

UNIVERSIDAD SAN FRANCISCO DE QUITO USFQ

Colegio de Música (COM)

Escena 1: Charge

Escena 2: Ocean

Jhoy Zaneth Guerrero Valarezo

Composición Para Medios Contemporáneos

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

Quito, 28 de abril de 2025

UNIVERSIDAD SAN FRANCISCO DE QUITO USFQ

Colegio de Música (COM)

HOJA DE CALIFICACIÓN DE TRABAJO DE FIN DE CARRERA

Escena 1: Charge

Escena 2: Ocean

Jhoy Zaneth Guerrero Valarezo

Nombre del profesor, Título académico

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

Quito, 28 de abril de 2025

DERECHOS DE AUTOR

Por medio del presente documento certifico que he leído todas las Políticas y Manuales de la Universidad San Francisco de Quito USFQ, incluyendo la Política de Propiedad Intelectual USFQ, y estoy de acuerdo con su contenido, por lo que los derechos de propiedad intelectual del presente trabajo quedan sujetos a lo dispuesto en esas Políticas.

Asimismo, autorizo a la USFQ para que realice la digitalización y publicación de este trabajo en el repositorio virtual, de conformidad a lo dispuesto en el Art. 144 de la Ley Orgánica de Educación Superior.

Nombres y apellidos: Jhoy Zaneth Guerrero Valarezo

Código: 00322049

Cédula de identidad: 1104884430

Lugar y fecha: Quito, 28 abril de 2025

ACLARACIÓN PARA PUBLICACIÓN

Nota: El presente trabajo, en su totalidad o cualquiera de sus partes, no debe ser considerado como una publicación, incluso a pesar de estar disponible sin restricciones a través de un repositorio institucional. Esta declaración se alinea con las prácticas y recomendaciones presentadas por el Committee on Publication Ethics COPE descritas por Barbour et al. (2017) Discussion document on best practice for issues around theses publishing, disponible en <http://bit.ly/COPETheses>.

UNPUBLISHED DOCUMENT

Note: The following capstone project is available through Universidad San Francisco de Quito USFQ institutional repository. Nonetheless, this project – in whole or in part – should not be considered a publication. This statement follows the recommendations presented by the Committee on Publication Ethics COPE described by Barbour et al. (2017) Discussion document on best practice for issues around theses publishing available on <http://bit.ly/COPETheses>.

RESUMEN

Este trabajo presenta el proceso de composición musical para dos cortometrajes: *Charge* y *Ocean*. El primero es un cortometraje animado de ciencia ficción, producido por la plataforma Blender Studio, que explora la creación de atmósferas distópicas mediante el uso de sintetizadores y técnicas de diseño sonoro. El segundo es un documental de la plataforma Cue Tube que aborda la biodiversidad marina y su conexión con el ser humano, para el cual se desarrolló una composición musical de carácter fantástico y místico, combinando elementos orquestales, vocales y electrónicos. La motivación principal fue desarrollar un trabajo que potenciara mundos narrativos de naturaleza opuesta, tanto en el plano musical como en el visual. Los resultados evidencian la versatilidad de la compositora, el desarrollo de un estilo compositivo propio, y una comprensión más profunda del sonido como componente narrativo.

Palabras clave: composición musical, diseño sonoro, música para audiovisual, sintetizadores, documental, cortometraje animado, compositora, música para cine.

ABSTRACT

This work presents the musical composition process for two short films: *Charge* and *Ocean*. The first is an animated science fiction short film, produced by the platform Blender Studio, which explores the creation of dystopian atmospheres through the use of synthesizers and sound design techniques. The second is a documentary from the platform Cue Tube that addresses marine biodiversity and its connection to human beings, for which a musical composition of a fantastic and mystical character was developed, combining orchestral, vocal, and electronic elements. The main motivation was to develop a project that would enhance narrative worlds of opposing nature, both musically and visually. The results demonstrate the versatility of the composer, the development of a personal compositional style, and a deeper understanding of sound as a narrative component.

Keywords: musical composition, sound design, music for audiovisual media, synthesizers, documentary, animated short film, female composer, film music.

TABLA DE CONTENIDO

INTRODUCCIÓN	8
ORQUESTACIÓN: CHARGE	9
SCORE: CHARGE	11
PARTICELLAS: CHARGE	19
ORQUESTACIÓN: OCEAN	71
SCORE: OCEAN	73
PARTICELLAS: OCEAN	82
CONCLUSIONES	122
REFERENCIAS BIBLIOGRÁFICAS	123

INTRODUCCIÓN

La composición musical en el cine desempeña un papel crucial al dar profundidad emocional y narrativa a las películas. Según Gorbman (1987), "la música no solo acompaña las imágenes, sino que las interpreta, estableciendo un vínculo emocional con el espectador". A lo largo de la historia del cine, la música ha sido una herramienta indispensable para amplificar el impacto de la acción visual, creando atmósferas que enriquecen la experiencia narrativa (Cooke, 2008). En este sentido, se ha desarrollado este proyecto con el propósito de complementar la emoción narrativa de dos cortometrajes con enfoques distintos: *Charge* y *Ocean*.

Para *Charge*, se recurrió principalmente a la síntesis sonora como método de creación musical. Según Curtis Roads (1996), "la síntesis sonora es la fabricación de sonidos a través de procesos de modelado, transformación y combinación de señales electrónicas", permitiendo una flexibilidad extrema en la creación de texturas y ambientes sonoros únicos. El diseño sonoro en *Charge* se enfocó en construir un paisaje sonoro frío, fragmentado y futurista, alineado con la estética del cortometraje.

En contraste, para *Ocean* se optó por una aproximación basada en la orquestación y el trabajo vocal, empleando instrumentos de cuerda y capas corales. Como señala Schuller (1989), "la orquestación se convierte en un vehículo para transmitir la profundidad emocional de las imágenes, añadiendo complejidad y riqueza a la narrativa visual". Además, Smith (2015) destaca que "la música orquestal, con su riqueza tímbrica y dinámica, puede captar las sutilezas de una narrativa, estableciendo una conexión emocional profunda con el espectador". Esta técnica permitió crear una atmósfera que evocara la inmensidad del océano y su dimensión espiritual.

ORQUESTACIÓN: CHARGE

Sintetizadores: pads

- Pad I – U-he – TyrellN6 / Diseñado con dos osciladores sawtooth y square. LPF y high resonance
- Pad II – U-he – TyrellN6 / Diseñado con dos osciladores sawtooth y square. LPF y low resonance
- Pad III – SocaLabs – Wavetable / Diseñado con dos osciladores sawtooth y square. HPF. 1 oscilador desafinado. Release bajo
- Pad IV – SocaLabs – Wavetable / Diseñado con dos osciladores sawtooth y square. HPF. 1 oscilador desafinado, y el bending automatizado
- Pad V – SocaLabs – Wavetable / Diseñado con dos osciladores sawtooth y square. HPF. 1 oscilador desafinado. Release alto
- Pad VI – SocaLabs – Wavetable / Diseñado con dos osciladores sine y square
- Pad VII – Vital Audio – Vital / Diseñado con osciladores: Vital Sine (detuned 72) y Basic Shapes (transposed 22). Cut-off 1: 32.84 semitones. Cut-off 2 15.60. Flanger 4/1 offset 120
- Pad VIII – Vital Audio – Vital / Damped horn

Sintetizadores: leads

- Lead I – U-he – TyrellN6 / Diseñado Diseñado con dos osciladores sawtooth y square. HPF y high resonance. High Noise. Delay and Tremolo
- Lead II – Socalabs – Wavetable / Diseñado con dos osciladores sine y square. HPF. 1 oscilador desafinado. Release bajo. Chorus
- Lead III – Socalabs – Wavetable / Decisive
- Lead IV – Socalabs – Wavetable / Diseñado con 2 wavetables AKWP pluckalgo y AKWP overtone. 770 hz filter and 44 resonance. Sub -11 db. Distorción 2.5
- Lead V – Vital Audio – Vital / Diseñado con 3 osciladores: Brown Noise, Saws for days y Pink Noise. Detuned los tres. Distorción. Filtro de Fuzz-Wah
- Lead VI – U-he – TyrellN6 / 3ee_sawk
- Lead VII – U-he – TyrellN6 / 3ee_sawk
- Lead VIII – Vital Audio – Vital / Moving Harmonics
- Lead IX – Vital Audio – Vital / Jupiter Bass con el cut off automatizado con el LFO 2
- Lead X – SocaLabs – Wavetable / Diseñado con 2 wavetables Hyper 06 y Growl 13 (detuned 0.092). HP 12 205 hz filter and 13 resonance. Chorus

Percusión

- Timpani hits – Spitfire – BBC Symphony Orquesta
- Bass drum – Logic Native Instruments – Orquestral Kit
- Cymbals - Logic Native Instruments – Orquestral Kit

Efectos de sonido

- Noise – Vital Audio – Vital/ BART
- Foghorn – Spitfire – LABS / VT Brutalizer
- Metal Impact – Soundly – One shot sample

Piano – Native Instruments – Kontakt / The Gentleman

Guitarra Eléctrica – Grabada

Sintetizadores: cuerdas

- Sintetizador de cuerdas I – SocaLabs – Wavetable / Sonido diseñado con dos osciladores de sine. El segundo oscilador desafinado. Filtro BPF
- Sintetizador de cuerdas II – Vital Audio – Vital / Abby sun
- Sintetizador de cuerdas III – Vital Audio – Vital / Strings Section

Sintetizadores: bajos

- Bajo I – Vital Audio – Vital / Pulsing bass creado con dos osciladores de sine y square, con un LFO automatizando el high pass filter
- Bajo II – Vital Audio – Vital / Damped horn with distortion
- Bajo III – Vital Audio – Vital / Pulsing bass creado con dos osciladores de sawtooth y square, con un LFO automatizando el high pass filter
- Bajo IV – Vital Audio – Vital / Sub Bass
- Bajo V – Vital Audio – Vital / Jupiter Bass
- Bajo VI - Vital Audio – Vital / Moog pluck
- Bajo VII - Vital Audio – Vital / DIY

Drums

- Kick, snare, rimshot, hi-hat – Splice - One shot sample

Score: Charge

Compositora: Zaneth Guerrero

Intro

♩ = 96

5

Misión silencio

♩ = 111

10

15

Pad I

Pad II

Pad III

Pad IV

Pad V

Pad VI

Pad VII

Pad VIII

Lead I

Lead II

Lead III

Lead IV

Lead V

Lead VI

Lead VII

Lead VIII

Lead IX

Lead X

Timpani

Bass Drum

Cymbals

Foghorn

Noise

Metal impact

Piano

Electric Guitar

Sintetizador de cuerdas I

Sintetizador de cuerdas II

Sintetizador de cuerdas III

Bajo I

Bajo II

Bajo III

Bajo IV

Bajo V

Bajo VI

Bajo VII

Drum Set

The musical score for "Alarma oh no" by The Beatles is presented in a standard notation format. It features 20 instrumental tracks and a vocal line. The key signature is G major (one sharp), and the time signature is 4/4. The score includes various musical notations such as dynamics (mf, p, f), articulation (accents, slurs), and a key signature change to D major (two sharps) at measure 28. The vocal line is written in a single staff, with lyrics in Spanish. The instrumental tracks include Pad I through Pad VIII, Lead I through Lead X, Timp., B. D., Cymbals, Foghorn, Noise, Metal impact, Pno., E. Gtr., Sintetizador de cuerdas I, II, and III, Bajo I through Bajo VII, and Dr. The score is divided into measures, with a key signature change indicated by a double bar line and a sharp sign for the key of D major.

