

UNIVERSIDAD SAN FRANCISCO DE QUITO USFQ

Colegio de Música

Escena 1: Sprite Fight
Escena 2: Night City

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Artes Musicales

Trabajo de fin de carrera presentado como requisito
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Quito, 13 de mayo de 2022

UNIVERSIDAD SAN FRANCISCO DE QUITO USFQ

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HOJA DE CALIFICACIÓN DE TRABAJO DE FIN DE CARRERA

Escena 1: Sprite Fight

Escena 2: Night City

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Quito, 13 de mayo de 2022

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RESUMEN

El presente trabajo describe el proceso creativo que un compositor sigue para crear música de dos películas cortas a través del trabajo con un director de películas o cortometrajes. Este proyecto tiene la finalidad de recopilar todo el proceso que un compositor atraviesa al trabajar junto con un director para crear música que realce el producto visual y sonoro de su película, desde la conceptualización hasta la secuenciación musical en un DAW con ayuda de plugins y su escritura en partituras. El enfoque de este trabajo es la toma de decisiones de un compositor y los diversos caminos musicales que existen para resolver cuestiones artísticas y audiovisuales a través de la experimentación con la instrumentación, orquestación y el desarrollo motivico y armónico con la finalidad última de brindar al director lo que requiere para la escena. Se compuso dos piezas musicales para dos escenas seleccionadas en las que el estilo visual es diferente, se unió la música con los videos seleccionados, tanto para la ‘Escena 1: Sprite Fight’, que está escrita para una orquesta sinfónica tradicional, como para la ‘Escena 2: Night City’ que está escrita para un conjunto de sintetizadores. Finalmente se escribió la partituras y particellas para cada escena.

Palabras clave: Composición, director, música, orquesta, sintetizadores.

ABSTRACT

The present work describes the creative process that a composer follows to create music for two film scenes by working with a feature film or short film director. This project aims to compile the entire process that a composer goes through when working together with a director to create music that highlights the visual and sound product of his film, from conceptualization to musical sequencing in a DAW with the help of plugins and its writing on sheet music. The focus of this work is the decision-making of a composer and the various musical paths that exist to resolve artistic and audiovisual issues through experimentation with instrumentation, orchestration and motivic and harmonic development with the ultimate goal of providing the director what they need for the scene. Two musical pieces were composed for two selected scenes in which the visual style is different, the music was joined with the selected videos, both for the 'Escena 1: Sprite Fight', which is written for a traditional symphony orchestra, and for the 'Escena 2: Night City' which is written for a set of synthesizers. Finally the scores and parts for each scene were written.

Keywords: Composition, director, music, scores, synthesizers.

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INTRODUCCIÓN

El tema de este trabajo consiste en detallar el proceso creativo de musicalización para dos películas cortas, con las recomendaciones de su director, a través del diálogo, la experimentación, la composición y la escritura de partituras, para generar una composición que realce su material visual y sonoro. Las dos películas cortas provienen de la página The Cue Tube, sitio web que aloja escenas de libre uso, para que los compositores puedan musicalizarlas con fines educativos (Waters, 2022). El proceso creativo de musicalización de escenas es un tema de proyectos de investigación desarrollados por aspirantes a licenciados en artes musicales de varias universidades nacionales y extranjeras, de ahí que constituye un aporte al fomento de musicalización de escenas visuales para el Ecuador; pues es un área técnica no explotada de acuerdo con Juan José Luzuriaga (SAYCE, 2018), reconocido sonidista ecuatoriano que asegura que las películas nacionales suelen prescindir de música original debido a la falta de presupuesto y conocimiento (SAYCE, 2018). Este proyecto representa el alcance de una experiencia creativa suprema, en la que se emplean a fondo los conocimientos y prácticas adquiridos sobre composición para medios contemporáneos a lo largo de la carrera universitaria, con la finalidad de producir dos materiales musicales que son últimamente un compendio de decisiones tomadas en conjunto con los directores de las escenas. Mi experiencia personal como compositor en este proyecto, atravesó varias fases de trabajo y organización para traer a la realidad lo que cada director quería escuchar para su escena. En el desarrollo del tema se emplean varios términos que es necesario definirlos para comprender a detalle el trabajo compositivo realizado.

1. **Escena:** Unión de planos de una película que transcurren en el tiempo (UNIR, 2020).
2. **Motivo:** Patrón rítmico y melódico que se utiliza para dar sentido a una frase musical (Teoría.com, 2020).

3. **Spotting Session:** Sesión entre compositor y director en la que se decide cómo usar la música para la escena, en qué momentos entrará y qué rol cumplirá (Davis, 2010).
4. **Cue:** Cada entrada de música para el film, sea de duración corta o larga (Davis, 2010).
5. **Spotting Notes:** Apuntes realizados en la spotting session que describen en qué lugar y en qué momento exacto del Timecode debe comenzar la música (Davis, 2010).
6. **Timecode:** Secuencia numérica basada en SMPTE que ayuda en la sincronización del metraje con audio a través de un conteo (RED, 2017). El Timecode representa en orden de izquierda a derecha, lo siguiente: horas, minutos segundos, frames (00:00:00:00) (RED, 2017).
7. **Frames:** Cada una de las imágenes que forman un video (Terrón, 2014).
8. **The Cue Tube:** Sitio web que aloja videos cortos sin musicalizar de libre uso para compositores (Waters, 2022).
9. **Score:** Unión de todos los cues por toda la pieza musical para la escena (Davis, 2010).
10. **Partitura:** Texto completo de una obra musical que contiene las voces e instrumentos que intervienen en ella (TheFreeDictionary.com, 2022).
11. **Paticella:** Partitura en la que solo aparece lo que ejecuta un intérprete (DBpedia, 2022).
12. **DAW:** Significa 'Estación de Trabajo Digital', es un software útil para compositores dedicado a la edición y manejo de audio digital (Shields, 2021).
13. **Orquestación:** Distribución de partes de una composición entre diferentes instrumentos de un ensamble u orquesta sinfónica (TheFreeDictionary.com, 2022).
14. **Plugin:** Es una extensión para softwares que otorga nuevas funciones, dentro del DAW, estos generan y procesan sonidos (Pediaa.Com, 2018).

Este trabajo se desarrolla en cuatro secciones consecutivas por cada escena, mismas que describen los caminos seguidos hasta que el producto sonoro completo sea aprobado y registrado en partituras y particellas.

DESARROLLO DEL TEMA

La musicalización para este proyecto tiene un proceso creativo dividido en cuatro secciones por cada escena, en las que se detallan las decisiones tomadas. La primera sección describe el proceso de la selección de las escenas que van a ser musicalizadas, la segunda, consiste en el reconocimiento del estilo musical de cada una, previo a la composición, junto con el director; la tercera, trata de la composición y la experimentación musical que es revisada por el director; y, finalmente, la cuarta consiste en la escritura de las partituras para la pieza aprobada por el director y el perfeccionamiento de los cues. Adicionalmente, después de concluir las cuatro secciones por cada escena, se redactan las conclusiones que resumen la experiencia de trabajar en conjunto con un director y la utilización de los conocimientos adquiridos.

A continuación se presenta el detalle de cada una de las secciones.

1. Selección de las Escenas

Para la elaboración de este trabajo se seleccionaron dos escenas de libre uso, provenientes de la página The Cue Tube. Las escenas seleccionadas tienen estilos visuales diferentes y son nombradas en este documento como ‘Escena 1: Sprite Fight’ y ‘Escena 2: Night City’. Tanto la Escena 1 como la Escena 2 contienen elementos visuales que deben ser acompañados por la música, de tal manera que esta resalte la acción importante que ocurre en la imagen. Las escenas fueron seleccionadas a partir de la consideración de que representan un estilo visual contrario, pues la Escena 1 es un corto animado, mientras que la Escena 2 es un video de planos de una ciudad, por lo que la música será abordada de diferente manera para cada una de ellas. La ‘Escena 1: Sprite Fight’ se trabajó con el Director Nelson García García, mientras que La ‘Escena 2: Night City’, se trabajó con el Director Manuel García Albornoz.

2. Reconocimiento del estilo musical - Spotting Session

Una vez seleccionadas las escenas con las que se trabajará, es importante realizar una ‘Spotting Session’, que es una reunión entre compositor y director en la que este último comenta lo que le transmite el film en cada segundo de imagen (Davis, 2010).

Las Spotting Sessions tienen el objetivo de aclarar el camino a seguir para el compositor a través de las explicaciones del director sobre su película. Durante la Spotting Session se tomaron apuntes sobre lo que desea el director, a esto se le conoce como ‘Spotting Notes’ que es un documento en el que se detallan las entradas de la música a partir del Timecode (Davis, 2010). Estas entradas musicales tienen la nomenclatura ‘1m1’, ‘1m2’, ‘1m3’, y así sucesivamente hasta el 1m5, donde comienza la numeración a partir del 2m6, ya que representan el orden de entrada de los cues (Davis, 2010). De esta manera, se obtuvieron dos tablas de Spotting Notes, una por cada director y escena. Ver Tablas #1 y #2.

Spotting Notes Escena 1: Sprite Fight				
Compositor	Jordy Núñez Guerrero	Director	Nelson García García	
Cue	Inicio	Fin	Nombre	Descripción
1m1	00:00:05:18	00:00:35:00	Fun Guys in a Forest	Tema principal suena con la entrada de los chicos en la escena. Es un tono aventurero.
1m2	00:00:36:01	00:00:51:00	Tiny Creature	Pequeña frase de asombro ante el pequeño ser.
1m3	00:00:52:00	00:01:03:14	Tiny Realm	Tema principal suena con más carga instrumental.
1m4	00:01:04:15	00:01:09:18	Greetings	Mickey Mousing con la caída del personaje.
1m5	00:01:15:06	00:01:24:12	Hidding the Shoe	Música con picardía, que represente maldad pequeña.
2m6	00:01:28:12	00:01:51:00	Evil Creatures	Tema que aterre y angustie.
2m7	00:01:52:11	00:02:25:13	Sprite Fight	Mucha maldad, pero luego la escena se torna heroica para volver a la maldad.
2m8	00:02:26:11	00:02:29:00	Hero Bird	Tema principal que suena cuando apareció neuvamente el pájaro del inicio.
2m9	00:02:30:00	00:02:47:00	Action Again	De vuelta a la actividad constante, con un tono angustioso y de suspenso.
2m10	00:02:47:00	00:03:00:00	Burn the Bodies	Picardía y maldad en el personaje. Darle un final a la música, como decir "esta escena se acabó".

Tabla #1. Spotting Notes ‘Escena 1: Sprite Fight’.

Spotting Notes Escena 2: Night City				
Compositor	Jordy Núñez Guerrero		Director	Manuel García Albornoz
Cue	Inicio	Fin	Nombre	Descripción
1m1	00:00:00:00	00:02:22:00	Night City	Esta escena debe tener un hilo conductor que suavice el cambio brusco entre las tomas de la ciudad y que evite que la atención del público decaiga. El sonido debe ser completamente electrónico y apuntar a un desarrollo lento que encaje con los planos de la ciudad. También hay que jugar con la EQ cuando el tren se mueve de izquierda a derecha.

Tabla #2. Spotting Notes Escena 2: Night City.

Una vez definido y estructurado el número de cues que tendrá cada escena, así como la emoción que deben realzar según lo que suceda en la imagen, se procede con la tarea de composición musical, para proponer avances para cada director.

3. La composición y experimentación musical

Después de mantener un diálogo con el director y conocer lo que necesita para su película, el trabajo del compositor es avanzar poco a poco con los cues musicales (Davis, 2010).

La primera decisión como compositor consiste en elegir la instrumentación sobre la que se trabajará para cada escena. Después de revisar cada video junto con el director, se llegó a la conclusión de que la instrumentación para la Escena 1 será una orquesta sinfónica tradicional, por el estilo de animación que tiene la imagen y el tono de aventura infantil, misterio y terror; mientras que para la Escena 2, la instrumentación será completamente electrónica, por el cambio brusco entre escenas y porque es un comercial de una ciudad.

En este punto, como compositor experimenté con motivos melódicos y con la armonía en un orden específico para cada cue, en una escena a la vez hasta encontrar una melodía que se asocie con la imagen y los personajes de las escenas.

Se inició con la música de la ‘Escena 1: Sprite Fight’ a través de la composición de un motivo principal para todo el cue, en el que resalten los instrumentos de viento madera de una orquesta sinfónica tradicional. Además se utilizaron instrumentos adicionales que concuerden con la la narrativa de la escena.

Para escribir una pieza de una escena de aventura, misterio y terror, se utilizaron varias tonalidades con una orquestación especial para cada momento que acentuase la emoción que siente la protagonista. Por esta razón, para esta composición, en lugar de escribir una sola pieza musical entera que englobe toda la escena, se escribieron 10 cues individuales que se relacionan con las entradas de música determinadas en el spotting session. Cada cue contiene una misma idea motívica que se desarrolla a lo largo del video.

La imagen que se presenta a continuación, representa el motivo principal escrito en La mayor, que es la tonalidad inicial, para que lo interpreten los vientos madera. Ver Figura #1.

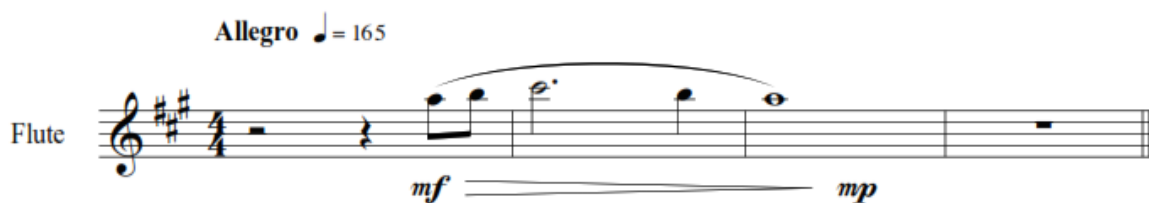


Figura #1. Motivo principal ‘Escena 1: Sprite Fight’.

La decisión de colocar a los vientos madera como los ejecutantes de la melodía principal es por su timbre dulce y agudo, que puede empastar su sonido con la ayuda de las cuerdas que siguen las mismas dinámicas. A partir de esta idea musical, desarrollé el resto de ideas melódicas para los 10 cues respectivos hasta secuenciarlos en un DAW. Para trabajar con el audio y sonido de instrumentos para la Escena 1 utilicé el plugin BBC Symphony Orchestra Discover en su totalidad, con la adición del plugin DB-33 para el órgano, Spitfire LABS para el coro (vocals) y West Africa del fabricante Kontakt para el djembe.

Para la ‘Escena 2: Night City’, se utilizó una gran gama de sintetizadores para musicalizar la imagen, de modo que la sonoridad es electrónica y se relaciona con lo que se observa en el video, que es un metraje de planos de una ciudad moderna, por lo que se compuso un solo cue que funciona como un hilo conductor. El motivo musical que se compuso lo ejecuta un sintetizador lead que sobresale del resto de instrumentos por su timbre. Ver figura #2

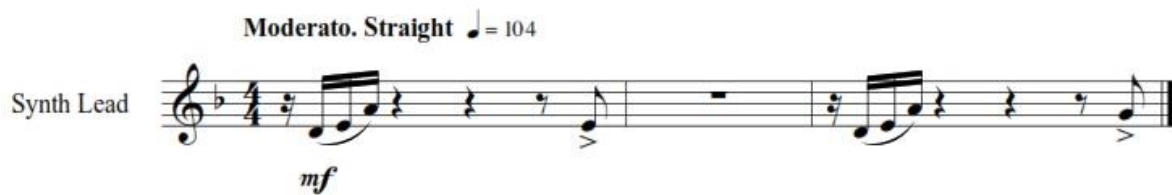


Figura #2. Motivo principal ‘Escena 2: Night City’.

Los otros instrumentos (sintetizadores) ejecutan contramelodías y texturas armónicas que se encargan de llenar los registros agudos, medios y graves. Para esta escena, se dio primordial importancia al registro grave, pues otorga potencia a la composición.

Después de realizar varias maquetas en el DAW para ambas escenas, los resultados son enviados a los directores, quienes aprueban las ideas mostradas y solicitan cambios si los hubiere. Una vez culminada la composición, se envía a cada director un archivo de audio y video final en el que la musicalización se percibe junto con la imagen. Cada director se encarga entonces de revisar el trabajo final y aprobar la composición o solicitar cambios.

4. Elaboración de Partituras

Una vez que las composiciones sean aprobadas, el siguiente paso es la elaboración de las partituras para cada pieza musical. Asimismo, se debe elaborar las respectivas particellas para cada instrumento utilizado en la composición. La escritura y ordenamiento de partituras y particellas sigue el orden de nomenclatura de los cues (1m1, 1m2, 1m3, etc.) por cada escena.

En la siguiente Tabla #3, se presenta la instrumentación y plugins usados para la Escena 1.

Instrumentación completa para la ‘Escena 1: Sprite Fight’			
Instrumento	Familia de instrumento	Plugin	
Piccolos	Woodwinds	BBC Symphony Orchestra Discover	
Flutes			
Clarinets in A			
Oboes			
Bassoons			
2 Horns in F	Brasses		
Trumpets in C			
4 Trombones			
Tubas			
Timpani	Percussion		
Cymbals			
Marimba			
Tubular Bells			
Bass Drum			
Percussion (woodblocks, tambourine, triangle, castañuelas, cabassa)			
Djembe*			
Harp	Plucked Strings		
Celesta			
Organ	Keyboards		DB-33
Vocals	Vocals		Spitfire LABS
Violins 1	Strings	BBC Symphony Orchestra Discover	
Violins 2			
Violas			
Cellos			
Contrabasses			

Tabla #3. Lista de Instrumentos y librerías utilizados en la ‘Escena 1: Sprite Fight.’

*Djembe proviene de la librería West Africa del fabricante Kontakt ("Spotlight Collection : West Africa / Komplete", 2022)

A continuación se añaden las partituras y particellas escritas para la Escena 1: Sprite Fight.

Escena 1: Sprite Fight

1m1 - 'Fun Guys in a Forest'

Jordy Nunez Guerrero

00:00:05:18 - 00:00:35:00

A Allegro ♩ = 165

1 2 3 4 5 6 7

Piccolos

Flutes

Clarinet in A

Oboes

Bassoons

Tubas

Timpani

Cymbals

Triangle

Harp

Violins 1.1

Violins 1.2

Violins 2

Violas

Cellos

Contrabasses

Let ring

D C# B / E F# G# A

arco legato

Div.

Unis.

p *mp* *mf* *f*

pizz.

B Moderato ♩ = 76

8

9

10

12

13

rit. *p* *mp* *mf* *tr.* *accel.*

Piccs.

Fls.

A Cls.

Obs.

Bsns.

Tubas

Timp.

Cym.

Trgl.

Hp.

Vlns. 1.1

Vlns. 1.2

Vlns. 2

Vlas.

Vcs.

Cb.

pp *mp* *p* *mf* *f*

pp *mp* *p* *mf* *f*

p *mf* *f*

p *mf* *f*

p *mf* *f*

p *mf* *f*

8va *Div.* *loco* *Unis.* *Div.*

arco *Unis.*

C Moderato ♩ = 86

15

rit.

The musical score is arranged in a standard orchestral format. The top section includes woodwinds (Piccs., Fls., A Cls., Obs., Bsns.) which are mostly silent in this section. Below them are the brass instruments: Tubas and Timpans (Timp.), which play a rhythmic pattern of eighth notes. The Tuba part starts with a dynamic of *f* and includes a crescendo leading to *ff*. The Timpans play a single note with a dynamic of *f*. The percussion section (Cym., Trgl.) is silent. The strings section (Vlins. 1.1, Vlins. 1.2, Vlins. 2, Vlas., Vcs., Cb.) features a pizzicato (pizz.) line for the Violoncellos (Vcs.) and Contrabass (Cb.), starting with a dynamic of *f*. The Violins (Vlins.) and Viola (Vlas.) are silent. The Harp (Hp.) is also silent. The score is in 3/4 time with a key signature of three sharps (F#, C#, G#).

Escena 1: Sprite Fight

1m2 - 'Tiny Creature'

Jordy Nunez Guerrero

00:00:36:01 - 00:00:51:00

A

Moderato ♩ = 87

♩ = 79

B

♩ = 127

2

3

Piccolos

Flutes *mf* *tr#*

Clarinets in A *mf*

Oboes *mf*

Tubas *mf*

Timpani

Percussion (Castañuelas, Tambourine) *mf* Castañuelas + Tambourine

Harp *pp* *mf* D# C# B / E F# G A

Celesta

Violins 1 *mf* arco *pp* Div. *mf* Unis.

