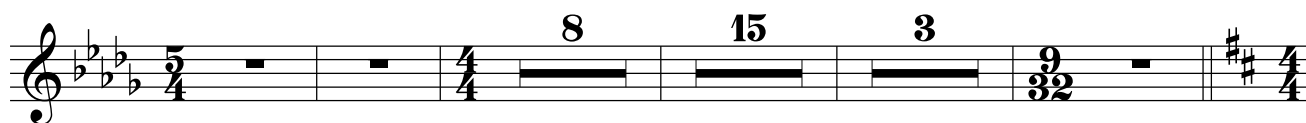
PAD2

CHARGE

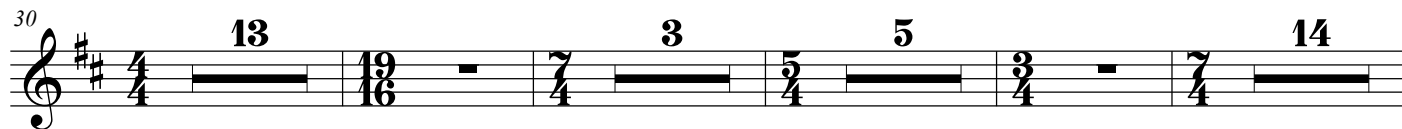
ALEJANDRO BALDEÓN

♩ = 106 GETTING READY

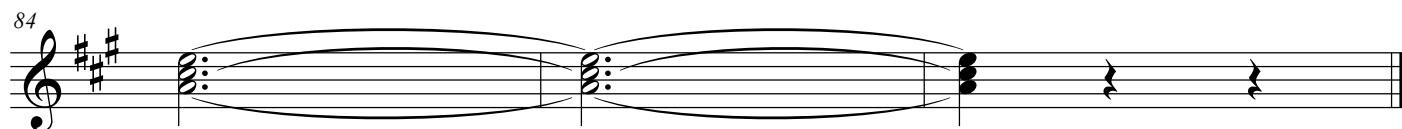
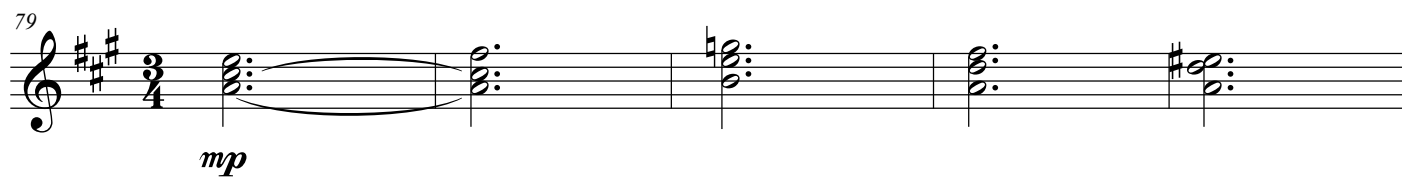
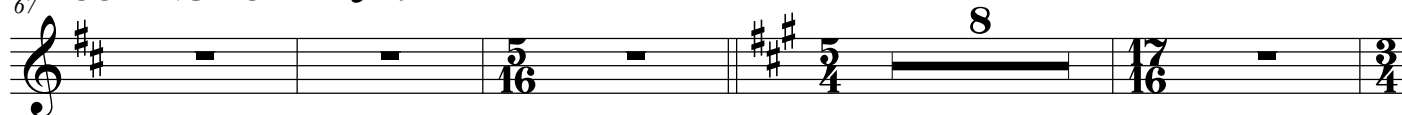
THE SPY DANGER



FIGHT ♩ = 170



67 COMING HOME ♩ = 91



PIANO

CHARGE

ALEJANDRO BALDEÓN

♩ = 106

GETTING READY

THE SPY

DANGER

Musical notation for the first section of 'CHARGE'. It consists of two staves, Treble and Bass, in a key of three flats (B-flat major/D minor). The time signature is 5/4. The notation shows rests for the first two measures, followed by measures with durations of 8, 15, 3, and 9/32. The 9/32 measure is marked with a double bar line and a repeat sign.

FIGHT ♩ = 170

Musical notation for the second section of 'CHARGE', starting at measure 29. It consists of two staves, Treble and Bass, in a key of three flats. The time signature is 9/32. The notation shows rests for the first two measures, followed by measures with durations of 13, 19, 7, 3, 5, and 3/4. The 19 measure is marked with a double bar line and a repeat sign.