[illegible]

40

45

Pad I

Pad II

Pad III

Pad IV

Pad V

Pad VI

Pad VII

Pad VIII

Lead I

Lead II

Lead III

Lead IV

Lead V

Lead VI

Lead VII

Lead VIII

Lead IX

Lead X

Timp.

B. D.

Cymbals

Foghorn

Noise

Metal impact

Pno.

E. Gtr.

Cor de cuerdas I

Cor de cuerdas II

Cor de cuerdas III

Bajo I

Bajo II

Bajo III

Bajo IV

Bajo V

Bajo VI

Bajo VII

Dr.

50

55

Pad I

Pad II

Pad III

Pad IV

Pad V

Pad VI

Pad VII

Pad VIII

Lead I

Lead II

Lead III

Lead IV

Lead V

Lead VI

Lead VII

Lead VIII

Lead IX

Lead X

Timp.

B. D.

Cymbals

Foghorn

Noise

Metal impact

Pno.

E. Gtr.

Sintetizador de cuerdas I

Sintetizador de cuerdas II

Sintetizador de cuerdas III

Bajo I

Bajo II

Bajo III

Bajo IV

Bajo V

Bajo VI

Bajo VII

Dr.

This musical score is for a piece titled "Ultimo drama" by J. S. Bach. It is a complex arrangement featuring 25 staves, including 8 Pads (Pad I to Pad VIII), 10 Leads (Lead I to Lead X), 5 Percussion parts (Timp., B. D., Cymbals, Foghorn, Noise), 1 Piano (Pno.), 1 Electric Guitar (E. Gtr.), 3 Synth Strings (Sintetizador de cuerdas I, II, III), 7 Basses (Bajo I to Bajo VII), and 1 Drum (Dr.). The score is written in G major (one sharp) and 4/4 time. It includes various musical notations such as notes, rests, ties, and dynamic markings like *p* (piano) and *pp* (pianissimo). The piece is divided into sections, with a key signature change to D major (two sharps) indicated by a double bar line and a key signature change symbol. The score is presented in a clean, professional layout with a white background and black notation.

Cuando nuestras
manos se tocan

7580

Pad I

Pad II

Pad III

Pad IV

Pad V

Pad VI

Pad VII

Pad VIII

Lead I

Lead II

Lead III

Lead IV

Lead V

Lead VI

Lead VII

Lead VIII

Lead IX

Lead X

(S).....]

Timp.

B. D.

Cymbals

Foghorn

Noise

Metal impact

Pno.

E. Gtr.

Sintetizador de cuerdas I

Sintetizador de cuerdas II

Sintetizador de cuerdas III

Bajo I

Bajo II

Bajo III

Bajo IV

Bajo V

Bajo VI

Bajo VII

Dr.

85 90

Pad I

Pad II

Pad III

Pad IV

Pad V

Pad VI

Pad VII

Pad VIII

Lead I

Lead II

Lead III

Lead IV

Lead V

Lead VI

Lead VII

Lead VIII

Lead IX

Lead X

Timp.

B. D.

Cymbals

Foghorn

Noise

Metal impact

Pno.

E. Gtr.

Sintetizador de cuerdas I

Sintetizador de cuerdas II

Sintetizador de cuerdas III

Bajo I

Bajo II

Bajo III

Bajo IV

Bajo V

Bajo VI

Bajo VII

Dr.

Pan: left to right to left

mp

mf

p

mf

p

mf

p

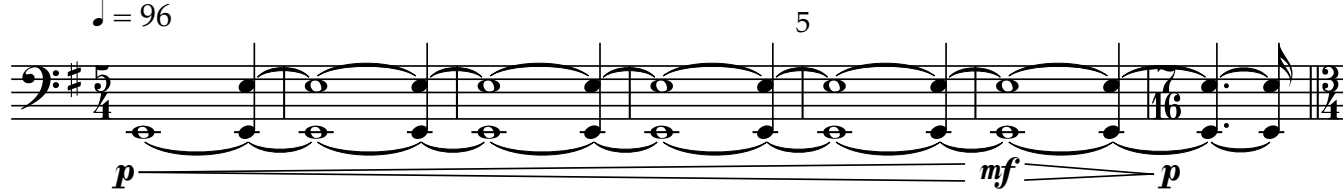
Pad I

Score: Charge

Compositora: Zaneth Guerrero

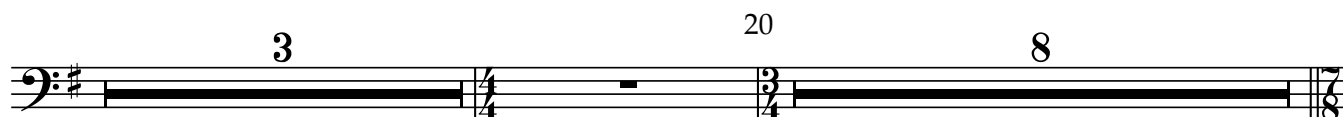
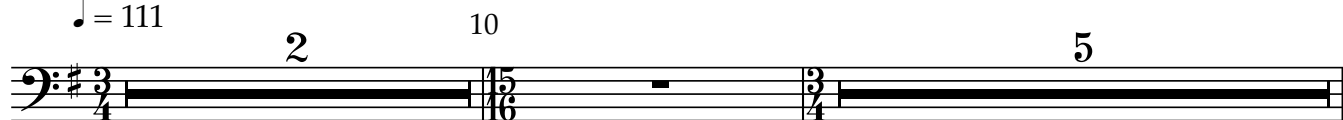
Intro

♩ = 96



Misión silencio

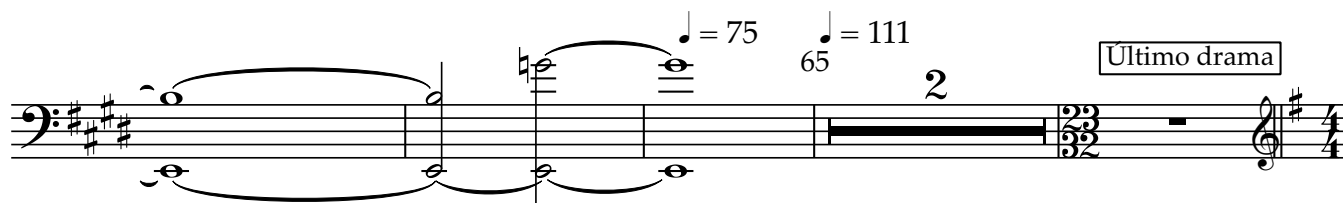
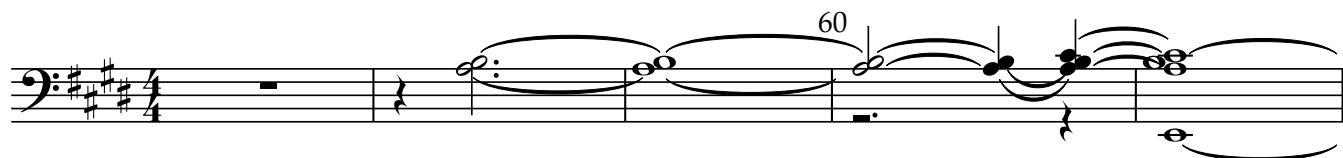
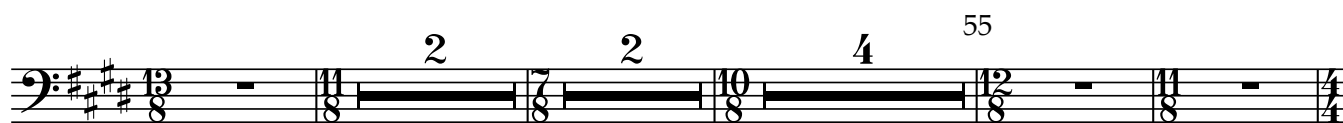
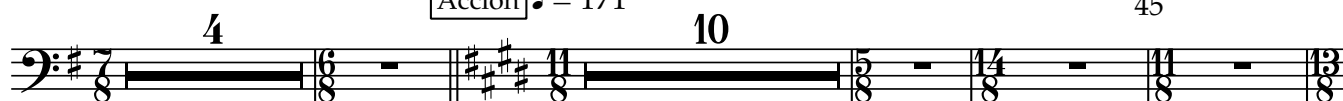
♩ = 111



Alarma oh no

Acción

♩ = 171



Pad I

70 75

p

p

Cuando nuestras
manos se tocan

85

4

4

p

90

Pad II

Score: Charge

Compositora: Zaneth Guerrero

Intro

♩ = 96

6

Misión silencio

♩ = 111

10

mf *p*

3

2

20

7

4

Alarma oh no

Acción

mf *mf*

♩ = 171

10

45

2

2

4

55

7

♩ = 75

65

♩ = 111

2

Último drama

70

p

Cuando nuestras
manos se tocan

4

17

Pad III

Score: Charge

Compositora: Zaneth Guerrero

Intro
♩ = 96

Misión silencio
♩ = 111

Alarma oh no
♩ = 171

Acción
♩ = 75

Último drama
♩ = 111

Cuando nuestras manos se tocan
Pan: left to right to left 85

Measures and dynamics details:

- Intro (measures 1-16):** Bass clef, key signature of one sharp (F#). Measure 1: 4/4 time signature, p. Measure 16: 7/4 time signature.
- Misión silencio (measures 17-28):** Bass clef, key signature of one sharp (F#). Measure 17: 4/4 time signature, mf. Measure 20: 3/4 time signature, mf. Measure 28: 3/4 time signature, p.
- Alarma oh no (measures 29-40):** Bass clef, key signature of one sharp (F#). Measure 29: 4/4 time signature, mf. Measure 32: 3/4 time signature, mf.
- Acción (measures 41-55):** Bass clef, key signature of one sharp (F#). Measure 41: 7/8 time signature. Measure 45: 5/8 time signature.
- Último drama (measures 56-65):** Bass clef, key signature of one sharp (F#). Measure 56: 13/8 time signature. Measure 60: 10/8 time signature. Measure 65: 12/8 time signature.
- Cuando nuestras manos se tocan (measures 66-75):** Bass clef, key signature of one sharp (F#). Measure 66: 4/4 time signature. Measure 70: 4/4 time signature.