Violins 2 *mf* arco *pp* Div. *mf* #8

Violas *mf* arco *pp* *mf*

Cellos *mf* pizz. *mf* spiccato

Contrabasses *mf* pizz. *mf*

5

6

7

Piccs. *mf* *f*

Fls. *f* *mf* *f*

A Cls. *f* *mf* *f*

Obs. *f* *mf* *f*

Tubas

Timp. *mf*

Perc. Castañuelas + Tambourine *mf* *f*

Hp. *mp* *mf*

Cel. *mf* *f*

Vlins. 1 *f* *mf* *f* *spiccato*

Vlins. 2 *f* *mf* *f* *spiccato* *Unis.* *Div.*

Vlas. *f* *mf* *f* *spiccato*

Vcs. *f* *mf* *f*

Cbs. *f* *mf* *f*

tr#

Sva

D# C# B / E F# G# A

Escena 1: Sprite Fight

1m3 - 'Tiny Realm'

Jordy Nunez Guerrero

00:00:52:00 - 00:01:03:14

A Moderato ♩ = 80

00:00:53:16

1

2

The score is for a 4/4 piece in D major. It features a woodwind section (Flutes, Oboes, Clarinets in A, Bassoons), a brass section (Horns in F, Trombones), percussion (Timpani, Cymbals), harp, and a string section (Violins 1 & 2, Violas, Cellos). The woodwinds and strings play sustained notes with dynamic swells. The percussion provides a steady accompaniment. The harp has a melodic line in the second measure. The string section is marked *arco legato* and plays sustained notes with dynamic swells.

3

4

This musical score is for the piece 'Tiny Realm' from the 'Sprite Fight' scene. It is written for a full orchestra and includes the following instruments: Flutes (Fls.), Oboes (Obs.), Clarinets (A Cls.), Bassoons (Bsns.), Horns (Hns.), Trombones (Tbn.), Timpani (Timp.), Cymbals (Cym.), Harp (Hp.), Violins 1 (Vlns. 1), Violins 2 (Vlns. 2), Viola (Vlas.), and Violoncello (Vcs.). The score is in the key of A major (three sharps) and consists of two measures. Measure 3 contains the first measure of the piece, and measure 4 contains the second. The bassoon and trombone parts have a melodic line starting on a half note, moving to a quarter note, and then a dotted quarter note. The strings (Violins 1, Violins 2, Viola, and Violoncello) play a sustained melodic line with dynamic markings of *p*, *mp*, and *p*. The woodwinds (Flutes, Oboes, Clarinets, and Horns) are marked with a rest in both measures. The timpani and cymbals are also marked with a rest.

Escena 1: Sprite Fight

1m4 - 'Greetings'

Jordy Nunez Guerrero

00:01:04:15 - 00:01:09:18

A Allegro ♩ = 120

B Ad libitum

00:01:04:20

00:01:05:10

00:01:06:00

00:01:06:10

00:01:06:16

Flutes

mp \rightarrow *f*

8va -----

accel.

Cellos

spiccato

Div.

f

00:01:06:21

00:01:07:07

00:01:07:10

00:01:07:17

00:01:08:02

00:01:08:18

Fls.

rit.

Vcs.

ff

Escena 1: Sprite Fight

1m5 - 'Hidding the Shoe'

Jordy Nunez Guerrero

00:01:15:06 - 00:01:24:12

A Moderato ♩ = 88

♩ = 108

♩ = 85

2

3

4

The musical score is for a 4/4 piece in G major. It features the following parts and dynamics:

- Flute:** Starts with a trill (trb) and a *mf* dynamic.
- Bassoon:** Features a *f* dynamic in the first measure, *pp* in the second, *f* in the third, and *mp* in the fourth.
- Trombone:** Features *p* in the third measure, *f* in the fourth, and *mp* in the fifth.
- Tuba:** Features *p* in the third measure, *f* in the fourth, and *mp* in the fifth.
- Percussion (Woodblocks, Triangle):** Includes woodblocks (*p*), triangle (*f*), and woodblocks (*pp*) with triplet markings.
- Celesta:** Features *f* in the first measure, *mp* in the third, and *f* in the fourth.
- Cello:** Features *f* in the first measure, *mp* in the third, and *f* in the fourth. Marked *spiccato*.
- Contrabass:** Features *f* in the first measure, *mp* in the third, and *f* in the fourth. Marked *spiccato*.

Escena 1: Sprite Fight

2m6 - 'Evil Creatures'

Jordy Nunez Guerrero

00:01:28:00 - 00:01:51:00

A Moderato ♩=70

1

2

3

4

The score is for a 4/4 time signature piece in 3/4 common time. It features a variety of instruments:

- Piccolo:** Rests throughout.
- Bassoon:** Rests throughout.
- Horn in F:** Rests throughout.
- Trumpet in C:** Rests throughout.
- Trombone:** Rests throughout.
- Tuba:** Rests throughout.
- Timpani:** Active with dynamic markings: *p < mf*, *pp*, *p*, *mp*, *p*, *mp*, *mf*, *f*.
- Cymbals:** Rests throughout.
- Marimba:** Active with dynamic markings: *p*, *mp*.
- Tubular Bells:** Rests throughout.
- Bass Drum:** Rests throughout.
- Percussion (Woodblocks):** Active with dynamic markings: *mp*, *p*, *p*.
- Djembe:** Active with dynamic marking: *mf*.
- Harp:** Active with dynamic marking: *p*. Includes a chord progression: *D C B / Eb F G Ab*.
- Celesta:** Active with dynamic marking: *p*.
- Organ:** Active with dynamic marking: *ppp*.
- Vocals:** Rests throughout.
- Violin I:** Active with dynamic markings: *p*, *pp*, *mp*, *mf*. Includes an *arco* marking.
- Violin II:** Rests throughout.
- Viola:** Rests throughout.
- Cello:** Rests throughout.
- Contrabass:** Active with dynamic markings: *mf*, *p*, *mp*, *mf*. Includes an *arco* marking.

B ♩ = 64 6 ♩ = 66 7 ♩ = 77 8

Picc. *mf*

Bsn. *mf* *mp* *f*

Hn. *mp* *f*

C Tpt. *mp* *f*

Tbn. *mp* *f*

Tuba *p* *mf* *mp* *f*

Timp. *f* *mf* *f*

Cym. *mf* *f*

Mrb. *p* *f*

T.B. *f*

B. Dr. *f*

Perc. *f*

Djm. *f*

Hp. *f* *loco*

Cel. *f* *loco*

Org. *p* *f* *p* *mf* *mp* *mf* *f*

Vox. *f* *8va*

Vln. I *f* *loco* *mf* *Div. $\text{b}^{\flat}\text{D}^{\flat}$* *Unis. $\text{b}^{\flat}\text{D}^{\flat}$* *f* *ff*

Vln. II *mf* *Div. $\text{b}^{\flat}\text{D}^{\flat}$* *Unis. $\text{b}^{\flat}\text{D}^{\flat}$* *f* *ff*

Vla. *mf* *Div. $\text{b}^{\flat}\text{D}^{\flat}$* *f* *ff*

Vc. *f* *ff*

Cb. *f* *ff*

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

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

Jordy Nunez Guerrero

00:01:52:11 - 00:02:25:13

A Allegro ♩=152 **B** ♩=157

The score is divided into two sections, A and B. Section A is marked 'Allegro' with a tempo of 152 beats per minute. Section B has a tempo of 157 beats per minute. The key signature is B-flat major (two flats). The time signature is 4/4. The score includes various instruments and their parts, with dynamic markings such as *f*, *mf*, *pp*, and *cresc.* throughout. Performance instructions like *spiccato* and *legato* are also present. The score is numbered 2, 3, 4, and 6 across the measures.

7 8 9 10 11

Fls. *mp* *p*

Obs. *mp* *p*

A Cls. *mp* *p*

Bsns. *f* *f cresc.* *ff dim.* *mp*

Hns. 1,2 *f* *f* *mf* *Unis.* *Div.* *Unis.*

C Tpts. *f* *f* *mf*

Tbn. 1 *f* *f* *mf*

Tbn. 2 *f* *f* *mf*

Tbns. 3,4

Tubas *f* *f cresc.* *ff dim.* *mp*

Timp. *f* *mf* *mp*

Cym. *f* *mf*

T.B. *f* *mf* *mp*

B. Dr.

Perc.

Djm. *mf* *f*

Hp. *mf* *ff* *mp*

Cel.

Org. *p* *mp*

Vlns. 1 *f* *f cresc.* *ff* *mp*

Vlns. 2 *f* *f cresc.* *ff* *mp*

Vlas. *f* *f cresc.* *ff* *mp*

Vcs. *f* *f cresc.* *ff* *mp* *spiccato*

Cbs. *f* *f cresc.* *ff dim.* *mp*

12 C 14 15 16

Fls. *p mp mp p*

Obs. *p mp mp p*

A Cls. *p mp mp p*

Bsns. *p mp mf mf f mp*

Hns. 1,2 *mp mf f mp*

C Tpts.

Tbn. 1 *p mp mf f mp*

Tbn. 2 *p mp mf f mp*

Tbns. 3,4

Tubas *p mp mf mf f mp*

Timp. *mp mf mf f mp*

Cym.

T.B. *mp mf*

B. Dr. *mp mf f*

Perc. *mp mf f* Tambourine

Djm. *p mf*

Hp.

Cel. *mp mf mf f f mp*

Org. *pp p*

Vlns. 1 *mp mf mf f f mp*

Vlns. 2 *mp mf mf f f mp*

Vlas. *mp mf mf f f mp*

Ves. *mp mf mf f*

Cbs. *p mp mf mf f mp* *legato*

D

♩ = 102

18

19

20

E

♩ = 168

22

Fls. *mp* *f*

Obs. *mp* *f*

A Cls. *mp* *f*

Bsns. *mp* *f* *mp* *f* *ff*

Hns. 1,2 *mp* *f* *ff*

C Tpts. *mp* *f* *ff*

Tbn. 1 *mp* *f* *ff*

Tbn. 2 *mp* *f* *ff*

Tbns. 3,4

Tubas *mp* *f* *ff*

Timp. *mp* *pp* *mp* *mp* *f*

Cym.

T.B.

B. Dr. *mp* *f* *mp* *f*

Perc.

Djm. *mp* *f* *mp* *f*

Hp.

Cel. *mp* *f* *mp* *f*

Org. *p* *mp* *p* *mf* *f*

Vlns. 1 *mp* *f* *mp* *f* *ff*

Vlns. 2 *mp* *f* *mp* *f* *ff*

Vlas. *mp* *f* *mp* *f* *ff*

Vcs. *mp* *f* *mp* *f* *ff*

Cbs. *mp* *f* *mp* *f* *ff* *f* *spiccato*

Escena 1: Sprite Fight

2m8 - 'Hero Bird'

Jordy Nunez Guerrero

00:02:26:11 - 00:02:29:00

A Allegro ♩=130

1

2

The musical score is for a section titled 'Hero Bird' in 4/4 time, marked 'Allegro' with a tempo of 130 beats per minute. The key signature is three sharps (F#, C#, G#). The score is divided into two measures, labeled '1' and '2'. The instruments and their parts are as follows:

- Piccolos:** Play a melodic line starting with a *p* dynamic, moving to *mp* and then *f*. The phrase is marked *dolce*.
- Flutes:** Play a similar melodic line to the Piccolos, also marked *dolce*, with dynamics *p*, *mp*, and *f*.
- Percussion (Triangle):** Plays a single triangle sound in measure 1, marked *mp*.
- Violins 1:** Play a melodic line starting with *p*, moving to *mp* and then *f*. The phrase is marked *dolce*. A 'Div.' (divisi) marking is present in measure 2.
- Violas:** Play a melodic line starting with *p*, moving to *mp* and then *f*. The phrase is marked *dolce*.
- Cellos:** Play a melodic line starting with *p*, moving to *mp* and then *f*. The phrase is marked *dolce*.
- Contrabasses:** Play a melodic line starting with *p*, moving to *mp* and then *f*. The phrase is marked *dolce*.

Escena 1: Sprite Fight

2m9 - 'Action Again'

0:02:30:00 - 00:02:47:00

Jordy Nunez Guerrero

A Allegro ♩=151

Flutes *f cresc.* *ff* *mf* *mf cresc.*

Clarinets in A *f cresc.* *ff* *mf* *mf cresc.*

Oboes *f cresc.* *ff* *mf* *mf cresc.*

Bassoons *f cresc.* *ff* *mf* *mf cresc.*

Horns in F 1,2 Unis. *mf cresc.*

Trumpets in C *f cresc.* *ff* *mf* *mf cresc.*

Trombones 1,2 Unis. *p* *mp* *mf* *mf cresc.*

Trombones 3,4 Unis. *mf cresc.*

Tubas *f cresc.* *ff* *mf* *mf cresc.*

Timpani *f* *ff* *mf*

Cymbals *mf* Let ring

Percussion (Tambourine) *f*

Djembe *f* *ff* *mf*

Harp D C Bb / Eb F Gb Ab

Celesta

Organ *p*

Violins 1 *f* *ff* *mf*

Violins 2 *f* *ff* *mf* *spiccato*

Violas *f* *ff* *mf* *spiccato*

Cellos *f* *ff* *mf* *spiccato*

Contrabasses *f* *ff* *mf* *spiccato*

B

♩ = 140

6

7

Fls. *ff* *ff dim.* *mf*

A Cls. *ff* *ff dim.* *mf*

Obs. *ff* *ff dim.* *mf*

Bsns. *ff* *ff dim.* *mf*

Hns. 1,2 *ff* *ff* *mf*

C Tpts. *ff* *ff* *mf*

Tbns. 1,2

Tbns. 3,4 *ff* *ff* *mf*

Tubas *ff* *ff dim.* *mf*

Timp. *ff* *ff dim.* *p* *f*

Cym. *ff* *ff* *mf*

Perc.

Djm. *ff* *ff dim.* *mf*

Hp.

Cel.

Org. *mp*

Vlns. 1 *ff* *ff* *mf*

Vlns. 2 *ff* *ff* *mf*

Vlas. *ff* *ff* *mf*

Vcs. *ff* *ff* *mf*

Cbs. *ff* *ff* *mf*

Let ring

Div.

C $\text{♩} = 84$ 9

Fls.

A Cls.

Obs. *f* *pp*

Bsns.

Hns. 1,2 *f* *pp* Div.

C Tpts.

Tbns. 1,2

Tbns. 3,4 *f* *pp* Div.

Tubas *f* *pp*

Timp. *f* *p* *mp* *p* *mf*

Cym. *f* *mp* Let ring

Perc.

Djm. *mf* *pp*

Hp. *f* *mp* *8va* *loco*

Cel. *f* *mp* *8va* *loco*

Org.

Vlns. 1 *f* *pp*

Vlns. 2 *f* *pp*

Vlas.

Vcs. *f* *pp* *legato*

Cbs. *f* *pp* *legato*

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

0:02:47:15 - 00:03:00:00

A Slow and heavy ♩ = 65

2

3

4

Flutes *tr* *p* *f*

Trombones 1,2 *legato* *p* *f* *p* *f* *p* *mp*

Tubas *legato* *p* *f* *p* *f* *p* *mp*

Timpani *mp*

Cymbals *Let ring* *f*

Marimba *p*

Tubular Bells *p* *f* *p* *f* *mp*

Bass Drum *p* *f* *mp* *f* *p* *mp*

Percussion (Minor drum) (Minor drum) *p*

Harp *DC Bb/ Eb F# GA* *p*

Celesta *p* *f* *p* *mp* *f* *p*

Organ *pp* *p* *pp* *p* *pp* *p*

Violins 1 *legato* *p* *f* *p* *f* *p* *mp*

Violins 2 *arco* *mp*

Violas *arco* *mp*

Cellos *spiccato* *p* *f* *mp* *f* *p* *mp*

Contrabasses *arco* *legato* *p* *f* *p* *f* *p* *mp*

Piccolos

Escena 1: Sprite Fight

1m1 - 'Fun Guys in a Forest'

Jordy Nunez Guerrero

00:00:05:18 - 00:00:35:00

A Allegro ♩ = 165**B** Moderato ♩ = 76

1 10

9

p < *mp*

12 13

tr

mf

accel.

2

rit.

Escena 1: Sprite Fight

1m1 - 'Fun Guys in a Forest'

Jordy Nunez Guerrero

00:00:05:18 - 00:00:35:00

A

Allegro ♩ = 165

Musical notation for section A, starting at measure 1. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4. The notation includes a triplet of eighth notes in measure 1, a quarter rest in measure 2, and a quarter note in measure 3. Measures 4 through 6 contain a melodic phrase starting with a quarter note, followed by two eighth notes, and a dotted quarter note, all under a slur. Dynamics range from *mf* to *mp*.

B

Moderato ♩ = 76

Musical notation for section B, starting at measure 7. The key signature is three sharps and the time signature is 4/4. The notation includes a quarter note in measure 7, a quarter note with an accent in measure 8, a triplet of eighth notes with a *rit.* marking in measure 9, a quarter note with an accent in measure 10, a quarter note with an accent in measure 11, a quarter note with an accent in measure 12, and a quarter note with an accent in measure 13. Dynamics range from *mp* to *f*, with an *accel.* marking at the end.

C

Moderato ♩ = 86

Musical notation for section C, starting at measure 14. The key signature is three sharps and the time signature is 4/4. The notation consists of a single measure with a whole note, marked with a *rit.* and a dynamic of *f*.

Clarinet in A

Escena 1: Sprite Fight

1m1 - 'Fun Guys in a Forest'

Jordy Nunez Guerrero

00:00:05:18 - 00:00:35:00

A Allegro ♩ = 165

1 4 5 6 7

3

mf *mp* *f*

8

B Moderato ♩ = 76**C** Moderato ♩ = 86

rit. **3** **3** **2** *rit.*

Escena 1: Sprite Fight

1m1 - 'Fun Guys in a Forest'

Jordy Nunez Guerrero

00:00:05:18 - 00:00:35:00

A

Allegro ♩ = 165

Musical notation for section A, starting at measure 1. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4. The notation includes a triplet of eighth notes in measure 1, followed by a quarter note in measure 2, and a half note in measure 3. Measures 4, 5, 6, and 7 contain quarter notes, with a crescendo hairpin starting in measure 4 and a decrescendo hairpin starting in measure 6. Dynamic markings are *mf* at the start of measure 4, *mp* at the start of measure 6, and *f* at the end of measure 7. Measure numbers 1, 4, 5, 6, and 7 are boxed above the staff.

B

Moderato ♩ = 76

C

Moderato ♩ = 86

Musical notation for sections B and C. Section B starts at measure 8 with a triplet of eighth notes, marked *rit.* and *mp*. Section C starts at measure 12 with a half note, marked *accel.* and *mf*. The notation concludes with a quarter note in measure 13, marked *rit.* and *f*. Measure numbers 8, 12, and 13 are boxed above the staff. Dynamic markings include *mp*, *mf*, and *f* with hairpins, and *rit.* and *accel.* markings.

Escena 1: Sprite Fight

1m1 - 'Fun Guys in a Forest'

Jordy Nunez Guerrero

00:00:05:18 - 00:00:35:00

A

Allegro ♩ = 165

Musical notation for section A, bass clef, key signature of three sharps (F#, C#, G#), 4/4 time signature. The notation includes a 3-measure rest starting at measure 1, followed by a 4-measure rest starting at measure 4, and a 6-measure melodic phrase starting at measure 5. The melodic phrase consists of a quarter note G3, a quarter note A3, a dotted quarter note B3, a quarter note C4, and a half note D4. Dynamics include *mf* at the start of the phrase and *mp* at the end. A hairpin crescendo is shown under the phrase. Measure numbers 1, 4, 5, and 6 are boxed above the staff.

B

Moderato ♩ = 76

Musical notation for section B, bass clef, key signature of three sharps (F#, C#, G#). The notation includes a 7-measure rest starting at measure 7, followed by a quarter note G3 with an accent (>) at measure 8. This is followed by a 3-measure rest with a *rit.* marking above it. The section concludes with another 3-measure rest. Dynamics include *mp* at the start and *f* at the end of the first phrase. A hairpin crescendo is shown under the first phrase. Measure numbers 7 and 8 are boxed above the staff.

C

Moderato ♩ = 86

Musical notation for section C, bass clef, key signature of three sharps (F#, C#, G#). The notation consists of a 2-measure rest followed by a *rit.* marking above the staff.

Escena 1: Sprite Fight

1m1 - 'Fun Guys in a Forest'

Jordy Nunez Guerrero

00:00:05:18 - 00:00:35:00

A

Allegro ♩ = 165

1

B

Moderato ♩ = 76

10

3

Musical staff for section A and B. It shows a bass clef, a key signature of three sharps (F#, C#, G#), and a 4/4 time signature. Section A consists of a whole rest followed by a 10-measure rest. Section B consists of a 3-measure rest.

C

Moderato ♩ = 86

15

Musical staff for section C. It shows a bass clef, a key signature of three sharps (F#, C#, G#), and a 4/4 time signature. The staff contains a sequence of notes: a quarter note with an accent and dynamic *f*, followed by a quarter rest, an eighth note with an accent and dynamic *f*, another quarter rest, and a quarter note with an accent and dynamic *f*. This is followed by a *rit.* (ritardando) marking. The section ends with a quarter note with an accent and dynamic *f*, followed by a wedge-shaped decrescendo marking leading to a final dynamic *ff*.