COMING HOME ♩ = 91

Musical notation for the third section of 'CHARGE', starting at measure 52. It consists of two staves, Treble and Bass, in a key of two sharps (D major/B minor). The time signature is 3/4. The notation shows rests for the first two measures, followed by measures with durations of 14, 5, and 16. The 16 measure is marked with a double bar line and a repeat sign.

Musical notation for the fourth section of 'CHARGE', starting at measure 70. It consists of two staves, Treble and Bass, in a key of two sharps. The time signature is 5/4. The notation shows eighth notes and quarter notes. The Treble staff has a *mp* (mezzo-piano) dynamic marking. The Bass staff has a *mp* dynamic marking.

Musical notation for the fifth section of 'CHARGE', starting at measure 74. It consists of two staves, Treble and Bass, in a key of two sharps. The time signature is 5/4. The notation shows eighth notes and quarter notes. The Treble staff has a *mp* dynamic marking. The Bass staff has a *mp* dynamic marking.

CHARGE

78

Musical score for measures 78-81. The key signature is three sharps (F#, C#, G#). Measure 78 is in 17/16 time, with a treble staff containing a quarter rest, a quarter note, a quarter rest, a quarter note, and a half note. The bass staff contains a whole rest. Measures 79-81 are in 3/4 time. The treble staff contains a quarter note, an eighth note, a quarter note, a half note, a quarter note, and a half note. The bass staff contains a whole rest.

82

Musical score for measures 82-85. The key signature is three sharps (F#, C#, G#). Measure 82 is in 17/16 time, with a treble staff containing a quarter note, a quarter note, a quarter note, a quarter note, and a half note. The bass staff contains a whole rest. Measures 83-85 are in 3/4 time. The treble staff contains a quarter note, a quarter note, a quarter note, a half note, and a quarter note. The bass staff contains a whole rest.

VIOLIN

CHARGE

ALEJANDRO BALDEÓN

♩ = 106

GETTING READY

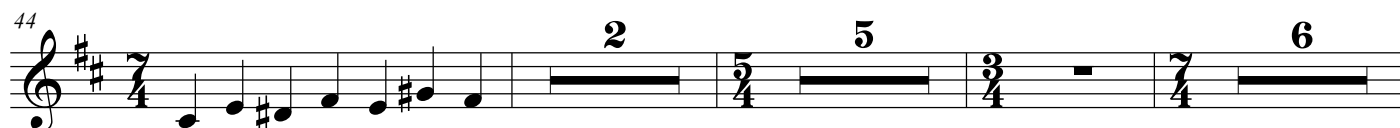
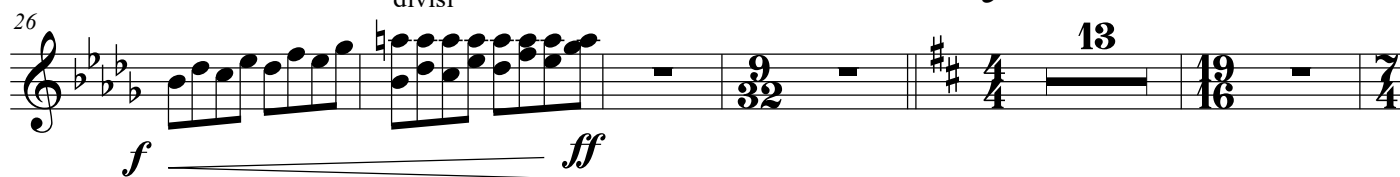
THE SPY