Pad IV

Score: Charge

Compositora: Zaneth Guerrero

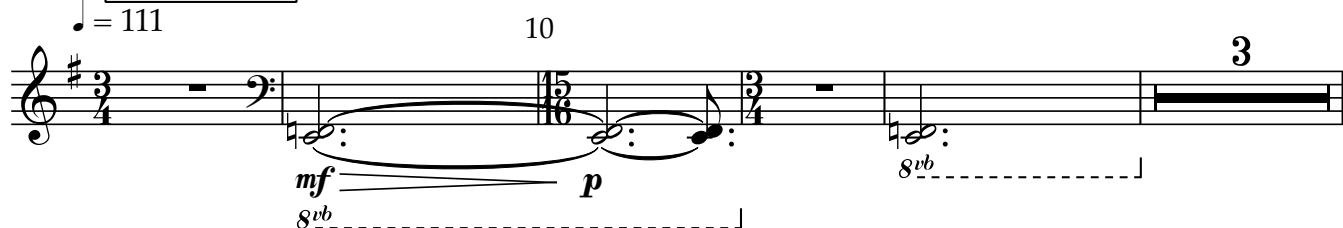
Intro

♩ = 96



Misión silencio

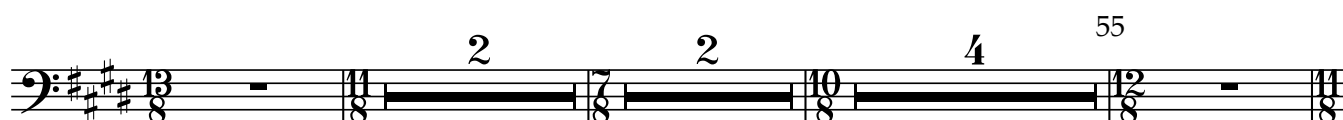
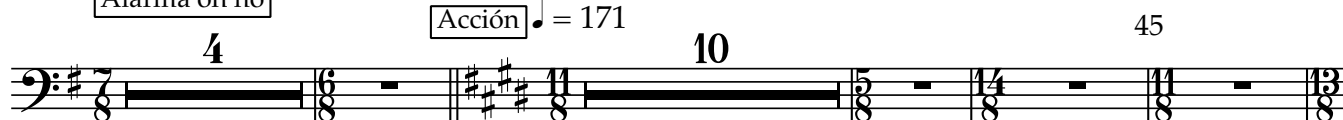
♩ = 111



Alarma oh no

Acción

♩ = 171



Último drama

Cuando nuestras
manos se tocan

Pad V

Score: Charge

Compositora: Zaneth Guerrero

Intro $\text{♩} = 96$

Misión silencio $\text{♩} = 111$

Alarma oh no

Acción $\text{♩} = 171$

Último drama

Cuando nuestras manos se tocan p

6 7 10 3

2 20 7

4 10 45

2 2 4 55

7 75 65 111 2

2 70 75

2 p

80 p

Pad V

85

mf

90

Detailed description: This musical score is for a part labeled 'Pad V'. It consists of two systems of staves. The first system covers measures 85 to 89, and the second system covers measures 90 to 94. The key signature has one sharp (F#). In measure 85, the treble staff has a dotted quarter note followed by a half note, while the bass staff has a whole note. A dynamic marking of 'mf' is present. Measures 86-89 show various chordal textures with some notes beamed together. Measure 90 begins the second system, featuring a treble staff with a half note and a bass staff with a whole note. The piece concludes with a double bar line at the end of measure 94.

Pad VI

Score: Charge

Compositora: Zaneth Guerrero

Intro $\text{♩} = 96$

Misión silencio $\text{♩} = 111$

Alarma oh no $\text{♩} = 171$

Acción $\text{♩} = 171$

Último drama $\text{♩} = 75$ $\text{♩} = 111$

Cuando nuestras manos se tocan

mf

p

mf

Pad VII

Score: Charge

Compositora: Zaneth Guerrero

Intro $\text{♩} = 96$

Misión silencio $\text{♩} = 111$

Alarma oh no mf

Acción

$\text{♩} = 171$

$\text{♩} = 75$ $\text{♩} = 111$

Último drama

Cuando nuestras
manos se tocan

6 7 2 10 5

3 20 8

30

10 45 2

2 4 55 7

2 9

17

Pad VIII

Score: Charge

Compositora: Zaneth Guerrero

Intro
♩ = 96

Misión silencio
♩ = 111

Alarma oh no

Acción ♩ = 171

f

35

40

f *p*

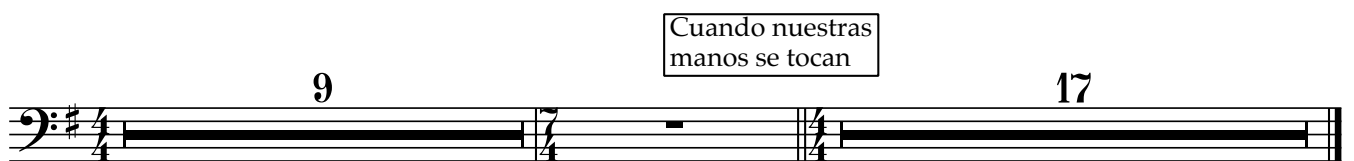
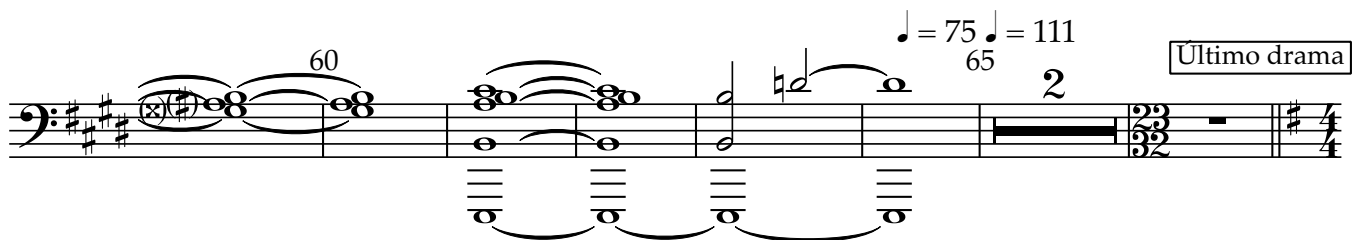
45

mf *f*

50

ff

Pad VIII



Lead I

Compositora: Zaneth Guerrero

Intro
♩ = 96

Misión silencio
♩ = 111

Alarma oh no
♩ = 171

Acción
♩ = 171

Último drama
♩ = 75 65 ♩ = 111

Cuando nuestras
manos se tocan

Lead II

Score: Charge

Compositora: Zaneth Guerrero

Intro $\text{♩} = 96$

Misión silencio $\text{♩} = 111$

mp

15

mf

20

p

Alarma oh no

Acción $\text{♩} = 171$

45

55

$\text{♩} = 75$ $\text{♩} = 111$

Último drama

Cuando nuestras
manos se tocan

9 17

Score: Charge

Lead III

Compositora: Zaneth Guerrero

Intro $\text{♩} = 96$

Misión silencio $\text{♩} = 111$

Alarma oh no

Acción $\text{♩} = 171$

Último drama

Cuando nuestras
manos se tocan

Lead IV

Score: Charge

Compositora: Zaneth Guerrero

Intro $\text{♩} = 96$

Misión silencio $\text{♩} = 111$

Alarma oh no **Acción** $\text{♩} = 171$

6 6 2 5 3 8 3 8 4 10 45 50 15^{ma} 2 2

Lead IV

First system of the musical score for Lead IV. It consists of two staves (treble and bass clef) in A major (three sharps). The first measure has a half note G4 in the treble and a half note G3 in the bass, both marked with a fermata and the number 15^{ma}. The second measure has a half note A4 in the treble and a half note A3 in the bass, both marked with a fermata and the number 55. The third measure has a half note B4 in the treble and a half note B3 in the bass, both marked with a fermata and the number 15^{ma}. The fourth measure has a half note C5 in the treble and a half note C4 in the bass, both marked with a fermata and the number 7. The time signature changes from 4/4 to 12/8 in the second measure and back to 4/4 in the fourth measure.

Second system of the musical score for Lead IV. It consists of two staves (treble and bass clef) in A major. The first measure has a half note G4 in the treble and a half note G3 in the bass, both marked with a fermata and the number 2. The second measure has a half note A4 in the treble and a half note A3 in the bass, both marked with a fermata and the number 2. The third measure has a half note B4 in the treble and a half note B3 in the bass, both marked with a fermata and the number 9. The fourth measure has a half note C5 in the treble and a half note C4 in the bass, both marked with a fermata and the number 9. The time signature changes from 4/4 to 23/32 in the second measure and back to 4/4 in the fourth measure. Above the first measure, the tempo is marked as ♩ = 75. Above the second measure, the tempo is marked as 65 ♩ = 111. A box labeled "Último drama" is placed above the third measure.

Third system of the musical score for Lead IV. It consists of two staves (treble and bass clef) in A major. The first measure has a half note G4 in the treble and a half note G3 in the bass, both marked with a fermata and the number 17. The second measure has a half note A4 in the treble and a half note A3 in the bass, both marked with a fermata and the number 17. The third measure has a half note B4 in the treble and a half note B3 in the bass, both marked with a fermata and the number 17. The fourth measure has a half note C5 in the treble and a half note C4 in the bass, both marked with a fermata and the number 17. The time signature is 4/4. A box labeled "Cuando nuestras manos se tocan" is placed above the first measure.

Lead V

Score: Charge

Compositora: Zaneth Guerrero

Intro
♩ = 96

Misión silencio
♩ = 111

Alarma oh no

Acción

Down Pitch

mp *f*

♩ = 171

ff

40

Lead V

45

50

55

♩ = 75 65 ♩ = 111

Último drama

Cuando nuestras
manos se tocan

Lead VI

Score: Charge

Compositora: Zaneth Guerrero

Intro $\text{♩} = 96$

Misión silencio $\text{♩} = 111$

Alarma oh no

Acción $\text{♩} = 171$

35

40

45

p ————— *mf*

55

$\text{♩} = 75$ $\text{♩} = 111$

Ultimo drama

Lead VI

Cuando nuestras
manos se tocan

9 17

The image shows a musical score for Lead VI, measures 9 and 17. The notation is on a single staff with a treble clef and a key signature of one sharp (F#). The time signature is 4/4. Measure 9 contains a whole note chord. Measure 17 contains a whole note chord. The lyrics 'Cuando nuestras manos se tocan' are written above the staff, spanning measures 9 and 17. The numbers 9 and 17 are written above the staff, indicating the measure numbers.

Lead VII

Score: Charge

Compositora: Zaneth Guerrero

Intro $\text{♩} = 96$

Misión silencio $\text{♩} = 111$

Alarma oh no

Acción $\text{♩} = 171$

Último drama

Cuando nuestras
manos se tocan

6 7 2 10 5

3 20 8

4 7 40

45

50 4

55 7 65 2

9 17

f *p* *mf*

Lead VIII

Score: Charge

Compositora: Zaneth Guerrero

Intro $\text{♩} = 96$

Misión silencio $\text{♩} = 111$

Alarma oh no

Acción $\text{♩} = 171$

Último drama

Cuando nuestras
manos se tocan

Score: Charge

Compositora: Zaneth Guerrero

Compositora: Zanele Guenere

Intro

♩ = 96

Misión silencio

♩ = 111

Alarma oh no

Acción

♩ = 171

Último drama

Cuando nuestras
manos se tocan

6

7

2

10

5

3

20

8

4

6

8

35

3

40

45

2

2

4

55

7

65

2

9

17

Lead X

Score: Charge

Compositora: Zaneth Guerrero

Intro $\text{♩} = 96$

Misión silencio $\text{♩} = 111$

Alarma oh no

Acción $\text{♩} = 171$

Último drama

Cuando nuestras manos se tocan

8^{vb}

p

mf

Timpani

Score: Charge

Compositora: Zaneth Guerrero

Intro $\text{♩} = 96$

Misión silencio $\text{♩} = 111$

Alarma oh no

Acción $\text{♩} = 171$

Último drama $\text{♩} = 75$ $\text{♩} = 111$

6 7 2 10 5

3 20 8

4 35

3 40 2

45

50

55 2

60 2

Timpani

9

Cuando nuestras
manos se tocan

17

The musical score for the Timpani part spans measures 9 to 17. It is written on a single staff with a bass clef and a key signature of one sharp (F#). The time signature is 4/4. The score consists of three measures: measure 9, measure 10, and measure 11. Measures 9 and 11 contain a whole note, while measure 10 contains a whole rest. The measures are separated by bar lines, and the piece ends with a double bar line at the end of measure 11.