Timpani

Escena 1: Sprite Fight

1m1 - 'Fun Guys in a Forest'

Jordy Nunez Guerrero

00:00:05:18 - 00:00:35:00

A

Allegro ♩ = 165

1

B

Moderato ♩ = 76

10 3

C

Moderato ♩ = 86

15

f *rit.*

Escena 1: Sprite Fight

1m1 - 'Fun Guys in a Forest'

Jordy Nunez Guerrero

00:00:05:18 - 00:00:35:00

A Allegro ♩ = 165

B Moderato ♩ = 76

Musical notation for section A and B. Section A starts with a 4/4 time signature, a half note on the first line, and a half note on the second line. The first note is marked *p* and the second *mp*. A wedge-shaped dynamic marking connects them. Section A ends with a whole note on the first line marked "Let ring". Section B consists of two measures: the first is a whole note marked "1" and "9", and the second is a whole note marked "3".

C Moderato ♩ = 86

Musical notation for section C, consisting of a single whole note marked "2" and "rit.".

Escena 1: Sprite Fight

1m1 - 'Fun Guys in a Forest'

00:00:05:18 - 00:00:35:00

Jordy Nunez Guerrero

A Allegro ♩ = 165

Musical notation for section A, starting with a 4/4 time signature. It features a series of notes and rests. Above the staff, there are three boxed numbers: 1, 7, and 8. Below the staff, there are three bold numbers: 6, 3, and 3. The first '6' is positioned under a six-measure rest. The first '3' is under a three-measure rest, with 'rit.' written above it. The second '3' is under a three-measure rest. A dynamic marking 'f' is placed below a note in the seventh measure. The notation includes a repeat sign at the beginning and end, and a fermata over the final note.

B Moderato ♩ = 76

C Moderato ♩ = 86

Musical notation for sections B and C. Section B is represented by a three-measure rest with a bold '3' above it. Section C is represented by a two-measure rest with a bold '2' above it. The notation includes a repeat sign at the beginning and end, and a fermata over the final note. The word 'rit.' is written above the end of section C.

Escena 1: Sprite Fight

1m1 - 'Fun Guys in a Forest'

Jordy Nunez Guerrero

00:00:05:18 - 00:00:35:00

A Allegro ♩ = 165

1 2 3

D C# B / E F# G# A

Harp

p *mf*

B Moderato ♩ = 76

10 12 13

Harp

p *mp* *p* *mf* *accel.*

C Moderato ♩ = 86

2

Harp

p *mf* *rit.*

Escena 1: Sprite Fight

1m1 - 'Fun Guys in a Forest'

Jordy Nunez Guerrero

00:00:05:18 - 00:00:35:00

A

Allegro ♩ = 165

Musical score for section A, measures 1-9. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4. Measure 1 contains a whole rest. Measure 2 has a fermata. Measure 3 is marked with a '3' and 'arco legato'. Measures 4-5 are marked with a '5'. Measure 6 is marked with a '6'. Measure 7 is marked with 'Div.' and 'mp'. Measure 8 is marked with 'Unis.' and 'f'. Measure 9 is marked with 'rit.', 'Div.', '8va', and 'pp'. Dynamics include *mp*, *f*, *pp*, and *mp*. Performance instructions include 'arco legato', 'Div.', 'Unis.', 'rit.', and '8va'.

B

Moderato ♩ = 76

Musical score for section B, measures 10-13. The key signature is three sharps (F#, C#, G#). Measure 10 is marked with a '10' and '(8va)'. Measure 11 is marked with 'loco Unis.' and 'p'. Measure 12 is marked with a '12'. Measure 13 is marked with a '13', 'Div.', and 'accel.'. Dynamics include *p*, *mf*, and *f*. Performance instructions include '(8va)', 'loco Unis.', 'Div.', and 'accel.'.

C

Moderato ♩ = 86

Musical score for section C, measure 2. The key signature is three sharps (F#, C#, G#). The measure contains a whole rest. It is marked with a '2' and 'rit.'.

Escena 1: Sprite Fight

1m1 - 'Fun Guys in a Forest'

Jordy Nunez Guerrero

00:00:05:18 - 00:00:35:00

A Allegro ♩ = 165

Musical score for section A, measures 1-10. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4. The tempo is Allegro with a quarter note equal to 165. The score includes performance instructions: *arco*, *legato*, *Div.*, *rit.*, *pp*, *mp*, *p*, and *f*. Measure numbers 1 through 10 are indicated in boxes above the staff. Dynamics are shown with wedges indicating crescendos and decrescendos.

B Moderato ♩ = 76

C Moderato ♩ = 86

Musical score for sections B and C, measures 12-13. The key signature is three sharps (F#, C#, G#). The tempo for section B is Moderato with a quarter note equal to 76, and for section C it is Moderato with a quarter note equal to 86. The score includes performance instructions: *Unis.*, *accel.*, and *rit.*. Measure numbers 12 and 13 are indicated in boxes above the staff. Dynamics are shown with wedges indicating crescendos and decrescendos.

Escena 1: Sprite Fight

1m1 - 'Fun Guys in a Forest'

Jordy Nunez Guerrero

00:00:05:18 - 00:00:35:00

A Allegro ♩ = 165

Musical score for section A, measures 1-8. The score is in treble clef with a key signature of three sharps (F#, C#, G#) and a 4/4 time signature. It begins with a whole rest in measure 1. Measures 2 and 3 contain half notes, with a slur over both. Measure 4 contains a dotted half note. Measures 5 and 6 contain half notes, with a slur over both. Measure 7 contains a dotted half note. Measure 8 contains a whole note. Performance markings include 'arco legato' above measures 2-3, 'Div.' above measure 4, 'p' below measures 2-3, 'mp' below measures 4-6, 'mp' below measure 7, 'f' below measure 7, and 'rit. 3' above measure 8. Measure numbers 1 through 8 are boxed above the staff.

B Moderato ♩ = 76

C Moderato ♩ = 86

Musical score for sections B and C, measures 12-13. The score is in treble clef with a key signature of three sharps (F#, C#, G#). Measure 12 contains a quarter note, an eighth note, and a quarter note, all beamed together. Measure 13 contains a dotted half note. Performance markings include 'p' below measure 12, 'mf' below measure 13, and 'f' below measure 13. Section C includes 'accel.' above measure 13, a '2' below measure 13, and 'rit.' above measure 13. Measure numbers 12 and 13 are boxed above the staff.

Escena 1: Sprite Fight

1m1 - 'Fun Guys in a Forest'

Jordy Nunez Guerrero

00:00:05:18 - 00:00:35:00

A Allegro ♩ = 165

arco
legato

1 2 3 4

p ————— *mp*

5 6 7 8

mp ————— *mp* > *f*

rit. **3**

Detailed description: This block contains the musical notation for section A, measures 1 through 8. The music is in 4/4 time with a key signature of three sharps (F#, C#, G#). It begins with a whole rest in measure 1. Measures 2-4 feature a long, legato arco line starting on a whole note G4, moving to F#4 in measure 3, and ending on E4 in measure 4. The dynamic starts at *p* and increases to *mp* by measure 4. Measures 5-6 continue the line with whole notes G4 and F#4. Measure 7 has a half note G4 with an accent (>). Measure 8 is a whole rest with a *rit.* marking and a **3** indicating a triplet of eighth notes.

B Moderato ♩ = 76

C Moderato ♩ = 86

12 14

p ————— *mf* ————— *f*

accel. **2** rit.

Detailed description: This block contains the musical notation for sections B and C, measures 12 through 14. The music is in 4/4 time with a key signature of three sharps. Measure 12 has a whole note G4. Measure 13 has a whole note F#4. Measure 14 has a half note G4 with an accent (>). The dynamic starts at *p* in measure 12, increases to *mf* in measure 13, and reaches *f* in measure 14. Section C begins in measure 14 with a *rit.* marking and a **2** indicating a half note.

Escena 1: Sprite Fight

1m1 - 'Fun Guys in a Forest'

Jordy Nunez Guerrero

00:00:05:18 - 00:00:35:00

A Allegro ♩ = 165

Musical notation for section A, measures 1-7. The key signature is two sharps (F# and C#), and the time signature is 4/4. The music is in bass clef. Measure 1 starts with a rest, followed by a pizzicato (pizz.) instruction. The dynamic is marked *mp*. Measures 1-7 contain eighth notes with accents. Measure 7 ends with a *Div.* (diviso) instruction and a dynamic change from *mp* to *f*.

B Moderato ♩ = 76

Musical notation for section B, measures 8-13. The key signature is two sharps (F# and C#). Measure 8 is a whole rest with a *rit.* (ritardando) instruction and a **3** (triple) marking. Measure 9 is a double bar line. Measure 10 is in treble clef with a *Unis. arco* instruction. The dynamic is *p*. Measure 11 is in bass clef with a dynamic of *mf*. Measure 12 is in bass clef with a dynamic of *f*. Measure 13 is in bass clef with a *1. accel.* (accelerando) instruction and a dynamic of *f*.

C Moderato ♩ = 86

Musical notation for section C, measures 14-15. The key signature is two sharps (F# and C#). Measure 14 starts with a *pizz.* instruction and a dynamic of *f*. It contains a triplet of eighth notes. Measure 15 is in bass clef with a *Unis. rit.* instruction and a dynamic of *f*.

Escena 1: Sprite Fight

1m1 - 'Fun Guys in a Forest'

Jordy Nunez Guerrero

00:00:05:18 - 00:00:35:00

A

Allegro ♩ = 165

Musical notation for section A, measures 1-7. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4. The music is in bass clef. Measure 1 starts with a rest. Measure 2 has a *pizz.* marking above the first note. Measures 1-7 are marked with boxed numbers 1 through 7. The dynamic is *mp*. Measure 7 has a *Div.* marking above the final note. A crescendo hairpin starts at measure 6 and ends at measure 7, with *mp* at the beginning and *f* at the end.

B **Moderato** ♩ = 76

C **Moderato** ♩ = 86

Musical notation for sections B and C, measures 8-15. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4. The music is in bass clef. Measures 8 and 9 are marked with boxed number 8 and contain a *rit.* marking above a triplet of whole notes. Measures 10 and 11 are marked with boxed number 9 and contain a triplet of whole notes. Measures 12-15 are marked with boxed number 15 and contain a triplet of eighth notes. The dynamic is *f*. Above the triplet in measures 12-15 is the marking *Unis. pizz.*. A *rit.* marking is above the final note of the triplet in measure 14.

Piccolos

Escena 1: Sprite Fight

1m2 - 'Tiny Creature'

Jordy Nunez Guerrero

00:00:36:01 - 00:00:51:00

A

Moderato

♩ = 87

♩ = 79

B

♩ = 127

The musical score consists of two staves in 4/4 time, key of D major (F#, C#, G). The first staff begins with a whole rest, followed by a double bar line. Above the staff, a box containing the number '2' is positioned over the first measure, and another box with '2' is over the second measure. The second staff starts with a dynamic marking of *mf*. It features a trill on the first note (D5), indicated by a wavy line and the symbol *tr#*. A long slur covers the first two measures. Above the staff, a box with the number '6' is placed over the first measure, and a box with '7' is over the second measure. The second staff concludes with a dynamic marking of *f*.

Escena 1: Sprite Fight

1m2 - 'Tiny Creature'

Jordy Nunez Guerrero

00:00:36:01 - 00:00:51:00

A Moderato ♩ = 87 ♩ = 79

Musical notation for section A, measures 2 and 3. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4. Measure 2 contains a quarter rest followed by a quarter note G5 with a trill (tr#) over it. Measure 3 contains a quarter note A5, a quarter note B5, and a quarter note G5. A wavy line above the notes in measure 3 indicates a trill. Measure 4 contains a quarter note G5 with a trill (tr#) over it, followed by a quarter rest. Dynamics include *mf* under the first note of measure 2 and *mf* under the first note of measure 3. Boxed numbers 2 and 3 are placed above the first notes of measures 2 and 3 respectively.

B ♩ = 127

Musical notation for section B, measures 5 and 6. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4. Measure 5 contains a quarter note G5, a quarter note A5, a quarter note B5, and a quarter note G5. Measure 6 contains a quarter note F#5, a quarter note G5, a quarter note A5, and a quarter note G5. Dynamics include *mf* under the first note of measure 5 and *f* under the first note of measure 6. A double bar line is placed between measures 5 and 6. A boxed number 5 is placed above the first note of measure 5.

Musical notation for section B, measures 6 and 7. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4. Measure 6 contains a quarter note G5, a quarter note A5, a quarter note B5, and a quarter note G5. Measure 7 contains a quarter note F#5, a quarter note G5, a quarter note A5, and a quarter note G5. Dynamics include *mf* under the first note of measure 6 and *f* under the first note of measure 7. A double bar line is placed between measures 6 and 7. Boxed numbers 6 and 7 are placed above the first notes of measures 6 and 7 respectively.

Clarinet in A

Escena 1: Sprite Fight

1m2 - 'Tiny Creature'

Jordy Nunez Guerrero

00:00:36:01 - 00:00:51:00

A Moderato ♩ = 87 ♩ = 79

B ♩ = 127

The musical score consists of two staves of music. The first staff is marked 'A Moderato' with tempo markings of 87 and 79. It begins with a rest, followed by a double bar line and a fermata. The music then starts with a quarter note G4, followed by a quarter note A4, a quarter note B4, and a quarter note C5. This is followed by a series of eighth notes: G4, A4, B4, C5, B4, A4, G4, F4, E4, D4, C4. The dynamic marking is *mf*. The second staff is marked 'B' with a tempo marking of 127. It begins with a quarter note G4, followed by a quarter note A4, a quarter note B4, and a quarter note C5. This is followed by a series of eighth notes: G4, A4, B4, C5, B4, A4, G4, F4, E4, D4, C4. The dynamic marking is *mf*. The music then continues with a quarter note G4, followed by a quarter note A4, a quarter note B4, and a quarter note C5. This is followed by a series of eighth notes: G4, A4, B4, C5, B4, A4, G4, F4, E4, D4, C4. The dynamic marking is *f*. The score ends with a double bar line.

Escena 1: Sprite Fight

1m2 - 'Tiny Creature'

Jordy Nunez Guerrero

00:00:36:01 - 00:00:51:00

A Moderato ♩ = 87 ♩ = 79

B ♩ = 127

The musical score is written for Oboes in 4/4 time, with a key signature of three sharps (F#, C#, G#). It consists of two staves of music. The first staff begins with a whole rest, followed by a double bar line and a fermata. Above the staff, a box containing the number '2' is positioned above the first measure. The music then begins with a half note G4, followed by quarter notes A4, B4, and C5. A dynamic marking of *mf* is placed below the first measure, and a crescendo hairpin spans the first two measures. The music continues with quarter notes B4, A4, G4, and F#4, followed by a quarter rest. A dynamic marking of *f* is placed below the final measure, and a box containing the number '5' is positioned above the final measure. The second staff begins with a half note G4, followed by quarter notes A4, B4, and C5. A dynamic marking of *mf* is placed below the first measure, and a crescendo hairpin spans the first two measures. The music continues with quarter notes B4, A4, G4, and F#4, followed by a quarter rest. A dynamic marking of *f* is placed below the final measure, and a box containing the number '7' is positioned above the final measure. The piece concludes with a double bar line.

Escena 1: Sprite Fight

1m2 - 'Tiny Creature'

Jordy Nunez Guerrero

00:00:36:01 - 00:00:51:00

A Moderato ♩ = 87

♩ = 79

2

3

Musical notation for section A, bass clef, 4/4 time signature, key of D major. The piece starts with a *mf* dynamic. The first measure contains a quarter note D2, a quarter rest, a quarter note E2, and a quarter note F2. The second measure contains a quarter note G2, a quarter note A2, and a quarter note B2. The third measure contains a quarter note C3, a quarter note D3, and a quarter note E3. The fourth measure contains a quarter note F3, a quarter note G3, and a quarter note A3. The fifth measure contains a quarter note B3, a quarter note C4, and a quarter note D4. The sixth measure contains a quarter note E4, a quarter note F4, and a quarter note G4. The seventh measure contains a quarter note A4, a quarter note B4, and a quarter note C5. The eighth measure contains a quarter note D5, a quarter note E5, and a quarter note F5. The ninth measure contains a quarter note G5, a quarter note A5, and a quarter note B5. The tenth measure contains a quarter note C6, a quarter note D6, and a quarter note E6. The eleventh measure contains a quarter note F6, a quarter note G6, and a quarter note A6. The twelfth measure contains a quarter note B6, a quarter note C7, and a quarter note D7. The thirteenth measure contains a quarter note E7, a quarter note F7, and a quarter note G7. The fourteenth measure contains a quarter note A7, a quarter note B7, and a quarter note C8. The fifteenth measure contains a quarter note D8, a quarter note E8, and a quarter note F8. The sixteenth measure contains a quarter note G8, a quarter note A8, and a quarter note B8. The piece ends with a double bar line.

B ♩ = 127

5

7

Musical notation for section B, bass clef, 4/4 time signature, key of D major. The piece starts with a *mf* dynamic. The first measure contains a quarter note D2, a quarter rest, a quarter note E2, and a quarter note F2. The second measure contains a quarter note G2, a quarter note A2, and a quarter note B2. The third measure contains a quarter note C3, a quarter note D3, and a quarter note E3. The fourth measure contains a quarter note F3, a quarter note G3, and a quarter note A3. The fifth measure contains a quarter note B3, a quarter note C4, and a quarter note D4. The sixth measure contains a quarter note E4, a quarter note F4, and a quarter note G4. The seventh measure contains a quarter note A4, a quarter note B4, and a quarter note C5. The eighth measure contains a quarter note D5, a quarter note E5, and a quarter note F5. The ninth measure contains a quarter note G5, a quarter note A5, and a quarter note B5. The tenth measure contains a quarter note C6, a quarter note D6, and a quarter note E6. The eleventh measure contains a quarter note F6, a quarter note G6, and a quarter note A6. The twelfth measure contains a quarter note B6, a quarter note C7, and a quarter note D7. The thirteenth measure contains a quarter note E7, a quarter note F7, and a quarter note G7. The fourteenth measure contains a quarter note A7, a quarter note B7, and a quarter note C8. The piece ends with a double bar line.

Timpani

Escena 1: Sprite Fight

1m2 - 'Tiny Creature'

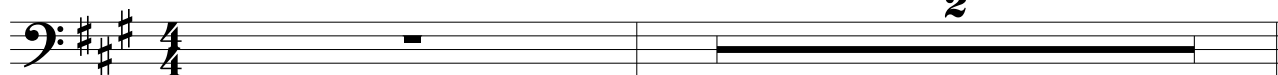
Jordy Nunez Guerrero

00:00:36:01 - 00:00:51:00

A Moderato ♩ = 87

♩ = 79

2



B ♩ = 127

6

7



Percussion

(Castañuelas,
Tambourine)

Escena 1: Sprite Fight

1m2 - 'Tiny Creature'

Jordy Nunez Guerrero

00:00:36:01 - 00:00:51:00

A Moderato ♩ = 87 ♩ = 79**B** ♩ = 127

2

5

Castañuelas + Tambourine

mf

6

7

mf

f

The musical score is written on two staves. The first staff begins with a 4/4 time signature and a double bar line. It contains several measures with rests and a double bar line. A measure with a double bar line and a '2' above it is followed by a measure with a double bar line and a '5' above it. The text 'Castañuelas + Tambourine' is written above the staff. A dynamic marking of *mf* is placed below the staff. The second staff begins with a double bar line and a dynamic marking of *mf* below the staff. It contains several measures with notes and rests, including a measure with a dynamic marking of *f* below the staff. The score ends with a double bar line.

Escena 1: Sprite Fight

1m2 - 'Tiny Creature'

Jordy Nunez Guerrero

00:00:36:01 - 00:00:51:00

A Moderato ♩ = 87 ♩ = 79

2

3

Harp

D# C# B / E F# G A

pp ————— *mf*

B ♩ = 127

5

6

7

Hp.

D# C# B / E F# G# A

mp ————— *mf*

Escena 1: Sprite Fight

1m2 - 'Tiny Creature'

Jordy Nunez Guerrero

00:00:36:01 - 00:00:51:00

A Moderato ♩ = 87 ♩ = 79 **B** ♩ = 127

2

Celesta

7

6

Cel.

Violins 1

Escena 1: Sprite Fight

1m2 - 'Tiny Creature'

Jordy Nunez Guerrero

00:00:36:01 - 00:00:51:00

A Moderato ♩ = 87 ♩ = 79

Musical notation for section A, measures 2 and 3. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4. Measure 2 starts with a whole rest, followed by a quarter rest, then a half note G4, a half note F#4, and a quarter note E4. Measure 3 starts with a quarter rest, followed by a dotted quarter note G#4, a dotted quarter note F#4, and a dotted quarter note E4. The notation includes 'arco' above measure 2 and 'Div.' above measure 3. Dynamics are *mf* for measure 2 and *pp* for measure 3, with a crescendo line leading to *mf* at the end of measure 3. Boxed measure numbers 2 and 3 are placed above the staff.