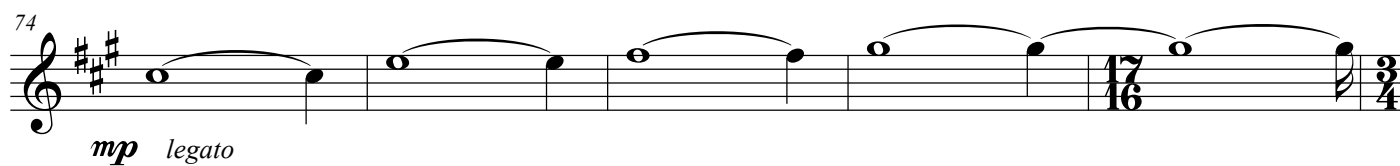
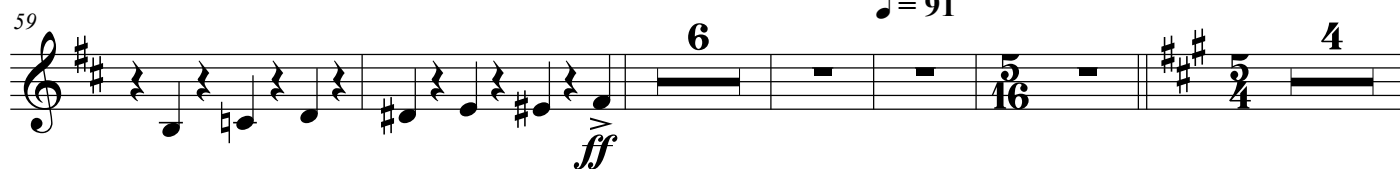
DANGER

divisi

FIGHT ♩ = 170



COMING HOME



VIOLA

CHARGE

ALEJANDRO BALDEÓN

♩ = 106 GETTING READY

THE SPY

8 10

mf marcato
DANGER

23

f *ff*

FIGHT ♩ = 170

28

13

f

45

2 5

mf

54

57

f

60

COMING HOME ♩ = 91

6

ff

70

17

mp legato

79

CELLO

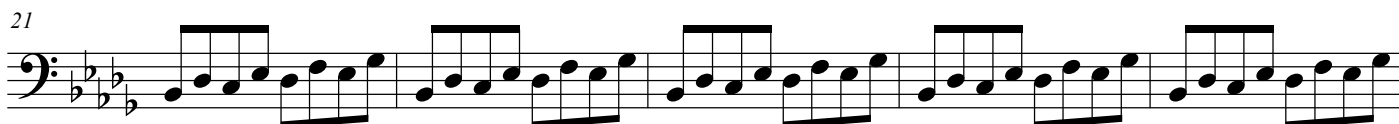
CHARGE

ALEJANDRO BALDEÓN

♩ = 106 GETTING READY

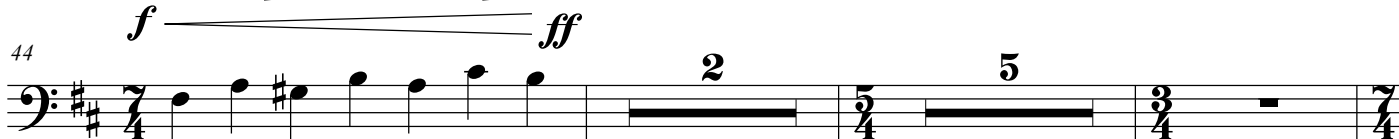
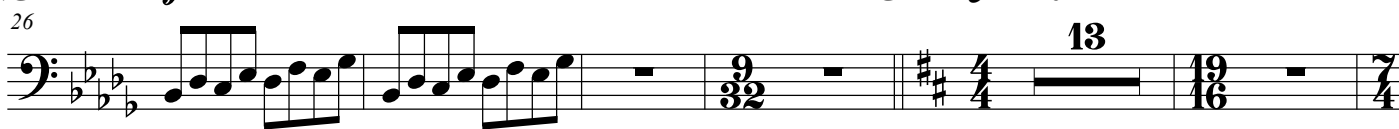