Bass Drum

Score: Charge

Compositora: Zaneth Guerrero

Intro $\text{♩} = 96$

Misión silencio $\text{♩} = 111$

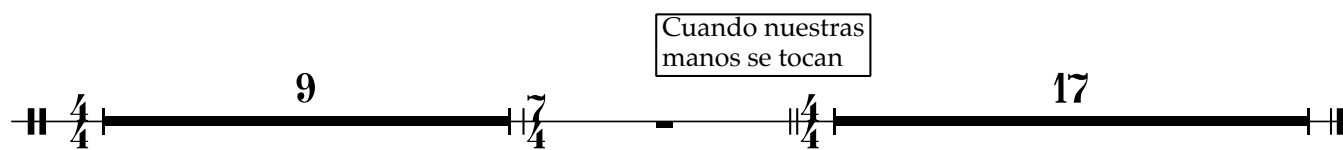
Alarma oh no

Acción $\text{♩} = 171$ *f*

Último drama

60 $\text{♩} = 75$ 65 $\text{♩} = 111$

Bass Drum



Cymbals

Score: Charge

Compositora: Zaneth Guerrero

Intro
♩ = 96

Misión silencio
♩ = 111

Alarma oh no
mf

Acción

Último drama

6

7

3

2

10

15

3

5

3

4

20

3

8

7

8

30

6

11

11

8

35

3

11

8

14

11

8

13

11

8

2

10

4

55

12

11

8

7

4

75

111

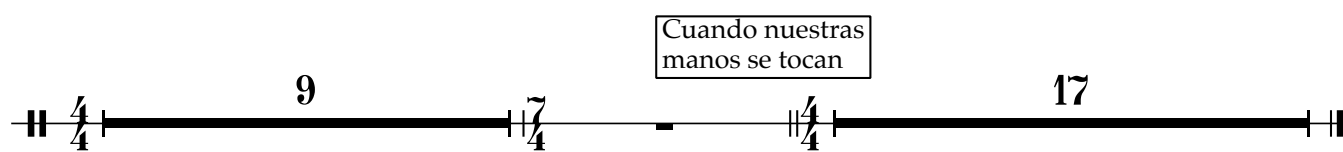
2

23

32

4

Cymbals



Foghorn

Score: Charge

Compositora: Zaneth Guerrero

Intro $\text{♩} = 96$

Misión silencio $\text{♩} = 111$

Alarma oh no $\text{♩} = 171$

Acción $\text{♩} = 171$

Último drama $\text{♩} = 75$ $\text{♩} = 111$

Cuando nuestras
manos se tocan

6 7 2 10 5

3 20 8

4 10 45

2 2 4 55

7 2

9 17

mf

Noise

Score: Charge

Compositora: Zaneth Guerrero

Intro ♩ = 96

6

Misión silencio ♩ = 111

2 10

3 5

3

20 5 25

p < *mf*

Alarma oh no

4

Acción ♩ = 171

4

f

3

45

11 2 2 10 4 55

12 11 4

♩ = 75 65 ♩ = 111

5 2

Último drama

23 32

Cuando nuestras manos se tocan

9 7 4 17

Metal impact

Score: Charge

Compositora: Zaneth Guerrero

Intro
♩ = 96

Misión silencio
♩ = 111

Alarma oh no
mf

Acción

♩ = 171

Último drama
♩ = 75 ♩ = 111

**Cuando nuestras
manos se tocan**

Piano

Score: Charge

Compositora: Zaneth Guerrero

Intro $\text{♩} = 96$

Misión silencio $\text{♩} = 111$

Alarma oh no

Acción $\text{♩} = 171$

$\text{♩} = 75$ $\text{♩} = 111$

Último drama

Piano

Cuando nuestras
manos se tocan

80

9

9

*p**p*

85

mf

90

p

Electric Guitar

Score: Charge

Compositora: Zaneth Guerrero

Intro
♩ = 96

Misión silencio
♩ = 111

Alarma oh no
♩ = 171 (Distortion)

Acción
f

p *f*

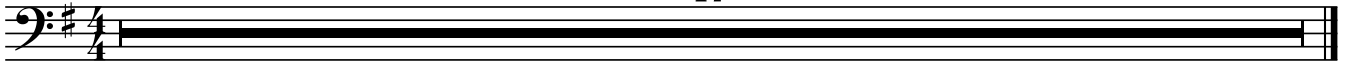
Ultimo drama
♩ = 75 65 ♩ = 111

The musical score is written for electric guitar in bass clef. It begins with an 'Intro' section at 96 bpm, featuring a 5/4 time signature and a 6-measure rest. This is followed by a 'Misión silencio' section at 111 bpm, consisting of a 2-measure rest in 3/4 time, a 10-measure rest in 15/16 time, and a 5-measure rest in 3/4 time. The next section, 'Alarma oh no', starts at 171 bpm with a 7/8 time signature and a 4-measure rest. This is followed by the 'Acción' section, marked with a forte (*f*) dynamic and a distortion effect. The 'Acción' section consists of a series of eighth-note chords, starting with a 4-measure rest in 6/8 time, then moving to 11/8, 11/8, and 11/8 time signatures. The score continues with measures 35, 40, 45, 50, 55, and 60, featuring various time signatures (8/8, 14/8, 13/8, 11/8, 7/8, 10/8, 12/8, 11/8, 4/4, 7/4) and dynamics (*p*, *f*). The final section, 'Ultimo drama', starts at 75 bpm and 111 bpm, featuring a 2-measure rest in 23/32 time, followed by a 9-measure rest in 4/4 time, and ends with a 7-measure rest in 4/4 time.

Electric Guitar

Cuando nuestras
manos se tocan

17



Sintetizador de cuerdas I

Score: Charge

Compositora: Zaneth Guerrero

Intro $\text{♩} = 96$ 5

p *mf*

Misión silencio $\text{♩} = 111$ 2 10 5

mf 20 7

Alarma oh no **Acción** $\text{♩} = 171$ 4 10 45

2 2 4 55

$\text{♩} = 75$ $\text{♩} = 111$ 7 2 **Último drama**

9 17 **Cuando nuestras manos se tocan**

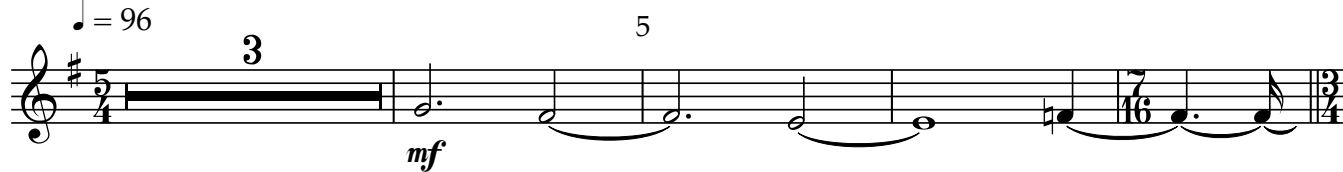
Sintetizador de cuerdas II

Score: Charge

Compositora: Zaneth Guerrero

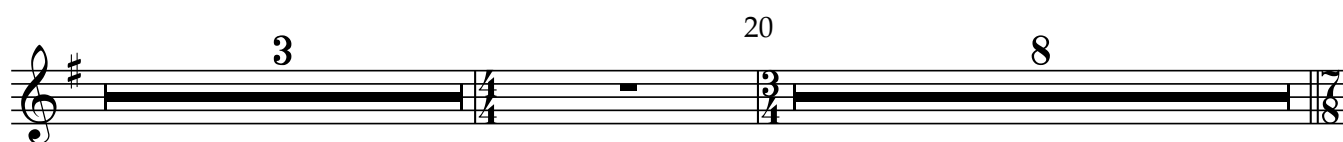
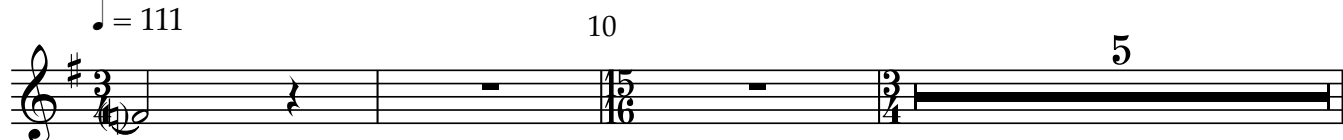
Intro

♩ = 96



Misión silencio

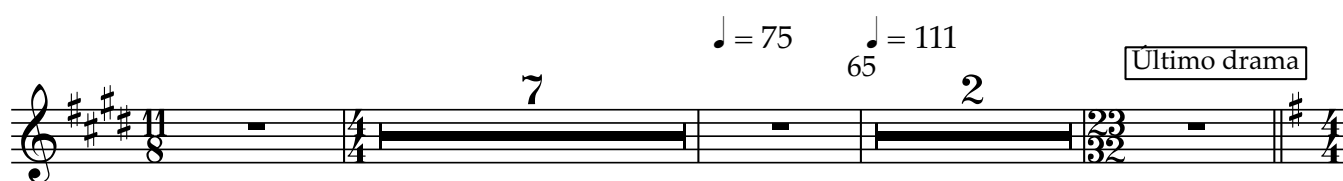
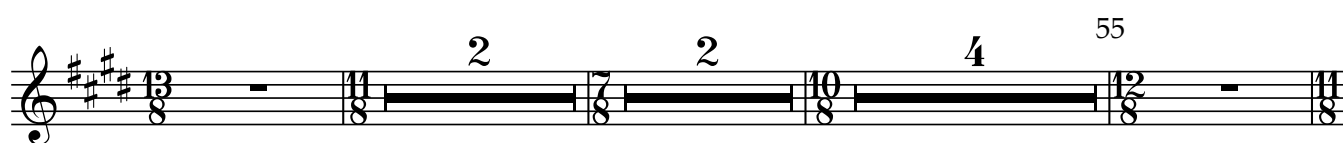
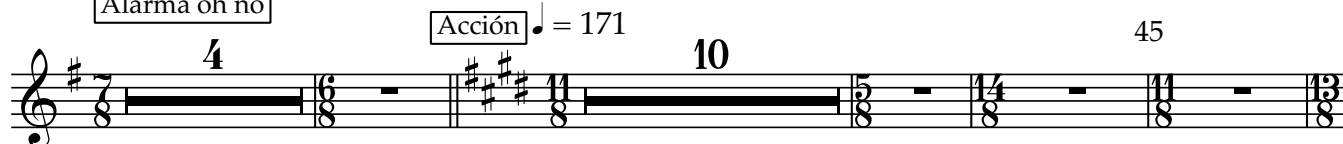
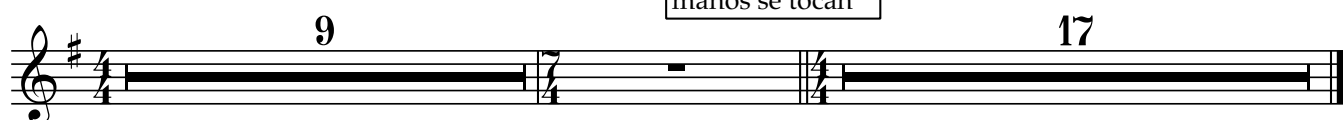
♩ = 111