B ♩ = 127

Musical notation for section B, measures 5, 6, and 7. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4. Measure 5 starts with a whole note chord (F#4, C#5, G#4) marked 'Unis.', followed by a whole rest. Measure 6 starts with a quarter rest, followed by a dotted quarter note G#4, a dotted quarter note F#4, and a dotted quarter note E4. Measure 7 starts with a quarter rest, followed by a dotted quarter note G#4, a dotted quarter note F#4, and a dotted quarter note E4. The notation includes 'Unis.' above measure 5 and 'spiccato' above measure 7. Dynamics are *mf* for measure 5 and *f* for measure 6, with a crescendo line leading to *f* at the end of measure 5. Dynamics are *mf* for measure 6 and *f* for measure 7, with a crescendo line leading to *f* at the end of measure 6. Boxed measure numbers 5, 6, and 7 are placed above the staff.

Escena 1: Sprite Fight

1m2 - 'Tiny Creature'

Jordy Nunez Guerrero

00:00:36:01 - 00:00:51:00

A Moderato ♩ = 87 ♩ = 79

2 3

arco

mf *pp* *mf*

B ♩ = 127

5 6 7

Div. Unis. *spiccato* Div.

mf *f* *mf* *f*

Escena 1: Sprite Fight

1m2 - 'Tiny Creature'

Jordy Nunez Guerrero

00:00:36:01 - 00:00:51:00

A Moderato ♩ = 87 ♩ = 79

Musical notation for section A, starting at measure 2. The key signature has three sharps (F#, C#, G#) and the time signature is 4/4. The notation includes a whole rest in the first measure, followed by a half note G3 in the second measure, a half note A3 in the third measure, and a quarter note G3 in the fourth measure. A slur covers measures 2-3, with a box containing the number '2' above it. The dynamic is *mf*. In the fifth measure, there is a quarter rest, followed by a quarter note G#4 in the sixth measure, a quarter note A4 in the seventh measure, and a quarter note G#4 in the eighth measure. A slur covers measures 6-8, with a box containing the number '3' above it. The dynamic starts at *pp* and crescendos to *mf*. The word 'arco' is written above the staff.

B ♩ = 127

Musical notation for section B, starting at measure 5. The key signature has three sharps (F#, C#, G#) and the time signature is 4/4. The notation includes a half note G3 in the fifth measure, a half note A3 in the sixth measure, and a quarter note G3 in the seventh measure. A slur covers measures 5-6, with a box containing the number '5' above it. The dynamic starts at *mf* and crescendos to *f*. In the eighth measure, there is a quarter rest, followed by a quarter note G#4 in the ninth measure, a quarter note A4 in the tenth measure, and a quarter note G#4 in the eleventh measure. A slur covers measures 9-11, with a box containing the number '6' above it. The dynamic starts at *mf* and crescendos to *f*. The word 'spiccato' is written above the staff. In the twelfth measure, there is a quarter note G#4 with an accent (>), a quarter note A4 with an accent (>), and a quarter note G#4 with an accent (>). A box containing the number '7' is above the first of these notes.

Escena 1: Sprite Fight

1m2 - 'Tiny Creature'

Jordy Nunez Guerrero

00:00:36:01 - 00:00:51:00

A Moderato ♩ = 87 ♩ = 79

2 3

pizz.

mf

B ♩ = 127

5

spiccato

mf *f*

6 7

mf *f*

Contrabasses

Escena 1: Sprite Fight

1m2 - 'Tiny Creature'

Jordy Nunez Guerrero

00:00:36:01 - 00:00:51:00

A Moderato ♩ = 87

♩ = 79

pizz.

mf

B ♩ = 127

mf *f*

mf *f*

Escena 1: Sprite Fight

1m3 - 'Tiny Realm'

Jordy Nunez Guerrero

00:00:52:00 - 00:01:03:14

A Moderato ♩ = 80

00:00:53:16

The musical score is written for Flutes in 4/4 time, Moderato (♩ = 80). It begins with a rest in the first measure. The second measure contains a melodic phrase starting with a dotted quarter note, followed by eighth notes, and a quarter note. A slur covers this phrase, with a first ending bracket above it. The third measure contains a half note with a fermata. A second ending bracket is above the staff. The fourth measure contains a whole note with a fermata, with a second ending bracket below it. The fifth measure contains a whole rest. The sixth measure contains a whole note. Dynamics are indicated as *mp* under the first measure, *mf* under the third measure, and *p* under the fifth measure. First, second, and third endings are marked with boxed numbers 1, 2, and 3 respectively.

Escena 1: Sprite Fight

1m3 - 'Tiny Realm'

Jordy Nunez Guerrero

00:00:52:00 - 00:01:03:14

A Moderato ♩ = 80

00:00:53:16

The musical score is written on a single staff in 4/4 time. It begins with a whole rest in the first measure. The second measure contains a quarter note G4 with an accent (>) and a slur over it, followed by eighth notes A4, B4, and C5. The third measure contains a half note G4 with a slur over it. The fourth measure contains a half note G4 with a slur over it. Above the staff, three boxed numbers indicate first, second, and third endings. The first ending is above the eighth notes in measure 2. The second ending is above the half note in measure 3. The third ending is above the half note in measure 4. Below the staff, dynamics are indicated: *mp* under the first measure, *mf* under the second measure, and *p* under the fourth measure. A hairpin crescendo connects *mp* to *mf*, and a hairpin decrescendo connects *mf* to *p*. The piece concludes with a double bar line at the end of the fourth measure.

Escena 1: Sprite Fight

1m3 - 'Tiny Realm'

Jordy Nunez Guerrero

00:00:52:00 - 00:01:03:14

A

Moderato ♩ = 80

00:00:53:16

1

2

3

The musical score is written on a single staff in treble clef with a key signature of three sharps (F#, C#, G#) and a 4/4 time signature. It begins with a whole rest in the first measure. The second measure contains a quarter note G4, followed by eighth notes A4, B4, and C5. The third measure contains a half note D5. The fourth measure contains a half note E5 with a trill marked 'tr#' and a wavy line above it. The fifth measure contains a half note F#5. The sixth measure contains a whole rest. The piece ends with a double bar line. Dynamics are indicated as *mp* under the first measure, *mf* under the fourth measure, and *p* under the fifth measure. Rehearsal marks 1, 2, and 3 are placed above the staff at the beginning of the second, fourth, and sixth measures, respectively. A fermata is placed over the whole rest in the sixth measure.

Escena 1: Sprite Fight

1m3 - 'Tiny Realm'

Jordy Nunez Guerrero

00:00:52:00 - 00:01:03:14

A Moderato ♩ = 80

00:00:53:16

The musical score consists of two staves of music in bass clef, with a key signature of two sharps (F# and C#) and a 4/4 time signature. The first staff begins with a whole rest, followed by a half note G2, a quarter note A2, and a half note B2. A slur covers these notes, with a box labeled '1' above the A2. This is followed by a whole note C#3, with a box labeled '2' above it. Dynamic markings below the staff are *mp* under the first note, *mf* under the second note, and *p* under the third note. The second staff begins with a quarter note G2, a quarter note A2, a quarter note B2, and a quarter note C#3. A slur covers these notes, with a box labeled '3' above the A2. This is followed by a quarter note B2, a quarter note A2, and a quarter note G2. A final box labeled '4' is above the last note. Dynamic markings below the staff are *p* under the first note and *mp* under the last note.

Escena 1: Sprite Fight

1m3 - 'Tiny Realm'

Jordy Nunez Guerrero

00:00:52:00 - 00:01:03:14

A

Moderato ♩ = 80

00:00:53:16

The musical notation is written on a single staff in treble clef with a key signature of three sharps (F#, C#, G#) and a 4/4 time signature. The first measure contains a whole rest. The second, third, and fourth measures each contain a half note. A slur covers the second, third, and fourth measures. Above the staff, three boxed numbers '1', '2', and '3' are placed above the second, third, and fourth measures respectively. A '2' is placed above the final bar line. Below the staff, dynamics are indicated: *mp* under the second measure, *mf* under the third measure, and *p* under the fourth measure. A hairpin crescendo connects *mp* to *mf*, and a hairpin decrescendo connects *mf* to *p*.

Escena 1: Sprite Fight

1m3 - 'Tiny Realm'

Jordy Nunez Guerrero

00:00:52:00 - 00:01:03:14

A

Moderato ♩ = 80

00:00:53:16

The musical score is written for Trombones in 4/4 time, Moderato (♩ = 80). It begins with a key signature of two sharps (F# and C#). The score consists of a single line of music with a bass clef. The first measure is a whole rest. The second measure contains a whole note G2, marked with a rehearsal mark '2'. The third measure contains a quarter note G2, marked with a rehearsal mark '1'. The fourth measure contains a quarter note F#2, marked with a rehearsal mark '3'. The fifth measure contains a quarter note E2, marked with a rehearsal mark '4'. The sixth measure contains a quarter note D2, marked with a rehearsal mark '3'. The seventh measure contains a quarter note C#2, marked with a rehearsal mark '4'. The eighth measure contains a quarter note B1, marked with a rehearsal mark '4'. The ninth measure contains a quarter note A1, marked with a rehearsal mark '4'. The tenth measure contains a quarter note G1, marked with a rehearsal mark '4'. The eleventh measure contains a quarter note F#1, marked with a rehearsal mark '4'. The twelfth measure contains a quarter note E1, marked with a rehearsal mark '4'. The thirteenth measure contains a quarter note D1, marked with a rehearsal mark '4'. The fourteenth measure contains a quarter note C#1, marked with a rehearsal mark '4'. The fifteenth measure contains a quarter note B0, marked with a rehearsal mark '4'. The sixteenth measure contains a quarter note A0, marked with a rehearsal mark '4'. The dynamics are *p* (piano) for the first measure and *mp* (mezzo-piano) for the second measure. The score ends with a double bar line.

Timpani

Escena 1: Sprite Fight

1m3 - 'Tiny Realm'

Jordy Nunez Guerrero

00:00:52:00 - 00:01:03:14

A Moderato ♩ = 80

00:00:53:16

1 2 3

pp \triangleleft *mf*

Escena 1: Sprite Fight

1m3 - 'Tiny Realm'

Jordy Nunez Guerrero

00:00:52:00 - 00:01:03:14

A Moderato ♩ = 80

00:00:53:16

Let Ring

pp \curvearrowright *mf*

1 **2**
3

Escena 1: Sprite Fight

1m3 - 'Tiny Realm'

Jordy Nunez Guerrero

00:00:52:00 - 00:01:03:14

A Moderato ♩ = 80

00:00:53:16

D# C# B / E F# G# A

1 2

Harp

mp *mf*

3

3

Escena 1: Sprite Fight

1m3 - 'Tiny Realm'

Jordy Nunez Guerrero

00:00:52:00 - 00:01:03:14

A

Moderato ♩ = 80

00:00:53:16

1

2

arco
legato

mp *f*

3

4

p *mp* *p*

Escena 1: Sprite Fight

1m3 - 'Tiny Realm'

Jordy Nunez Guerrero

00:00:52:00 - 00:01:03:14

A Moderato ♩ = 80

00:00:53:16

1

2

arco
legato

mp *f*

3

4

p *mp* *p*

Escena 1: Sprite Fight

1m3 - 'Tiny Realm'

Jordy Nunez Guerrero

00:00:52:00 - 00:01:03:14

A Moderato ♩ = 80

00:00:53:16

1

2

arco
legato

mp *f*

3

4

p *mp* *p*

Escena 1: Sprite Fight

1m3 - 'Tiny Realm'

Jordy Nunez Guerrero

00:00:52:00 - 00:01:03:14

A Moderato ♩ = 80

00:00:53:16

1

2

arco
legato

mp

f

3

4

p

mp

p

Escena 1: Sprite Fight

1m4 - 'Greetings'

Jordy Nunez Guerrero

00:01:04:15 - 00:01:09:18

A Allegro ♩ = 120

00:01:04:15

B Ad libitum

00:01:04:20

The musical score consists of two parts, A and B, on a single staff. Part A is in 2/4 time, marked 'Allegro' with a tempo of 120 beats per minute. It begins with a dynamic of *mp* and features a melodic line that rises from a quarter note on the first line to a quarter note on the eighth line, indicated by a wavy line. The final note is marked with an *f* dynamic. A breath mark '8va' with a dashed line is placed above the eighth line note. Part B is marked 'Ad libitum' and begins with a 1/4 time signature. It consists of a single, sustained note on the first line, marked with a dynamic of *f*. The number '11' is written above the staff at the end of the measure.

Escena 1: Sprite Fight

1m4 - 'Greetings'

Jordy Nunez Guerrero

00:01:04:15 - 00:01:09:18

A Allegro ♩ = 120

B Ad libitum

00:01:04:15

00:01:04:20

00:01:05:10

00:01:06:00

spiccato *accel.*

Div. *f*

00:01:06:10

00:01:06:16

00:01:06:21

00:01:07:07

5

6

7

8

00:01:07:10

00:01:07:17

00:01:08:02

00:01:08:18

9

10

11

12

rit.

ff

Flute

Escena 1: Sprite Fight

1m5 - 'Hidding the Shoe'

Jordy Nunez Guerrero

00:01:15:06 - 00:01:24:12

A Moderato ♩ = 88 ♩ = 108 ♩ = 85

trb *mf*

2 3

2

Bassoon

Escena 1: Sprite Fight

1m5 - 'Hidding the Shoe'

Jordy Nunez Guerrero

00:01:15:06 - 00:01:24:12

A

Moderato

$\text{♩} = 88$

$\text{♩} = 108$

$\text{♩} = 85$

2

3

4

Trombone

Escena 1: Sprite Fight

1m5 - 'Hidding the Shoe'

Jordy Nunez Guerrero

00:01:15:06 - 00:01:24:12

A Moderato ♩ = 88 ♩ = 108 ♩ = 85

2 3 4

p *f* *mp*

Tuba

Escena 1: Sprite Fight

1m5 - 'Hidding the Shoe'

Jordy Nunez Guerrero

00:01:15:06 - 00:01:24:12

A **Moderato** ♩ = 88 ♩ = 108 ♩ = 85

2

3

4

p *f* *mp*

Percussion

(Woodblocks,
Triangle)

Escena 1: Sprite Fight

1m5 - 'Hidding the Shoe'

Jordy Nunez Guerrero

00:01:15:06 - 00:01:24:12

A Moderato ♩ = 88 ♩ = 108 ♩ = 85

2 Woodblocks *p*

3 Triangle *f*

4 Woodblocks *pp*

Celesta

Escena 1: Sprite Fight

1m5 - 'Hidding the Shoe'

Jordy Nunez Guerrero

00:01:15:06 - 00:01:24:12

A Moderato ♩ = 88

♩ = 108

Celesta

2

Cel.

3 4

Cello

Escena 1: Sprite Fight

1m5 - 'Hidding the Shoe'

Jordy Nunez Guerrero

00:01:15:06 - 00:01:24:12

A Moderato ♩ = 88

♩ = 108

2



♩ = 85

3

4



Contrabass

Escena 1: Sprite Fight

1m5 - 'Hidding the Shoe'

Jordy Nunez Guerrero

00:01:15:06 - 00:01:24:12

A

Moderato ♩ = 88

♩ = 108

spiccato

2

f

♩ = 85

3

4

mp

f

Piccolo

Escena 1: Sprite Fight

2m6 - 'Evil Creatures'

Jordy Nunez Guerrero

00:01:28:00 - 00:01:51:00

A Moderato ♩ = 70 **B** ♩ = 64 ♩ = 66 ♩ = 77

1 6 7 8

mf

Bassoon

Escena 1: Sprite Fight

2m6 - 'Evil Creatures'

Jordy Nunez Guerrero

00:01:28:00 - 00:01:51:00

A Moderato ♩ = 70 **B** ♩ = 64

1 6 7 8

mf *mp* *f*

Horn in F

Escena 1: Sprite Fight

2m6 - 'Evil Creatures'

Jordy Nunez Guerrero

00:01:28:00 - 00:01:51:00

A Moderato ♩ = 70 **B** ♩ = 64 ♩ = 66 ♩ = 77

1 **7** **8**

mp *f*

Trumpet in C

Escena 1: Sprite Fight

2m6 - 'Evil Creatures'

Jordy Nunez Guerrero

00:01:28:00 - 00:01:51:00

A Moderato ♩ = 70

B ♩ = 64

♩ = 66

♩ = 77

1 7 8

4 2

mp *f*

Trombone

Escena 1: Sprite Fight

2m6 - 'Evil Creatures'

Jordy Nunez Guerrero

00:01:28:00 - 00:01:51:00

A Moderato ♩ = 70 **B** ♩ = 64 ♩ = 66 ♩ = 77

1 **7** **8**

The musical score is written on a single staff in bass clef. It begins with a 4/4 time signature and a quarter rest. This is followed by a measure with a whole rest, marked with a boxed '1' and the number '4' above it. A double bar line separates this from the next section, which starts with a 3/4 time signature and another whole rest, marked with a boxed '2' and the number '2' above it. The final section begins with a quarter note G2 (marked with a boxed '7'), followed by quarter notes F2 (marked with a boxed '8'), E2, D2, and C2. A slur covers the last three notes (E2, D2, C2). The dynamic marking *mp* is placed below the first note, and *f* is placed below the last note. The piece ends with a quarter rest.

Tuba

Escena 1: Sprite Fight

2m6 - 'Evil Creatures'

Jordy Nunez Guerrero

00:01:28:00 - 00:01:51:00

A Moderato ♩ = 70**B** ♩ = 64

4

6

p *mf*

♩ = 66

7

♩ = 77

8

mp *f*

Timpani

Escena 1: Sprite Fight

2m6 - 'Evil Creatures'

Jordy Nunez Guerrero

00:01:28:00 - 00:01:51:00

A Moderato $\text{♩} = 70$

1

2

3

p \leftarrow *mf* *pp* \leftarrow *p* *mp* *p* \leftarrow *mp*

B $\text{♩} = 64$

4

6

 $\text{♩} = 66$

7

 $\text{♩} = 77$

8

mf \leftarrow *f* *mf* \leftarrow *f* *mf* \leftarrow *f* *mf* \leftarrow *f*

Cymbals

Escena 1: Sprite Fight

2m6 - 'Evil Creatures'

Jordy Nunez Guerrero

00:01:28:00 - 00:01:51:00

A **Moderato** ♩ = 70 1
B ♩ = 64 6
♩ = 66 7
♩ = 77 8

Musical notation for cymbals. The notation includes time signatures (4/4 and 3/4), rests (4 and 6 measures), and dynamic markings (*mf* and *f*). The instruction "Let ring" is present above the final note.

Marimba

Escena 1: Sprite Fight

2m6 - 'Evil Creatures'

Jordy Nunez Guerrero

00:01:28:00 - 00:01:51:00

A Moderato ♩ = 70

Marimba

Mrb.

Tubular Bells

Escena 1: Sprite Fight

Jordy Nunez Guerrero

2m6 - 'Evil Creatures'

00:01:28:00 - 00:01:51:00

A Moderato ♩ = 70

1

B ♩ = 64

4

f

♩ = 66

♩ = 77

6

7

8

Bass Drum

Escena 1: Sprite Fight

2m6 - 'Evil Creatures'

Jordy Nunez Guerrero

00:01:28:00 - 00:01:51:00

A Moderato ♩ = 70 **B** ♩ = 64 ♩ = 66 ♩ = 77

1 6 7 8

Percussion

(Woodblocks)

Escena 1: Sprite Fight

2m6 - 'Evil Creatures'

Jordy Nunez Guerrero

00:01:28:00 - 00:01:51:00

A Moderato ♩ = 70

1 2 3 4

Woodblocks

mp *p* *p*

B ♩ = 64

6 7 8

f

Djembe

Escena 1: Sprite Fight

2m6 - 'Evil Creatures'

Jordy Nunez Guerrero

00:01:28:00 - 00:01:51:00

A Moderato ♩ = 70

Musical notation for section A, starting in 4/4 time. It features a quarter rest, followed by a triplet of eighth notes (marked with a box containing '1' and a '3' below it), a dotted quarter note, another quarter rest, and a quarter note. The piece concludes with a double bar line and a 3/4 time signature. The dynamic marking *mf* is placed below the final note.

B ♩ = 64

Musical notation for section B, starting in 3/4 time. It begins with a forte (*f*) dynamic marking. The first measure contains a triplet of eighth notes with accents. The second measure has a quarter rest. The third measure contains a triplet of eighth notes with accents. The fourth measure has a quarter rest. The fifth measure has a quarter rest. The sixth measure has a quarter rest. The seventh measure has a quarter rest. The eighth measure has a quarter rest. The piece ends with a double bar line. Above the staff, there are three boxes containing the numbers '6', '7', and '8', each positioned above a measure. Above the first measure, there are tempo markings: ♩ = 66 and ♩ = 77.