THE SPY

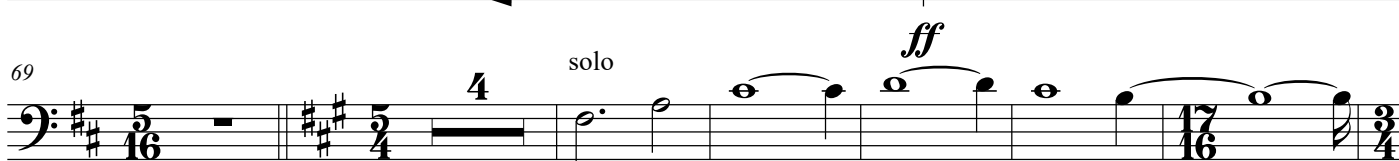


DANGER

FIGHT ♩ = 170



COMING HOME ♩ = 91

*mp* espressivo

DOUBLE BASS

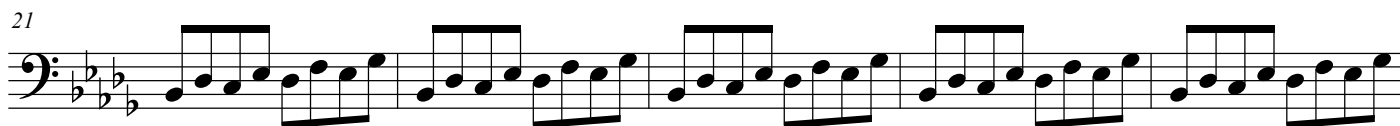
CHARGE

ALEJANDRO BALDEÓN

♩ = 106 GETTING READY

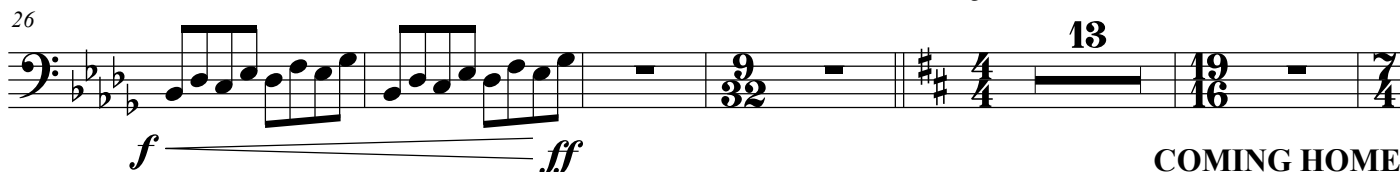


THE SPY

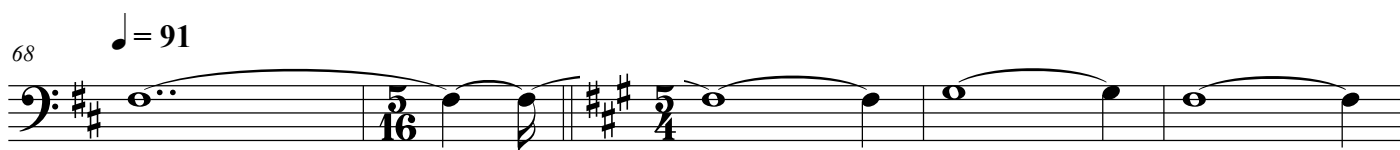
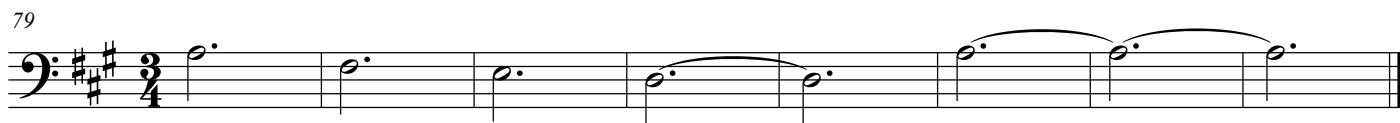
mp*mf*

DANGER

FIGHT ♩ = 170



COMING HOME

*mp*

CONCLUSIONES

Trabajar en la música de *Hero* y *Charge* fue mucho más que un ejercicio técnico: fue una forma de volver a conectarme con la creación, de entender otra vez lo importante que es la música para darle vida a una historia. A lo largo de este proceso me di cuenta de que la música no solo acompaña imágenes, sino que puede cambiar por completo lo que sentimos frente a ellas.

No fue un camino fácil. Tuve problemas técnicos, bloqueos creativos y momentos en los que dudé de si podía lograrlo. Pero también aprendí que la constancia, la organización y confiar en uno mismo son igual de importantes que saber usar un programa o escribir una partitura.

Hoy, tanto en Ecuador como en cualquier parte del mundo, el medio audiovisual necesita compositores que puedan adaptarse, que entiendan lo que una historia necesita y sepan construir música que se sienta viva. Este proyecto me ayudó a entender mejor ese rol, y también a querer seguir creciendo dentro de él.

Más adelante me gustaría seguir explorando cómo diferentes formas de escribir música, incluso las más poco convencionales, afectan la manera en que conectamos emocionalmente con una historia. Todo este camino apenas comienza, pero siento que ahora tengo una base mucho más sólida para continuar.

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