Alarma oh no

Acción

♩ = 171

Cuando nuestras
manos se tocan

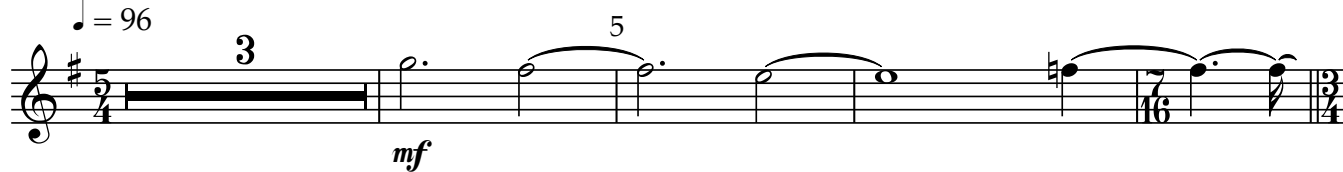
Sintetizador de cuerdas III

Score: Charge

Compositora: Zaneth Guerrero

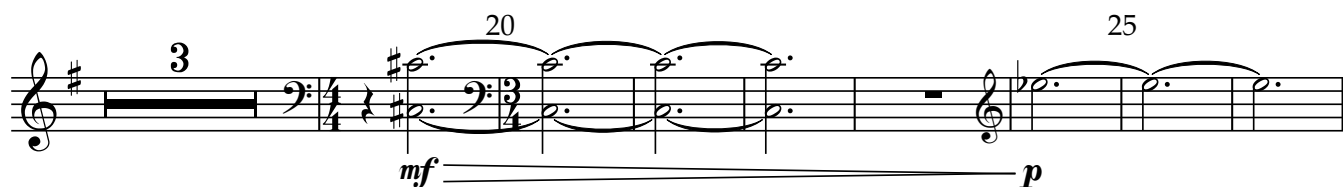
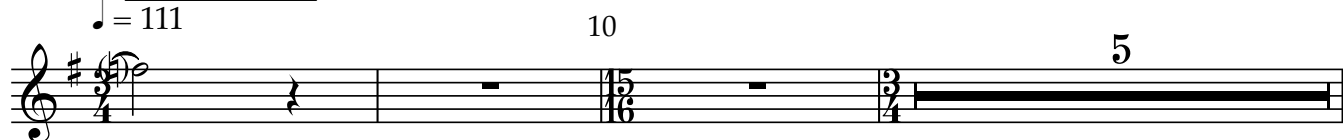
Intro

♩ = 96



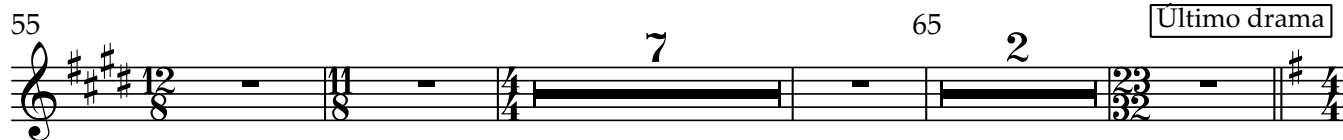
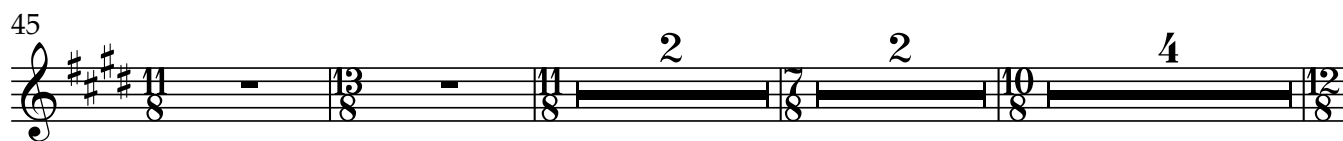
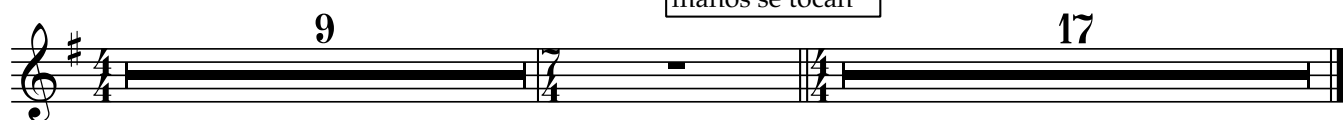
Misión silencio

♩ = 111



Alarma oh no

Acción ♩ = 171

Cuando nuestras
manos se tocan

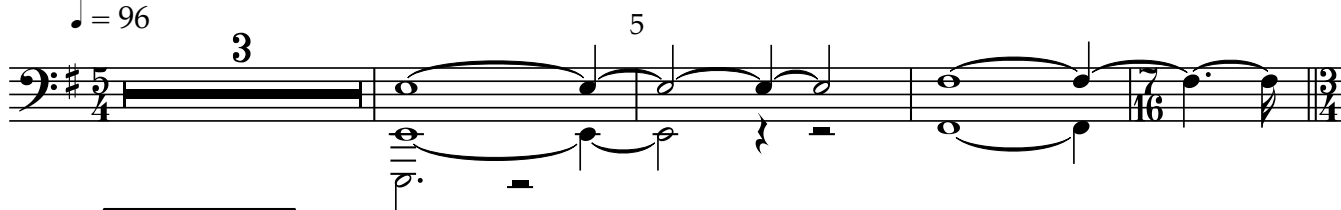
Bajo I

Score: Charge

Compositora: Zaneth Guerrero

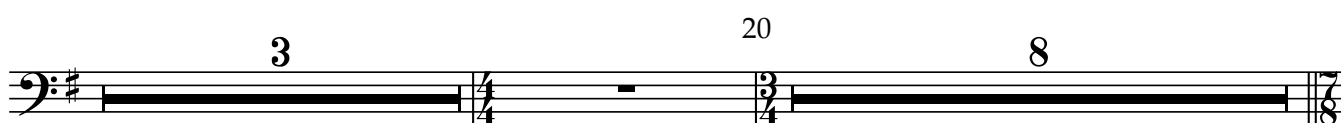
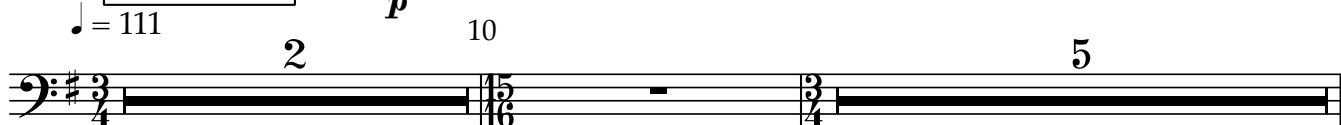
Intro

♩ = 96



Misión silencio

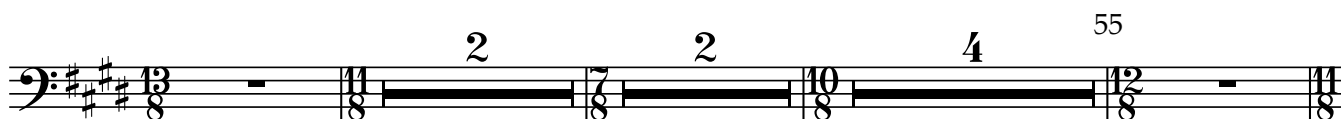
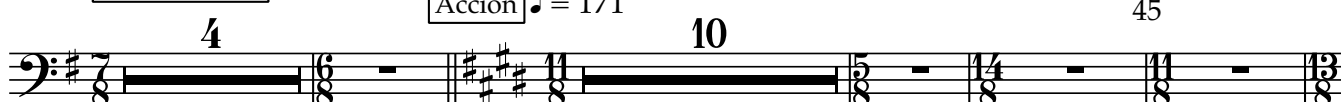
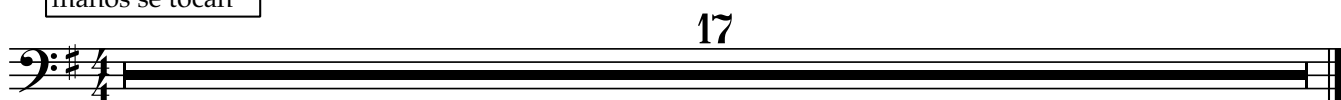
♩ = 111



Alarma oh no

Acción

♩ = 171

Cuando nuestras
manos se tocan

Bajo II

Score: Charge

Compositora: Zaneth Guerrero

Intro ♩ = 96

Misión silencio ♩ = 111

Alarma oh no

Acción ♩ = 171

Último drama

Cuando nuestras manos se tocan

6 7 2 10 5

3 20 3 25

mf

4 9

f *p*

45 2 2

mf

55

♩ = 75 ♩ = 111

65 2

7 17

Bajo III

Score: Charge

Compositora: Zaneth Guerrero

Intro $\text{♩} = 96$

Misión silencio $\text{♩} = 111$

Alarma oh no

Acción $\text{♩} = 171$

Último drama

Cuando nuestras
manos se tocan

mf

p

6

2

2

2

20

8

4

10

45

2

2

4

55

7

2

9

17

Bajo IV

Score: Charge

Compositora: Zaneth Guerrero

Intro $\text{♩} = 96$

Misión silencio $\text{♩} = 111$

Alarma oh no

Acción

$\text{♩} = 171$

$\text{♩} = 75$ $65 \text{♩} = 111$

Último drama

Cuando nuestras
manos se tocan

Bajo V

Score: Charge

Compositora: Zaneth Guerrero

Intro $\text{♩} = 96$

Misión silencio $\text{♩} = 111$

Alarma oh no

Acción $\text{♩} = 171$

mf

35

40

f

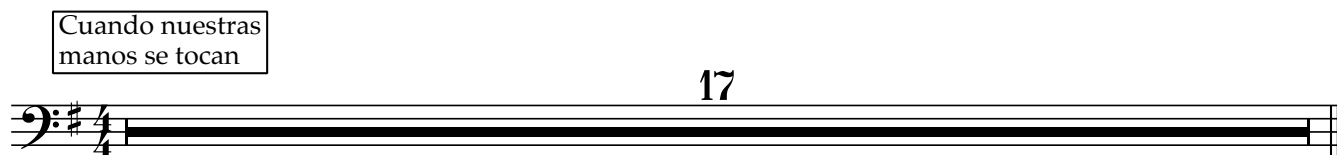
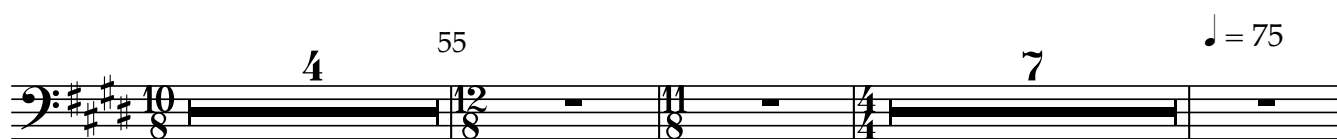
45

> mf

50

f

Bajo V



Bajo VI

Score: Charge

Compositora: Zaneth Guerrero

Intro
♩ = 96

Misión silencio
♩ = 111

Alarma oh no

Acción

6 2 10 5 3 20 8

30 35 40

mf

♩ = 171

Bajo VI

45

f *mf*

50 4 55 7

♩ = 75 ♩ = 111

65 2 9

Último drama

Quando nuestras manos se tocan

17

Bajo VII

Score: Charge

Compositora: Zaneth Guerrero

Intro $\text{♩} = 96$

Misión silencio $\text{♩} = 111$

Alarma oh no

Acción $\text{♩} = 171$

40

45

f

50

55

60

$\text{♩} = 75$ $\text{♩} = 111$

65

Ultimo drama

Bajo VII

Cuando nuestras
manos se tocan

9 17

The musical notation is written on a single staff in bass clef with a key signature of one sharp (F#). The time signature is 4/4. The notation consists of three measures. The first measure, labeled '9', contains a whole note. The second measure, labeled '17', contains a whole note. The third measure, also labeled '17', contains a whole note. The staff is otherwise empty.