Harp

Escena 1: Sprite Fight

Jordy Nunez Guerrero

2m6 - 'Evil Creatures'

00:01:28:00 - 00:01:51:00

A Moderato ♩ = 70

1

2

3

4

8va -----

D C Bb / Eb F G Ab

B ♩ = 64

♩ = 66

7

♩ = 77

8

Celesta

Escena 1: Sprite Fight

2m6 - 'Evil Creatures'

Jordy Nunez Guerrero

00:01:28:00 - 00:01:51:00

A Moderato ♩ = 70

Celesta

B ♩ = 64

♩ = 66

♩ = 77

Cel.

Organ

Escena 1: Sprite Fight

Jordy Nunez Guerrero

2m6 - 'Evil Creatures'

00:01:28:00 - 00:01:51:00

A Moderato ♩ = 70

1

4

Organ

B ♩ = 64

6

Org.

♩ = 66

7

♩ = 77

8

Org.

Vocals

Escena 1: Sprite Fight

Jordy Nunez Guerrero

2m6 - 'Evil Creatures'

00:01:28:00 - 00:01:51:00

A Moderato ♩ = 70

B ♩ = 64

Violin I

Escena 1: Sprite Fight

Jordy Nunez Guerrero

2m6 - 'Evil Creatures'

00:01:28:00 - 00:01:51:00

A Moderato ♩ = 70

Musical notation for section A, measures 1-4. It features a treble clef, a 4/4 time signature, and a key signature of one flat. The music consists of a single melodic line with a fermata over measures 2, 3, and 4. Dynamics range from *p* to *mf*. Performance markings include 'arco' and 'Sva'.

B ♩ = 64

Musical notation for section B, measures 5-8. It features a treble clef, a 3/4 time signature, and a key signature of one flat. The music consists of a single melodic line with dynamics ranging from *f* to *ff*. Performance markings include 'Div.' and 'Unis.'

Violin II

Escena 1: Sprite Fight

Jordy Nunez Guerrero

2m6 - 'Evil Creatures'

00:01:28:00 - 00:01:51:00

A Moderato ♩ = 70

B ♩ = 64

1

4

Musical staff for section A and B. Section A is in 4/4 time with a quarter rest. Section B is in 3/4 time with a whole rest.

6

♩ = 66

7

♩ = 77

8

Musical staff for section 6, 7, and 8. Section 6 is marked 'Div.' and 'mf'. Section 7 is marked 'Unis.' and 'f'. Section 8 is marked 'ff' and has a slur over it.

Viola

Escena 1: Sprite Fight

Jordy Nunez Guerrero

2m6 - 'Evil Creatures'

00:01:28:00 - 00:01:51:00

A Moderato ♩ = 70

B ♩ = 64

1

4

6

♩ = 66

7

♩ = 77

8

Cello

Escena 1: Sprite Fight

Jordy Nunez Guerrero

2m6 - 'Evil Creatures'

00:01:28:00 - 00:01:51:00

A Moderato ♩ = 70

B ♩ = 64

Musical notation for measures 1 and 2. Measure 1 is in 4/4 time, marked with a box containing '1' and a '4' below it. Measure 2 is in 3/4 time, marked with a box containing '2' and a '2' below it. Both measures contain a whole rest.

♩ = 66

7

♩ = 77

8

Musical notation for measures 7 and 8. Measure 7 starts with a forte (*f*) dynamic and contains a sequence of notes: a quarter note G2, a quarter note F2, a quarter note E2, and a quarter note D2. Measure 8 contains a half note G2, followed by a quarter rest, and ends with a fortissimo (*ff*) dynamic. A slur covers the notes in measure 7 and the half note in measure 8.

Contrabass

Escena 1: Sprite Fight

2m6 - 'Evil Creatures'

Jordy Nunez Guerrero

00:01:28:00 - 00:01:51:00

A Moderato ♩ = 70

arco

mf *p* *mp* *mf*

1 2 3 4

B ♩ = 64

f *mf* *f* *ff*

6 7 8

♩ = 66 ♩ = 77

Flutes

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

Jordy Nunez Guerrero

00:01:52:11 - 00:02:25:13

A Allegro ♩=152 **B** ♩=157

C

D ♩=102 **E** ♩=168

4 5 10 11

12 14 16

18 20

mp *p* *p* *mp* *p* *mp* *f*

Oboes

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

Jordy Nunez Guerrero

00:01:52:11 - 00:02:25:13

A Allegro ♩ = 152 **B** ♩ = 157

C

D ♩ = 102 **E** ♩ = 168

Clarinets in A

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

Jordy Nunez Guerrero

00:01:52:11 - 00:02:25:13

A Allegro ♩ = 152 **B** ♩ = 157

4 5 10 11

mp *p*

C

12 14 16

p *mp* *mp* *p*

D ♩ = 102 **E** ♩ = 168

18 20 20 22

mp *f*

Bassoons

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

Jordy Nunez Guerrero

00:01:52:11 - 00:02:25:13

A Allegro ♩=152

Musical notation for section A, measures 1-4. Bass clef, 4/4 time, key signature of two flats. Dynamics: *f*, *f*, *mf*. Includes measure numbers 2, 3, 4 in boxes.

B ♩=157

Musical notation for section B, measures 5-8. Bass clef, 4/4 time, key signature of two flats. Dynamics: *mf cresc.*, *f*. Includes measure numbers 6, 7, 8 in boxes.

Musical notation for section B, measures 9-12. Bass clef, 4/4 time, key signature of two flats. Dynamics: *f cresc.*, *ff dim.*, *mp*, *p*. Includes measure numbers 9, 10, 11, 12 in boxes.

C

Musical notation for section C, measures 13-16. Bass clef, 4/4 time, key signature of two flats. Dynamics: *mp*, *mf*, *mf*, *f*, *mp*. Includes measure numbers 14, 15, 16 in boxes.

D ♩=102

Musical notation for section D, measures 17-20. Bass clef, 4/4 time, key signature of two flats. Dynamics: *mp*, *f*, *mp*, *f*, *ff*. Includes measure numbers 18, 19, 20 in boxes.

E ♩=168

Musical notation for section E, measure 21. Bass clef, 2/4 time, key signature of two flats. Dynamics: *mp*. Includes measure number 21 in a box.

Horns in F 1,2

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

Jordy Nunez Guerrero

00:01:52:11 - 00:02:25:13

A Allegro ♩=152 2 3 4

Div. *p* *mf*

B ♩=157 6 7 8

Unis. *mf cresc.* *f* *f*

9 10 11 12

Div. *mf* Unis. *mp*

C 14 15 16

mf *f* *mp*

D ♩=102 18 19 20

mp *f* *ff*

E ♩=168 2

2

Trumpets in C

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

Jordy Nunez Guerrero

00:01:52:11 - 00:02:25:13

A Allegro ♩=152 **B** ♩=157

Measures 1-9: *mf* *mf cresc.*

Measures 10-11: *f* *f* *mf*

Measures 12-13: *f* *mf*

Measures 14-15: *mp* *f* *ff*

Trombone 1

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

Jordy Nunez Guerrero

00:01:52:11 - 00:02:25:13

A

Allegro ♩=152

B

♩=157

2 3 4

mf *mf*

6 7 8 9

f *f* *mf*

C

10 12 14

p *mp* *mf*

D

♩=102

15 16 18

f *mp* *mp*

E

♩=168

19 20

f *ff*

Trombone 2

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

Jordy Nunez Guerrero

00:01:52:11 - 00:02:25:13

A Allegro ♩=152

2 3 4

p ————— *mp* ————— *p*

B ♩ = 157

6 7 8

mf cresc. ————— *f* ————— *f*

9 10 12 **C**

mf ————— *p* ————— *mp*

14 15 16 **D** ♩ = 102

mf ————— *f* ————— *mp*

18 19 20 **E** ♩ = 168

mp ————— *f* ————— *ff*

Trombones 3,4

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

Jordy Nunez Guerrero

00:01:52:11 - 00:02:25:13

A

Allegro ♩ = 152

B

♩ = 157

Musical notation for section A and B. Section A consists of a 2-measure rest, followed by a triplet of eighth notes (measures 3-4) and a quarter note (measure 5). Section B is a single quarter note (measure 6). Dynamics include *mf* and *Unis.* (unison).

6

C

D ♩ = 102

20

Musical notation for section C and D. Section C is a 7-measure rest. Section D consists of a 4-measure rest, a 3-measure rest, and a 2-measure rest.

E

♩ = 168

Musical notation for section E, which is a 2-measure rest.

Tubas

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

Jordy Nunez Guerrero

00:01:52:11 - 00:02:25:13

A Allegro ♩=152

Measures 1-4. Bass clef, 4/4 time, key signature of two flats. Dynamics: *f*, *f*, *mf*.

B ♩=157

Measures 5-8. Bass clef, 4/4 time, key signature of two flats. Dynamics: *mf cresc.*, *f*, *f cresc.*.

Measures 9-12. Bass clef, 4/4 time, key signature of two flats. Dynamics: *ff dim.*, *mp*, *p*.

Measures 13-16. Bass clef, 4/4 time, key signature of two flats. Dynamics: *mp*, *mf*, *mf*, *f*, *mp*.

D ♩=102

Measures 17-20. Bass clef, 4/4 time, key signature of two flats. Dynamics: *mp*, *f*, *ff*.

E ♩=168

Measure 21. Bass clef, 2/4 time, key signature of two flats. Dynamics: **2**.

Timpani

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

Jordy Nunez Guerrero

00:01:52:11 - 00:02:25:13

A Allegro ♩ = 152

B ♩ = 157

C

D ♩ = 102

E ♩ = 168

Cymbals

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

Jordy Nunez Guerrero

00:01:52:11 - 00:02:25:13

A Allegro ♩ = 152

B ♩ = 157

Musical notation for sections A and B. Section A (measures 7-8) is in 4/4 time, starting with a half note with an accent and a forte (*f*) dynamic. Section B (measures 9-10) starts with a half note with an accent and a mezzo-forte (*mf*) dynamic. Both sections feature a triplet of eighth notes in measures 8 and 10.

C

D ♩ = 102

Musical notation for sections C and D. Section C (measures 14-15) is in 4/4 time, starting with a half note and a mezzo-piano (*mp*) dynamic. Section D (measures 18-19) starts with a half note and a mezzo-piano (*mp*) dynamic. Both sections feature a triplet of eighth notes in measures 14 and 18.

E ♩ = 168

Musical notation for section E. It starts at measure 19 with a 3/4 time signature, then changes to 2/4 time at measure 20. It features a half note with a dynamic of mezzo-forte (*mf*) and a triplet of eighth notes in measure 20.

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

Jordy Nunez Guerrero

00:01:52:11 - 00:02:25:13

A

Allegro ♩ = 152

B

♩ = 157

7

8

Musical staff A: Treble clef, 4/4 time signature. Measure 4 has a fermata. Measure 7 has a fermata. Measure 8 has a fermata. Dynamics: *f*.

9

10

11

12

Musical staff B: Treble clef, 4/4 time signature. Measure 9 has a fermata. Measure 10 has a fermata. Measure 11 has a fermata. Measure 12 has a fermata. Dynamics: *mf*, *mp*.

C

14

15

16

Musical staff C: Treble clef, 4/4 time signature. Measure 14 has a fermata. Measure 15 has a fermata. Measure 16 has a fermata. Dynamics: *mp*, *mf*.

D

♩ = 102

20

E

♩ = 168

Musical staff D: Treble clef, 4/4 time signature. Measure 20 has a fermata. Measure 21 has a fermata. Measure 22 has a fermata. Time signature changes to 3/4 and 2/4. Dynamics: *mf*.

Bass Drum

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

Jordy Nunez Guerrero

00:01:52:11 - 00:02:25:13

A Allegro ♩=152

B ♩=157

C

14

4 8

mp *mf*

D ♩=102

15

16

18

f *mp* *f* *mp*

E ♩=168

19

20

f 2

Percussion

(Triangle,
Cabassa,
Tambourine)

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

Jordy Nunez Guerrero

00:01:52:11 - 00:02:25:13

A Allegro ♩ = 152

B ♩ = 157

6

7

4

Triangle + Cabassa

mf

6

C

14

15

16

Tambourine

mp

mf

f

D ♩ = 102

E ♩ = 168

20

3

20

2

Djembe

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

Jordy Nunez Guerrero

00:01:52:11 - 00:02:25:13

A Allegro ♩=152 **B** ♩=157

4 6 7

mf

9 10 11 12

mf *f* *p*

C 14 15 16

mf

D ♩=102 18 19 20

mp *f* *mp* *f*

E ♩=168 2

Harp

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

Jordy Nunez Guerrero

00:01:52:11 - 00:02:25:13

A Allegro ♩=152

B ♩=157

D C B / Eb F G Ab

Harp

Harp

Harp

C

D ♩=102

E ♩=168

Harp

Celesta

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

Jordy Nunez Guerrero

00:01:52:11 - 00:02:25:13

A Allegro ♩=152 **B** ♩=157 **C** 14

Celesta

15 16 **D** ♩=102 18

Cel.

19 20 **E** ♩=168

Cel.

Organ

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

Jordy Nunez Guerrero

00:01:52:11 - 00:02:25:13

A Allegro ♩=152

2

3

4

Organ

B ♩=157

6

7

8

Org.

9

10

11

12

Org.

C

14

15

16

Org.

D ♩=102

18

19

20

Org.

E ♩=168

Org.

Violins 1

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

00:01:52:11 - 00:02:25:13

Jordy Nunez Guerrero

A Allegro ♩ = 152

spiccato

1 2 3 4

f *f* *mf*

B ♩ = 157

5 6 7 8

mf cresc. *f*

9 10 11 12

f cresc. *ff* *mp*

C

13 14 15 16

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

D ♩ = 102

17 18 19 20

mp *f* *mp* *f* *ff*

E ♩ = 168

21

mf

Violins 2

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

Jordy Nunez Guerrero

00:01:52:11 - 00:02:25:13

A Allegro ♩=152

spiccato

f *f* — *mf*

B ♩=157

mf cresc. *f* *f cresc.* *ff* — *mp*

C

mp — *mf* *mf* — *f* *f* — *mp*

D ♩=102

mp — *f* > *mp* — *f* — *ff*

E ♩=168

mp — *ff*

Violas

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

Jordy Nunez Guerrero

00:01:52:11 - 00:02:25:13

A Allegro ♩ = 152

spiccato

2 3 4

f *f* *mf*

B ♩ = 157

6 7 8

mf cresc. *f*

9 10 11 12

f cresc. *ff* *mp*

14 15 16

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

D ♩ = 102

18 19 20

8va

mp *f* *mp* *f* *ff*

E ♩ = 168

2

Cellos

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

Jordy Nunez Guerrero

00:01:52:11 - 00:02:25:13

A

Allegro ♩=152

B

♩ = 157

C

D

♩ = 102

E

♩ = 168

Contrabasses

Escena 1: Sprite Fight

2m7 - 'Sprite Fight'

Jordy Nunez Guerrero

00:01:52:11 - 00:02:25:13

A Allegro ♩=152
spiccato

1 2 3 4

f *f* *mf*

B ♩ = 157

5 6 7 8

mf cresc. *f*

9 10 11 12

f cresc. *ff dim.* *mp* *p*

legato

C

13 14 15 16

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

D ♩ = 102

17 18 19 20

mp *f* *mp* *f* *ff*

E ♩ = 168
spiccato

21 22

f

Piccolos

Escena 1: Sprite Fight

2m8 - 'Hero Bird'

Jordy Nunez Guerrero

00:01:26:11 - 00:02:29:00

A

Allegro ♩=130

1

2

The musical notation is written on a single staff in treble clef, with a key signature of two sharps (F# and C#) and a 4/4 time signature. The melody begins with a quarter note G4, followed by a quarter note A4, and a quarter note B4. A slur covers the next two notes, C5 and D5, which are quarter notes. This is followed by a half note E5, then a quarter note F#5, and a quarter note G5. A final slur covers the last two notes, A5 and B5, which are quarter notes. The piece ends with a quarter rest and a quarter note G4. Dynamics are indicated by *p* (piano) at the start, *mp* (mezzo-piano) under the first slur, *mp* under the second slur, and *f* (forte) under the final slur. The word *dolce* is written above the first two notes. There are two first endings marked with '1' and '2' above the staff.

Flutes

Escena 1: Sprite Fight

2m8 - 'Hero Bird'

Jordy Nunez Guerrero

00:02:26:11 - 00:02:29:00

A Allegro ♩=130

The musical notation is for a flute part in 4/4 time, key of D major (two sharps). It begins with a dynamic of *p* (piano) and a *dolce* (sweet) marking. The melody consists of eighth and quarter notes, with a long slur over the first six notes. The dynamics progress from *p* to *mp* (mezzo-piano) and then to *f* (forte). The piece concludes with a first ending (marked '1') and a second ending (marked '2').

Percussion

(Triangle)

Escena 1: Sprite Fight

2m8 - 'Hero Bird'

Jordy Nunez Guerrero

00:02:26:11 - 00:02:29:00

A Allegro ♩=130

Musical notation for Triangle in 4/4 time. The notation begins with a fermata over a whole rest. This is followed by a half note. Above the staff, the word "Triangle" is written. Below the staff, the dynamic marking "mp" is indicated. The notation includes a first ending bracket labeled "1" and a second ending bracket labeled "2". The piece concludes with a double bar line.

Violins 1

Escena 1: Sprite Fight

2m8 - 'Hero Bird'

Jordy Nunez Guerrero

00:02:26:11 - 00:02:29:00

A Allegro ♩=130

The musical score is written on a single staff in treble clef, with a key signature of two sharps (F# and C#) and a 4/4 time signature. The tempo is marked 'Allegro' with a quarter note equal to 130 beats per minute. The piece begins with a dynamic of *p* (piano) and a *dolce* (sweetly) articulation. The first four measures consist of eighth notes: F#4, A4, B4, and C#5. A first ending bracket labeled '1' covers the last two notes. The fifth measure is a half note chord of B4 and C#5, marked with a *Div.* (divisi) instruction. A second ending bracket labeled '2' covers the final two measures, which are a quarter note G#4 and a quarter rest. The dynamic markings are *p* (piano) for the first two measures, *mp* (mezzo-piano) for the third and fourth measures, *mp* for the fifth measure, and *f* (forte) for the final two measures.

Violas

Escena 1: Sprite Fight

2m8 - 'Hero Bird'

Jordy Nunez Guerrero

00:02:26:11 - 00:02:29:00

A Allegro ♩=130

The musical score is written on a single staff in 4/4 time with a key signature of two sharps (F# and C#). It begins with a first ending bracketed '1' and a second ending bracketed '2'. The first ending consists of a half note G4, a quarter note F#4, a quarter note E4, and a quarter note D4. The second ending consists of a quarter note D4, a quarter note C#4, a quarter note B3, and a quarter note A3. Dynamics include *mp* at the start, *dolce* above the first ending, and *f* at the end of the second ending.

Cellos

Escena 1: Sprite Fight

2m8 - 'Hero Bird'

Jordy Nunez Guerrero

00:02:26:11 - 00:02:29:00

A Allegro ♩=130

The musical score is written for Cello in 4/4 time, key of D major. It begins with a quarter rest, followed by a half note G2 (marked *mp*), a quarter note A2 (marked *dolce*), a quarter note B2 (marked *mp*), a quarter note C3 (marked *mp*), and a quarter note D3 (marked *f*). A long slur covers the notes from G2 to D3. Above the staff, a box with the number '1' is positioned over the A2 note, and a box with the number '2' is positioned over the D3 note. The piece concludes with a quarter rest and a double bar line.

Contrabasses

Escena 1: Sprite Fight

2m8 - 'Hero Bird'

Jordy Nunez Guerrero

00:02:26:11 - 00:02:29:00

A Allegro ♩=130

The musical score is written on a single bass staff in 4/4 time with a key signature of two sharps (F# and C#). It begins with a quarter rest in the first measure. The second measure contains a half note G2, marked *dolce* and *mp*. The third measure contains a half note A2, also marked *mp*. The fourth measure contains a half note B2, marked *f*. A long slur covers the notes G2, A2, and B2. Above the slur, there are two boxed first endings: a box with the number '1' above the A2 note, and a box with the number '2' above the B2 note. The piece concludes with a quarter rest in the fifth measure.