Drum Set

Score: Charge

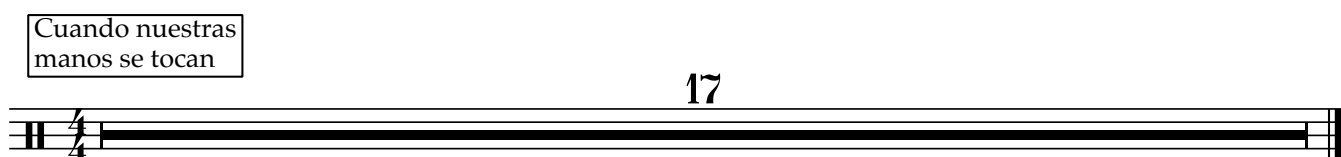
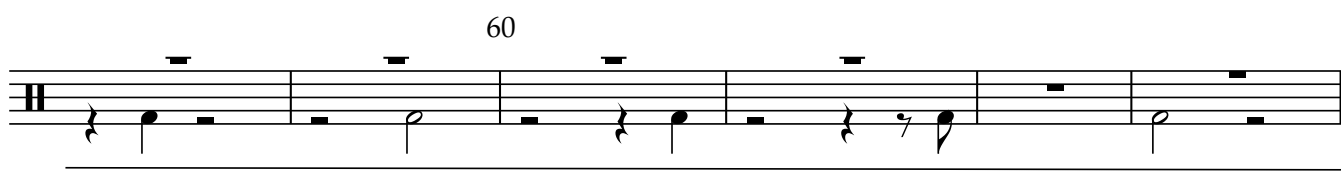
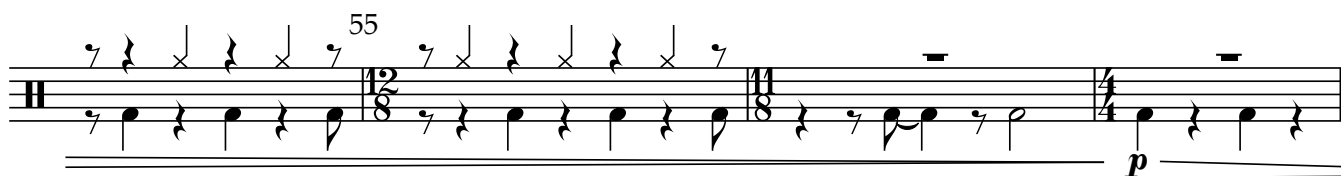
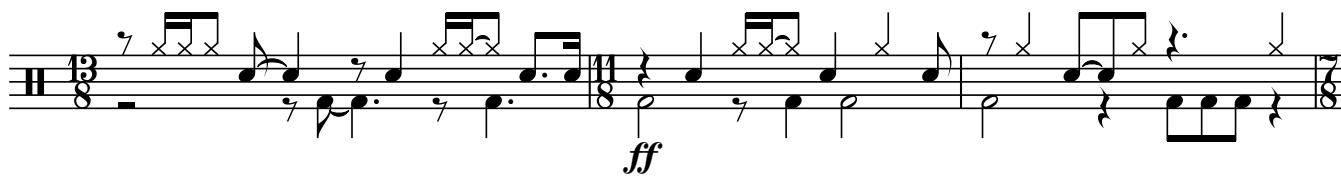
Compositora: Zaneth Guerrero

Intro $\text{♩} = 96$ 6 $\text{♩} = 111$ 2 10 Misión silencio

15 20 8 Alarma oh no Acción $\text{♩} = 171$ *p* *f*

35 40 *f* *p* 45 *f*

Drum Set



Cuando nuestras
manos se tocan

17

ORQUESTACIÓN: OCEAN

Vientos Madera:

- Piccolo – Spitfire – BBC Symphony Orchestra
- III Flautas – Spitfire – BBC Symphony Orchestra
- III Oboes – Spitfire – BBC Symphony Orchestra
- III Clarinetes en Bb – Spitfire – BBC Symphony Orchestra
- Fagot – Spitfire – BBC Symphony Orchestra

Vientos Metal

- I Corno en F – Spitfire – BBC Symphony Orchestra
- Trompeta en Bb – Spitfire – BBC Symphony Orchestra
- Trombón Tenor – Spitfire – BBC Symphony Orchestra
- Tuba – Spitfire – BBC Symphony Orchestra

Percusión Afinada

- Glockenspiel – Spitfire – LABS / Bell Swarm Glockenspiel Trio
- Marimba – Spitfire – BBC Symphony Orchestra
- Timpani roll – Spitfire – BBC Symphony Orchestra

Percusión No Afinada

- Cymbals – Spitfire – BBC Symphony Orchestra
- Chimes – Spitfire – BBC Symphony Orchestra
- Shaker – Grabado
- Tambor de arcilla, Djembe, pandereta, tambor africano y tambores orquestales – Splice – One shot samples

Arpa – Spitfire BBC Symphony Orchestra

Sintetizadores

- Sintetizador I – Native Instruments – Kontakt / Ethereal Earth: Angelic Whispers
- Sintetizador II – Native Instruments – Kontakt / Ethereal Earth: Omnipresence
- Sintetizador III – Native Instruments – Kontakt / Ethereal Earth: Cyclic Behaviour
- Sintetizador IV – Native Instruments – Kontakt / Modular Icons: Dreams
- Sintetizador V – Native Instruments – Kontakt / Ethereal Earth: Foggy Choir

Voces - Grabadas

Cuerdas

- Violín I – Spitfire – BBC Symphony Orchestra
- Violín II – Spitfire – BBC Symphony Orchestra

- Viola – Spitfire – BBC Symphony Orchestra
- Violoncello – Spitfire – BBC Symphony Orchestra
- Contrabajo– Spitfire – BBC Symphony Orchestra

Performance notes: Percusión

A musical staff with a treble clef and a key signature of one flat (Bb). The staff contains a sequence of notes and rests, with labels above and below indicating the corresponding percussion instruments. The labels are: Tambor Orquestal (above the first note), Pandereta (below the first note), Djembe (above the second note), Tambor de Arcilla (below the second note), Tambor Africano (above the third note), and Shaker (below the third note). The notation includes a double bar line after the first note, a single bar line after the second note, and a final double bar line at the end of the staff.

Intro

$\text{♩} = 60$

Underwater theme

♩ = 84

Piccolo

III Flute

III Oboe

III Clarinet in B $\flat$

Bassoon

Horn in F

Trumpet in B $\flat$

Tenor Trombone

Tuba

Glockenspiel

Marimba

Timpani

Cymbals

Chimes

Percussion

Harp

Sintetizador I

Sintetizador II

Sintetizador III

Sintetizador IV

Sintetizador V

Voces solistas

Voces

Violin I

Violin II

Viola

Violoncello

Double Bass

[illegible]

29

Picc.

Fl.

Ob.

Cl.

Bsn.

Hn.

Tpt.

Tbn.

Tba.

Glock.

Mar.

Timp.

Cym.

Chim.

Perc.

Hp.

Sintetizador I

Sintetizador II

Sintetizador III

Sintetizador IV

Sintetizador V

Voces Solistas

Voces

Vln. I

Vln. II

Vla.

Vc.

Db.

34

Picc.

Fl.

Ob.

Cl.

Bsn.

Hn.

Tpt.

Tbn.

Tba.

Glock.

Mar.

Timp.

Cym.

Chim.

Perc.

Hp.

Sintetizador I

Sintetizador II

Sintetizador III

Sintetizador IV

Sintetizador V

Voces Solistas

Voces

Vln. I

Vln. II

Vla.

Vc.

Db.

[illegible]

[illegible]

[illegible]

63

Picc.

Fl.

Ob.

Cl.

Bsn.

Hn.

Tpt.

Tbn.

Tba.

Glock.

Mar.

Timp.

Cym.

Chim.

Perc.

Hp.

Sintetizador I

Sintetizador II

Sintetizador III

Sintetizador IV

Sintetizador V

Voces Solistas

Voces

Vln. I

Vln. II

Vla.

Vc.

Db.

mf

mp

p

gliss.

p *mf*

p *mf*

p *mf*

p *mf*

p *mp* *p* *mf* *p*

mp *pp* *mf*

mp *p* *mf*

mp *pp* *mf*

mp

72

Outro

♩ = 84

Picc.

Fl.

Ob.

Cl.

Bsn.

Hn.

Tpt.

Tbn.

Tba.

Glock.

Mar.

Timp.

Cym.

Chim.

Perc.

Hp.

Sintetizador I

Sintetizador II

Sintetizador III

Sintetizador IV

Sintetizador V

Voces Solistas

Voces

Vln. I

Vln. II

Vla.

Vc.

Db.

p

mf

pp

gliss.

Piccolo

Score: Ocean

Compositora: Zaneth Guerero

Intro
♩ = 60

9 **Underwater theme** ♩ = 84 16

25 **Human playground** ♩ = 100 4 11

40 **Underwater theme** ♩ = 84 14

55 *mp* *f* 5

62 **Alien world** ♩ = 90 4 6

74 ♩ = 84 **Outro** 9

III Flute

Score: Ocean

Compositora: Zaneth Guerero

Intro
♩ = 60

Underwater theme
♩ = 84

Human playground
♩ = 100

Measure numbers: 9, 24, 28, 30, 32

Dynamics: *mp*, *mf*, *p*

Articulation: Solo, 8, 6, 3

III Flute

34

mp 6 6 *mf* 6 6 3 *p*

36

6 6 *mf* 6 6 3 *p*

38

6 6 *mf* 6 6 3 *p*

Underwater theme

40 ♩ = 84

mf *f* *p*

42

mp *mf* *mp* Solo

III Flute

45 Solo

53

62 a3 ♩ = 90

74 ♩ = 84

Alien world

Outro

III Oboe

Score: Ocean

Compositora: Zaneth Guerero

Intro
♩ = 60

2

Underwater theme
♩ = 84

16

Human playground
♩ = 100

2

Solo
mp *mf*

30

p *mf* *p* *mp* *mf*

Underwater theme

38

p *mp* *♩* = 84

7

48

a2 *mp* *mf* *mp*

50

mp *mf* *mp*

52

Alien world
mp *f*

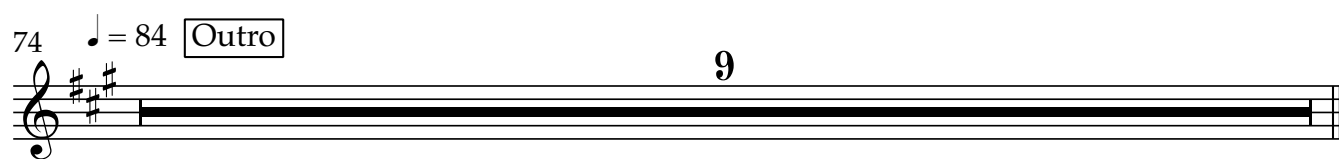
62

mf *mp* *♩* = 90

6

III Oboe

74 $\text{♩} = 84$ Outro 9



III Clarinet in B $\flat$

Score: Ocean

Compositora: Zaneth Guerero

Intro
♩ = 60

Underwater theme
♩ = 84

Human playground
♩ = 100
Solo

Measures 25-33 show a solo section with dynamic markings *mp*, *mf*, and *p*. The score includes various musical notations such as rests, notes, slurs, and dynamic markings (*mp*, *mf*, *p*). The bottom system (measures 33-36) continues the solo with dynamic markings *mp*, *mf*, and *p*.

III Clarinet in B $\flat$

35

mp *mf* *p*

6 6 6 6 3

37

mf *p*

6 6 6 6 3

Underwater theme

40

$\text{♩} = 84$

mf *f* *p*

a2

42

mp *mf* *mp* *mp*

Solo

III Clarinet in B $\flat$

46

mf *mp* *mp* *mf* *mp*

50

Solo

mp *mf* *mp*

54

a3

mf *mp* *f* *mf*

mp *f*

62 Alien world ♩ = 90

The musical score for 'Alien world' is written on a single staff in treble clef. The key signature has four sharps (F#, C#, G#, D#), and the time signature is 7/8. The tempo is marked as ♩ = 90. The piece begins with a forte (f) dynamic and ends with a mezzo-piano (mp) dynamic. The melody consists of eighth and quarter notes, with a final measure containing a quarter rest and an eighth rest. The score is marked with a double bar line at the end.

67 6 ♩ = 84 Outro 9

The musical score for the 'Outro' section is written on a single staff. It begins with a treble clef, a key signature of three sharps (F#, C#, G#), and a 3/8 time signature. The first measure contains the notes F#, C#, and G# in ascending order. This is followed by a whole rest. The piece then transitions to a 6/8 time signature, indicated by a '6' above the staff. The next measure is a whole note chord consisting of F#, C#, and G#. This is followed by a double bar line. After the double bar line, the time signature changes to 9/8, indicated by a '9' above the staff. The final measure is a whole note chord consisting of F#, C#, and G#. The piece ends with a double bar line.

Bassoon

Score: Ocean

Compositora: Zaneth Guerero

Intro
♩ = 60

2

9 **Underwater theme** ♩ = 84 16

Human playground ♩ = 100 5

Underwater theme *mp* *mf*

33 6 ♩ = 84 *p* *f* *mp* *mf* *mp*

45 *mp* *mf* *mp* *mf*

54 *mp* *f* *mf*

Alien world ♩ = 90

62 *f* *mp*

67 6 ♩ = 84 **Outro** 9

Horn in F

Score: Ocean

Compositora: Zaneth Guerrero

Intro
♩ = 60

Underwater theme
♩ = 84

Human playground
♩ = 100

Underwater theme
♩ = 84

Alien world
♩ = 90

Outro
♩ = 84

Measures: 2, 16, 15, 4, 8, 6, 9

Dynamics: *mp*, *mf*, *f*, *mp*

Trumpet in B $\flat$

Score: Ocean

Compositora: Zaneth Guerero

Intro
♩ = 60

2

Underwater theme
♩ = 84

7

16

Human playground
♩ = 100

25

15

Underwater theme
♩ = 84

4

mp < *mf* > *mp*

46

11

mp < *mf* > *mp* *mf* < *f*

Alien world
♩ = 90

62

4

6

74

♩ = 84 **Outro**

9

Tenor Trombone

Score: Ocean

Compositora: Zaneth Guerero

Intro
♩ = 60

2

9 **Underwater theme** ♩ = 84 16

Human playground ♩ = 100 15

40 **Underwater theme** ♩ = 84 4 14

Alien world ♩ = 90 4 6

74 ♩ = 84 **Outro** 9

mp < *mf* > *mp* *mp* < *mf* > *mp*

Tuba

Score: Ocean

Compositora: Zaneth Guerero

Intro
♩ = 60

2

9 **Underwater theme** ♩ = 84 16

Human playground ♩ = 100 5

Underwater theme *mp* *mf*

33 6 4 ♩ = 84

Alien world ♩ = 90 *mf*

47 14 4

66 6 9 ♩ = 84 **Outro**

Glockenspiel

Score: Ocean

Compositora: Zaneth Guerero

Intro
♩ = 60

9 **Underwater theme** ♩ = 84 16 **Human playground** ♩ = 100 15

40 **Underwater theme** ♩ = 84 *mf* 4

49

55 **Alien world** ♩ = 90 6 4

66 ♩ = 84 **Outro** 6 9

Marimba

Score: Ocean

Compositora: Zaneth Guerero

Intro
♩ = 60

2

9 **Underwater theme** ♩ = 84 16

Human playground ♩ = 100

27 *mf*

31

35

Underwater theme ♩ = 84

39 21

Alien world ♩ = 90

4 6

Marimba

74 Outro ♩ = 84

9



Score: Ocean

Timpani

Compositora: Zaneth Guerero

The image displays a musical score for the bass line of "The Ocean" by John Williams. The score is written in bass clef and includes various musical notations such as rests, notes, and dynamic markings. The score is divided into sections labeled "Intro", "Underwater theme", "Human playground", "Underwater theme", "Alien world", and "Outro". The tempo and key signature change throughout the piece, as indicated by the time signatures and key signatures. The score is written in a single system, with measures numbered 1 through 74. The tempo markings are 60, 84, 100, 84, and 90. The dynamic markings are *p*, *mp*, *mf*, and *f*. The score includes various musical notations such as rests, notes, and dynamic markings. The score is divided into sections labeled "Intro", "Underwater theme", "Human playground", "Underwater theme", "Alien world", and "Outro". The tempo and key signature change throughout the piece, as indicated by the time signatures and key signatures. The score is written in a single system, with measures numbered 1 through 74. The tempo markings are 60, 84, 100, 84, and 90. The dynamic markings are *p*, *mp*, *mf*, and *f*.

Cymbals

Score: Ocean

Compositora: Zaneth Guerero

Intro
♩ = 60

4/4 - - - 9/8 | 2 | 10/8 - - - 12/8 - - - 9/8 - - - 7/8 - - - 7/8 | 13/8 *p*

8 **Underwater theme**
♩ = 84

13/8 *mf* - - - - - 5/8 | 7 | - - - 6/8 | 6 | *pp* < *mp*

24 **Human playground**
♩ = 100

p < < *mf* - - - 6 | - - - 7/8 | *mp* < *mf*

34 **Underwater theme**
♩ = 84

5 | - - - 5/8 | 14 | 14/8 | 14/8 | 14/8 | *mp* < *f*

57 **Alien world**
♩ = 90

5 | 7/8 | 4 | 9/8 | 5/8 | 7/8 |

69 **Outro**
♩ = 84

p < *mf* - - - 3 | 9 |

Chimes

Score: Ocean

Compositora: Zaneth Guerero

Intro
♩ = 60

Underwater theme
♩ = 84

Human playground
♩ = 100

Underwater theme
♩ = 84

Alien world
♩ = 90

Outro
♩ = 84

Score: Ocean

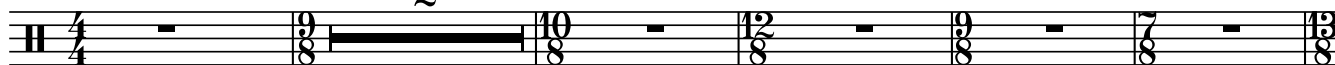
Percussion

Compositora: Zaneth Guerero

Intro

♩ = 60

2



Underwater theme

♩ = 84

8

12

*mp*

Human playground

♩ = 100

24

*mf*

28



32

*mp**mf*

35



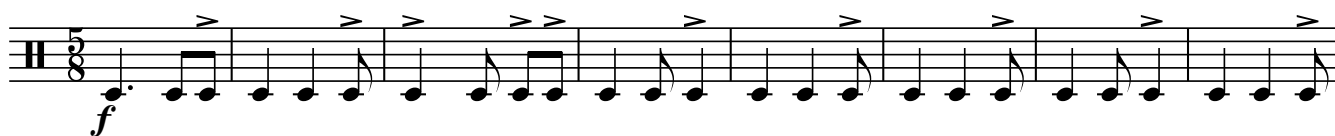
38



Underwater theme

mf

40 ♩ = 84



48



V.S.

Percussion

55 Alien world ♩ = 90

6 4 9 5 7 6

74 ♩ = 84 Outro 9

The image shows two staves of percussion notation. The first staff, labeled '55' and 'Alien world', has a tempo of ♩ = 90. It begins with a snare drum (H) and a triplet of eighth notes. This is followed by a series of rests: a 6-measure rest, a 7-measure rest, a 4-measure rest, a 9-measure rest, a 5-measure rest, a 7-measure rest, and a final 6-measure rest. The second staff, labeled '74' and 'Outro', has a tempo of ♩ = 84. It begins with a snare drum (H) and is followed by a single 9-measure rest.

Harp

Score: Ocean

Compositora: Zaneth Guerero

Intro
♩ = 60

Underwater theme
♩ = 84

Human playground
♩ = 100

Underwater theme
♩ = 84

Underwater theme
♩ = 84

Harp

Alien world

62 ♩ = 90

Musical score for 'Alien world' in 7/8 time, key of A major (three sharps). The score consists of two staves, Treble and Bass. The piece is divided into four measures. The first measure has a whole note chord with a '4' above it. The second measure has a whole rest with a '9' above it. The third measure has a whole rest with a '5' above it. The fourth measure has a whole note chord with a '6' above it. The same pattern is repeated in the Bass staff.

74 ♩ = 84 Outro

Musical score for 'Outro' in 7/8 time, key of A major (three sharps). The score consists of two staves, Treble and Bass. The piece is a single measure with a whole note chord, marked with a '9' above each staff.

Sintetizador I

Score: Ocean

Compositora: Zaneth Guerero

Intro
♩ = 60

pp *mp* *p*

Underwater theme
♩ = 84

8 *mf* *p* *mp*

Human playground
♩ = 100

21 *mp* *p* 15

Underwater theme
♩ = 84

40 *mf*

Alien world
♩ = 90

60 *f* *mf* *p*

68 *mf* *p*

Outro
♩ = 84

74 *mf*

79

Sintetizador II

Score: Ocean

Compositora: Zaneth Guerrero

Intro
♩ = 60

pp *mp*

Underwater theme
♩ = 84

p *mf* *p* *p*

15

mp

Human playground
♩ = 100

22

mp *p* 15

Underwater theme
♩ = 84

40

16

f *mf* *f*

Alien world
♩ = 90

62

4 6

Outro
♩ = 84

74

mf

79

Sintetizador III

Score: Ocean

Compositora: Zaneth Guerero

Intro
♩ = 60

pp *mp*

Underwater theme
♩ = 84

p

Human playground
♩ = 100

Underwater theme
♩ = 84

mf

Alien world
♩ = 90

p

Outro
♩ = 84

Sintetizador IV

Score: Ocean

Compositora: Zaneth Guerrero
p

Intro
♩ = 60

2

8

Underwater theme
♩ = 84

Human playground
♩ = 100

Underwater theme
♩ = 84

Alien world
♩ = 90

Outro
♩ = 84

mf *p*

Sintetizador V

Score: Ocean

Compositora: Zaneth Guerrero

Intro
♩ = 60

8vb
pp *mp*

6

(8)
p *mf* *p*

Underwater theme **Human playground**
♩ = 84 ♩ = 100

9 16 15

Underwater theme **Alien world**
♩ = 84 ♩ = 90

40 22 4

p

68

mf *p*

74 **Outro**
♩ = 84

9

p

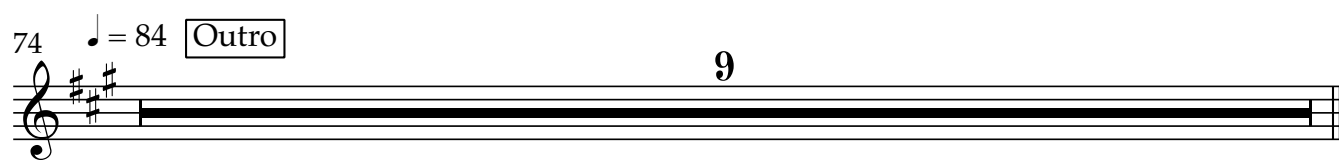
Compositora: Zaneth Guerero

The musical score for "The Ocean" by John Williams is presented in a single system with multiple staves. The score is divided into several sections, each with a title in a box: "Intro", "Underwater theme", "Human playground", "Underwater theme", and "Alien world".