Flutes

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

0:02:30:00 - 00:02:47:00

A

Allegro ♩=151

f *cresc.* *ff* *mf* *mf* *cresc.*

B

♩ = 140

6

7

C

♩ = 84

ff *ff dim.* *mf*

Clarinets in A

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

0:02:30:00 - 00:02:47:00

A Allegro ♩=151

f cresc. *ff* *mf* *mf cresc.*

B ♩ = 140

C ♩ = 84

ff *ff dim.* *mf* **2**

Oboes

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

0:02:30:00 - 00:02:47:00

A

Allegro ♩=151

2

3

4

f *cresc.* *ff* *mf* *mf* *cresc.*

B

♩ = 140

6

7

ff *dim.* *mf*

C

♩ = 84

9

f *pp*

Bassoons

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

0:02:30:00 - 00:02:47:00

A

Allegro ♩=151

2

3

4

f *cresc.* ff — mf mf *cresc.*

B

♩ = 140

6

7

C

♩ = 84

ff ff *dim.* mf **2**

Horns in F 1,2

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

0:02:30:00 - 00:02:47:00

A Allegro ♩ = 151

B ♩ = 140

Musical notation for section A and B. Section A starts with a treble clef, key signature of two flats (B-flat and E-flat), and a 4/4 time signature. It features a triplet of eighth notes on the first staff, followed by a quarter note, a half note, and a quarter note. Section B continues with a half note, a quarter note, and a quarter note. Dynamics include *mf cresc.* and *ff*. A box with the number 4 is placed above the first measure of section B.

C ♩ = 84

Musical notation for section C. It begins with a treble clef, key signature of two flats, and a 4/4 time signature. It features a half note followed by a quarter note. Section C starts with a bass clef, key signature of two flats, and a 4/4 time signature. It features a half note, a quarter note, and a quarter note. Dynamics include *ff*, *mf*, *f*, and *p*. A box with the number 6 is placed above the first measure, 7 above the second measure, and 9 above the eighth measure. The word "Div." is written above the first measure of section C.

Trumpets in C

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

0:02:30:00 - 00:02:47:00

A Allegro ♩ = 151

Musical notation for section A, starting at measure 2. The key signature has two flats (B-flat and E-flat), and the time signature is 4/4. The music consists of a series of eighth notes. Dynamics include *f cresc.*, *ff* (with a hairpin), and *mf*. Measure numbers 2, 3, and 4 are indicated in boxes above the staff.

B ♩ = 140

C ♩ = 84

Musical notation for sections B and C. Section B starts at measure 6 and features a half note followed by eighth notes. Dynamics include *ff* and *mf*. Section C starts at measure 7 and consists of a whole note with a fermata and a second ending bracket labeled '2'. Measure numbers 6 and 7 are indicated in boxes above the staff.

Trombones 1,2

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

0:02:30:00 - 00:02:47:00

A **Allegro** ♩=151
 Unis. 2 3 4

p *mp* *mf* *mf cresc.*

B ♩ = 140

C ♩ = 84

Trombones 3,4

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

0:02:30:00 - 00:02:47:00

A Allegro ♩=151 **B** ♩=140

3 Unis. 4 6 7

mf cresc. *ff* *ff* *mf*

C ♩=84

Div. 9

f *pp*

Tubas

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

0:02:30:00 - 00:02:47:00

A Allegro ♩ = 151

2 3 4

f cresc. *ff* *mf* *mf cresc.*

B ♩ = 140

6 7

ff *ff dim.* *mf*

C ♩ = 84

9

f *pp*

Timpani

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

0:02:30:00 - 00:02:47:00

A Allegro ♩ = 151

Measures 1-4: *f*, *ff*, *mf*

B ♩ = 140

Measures 5-7: *ff*, *ff dim.*, *p* — *f*

C ♩ = 84

Measures 8-9: *f*, *p* — *mp*, *p* — *mf*

Cymbals

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

0:02:30:00 - 00:02:47:00

A Allegro ♩ = 151

B ♩ = 140

4

Let ring

Let ring

6

3

2

mf

ff

C ♩ = 84

Let ring

Let ring

9

f

mp

Percussion

(Tambourine)

Escena 1: Sprite Fight

2m9 - 'Action Again'

0:02:30:00 - 00:02:47:00

Jordy Nunez Guerrero

A Allegro ♩ = 151 **B** ♩ = 140 **C** ♩ = 84

2

Tambourine

3 **3** **2**

f

The musical score is written on a single staff. It begins with a 4/4 time signature and a forte (f) dynamic marking. The first section, labeled 'A', is marked 'Allegro' with a tempo of 151 bpm. This section ends with a double bar line. The second section, labeled 'B', is marked with a tempo of 140 bpm and contains a rehearsal mark '2'. This section also ends with a double bar line. The third section, labeled 'C', is marked with a tempo of 84 bpm and contains a rehearsal mark '2'. The score concludes with a final double bar line.

Djembe

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

0:02:30:00 - 00:02:47:00

A Allegro ♩ = 151

Section A musical notation (measures 1-2). Time signature: 4/4. Key signature: one sharp (F#). Tempo: Allegro, ♩ = 151. Dynamics: *f* to *ff*. Measure 2 is marked with a box containing the number 2.

B ♩ = 140

Section B musical notation (measures 3-7). Time signature: 4/4. Key signature: one sharp (F#). Tempo: ♩ = 140. Dynamics: *mf*, *ff*, *ff dim.*, *mf*. Measure numbers 3, 4, 6, and 7 are boxed above the staff.

C ♩ = 84

Section C musical notation (measures 8-9). Time signature: 4/4. Key signature: one sharp (F#). Tempo: ♩ = 84. Dynamics: *mf* to *pp*. Measure 9 is marked with a box containing the number 9.

Harp

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

0:02:30:00 - 00:02:47:00

A

Allegro ♩ = 151

B

♩ = 140

D C Bb / Eb F Gb Ab

C

♩ = 84

Celesta

Escena 1: Sprite Fight

2m9 - 'Action Again'

0:02:30:00 - 00:02:47:00

Jordy Nunez Guerrero

A

Allegro ♩ = 151

B

♩ = 140

Celesta

4 3

4 3

C

♩ = 84

Cel.

8va -----

loco

f ----- **mp**

9

Organ

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

0:02:30:00 - 00:02:47:00

A Allegro ♩=151

2 3 4

Organ *p*

B ♩ = 140

C ♩ = 84

6 7 2 2

Org. *mp*

Violins 1

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

0:02:30:00 - 00:02:47:00

A

Allegro ♩=151

2

3

4

Musical notation for section A, measures 2-4. The staff is in treble clef, key of B-flat major, and 4/4 time. It features a sequence of eighth notes with accents. The dynamics are marked as *f*, *ff*, and *mf* with hairpins.

B

♩ = 140

C

♩ = 84

6

7

9

Musical notation for sections B and C, measures 6-9. Section B (measures 6-7) is marked 'Div.' and features a double bar line with a fermata. Section C (measures 8-9) features a sequence of notes with a fermata. Dynamics include *ff*, *mf*, *f*, and *pp* with hairpins.

Violins 2

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

0:02:30:00 - 00:02:47:00

A Allegro ♩=151

spiccato

f *ff*

mf

B ♩ = 140

Div.

ff *ff* *mf* *f* *pp*

C ♩ = 84

Violas

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

0:02:30:00 - 00:02:47:00

A

Allegro ♩ = 151

spiccato

2

f *ff*

3

4

mf *ff*

B

♩ = 140

C

♩ = 84

6

7

9

ff *ff* *mf* *f* *pp*

Cellos

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

0:02:30:00 - 00:02:47:00

A Allegro ♩ = 151

spiccato

f *ff* *mf*

B ♩ = 140

ff *ff* *mf*

C ♩ = 84

legato

f *pp*

Contrabasses

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

0:02:30:00 - 00:02:47:00

A Allegro ♩=151

spiccato

2 3 4

f *ff* *mf*

B ♩ = 140

6 7

ff *ff* *mf*

C ♩ = 84

legato

9

f *pp*

Flutes

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

0:02:47:15 - 00:03:00:00

A Slow and heavy ♩ = 65

Musical notation for Flutes, featuring a treble clef, 4/4 time signature, and dynamic markings *p* and *f*. The notation includes a trill (*tr*) and a fermata. Rehearsal marks 2 and 3 are present above the staff.

Trombones 1,2

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

0:02:47:15 - 00:03:00:00

A Slow and heavy ♩ = 65

Musical score for Trombones 1,2. The score is in 4/4 time and begins with a *legato* marking. The first measure contains a half note G2 (one ledger line below the staff) with a dynamic of *p*. The second measure contains a half note A2 (two ledger lines below the staff) with an accent (>) and a dynamic of *f*. The third measure contains a half note B2 (two ledger lines below the staff) with a dynamic of *p*. The fourth measure contains a half note C3 (three ledger lines below the staff) with a dynamic of *f*. The fifth measure contains a half note D3 (three ledger lines below the staff) with a dynamic of *p*. The sixth measure contains a half note E3 (two ledger lines below the staff) with a dynamic of *mp*. The score concludes with a final bar line. Above the staff, there are four boxed measure numbers: 2, 3, and 4, corresponding to the second, third, and fourth measures of the phrase.

Tubas

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

0:02:47:15 - 00:03:00:00

A

Slow and heavy ♩ = 65

2

3

4

legato

p < *f* > *p* ————— *f* > *p* < *mp*

Detailed description: The musical notation is on a bass clef staff in 4/4 time. It consists of four measures. The first measure has a quarter note G2. The second measure has a quarter note A2 with a sharp sign. The third measure has a half note B2. The fourth measure has a quarter note C3. A slur covers the first three notes. Dynamic markings are placed below the staff: *p* under the first note, *f* under the second note, *p* under the third note, *f* under the fourth note, *p* under the first measure of the next measure, and *mp* under the second measure of the next measure. Rehearsal marks 2, 3, and 4 are placed above the staff at the beginning of the second, third, and fourth measures respectively.

Timpani

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

0:02:47:15 - 00:03:00:00

Jordy Nunez Guerrero

A

Slow and heavy ♩ = 65

Musical notation for Timpani part A, measures 1-4. The notation is in bass clef, 4/4 time, and B-flat major. Measure 1 contains a triplet of eighth notes on the G line (G4). Measure 2 contains a quarter note on the G line (G4). Measure 3 contains a quarter note on the G line (G4). Measure 4 contains a quarter note on the G line (G4). The dynamic marking *mp* is placed below the staff between measures 2 and 3. A box with the number 4 is placed above the staff at the end of measure 4.

Cymbals

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

0:02:47:15 - 00:03:00:00

A Slow and heavy ♩ = 65

Let ring

2

3

f

Marimba

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

0:02:47:15 - 00:03:00:00

A Slow and heavy ♩ = 65

2

3

Marimba

The musical score is for a Marimba in 4/4 time, marked 'Slow and heavy' with a tempo of 65 beats per minute. It consists of two staves: a treble clef staff and a bass clef staff. The key signature has two flats (Bb and Eb). The first measure of the treble staff contains a whole note chord consisting of G4, A4, Bb4, and C5. The second measure contains a half note G4, a quarter note A4, and a quarter note Bb4. The third measure contains a whole note chord consisting of G4, A4, Bb4, and C5. The bass clef staff has a whole rest in the first measure, a whole note G3 in the second measure, and a whole note chord consisting of G3, A3, Bb3, and C4 in the third measure. There are dynamic markings: 'p' (piano) under the first measure of the treble staff and '2' (forte) above the third measure of both staves. There are also rehearsal marks: a box with '2' above the second measure of the treble staff and a box with '3' above the third measure of the treble staff.

Tubular Bells

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

0:02:47:15 - 00:03:00:00

A Slow and heavy ♩ = 65

Musical notation for Tubular Bells, featuring a single staff with notes, rests, and dynamic markings (*p*, *f*, *mp*) across four measures. The notation includes a treble clef, a key signature of one flat (Bb), and a 4/4 time signature. The first measure contains a quarter note on G4 (p), a quarter rest, and a quarter note on A4 (f). The second measure contains a whole rest. The third measure contains a quarter note on G4 (p), a quarter rest, and a quarter note on A4 (f). The fourth measure contains a quarter note on G4 (mp) and a quarter rest. Above the staff, measure numbers 2, 3, and 4 are indicated in boxes.

Bass Drum

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

0:02:47:15 - 00:03:00:00

A Slow and heavy ♩ = 65

Musical notation for Bass Drum in 4/4 time. The piece is marked 'Slow and heavy' with a tempo of ♩ = 65. The notation consists of two measures, each with a repeat sign. The first measure contains four eighth notes with accents, followed by a quarter rest and another eighth note with an accent. The second measure contains four eighth notes with accents, followed by a quarter rest and another eighth note with an accent. Dynamics are indicated as *p* (piano) to *f* (forte) for the first measure, and *mp* (mezzo-piano) to *f* (forte) to *p* (piano) to *mp* (mezzo-piano) for the second measure. Rehearsal marks 2, 3, and 4 are placed above the staff.

Percussion

(Minor drum)

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

0:02:47:15 - 00:03:00:00

Jordy Nunez Guerrero

A Slow and heavy ♩ = 65

(Minor drum)

p

Harp

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

0:02:47:15 - 00:03:00:00

A Slow and heavy ♩ = 65

D C Bb / Eb F# GA

2 **3**

p

2

Celesta

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

0:02:47:15 - 00:03:00:00

A Slow and heavy ♩ = 65

2

3

4

Celesta

p — *f* — *p* *mp* — *f* — *p*

Organ

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

0:02:47:15 - 00:03:00:00

A Slow and heavy ♩ = 65

2

3

4

Organ

The musical score is for an Organ part in 4/4 time, marked 'Slow and heavy' with a tempo of 65. It consists of four measures. The first measure starts with a piano (*pp*) dynamic, followed by a crescendo to piano (*p*), and then another crescendo to piano-piano (*pp*). The second measure continues with a long note, followed by a crescendo to piano (*p*). The third measure features a piano-piano (*pp*) dynamic, followed by a crescendo to piano (*p*). The fourth measure ends with a piano (*p*) dynamic. The bass line consists of sustained chords: a D major chord in the first measure, an E major chord in the second, a D major chord in the third, and a D major chord in the fourth. The treble line has a whole note in the first measure, followed by a half note in the second, a quarter note in the third, and a dotted quarter note in the fourth. The dynamics are indicated by *pp*, *p*, and *pp* with wedge-shaped crescendos and decrescendos.

Violins 1

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

0:02:47:15 - 00:03:00:00

A Slow and heavy ♩ = 65

The musical score consists of two staves of music. The first staff begins with a treble clef, a key signature of two flats (B-flat and E-flat), and a 4/4 time signature. The tempo is marked 'Slow and heavy' with a quarter note equal to 65 beats per minute. The word 'legato' is written above the first measure. The first staff contains three measures: a quarter note G4, a quarter note A4 with a sharp sign, and a half note B4. A slur covers these three notes. Below the staff, dynamic markings are indicated: *p* under the first measure, *f* under the second measure, and *p* under the third measure. A rehearsal mark '2' is placed above the second measure. The second staff contains three measures: a quarter note G4, a quarter note A4 with a sharp sign, and a quarter note B4. A slur covers these three notes. Below the staff, dynamic markings are indicated: *f* under the first measure, *p* under the second measure, and *mp* under the third measure. Rehearsal marks '3' and '4' are placed above the first and second measures of this staff, respectively. The piece ends with a double bar line at the end of the second staff.

Violins 2

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

0:02:47:15 - 00:03:00:00

A Slow and heavy ♩ = 65

The musical notation is on a single staff in G major (one sharp) and 4/4 time. It begins with a treble clef and a key signature of one sharp (F#). The first measure contains a whole rest, with a '3' above it indicating a three-measure rest. The second measure also contains a whole rest. The third measure contains a quarter note on the G line (G4), marked 'arco' and 'mp'. The fourth measure contains a quarter rest, with a '4' in a box above it. The piece ends with a double bar line.

Violas

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

0:02:47:15 - 00:03:00:00

A Slow and heavy ♩ = 65

A musical staff in bass clef with a key signature of one flat (Bb) and a 4/4 time signature. It contains a 4-measure rest followed by a 3-measure rest. A circled number '3' is positioned above the staff, centered over the 3-measure rest.

4

A musical staff in bass clef with a key signature of one flat (Bb) and a 4/4 time signature. It begins with the instruction 'arco' above the staff and 'mp' below. A single dotted quarter note is followed by a fermata. A circled number '4' is positioned above the staff, centered over the note and fermata.

Cellos

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

0:02:47:15 - 00:03:00:00

A Slow and heavy ♩ = 65

2 3 4

spiccato *spiccato*

p ——— *f* *mp* ——— *f* > *p* < *mp*

Contrabasses

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

0:02:47:15 - 00:03:00:00

A Slow and heavy ♩ = 65

The musical score is written on a single bass staff in 4/4 time. It begins with a bass clef and a key signature of one flat (Bb). The tempo is marked 'Slow and heavy' with a quarter note equal to 65 beats per minute. The performance instruction 'arco legato' is written above the first two notes. The score consists of four measures. The first measure contains a half note G2. The second measure contains a half note A2 with a fermata. The third measure contains a half note Bb2 with a fermata. The fourth measure contains a half note C3 with a fermata. Rehearsal marks 2, 3, and 4 are placed above the second, third, and fourth measures, respectively. Dynamics are indicated below the staff: *p* (piano) under the first measure, *f* (forte) under the second measure, *p* (piano) under the third measure, *f* (forte) under the fourth measure, and *mp* (mezzo-piano) under the final measure.

En la siguiente Tabla #4, se presenta la instrumentación, plugins y presets usados para la Escena 2.

Instrumentación completa para la ‘Escena 2: Night City’			
Instrumento	Clasificación	Plugin	Preset
Scream FX	High-end Effects	Evolve	Trace It Up
Beetle FX		Battery 4	808 Multiple Kit
Kinetic Metal		Kinetic Metal	Dry Ice Chimes
Robot FX		Evolve Mutations 2	INST SYN Acidic Crickets
Error FX		Battery 4	808 Multiple Kit
Reverse FX		Battery 4	808 Multiple Kit
Rising FX		Rise and Hit	Burst to Nought
Lead 1	High and middle-end melodies	Analog Dreams	Ampere Lead (A: Classy Mono Saw, B: Sustained Dream)
Lead 2		Analog Dreams	Ambient Dreams (A: Ambient Dreams, B: Sustained Dream)
Arpeggiator 1		Analog Dreams + Retro Machine	Infinity Pool (A: Ambient Acid + Bright Poly8) + Pianospace Arpeggiator
Pulsun Sun		Evolve Mutations	APT Pulsing Sun
Vice City		Evolve Mutations	INST SYN Organ Snaps MW
Swell		Spitfire LABS	Arctic Swells: Decay
Hybrid Keys		Hybrid Keys	Amazing Organ (A: AdditivMix VI, B: Meteor)
String Organ	Spitfire LABS	Piano Pads: Lowered Organ	
Omnious	Low-end basses	Evolve	Supertones
90’s Synth		Analog Dreams	Machine Learning (A: 90’s Classic, B: Ambient Dreams)
Evolve Bass 1		Evolve	Sawvage Synth
Evolve Bass 2		Evolve	Sawvage Synth
Analog Bass		Analog Dreams	Pureo (A: Shifter, B: Astralis)
Warm Drone		Evolve Mutations	APT Warning Drone MW
Sirius		Evolve Mutations	APT Broken Horizons
City Sounds		Evolve	Alarming Sci-Fi

Approximation		Evolve Mutations	APA Approaching Tonal MW
Frontiers		Evolve Mutations	AFX Final Frontiers
808 Detailed Kit	Drums and percussion	Battery 4	808 Detailed Kit
Dirty Snare		Battery 4	808 Multiple Kit
Lo-Fi Drums		Battery 4	808 Multiple Kit
Damage Loop		Damage Rhythmic Suite	LPS Mangled Pop Elements 01

Tabla #4. Lista de Instrumentos y librerías utilizados en la ‘Escena 2: Night City’.

A continuación se añaden las partituras y particellas escritas para la Escena 2: Night City.

A Moderato. Straight ♩ = 104
00:00:00:00

B 00:00:09:15

The score is divided into two sections, A and B. Section A (00:00:00:00) is marked 'Moderato. Straight' with a tempo of 104. Section B (00:00:09:15) begins at the 9-second mark. The score includes the following tracks:

- Scream FX
- Beetle FX
- Kinetic Metal
- Robot FX
- Error FX
- Reverse FX
- Rising FX
- Lead 1
- Lead 2
- Arpeggiator 1
- Pulsun Sun
- Vice City
- Swell
- Hybrid Keys
- String Organ
- Omnious
- 90's Synth
- Evolve Bass 1
- Evolve Bass 2
- Analog Bass
- Warm Drone
- Sirius
- City Sounds
- Approximation
- Frontiers
- 808 Detailed Kit
- Dirty Snare
- Lo-Fi Drums
- Damage Loop

Dynamic markings include *pp*, *p*, *mf*, and *f*. Performance instructions such as 'Cut Off', 'Pitch Bend', and 'Cut Off' are present. The score uses a 4/4 time signature and features various musical notations including slurs, accents, and articulation marks.

C 00:00:18:10

10

11

12

D 00:00:27:15

14

15

16

Scm.

Btl.

Kin. M.

Rb. FX

Er. FX

Rev. FX

Rsn. FX

Ld. 1

Ld. 2

Arp. 1

P. Sun

V. Cty.

Sw.

H. Keys

Str. Org.

Omn.

90's S.

Ev. Bs. 1

E. Bs. 2

A. Bs.

W. Dr.

Srs.

Cty. Sn.

Apx.

Fm.

808

Snre.

LF. Dr.

Dmg. L.

mf

f

pp

p

Cut Off

E 00:00:36:20

F Heavy low end ♩ = 106
00:00:46:01

18

19

20

22

23

24

Scrm. *mp* *mf*

Btl.

Kin. M.

Rb. FX *mf* *mf*

Er. FX *mp* *f* Cut Off

Rev. FX *f*

Rsn. FX *pp* *f*

Ld. 1 *f* *mf*

Ld. 2 *f* *mf*

Arp. 1

P. Sun *mf* *f* *subito p* *mf* Cut Off

V. Cty. *mf* *f* *subito p* *mf* Cut Off

Sw. *mf* *ff*

H. Keys *mf* *mf*

Str. Org. *mf* *f* *ff*

Omn. *f* *ff*

90's S.

Ev. Bs. 1 *mf* *f* Cut Off

E. Bs. 2

A. Bs. *mf* *f* *ff*

W. Dr. *f* *ff*

Srs.

Cty. Sn. *f* *f* *ff*

Apx. *f*

Fm. *f*

808. *f*

Snre. *f*

L.F. Dr. *pp* *f*

Dmg. L.

G 00:01:04:04

25

26

27

28

30

Scrm. *mp* *mf*

Btl. *mf*

Kin. M. *mf* *mp*

Rb. FX *mf*

Er. FX

Rev. FX

Rsn. FX

Ld. 1

Ld. 2

Arp. 1

P. Sun *mf* *mp* *f*

V. Cty. *mf* *mp* *f*

Sw. *ff* *mp*

H. Keys *mf* *mf*

Str. Org.

Omn. *ff* *mp*

90's S.

Ev. Bs. 1 *f* Pitch Bend -1 1/2 st. Ost.

E. Bs. 2

A. Bs.

W. Dr.

Srs.

Cty. Sn.

Apx. *f* *mp*

Fm. *f* *mp*

808. *mp* *mf*

Snre.

LF. Dr.

Dmg. L.

31 32 33 34 rit. 35

Scrm.

Btl.

Kin. M.

Rb. FX

Er. FX

Rev. FX

Rsn. FX

Ld. 1

Ld. 2

Arp. 1

P. Sun

V. Cty.

Sw.

H. Keys

Str. Org.

Omn.

90's S.

Ev. Bs. 1

E. Bs. 2

A. Bs.

W. Dr.

Srs.

Cty. Sn.

Apx.

Fm.

808.

Snre.

LF Dr.

Dmg. L.

mf

f

ff

p

mf

rit.

Cut Off

H Moderato. Straight ♩ = 108
00:01:20:11

37

38

39

a tempo

Scm. -

Btl. -

Kin. M. *mf* - *f*

Rb. FX -

Er. FX. -

Rev. FX -

Rsn. FX *p* - *f*

Ld. 1 -

Ld. 2 *mf* - *f*

Arp. 1 -

P. Sun -

V. Cty. -

Sw. -

H. Keys -

Str. Org. *mp* - *f*

Omn. *mp* - *f*

90's S. *mp* - *f* *Cut Off*

Ev. Bs. 1 -

E. Bs. 2 -

A. Bs. -

W. Dr. -

Srs. *mp* - *f*

Cty. Sn. *mp* - *f*

Apx. -

Fm. - *f*

808. *mp* - *f*

Snre. -

LF. Dr. *mp* - *f*

Dmg. L. -

40 41 42 43 44 45 46

Scrm.

Btl.

Kin. M.

Rb. FX

Er. FX

Rev. FX

Rsn. FX

Ld. 1

Ld. 2

Arp. 1

P. Sun

V. Cty.

Sw.

H. Keys

Str. Org.

Omn.

90's S.

Ev. Bs. 1

E. Bs. 2

A. Bs.

W. Dr.

Srs.

Cty. Sn.

Apx.

Fm.

808.

Snre.

LF. Dr.

Dmg. L.

47 48 49 50 51 52

Scrn. Btl. Kin. M. Rb. FX. Er. FX. Rev. FX. Rsn. FX.

Ld. 1 Ld. 2

Arp. 1 P. Sun V. Cty. Sw. H. Keys Str. Org. Omn. 90's S. Ev. Bs. 1 E. Bs. 2 A. Bs. W. Dr. Srs. Cty. Sn. Apx. Frn. 808. Snre. LF. Dr. Dmg. L.

J 00:02:00:19

57

59

60

61

Scrm.

Btl.

Kin. M.

Rb. FX

Er. FX

Rev. FX

Rsn. FX

Ld. 1

Ld. 2

Arp. 1

P. Sun

V. Cty.

Sw.

H. Keys

Str. Org.

Omn.

90's S.

Ev. Bs. 1

E. Bs. 2

A. Bs.

W. Dr.

Srs.

Cty. Sn.

Apx.

Fm.

808.

Snre.

L.F. Dr.

Dmg. L.

K 00:02:11:14

62 64 65 66

Scrm. -

Btl. -

Kin. M. -

Rb. FX - *mf*

Er. FX -

Rev. FX -

Rsn. FX - *f*

Ld. 1 *f* *mp*

Ld. 2 *mp*

Arp. 1 -

P. Sun *f* *pp* Cut Off

V. Cty. -

Sw. *f* *pp*

H. Keys -

Str. Org. *f* *pp*

Omn. *f* *pp*

90's S. *f* *pp*

Ev. Bs. 1 -

E. Bs. 2 *f* *pp*

A. Bs. *f* *pp* Cut Off

W. Dr. *f* *pp*

Srs. *f* *pp*

Cty. Sn. *f* *pp*

Apx. -

Fm. -

808. *ff*

Snre. -

LF. Dr. *ff*

Dmg. L. -

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

B 00:00:09:15

C 00:00:18:10

D 00:00:27:15

14

15

16

E 00:00:36:20

F Heavy low end ♩ = 106
00:00:46:01

22

23

24

25

27

28

G 00:01:04:04

30

31

32

33

34

H Moderato. Straight ♩ = 108
00:01:20:11

37

40

47

I 00:01:51:18

J 00:02:00:19

K 00:02:11:14

Beetle FX

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A **Moderato. Straight** ♩ = 104
00:00:00:00

B 00:00:09:15

C 00:00:18:10

D 00:00:27:15

E 00:00:36:20

F **Heavy low end** ♩ = 106
00:00:46:01

G 00:01:04:04

H **Moderato. Straight** ♩ = 108
00:01:20:11

I 00:01:51:18

J 00:02:00:19

K 00:02:11:14

L 00:02:00:19

M 00:02:11:14

N 00:02:20:05

O 00:02:20:05

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

Musical notation for section A: Bass clef, 4/4 time signature, measure 2 with a fermata, dynamic *p*, measure 3 with a fermata, measure 4 with a fermata.

B 00:00:09:15

Musical notation for section B: Bass clef, 4/4 time signature, measure 6 with a fermata, dynamic *p*, measure 7 with a fermata, measure 8 with a fermata, dynamic *f*.

C 00:00:18:10

Musical notation for section C: Bass clef, 4/4 time signature, measure 10 with a fermata, dynamic *mp*, measure 11 with a fermata, measure 12 with a fermata.

D 00:00:27:15

Musical notation for section D: Bass clef, 4/4 time signature, measure 14 with a fermata, dynamic *mp*, measure 15 with a fermata, measure 16 with a fermata, section E: 00:00:36:20, measure 4 with a fermata.

F Heavy low end ♩ = 106
00:00:46:01

Musical notation for section F: Bass clef, 4/4 time signature, measure 25 with a fermata, dynamic *mf*, measure 26 with a fermata, measure 27 with a fermata, measure 28 with a fermata, dynamic *mp*.

G **H** Moderato. Straight ♩ = 108
00:01:04:04

Musical notation for section G and H: Treble clef, 7/4 time signature, measure 7 with a fermata, dynamic *mf*, section H: *a tempo*, 2/4 time signature, measure 37 with a fermata, 4/4 time signature, measure 38 with a fermata, 2/4 time signature, measure 39 with a fermata, dynamic *f*.

I 00:01:51:18

J 00:02:00:19

K 00:02:11:14

Musical notation for sections I, J, and K: Treble clef, 7/4 time signature, measure 40 with a fermata, 4/4 time signature, measure 47 with a fermata, section I: 4/4 time signature, measure 4 with a fermata, section J: 5/4 time signature, measure 5 with a fermata, section K: 4/4 time signature, measure 4 with a fermata.

Robot FX

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

B 00:00:09:15

C 00:00:18:10

D 00:00:27:15

E 00:00:36:20

F Heavy low end ♩ = 106
00:00:46:01

G 00:01:04:04

H Moderato. Straight ♩ = 108
00:01:20:11

I 00:01:51:18

J 00:02:00:19

K 00:02:11:14

Error FX

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

B 00:00:09:15

Musical staff A and B. Staff A shows a 4-measure rest in 4/4 time. Staff B shows a 3-measure rest in 4/4 time.

C 00:00:18:10

Musical staff C. Measure 8: *mf* note with Pitch Bend and Cut Off markings. Measure 10: *mf* note.

D 00:00:27:15

E 00:00:36:20

Musical staff D and E. Staff D shows a 2-measure rest. Staff E shows a 2-measure rest followed by a 3-measure rest. *mp* dynamic marking is present.

F Heavy low end ♩ = 106
00:00:46:01

G 00:01:04:04

Musical staff F and G. Staff F shows a note with *mp* dynamic and a Cut Off marking. Staff G shows an 8-measure rest followed by a 3-measure rest. *f* dynamic marking is present.

32

33

34

35

Musical staff continuation. Measures 32-35. Dynamics: *f*, *ff*, *mf*. Includes *rit.* marking and a Cut Off marking.

H Moderato. Straight ♩ = 108
00:01:20:11

37

40

47

Musical staff H. Starts with *a tempo*. Shows rests of 3, 7, and 7 measures. Time signatures: 2/4, 4/4, 2/4, 4/4.

I 00:01:51:18

55

56

57

Musical staff I. Shows notes with *f* dynamic and accents. Includes a Cut Off marking.

J 00:02:00:19

K 00:02:11:14

59 **>** 60 **3** **4**

mf

Reverse FX

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

B 00:00:09:15

C 00:00:18:10

E 00:00:36:20

F Heavy low end ♩ = 106
00:00:46:01

G 00:01:04:04

H Moderato. Straight ♩ = 108
00:01:20:11

I 00:01:51:18

I 00:01:51:18

J 00:02:00:19

59

60

K 00:02:11:14

A musical score for a bass line. The staff begins with a bass clef. The first measure contains a whole rest. The second measure contains a quarter rest, followed by a quarter note with a dynamic marking of *mf* and an accent (>). The third measure contains a whole rest. The fourth measure contains a triplet of eighth notes, indicated by a '3' above the staff. The fifth measure contains a whole rest. The sixth measure contains a triplet of eighth notes, indicated by a '4' above the staff. The piece concludes with a double bar line.

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

2 3 4

p *f*

B 00:00:09:15

6

C 00:00:18:10

D 00:00:27:15

3 4 4

> *f*

E 00:00:36:20

18

19

20

F Heavy low end ♩ = 106
00:00:46:01

pp *f*

G 00:01:04:04

22

7 7 2/4

H Moderato. Straight ♩ = 108
00:01:20:11

37

38

39

a tempo

7 7 4

p *f*

I 00:01:51:18

J 00:02:00:19

40

47

7 7 4

K 00:02:11:14

59

60

61

62

4

p *f*

Lead 1

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

B 00:00:09:15

Musical staff A and B showing rests of 4 measures each.

C 00:00:18:10

Musical staff C starting with a melody at *mf*, measure 10.

D 00:00:27:15

Musical staff D continuing the melody at *f*, measures 11-14.

E 00:00:36:20

Musical staff E with dynamics *p* and *f*, measures 15-18.

F Heavy low end ♩ = 106
00:00:46:01

Musical staff F with melody at *mf*, measures 19-22.

G 00:01:04:04

Musical staff G with rests of 6 and 3 measures, then notes at *f* and *ff*, measures 23-33.

H Moderato. Straight ♩ = 108
00:01:20:11

Musical staff H with dynamics *rit.* and *a tempo*, rests of 3 and 7 measures, measures 34-40.

I 00:01:20:11

47

48

55

56

Musical notation for section I, measures 47-56. It features a treble clef, a 4/4 time signature, and a key signature of one flat. Measure 47 has a fermata. Measure 48 has a sixteenth-note triplet marked *f*. Measure 55 has a fermata and a "Cut Off" instruction. Measure 56 has a sixteenth-note triplet marked *f*.

J 00:02:00:19

59

Musical notation for section J, measures 59-62. It features a treble clef and a 4/4 time signature. Measures 59-62 consist of a continuous sixteenth-note pattern with slurs. A "Cut Off" instruction is at the top. Dynamics are marked *mf* and *f*.

60

61

62

Musical notation for section J, measures 60-62. It features a treble clef and a 4/4 time signature. Measures 60-62 consist of a continuous sixteenth-note pattern with slurs. Dynamics are marked *mf* and *f*.

K 00:02:11:14

64

Musical notation for section K, measures 64-64. It features a treble clef and a 4/4 time signature. Measure 64 has a fermata and a triplet marked *mp*.

Lead 2

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

B 00:00:09:15

Musical notation for section A and B. Section A is a whole note in 4/4 time. Section B is a whole note in 3/4 time.

C 00:00:18:10

Musical notation for section C, measures 8-12. Includes dynamics *p*, *f*, *mf*.

D 00:00:27:15

Musical notation for section D, measures 14-16. Includes dynamics *f*, *p*, *f* and a "Cut Off" instruction.

E 00:00:36:20

Musical notation for section E, measures 18-20. Includes dynamics *f*.

F Heavy low end ♩ = 106
00:00:46:01

G 00:01:04:04

Musical notation for sections F and G. Section F is in treble clef (measures 22-23) and section G is in bass clef (measures 32-35). Includes dynamics *mf*, *f*, *ff*, *f* and a "Cut Off" instruction.

H Moderato. Straight ♩ = 108
00:01:20:11

Musical notation for section H, measures 37-40. Includes dynamics *mf*, *f* and a "Cut Off" instruction.

I 00:01:51:18

47 48 6 4

f

J 00:02:00:19

59 60 61

Cut Off

mf *f* *mf*

K 00:02:11:14

62 64 3

mp

Arpeggiator

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

B 00:00:09:15

C 00:00:18:10

Three measures of a bass clef staff in 4/4 time. Each measure contains a whole note with a '4' above it, indicating a four-measure rest.

D 00:00:27:15

E 00:00:36:20

F Heavy low end ♩ = 106
00:00:46:01

Three measures of a bass clef staff. The first two measures contain a whole note with a '4' above it. The third measure contains a whole note with an '8' above it.

G 00:01:04:04

H Moderato. Straight ♩ = 108
00:01:20:11

37

A bass clef staff starting with a 7-measure rest, followed by a 2/4 time signature change, a whole note, and a 3-measure rest. The tempo marking 'a tempo' is present.

Four measures of a bass clef staff, each containing a whole note with a measure number above it: 40, 41, 42, and 43.

Three measures of a bass clef staff, each containing a whole note with a measure number above it: 44, 45, and 46. The first measure has a forte 'f' dynamic marking.

Six measures of a bass clef staff, each containing a whole note with a measure number above it: 47, 48, 49, 50, 51, and 52. Dynamics 'f' and 'ff' are indicated.

53

I 00:01:51:18

A bass clef staff with a whole note and a 4-measure rest.

J 00:02:00:19

K 00:02:11:14

Two measures of a bass clef staff. The first measure contains a whole note with a '5' above it. The second measure contains a whole note with a '4' above it.

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

2 3 4

Cut Off

p *mf*

B 00:00:09:15

6 7 8

Cut Off

mf *f*

C 00:00:18:10

D 00:00:27:15

10 11 12 14 15 16

Cut Off

mf *f*

E 00:00:36:20

18 19 20

Cut Off

mf *f*

F Heavy low end ♩ = 106
00:00:46:01

22 23 24 25 26 27 28

subito p *mf* *mp*

G 00:01:04:04

30 31 32

f *f*

H Moderato. Straight ♩ = 108
00:01:20:11

33 34 35

rit. *a tempo*

mf

37 40 41 42 43

f

44 45 46 47 48

>

49 50 51 52 53

Cut Off

f

I 00:01:51:18

55

56

J 00:02:00:19

f

62

K 00:02:11:14

64

65

66

Cut Off

f *pp*

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

B 00:00:09:15

Musical notation for section A and B, showing a 4-measure rest in 4/4 time.

C 00:00:18:10

D 00:00:27:15

Musical notation for section C and D, showing a 4-measure rest with dynamics *mf* and *f*. Includes a "Cut Off" line above the staff and measure numbers 10, 11, 12, 14, 15, 16.

E 00:00:36:20

Musical notation for section E, showing a 4-measure rest with dynamics *mf* and *f*. Includes a "Cut Off" line above the staff and measure numbers 18, 19, 20.

F Heavy low end ♩ = 106
00:00:46:01

Musical notation for section F, showing a 4-measure rest with dynamics *subito p* and *mf*. Includes measure numbers 22, 23, 24, 25, 26, 27, 28.

G 00:01:04:04

Musical notation for section G, showing a 4-measure rest with dynamics *f* and *rit.*. Includes measure numbers 30, 31, 32, 33, 34.

H Moderato. Straight ♩ = 108
00:01:20:11

Musical notation for section H, showing a 4-measure rest with dynamics *a tempo* and a 3-measure rest. Includes measure numbers 35, 37.

40 41 42 43 44 45 46

Cut Off

Musical staff 1: Treble clef, 2/4 time signature. Measures 40-46. Dynamics: *f*, *v*. Includes a "Cut Off" line above the staff.

47 48 49 50 51 52 53

Musical staff 2: Treble clef, 4/4 time signature. Measures 47-53. Dynamics: *v*, *f*, *ff*.

I 00:01:51:18

J 00:02:00:19

K 00:02:11:14

55 56

2 5 4

Musical staff 3: Treble clef. Measures 55-56. Dynamics: *f*. Includes fingerings 2, 5, 4.

Swell

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

B 00:00:09:15

C 00:00:18:10

D 00:00:27:15

E 00:00:36:20

F Heavy low end ♩ = 106
00:00:46:01

23

24

25

26

mf

ff

27

28

G 00:01:04:04

H Moderato. Straight ♩ = 108
00:01:20:11

mp

a tempo

37

40

44

45

46

47

48

49

50

51

f

52

53

I 00:01:51:18

55

56

57

ff

f

J 00:02:00:19

59 60 61 62

mf *f* *mf* *f*

K 00:02:11:14

64 65 66

pp

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

B 00:00:09:15

C 00:00:18:10

D 00:00:27:15

E 00:00:36:20

F Heavy low end ♩ = 106
00:00:46:01

G 00:01:04:04

H Moderato. Straight ♩ = 108
00:01:20:11

48 49 50 51

f

I 00:01:51:18

52 53 55

f

J 00:02:00:19

56 57 59

mf

K 00:02:11:14

60 61 62

mf

4

String Organ

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

B 00:00:09:15

C 00:00:18:10

D 00:00:27:15

E 00:00:36:20

F Heavy low end ♩ = 106
00:00:46:01

G 00:01:04:04

H Moderato. Straight ♩ = 108
00:01:20:11

Str. Org.

40 41 42 43

mf

This system contains measures 40 through 43. The music is written for a string organ in 2/4 time. The upper staff features a melodic line with notes on G4, A4, B4, and C5, with a dynamic marking of *mf* and an accent (>) over the note in measure 42. The lower staff provides a harmonic accompaniment with notes on E3, F3, G3, and A3.

Str. Org.

44 45 46 47 48

f

This system contains measures 44 through 48. The music is written for a string organ in 2/4 time. The upper staff features a melodic line with notes on G4, A4, B4, and C5, with a dynamic marking of *f* and accents (>) over the notes in measures 47 and 48. The lower staff provides a harmonic accompaniment with notes on E3, F3, G3, and A3. A key signature change to one sharp (F#) is indicated in measure 46.

Str. Org.

49 50 51

f

This system contains measures 49 through 51. The music is written for a string organ in 2/4 time. The upper staff features a melodic line with notes on G4, A4, B4, and C5, with a dynamic marking of *f* and accents (>) over the notes in measures 50 and 51. The lower staff provides a harmonic accompaniment with notes on E3, F3, G3, and A3.

Str. Org.

I 00:01:51:18

52 53 55

ff *mf*

This system contains measures 52 through 55. The music is written for a string organ in 2/4 time. The upper staff features a melodic line with notes on G4, A4, B4, and C5, with a dynamic marking of *ff* in measure 52 and *mf* in measure 53. The lower staff provides a harmonic accompaniment with notes on E3, F3, G3, and A3. A section marker 'I' is present at the beginning of the system with the timecode 00:01:51:18.

Str. Org.