- Intro:** Starts with a tempo marking of $\text{♩} = 60$. The first staff shows a series of rests with time signatures 4/4, 9/8, 10/8, 12/8, 9/8, 7/8, and 13/8.
- Underwater theme:** Starts at measure 8 with a tempo marking of $\text{♩} = 84$. The second staff features a melodic line with dynamic markings *mf* and *p*, and a fermata. The third staff continues the theme with dynamic markings *mf*, *p*, *mp*, and *p*.
- Human playground:** Starts at measure 25 with a tempo marking of $\text{♩} = 100$. The fourth staff shows a series of rests with time signatures 9/8, 15/8, 5/8, and 4/8.
- Underwater theme:** Continues from the previous section, starting at measure 48. The fifth staff features a melodic line with dynamic markings *mp*, *mf*, and *mp*.
- Alien world:** Starts at measure 57 with a tempo marking of $\text{♩} = 90$. The sixth staff shows a series of rests with time signatures 5/8, 7/8, and 9/8.
- Final section:** Starts at measure 66. The seventh staff features a melodic line with dynamic markings *mp* and *p*, and a fermata. The eighth staff continues the theme with dynamic markings *mf* and *p*.

Voces solistas

74 $\text{♩} = 84$ Outro 9



Voces

Score: Ocean

Compositora: Zaneth Guerrero

Intro
♩ = 60

Underwater theme
♩ = 84

Human playground
♩ = 100

Underwater theme
♩ = 84

Alien world
♩ = 90

Outro
♩ = 84

Compositora: Zaneth Guerero

Intro

♩ = 60

2

9

Underwater theme

♩ = 84

16

Human playground

♩ = 100

9

mp *mf* *p*

36

mp *mf* *p* *mp* *mf* *mp*

Underwater theme

♩ = 84

40

f *mf* *mp* *mp* *mp*

50

mf *mp* *mp* *f*

Alien world

♩ = 90

59

3

f *mp*

67

pp *mf* *pp*

74

♩ = 84

Outro

9

Score: Ocean

Violin II

Compositora: Zaneth Guerero

Intro
♩ = 60

2

Sul ponticello

pp *mp* *p*

Underwater theme
♩ = 84

5

Ord.

mf *p* *p* *mp* *p*

Human playground
♩ = 100

7

9

mp *mf* *p*

Underwater theme

36

mp *mf* *p* *mp* *mf* *mp*

Alien world
♩ = 84

40

Div. Unis.

2

Div.

f *mf* *mp* *mp* *mp*

49

Unis.

mf *mp* *mp* *f*

Alien world
♩ = 90

58

2

mf *f*

65

3

mp

Violin II

71

p *mf* *pp*

♩ = 84

Outro

8

Score: Ocean

Viola

Compositora: Zaneth Guerero

Intro
♩ = 60

2

Sul ponticello

pp *mp* *p*

Underwater theme
♩ = 84
Ord.

8

mf *pp* *mp*

16

p *mp* *mp* *p*

Human playground
♩ = 100

25

8

mf *mp* *mf*

Underwater theme
♩ = 84

38

mp *f* *mp* *mf* *mp* *mf*

45

mp *mf* *mp*

54

mp *f* *mf*

Alien world
♩ = 90

61

f *mp*

V.S.

Viola

67

p *mf* *pp*

74

♩ = 84

Outro

9

Score: Ocean

Violoncello

Compositora: Zaneth Guerero

Intro
♩ = 60

Sul ponticello

2

pp *mp* *p*

Underwater theme
♩ = 84
Ord.

8

mf *pp* *mp*

15

p *mp*

Human playground
♩ = 100

23

5

mp *p* *mp* *mf* *p*

33

mf *mp* *mp*

Underwater theme
♩ = 84

39

f *mp* *mf* *mp* *mf*

47

mp *mp* *mf* *mp* *mf* *mp*

55

f *mf*

V.S.

Violoncello

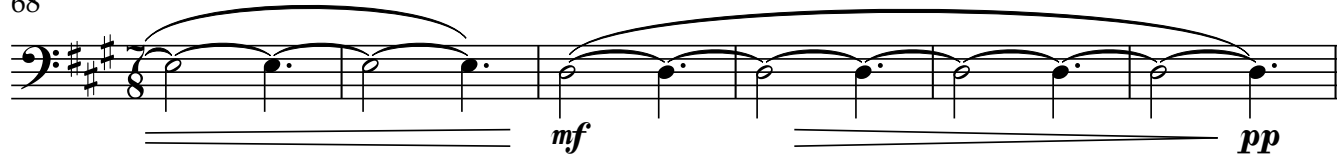
Alien world

62

♩ = 90



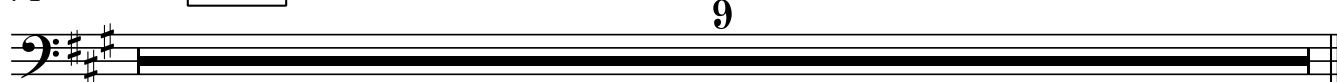
68



74

♩ = 84

Outro



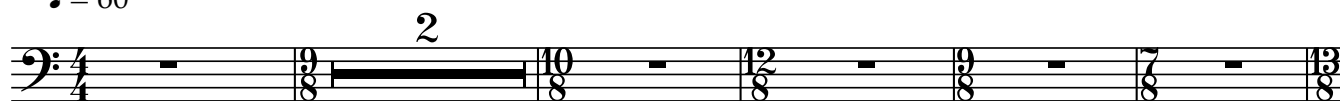
Score: Ocean

Double Bass

Compositora: Zaneth Guerrero

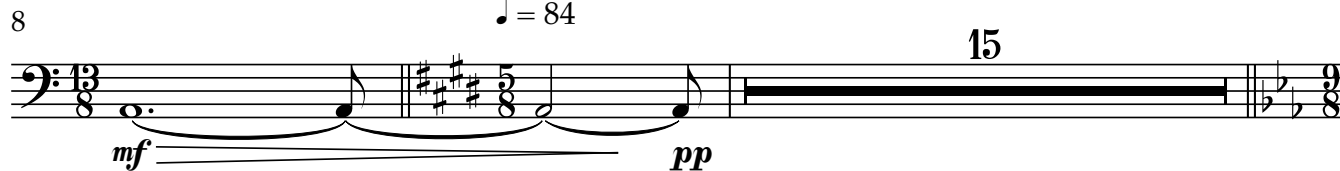
Intro

♩ = 60



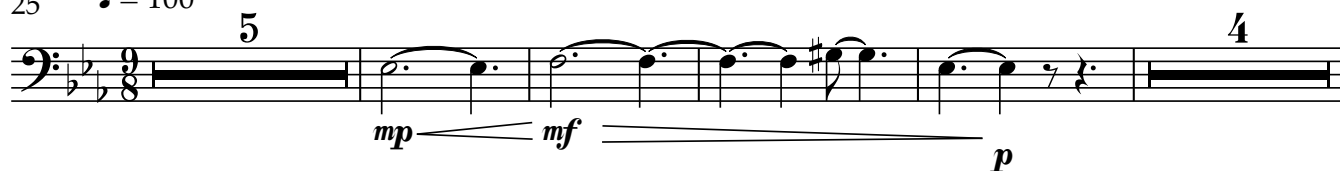
Underwater theme

♩ = 84



Human playground

25 ♩ = 100



Underwater theme

♩ = 84



44

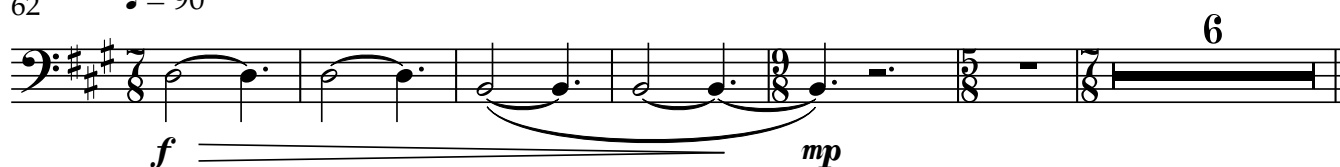


52



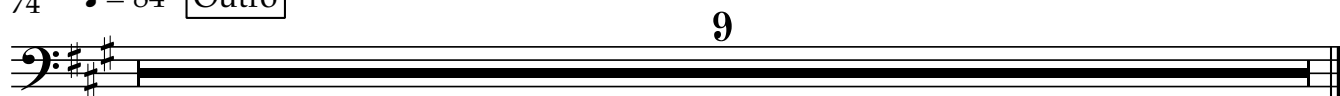
Alien world

62 ♩ = 90



74 ♩ = 84

Outro



CONCLUSIONES

La comparación entre ambos proyectos evidencia el desafío de adaptar el lenguaje musical a contextos narrativos radicalmente distintos: de la frialdad mecánica de *Charge* a la calidez viva de *Ocean*. Esta experiencia permitió afianzar técnicas de composición y diseño sonoro, así como desarrollar una flexibilidad creativa necesaria para abordar diversos géneros audiovisuales. Además, sienta las bases para futuros proyectos al demostrar cómo combinar eficazmente elementos electrónicos y acústicos, garantizando que la música siga siendo un motor emocional capaz de enriquecer cualquier relato visual.

Asimismo, el trabajo con sintetizadores y diseño de texturas en *Charge* profundizó mi comprensión de la síntesis sonora y la importancia de parametrizar el timbre para construir atmósferas específicas. Paralelamente, la orquestación y el tratamiento vocal en *Ocean* reforzaron mi habilidad para equilibrar la riqueza tímbrica de instrumentos tradicionales con procesamiento moderno, generando un sonido orgánico con matices místicos.

En conjunto, estos ejercicios no solo consolidan un estilo compositivo propio, sino que también fortalecen la capacidad de adaptación técnica y narrativa. De cara al futuro, este aprendizaje posibilita afrontar con confianza proyectos que requieran desde paisajes sonoros electrónicos e industriales hasta composiciones orquestales emotivas, asegurando que la música mantenga su papel esencial como hilo conductor de la experiencia audiovisual.

REFERENCIAS BIBLIOGRÁFICAS

- Cooke, M. (2008). *A history of film music*. Cambridge University Press.
- Gorbman, C. (1987). *Unheard melodies: Narrative film music*. Indiana University Press.
- Roads, C. (1996). *The computer music tutorial*. MIT Press.
- Schuller, G. (1989). *The complete guide to film scoring*. Berklee Press.
- Smith, D. (2015). *Synthesizing sound: The art of electronic music composition*. MIT Press.