J 00:02:00:19

56 57 59

f *mf* *f*

This system contains measures 56 through 59. The music is written for a string organ in 2/4 time. The upper staff features a melodic line with notes on G4, A4, B4, and C5, with a dynamic marking of *f* in measure 56 and *f* in measure 59. The lower staff provides a harmonic accompaniment with notes on E3, F3, G3, and A3. A section marker 'J' is present at the beginning of the system with the timecode 00:02:00:19.

60 61 62

Str. Org.

mf *f*

K 00:02:11:14

64 65 66

Str. Org.

pp

Omnious

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

2

3

4

Omnious

B 00:00:09:15

C 00:00:18:10

D 00:00:27:15

E 00:00:36:20

Omn.

F Heavy low end ♩ = 106
00:00:46:01

22

23

24

Omn.

25

26

27

G 00:01:04:04

Omn.

32

33

34

35

Omn.

H Moderato. Straight ♩ = 108
00:01:20:11

Omn. *a tempo*

37 38 39

mp *f*

Omn.

40 41 42 43 44 45 46

f *f*

Omn.

47 48 49 50 51 52 53

f *ff*

I 00:01:51:18

Omn.

55 56 57

f

J 00:02:00:19

Omn.

59 60 61 62

mf *f* *mf* *f*

K 00:02:11:14

64

65

66

Omn.

The musical score is for an Omn. instrument, indicated by the label 'Omn.' on the left. It consists of two staves, a treble clef on top and a bass clef on the bottom. The music is written in a key signature of one flat (B-flat major or D minor). The score covers measures 64, 65, and 66. Measure 64 contains a half note G4 in the treble and a half note G2 in the bass. Measure 65 contains a half note A4 in the treble and a half note A2 in the bass. Measure 66 contains a half note Bb4 in the treble and a half note Bb2 in the bass. A dynamic marking of *pp* (pianissimo) is placed in the middle of measure 66. The piece concludes with a double bar line at the end of measure 66. Above the treble staff, there are three box numbers: 64, 65, and 66, each positioned above a measure. Brackets above and below the staves group the notes across the three measures.

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

B 00:00:09:15

C 00:00:18:10

D 00:00:27:15

E 00:00:36:20

F Heavy low end ♩ = 106
00:00:46:01

G 00:01:04:04

32

33

34

35

H Moderato. Straight ♩ = 108
00:01:20:11

37

38

39

40

47

48

49

50

51

52

I 00:01:51:18

53

55

56

57

J 00:02:00:19

59

60

61

62

K 00:02:11:14

64

65

66

Musical notation for a bass line. The notation is on a single staff with a bass clef. It consists of three measures: measure 64 contains a half note, measure 65 contains a half note, and measure 66 contains a dotted half note. A slur covers all three notes. The piece ends with a double bar line. Below the staff, there are two horizontal lines and the dynamic marking *pp*.

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

B 00:00:09:15

6

7

8

Cut Off

C 00:00:18:10

10

11

12

D 00:00:27:15

14

15

16

Cut Off

E 00:00:36:20

18

19

20

F Heavy low end ♩ = 106
00:00:46:01

Cut Off

26

27

28

G 00:01:04:04

30

31

Pitch Bend - 1 1/2 st 0 st

32

33

34

35

H Moderato. Straight ♩ = 108
00:01:20:11

37

40

47

48

a tempo

49

50

51

52

53

Cut Off

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

B 00:00:09:15

C 00:00:18:10

D 00:00:27:15

E 00:00:36:20

F Heavy low end ♩ = 106
00:00:46:01

G 00:01:04:04

32

33

34

35

H Moderato. Straight ♩ = 108
00:01:20:11

37

40

41

42

43

44

45

46

47

I 00:01:51:18

55

56

57

J 00:02:00:19

61

62

K 00:02:11:14

64

65

66

Analog Bass

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

B 00:00:09:15

6 7

Analog Bass

C 00:00:18:10

8

10

11

12

A. Bs.

8 10 11 12

D 00:00:27:15

14

15

16

A. Bs.

14 15 16

Cut Off

E 00:00:36:20

18

19

20

A. Bs.

18 19 20

F Heavy low end ♩ = 106
00:00:46:01

22

23

24

A. Bs.

22 23 24

G 00:01:04:04

25 32 33 34

4 **3** *rit.*

A. Bs.

4 **3** *f* *mf*

H **Moderato. Straight** ♩ = 108
00:01:20:11

35 37

a tempo

A. Bs.

2 **3** **2**

40 41 42 43 44

A. Bs.

45 47 48 49 50 51

A. Bs.

I 00:01:51:18

52 53 55

A. Bs.

56

57

A. Bs.

Musical score for measures 56 and 57. The score is for A. Bs. (Acoustic Bass). Measure 56 shows a bass line with eighth notes and a treble line with a whole rest. Measure 57 shows a treble line with a melodic line starting on a whole note and continuing with eighth notes, and a bass line with eighth notes. A slur covers the treble line across both measures.

J 00:02:00:19

59

A. Bs.

Musical score for measure 59. The score is for A. Bs. (Acoustic Bass). The measure is divided into two parts. The first part has a treble line with a long note and a bass line with a long note, both marked *mf*. The second part has a treble line with a whole note chord and a bass line with a whole note chord, both marked *f*.

60

61

62

A. Bs.

Musical score for measures 60, 61, and 62. The score is for A. Bs. (Acoustic Bass). Measure 60 shows a treble line with a melodic line and a bass line with a long note. Measure 61 shows a treble line with a long note and a bass line with a long note, both marked *mf*. Measure 62 shows a treble line with a long note and a bass line with a long note, both marked *f*.

K 00:02:11:14

64

65

66

Cut Off

A. Bs.

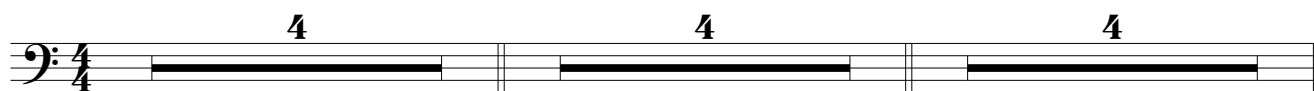
Musical score for measures 64, 65, and 66. The score is for A. Bs. (Acoustic Bass). Measure 64 shows a treble line with a melodic line and a bass line with a long note. Measure 65 shows a treble line with a melodic line and a bass line with a long note. Measure 66 shows a treble line with a long note and a bass line with a long note, both marked *pp*. A "Cut Off" line is present above the treble line in measure 64.

Warm Drone

Escena 2: Night City

00:00:00:00 - 00:02:20:05

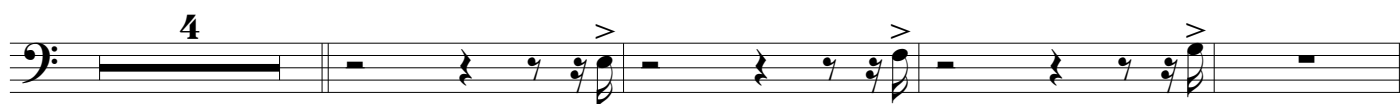
Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00**B** 00:00:09:15**C** 00:00:18:10**D** 00:00:27:15**E** 00:00:36:20

18

19

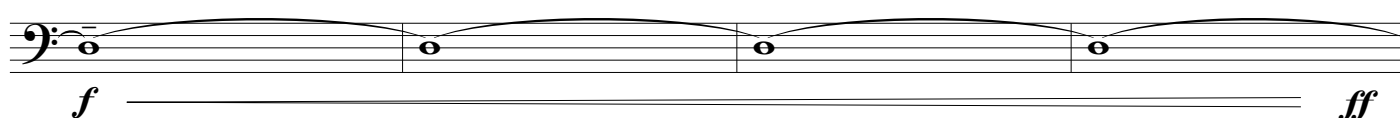
20

**F** Heavy low end ♩ = 106
00:00:46:01

22

23

24



25

26

G 00:01:04:04**H** Moderato. Straight ♩ = 108
00:01:20:11

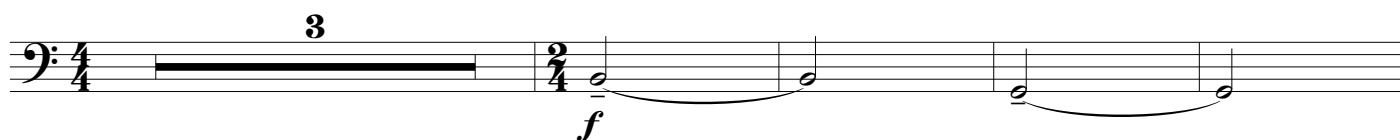
37

40

41

42

43



44

45

46

47

48



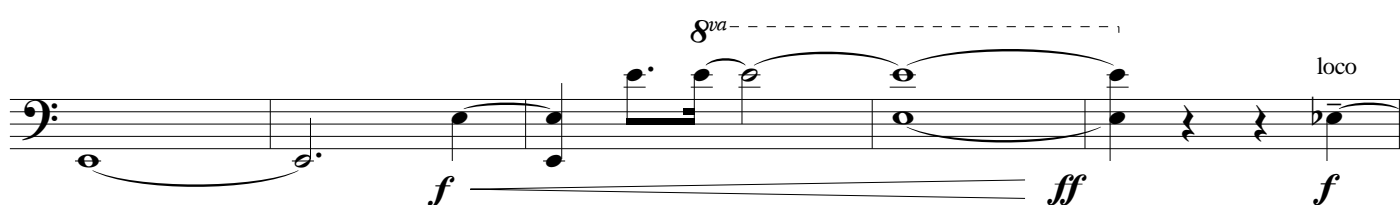
49

50

51

52

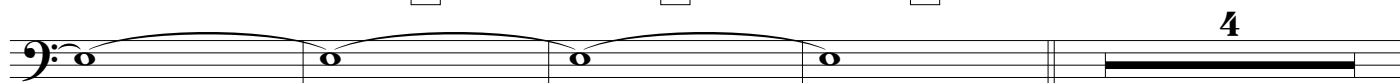
53

**I** 00:01:51:18

55

56

57

J 00:02:00:19

62 K 00:02:11:14 64 65 66

f *pp*

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

B 00:00:09:15

C 00:00:18:10

D 00:00:27:15

E 00:00:36:20

F Heavy low end ♩ = 106
00:00:46:01

G 00:01:04:04

33

34

35

H Moderato. Straight ♩ = 108
00:01:20:11

I 00:01:51:18

40

47

55

56

57

J 00:02:00:19

59

60

61

K 00:02:11:14

62

64

65

66

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

B 00:00:09:15

Musical notation for section A, measures 4 and 2. The first staff is in treble clef with a 4/4 time signature. Measure 4 contains a whole note chord. Measure 2 contains a whole note chord. The second staff is in bass clef with a 4/4 time signature, containing a whole note chord.

7

8

C 00:00:18:10

10

Musical notation for section C, measures 7, 8, and 10. The staff is in bass clef with a 4/4 time signature. Measure 7 contains a whole note chord. Measure 8 contains a whole note chord. Measure 10 contains a whole note chord. Dynamics range from *mf* to *f*.

D 00:00:27:15

E 00:00:36:20

F Heavy low end ♩ = 106
00:00:46:01

22

Musical notation for section D, E, and F, measures 4, 4, and 2. The staff is in bass clef with a 4/4 time signature. Measure 4 contains a whole note chord. Measure 4 contains a whole note chord. Measure 2 contains a whole note chord. Dynamics range from *f* to *ff*.

G 00:01:04:04

24

25

Musical notation for section G, measures 24, 25, and 3. The staff is in bass clef with a 4/4 time signature. Measure 24 contains a whole note chord. Measure 25 contains a whole note chord. Measure 3 contains a whole note chord. Dynamics range from *f* to *ff*.

32

33

34

35

Musical notation for section G, measures 32, 33, 34, and 35. The staff is in treble clef with a 4/4 time signature. Measure 32 contains a whole note chord. Measure 33 contains a whole note chord. Measure 34 contains a whole note chord. Measure 35 contains a whole note chord. Dynamics range from *f* to *mf*. Includes a *rit.* marking.

H Moderato. Straight ♩ = 108
00:01:20:11

37

38

39

Musical notation for section H, measures 37, 38, and 39. The staff is in treble clef with a 4/4 time signature. Measure 37 contains a whole note chord. Measure 38 contains a whole note chord. Measure 39 contains a whole note chord. Dynamics range from *mp* to *f*. Includes an *a tempo* marking.

40

41

42

43

44

Musical notation for section H, measures 40, 41, 42, 43, and 44. The staff is in treble clef with a 4/4 time signature. Measure 40 contains a whole note chord. Measure 41 contains a whole note chord. Measure 42 contains a whole note chord. Measure 43 contains a whole note chord. Measure 44 contains a whole note chord. Dynamics range from *mp* to *f*.

45

47

48

49

Musical notation for section H, measures 45, 47, 48, and 49. The staff is in bass clef with a 4/4 time signature. Measure 45 contains a whole note chord. Measure 47 contains a whole note chord. Measure 48 contains a whole note chord. Measure 49 contains a whole note chord. Dynamics range from *f* to *mf*.

50 51 52 53

Cut Off

p *f*

I 00:01:51:18

55 56 57

loco

mf

J 00:02:00:19

K 00:02:11:14

62 64 65 66

4

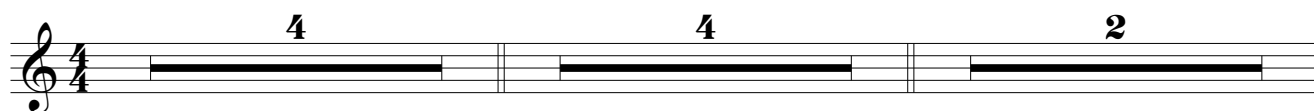
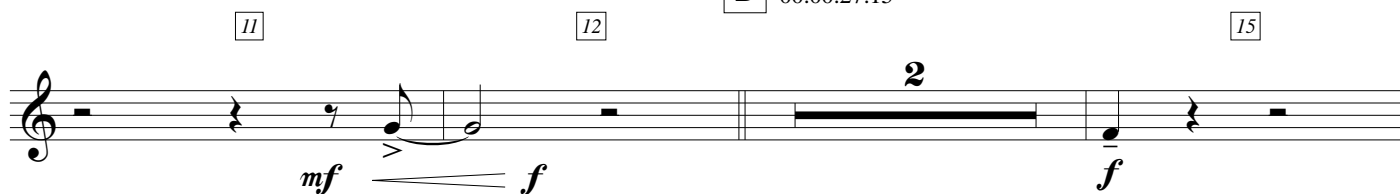
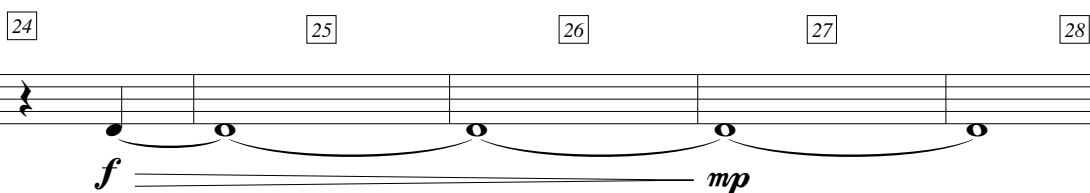
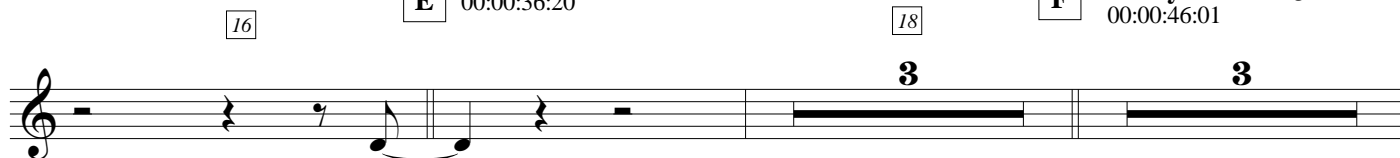
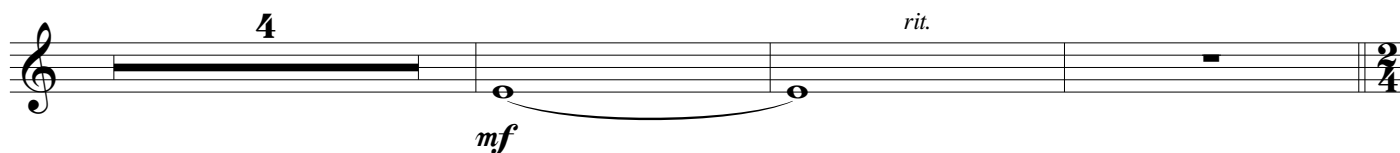
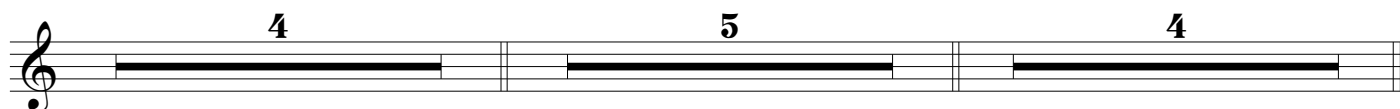
f *pp*

Approximation

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00**B** 00:00:09:15**C** 00:00:18:10**D** 00:00:27:15**E** 00:00:36:20**F** Heavy low end ♩ = 106
00:00:46:01**G** 00:01:04:04**H** 00:01:20:11**H** Moderato. Straight ♩ = 108
00:01:20:11**I** 00:01:51:18**J** 00:02:00:19**K** 00:02:11:14

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

B 00:00:09:15

C 00:00:18:10

Musical notation for sections A, B, and C, showing rests of 4 measures each in 4/4 time.

D 00:00:27:15

E 00:00:36:20

F Heavy low end ♩ = 106
00:00:46:01

Musical notation for sections D, E, and F, showing rests of 4, 4, and 3 measures respectively in 4/4 time.

Musical notation for section F, measures 24-28, featuring a melodic line with dynamics *f*, *f*, and *mp*.

G 00:01:04:04

H Moderato. Straight ♩ = 108
00:01:20:11

Musical notation for sections G and H, showing rests of 7 measures and a melodic line starting with *f* dynamic.

Musical notation for section H, measures 40-53, including rests and a melodic line with a 'Cut Off' instruction and *f* dynamics.

I 00:01:51:18

J 00:02:00:19

K 00:02:11:14

Musical notation for sections I, J, and K, showing rests of 3, 5, and 4 measures respectively in 4/4 time.

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

2 3 4

pp *mf*

B 00:00:09:15

6 7 8

mf *f*

C 00:00:18:10

10 11 12

mf *f*

D 00:00:27:15

14 15 16

mf *f*

E 00:00:36:20

18 19 20

mf *f*

F Heavy low end ♩ = 106
00:00:46:01

22 23 24

f *mf*

G 00:01:04:04

27 28 29

mp *mf*

30 31 32 33

f

H Moderato. Straight ♩ = 108
00:01:20:11

34 35 37

rit. *a tempo*

mf *mp*

38 39 40 41

f *f*

42 43 44 45

46 47 48 49

f

50 51 52 53

f *ff* *ff*

I 00:01:51:18

55 56 57

f

J 00:02:00:19

Musical notation for section J, measures 59-61. The notation is on a single staff with a treble clef. Measure 59 starts with a dynamic marking of *mp*. Measure 60 has a dynamic marking of *f*. Measure 61 has a dynamic marking of *f*. The notation includes eighth and sixteenth notes, rests, and beams.

K 00:02:11:14

Musical notation for section K, measures 62 and a 4-measure rest. Measure 62 starts with a dynamic marking of *ff*. The notation includes eighth notes with accents (>) and a 4-measure rest indicated by a '4' above a thick horizontal line.

Dirty Snare

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104 00:00:00:00 **B** 00:00:09:15

8

4 3

f

C 00:00:18:10

10 11 12

mf *f*

D 00:00:27:15

14 15 16

f

E 00:00:36:20

18 19 20

f

F Heavy low end ♩ = 106 00:00:46:01

G 00:01:04:04

8 3

32 33 34 35

f *mf*

H Moderato. Straight ♩ = 108 00:01:04:04

37 38 39

a tempo

I 00:01:51:18

J 00:02:00:19

K 00:02:11:14

40 47 4 5 4

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

B 00:00:09:15

C 00:00:18:10

D 00:00:27:15

E 00:00:36:20

F Heavy low end ♩ = 106
00:00:46:01

22

23

24

G 00:01:04:04

25

31

32

33

35

H Moderato. Straight ♩ = 108
00:01:20:11

a tempo

37

38

39

40

41

42

43

44

45

46

47

48 49 50 51

f

52 53

ff *ff*

I 00:01:51:18

55 56 57

f *f* *f*

J 00:02:00:19

59 60

mp *f*

K 00:02:11:14

61 62

f *ff* 4

Escena 2: Night City

00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

A Moderato. Straight ♩ = 104
00:00:00:00

B 00:00:09:15

C 00:00:18:10

Musical notation for measures A, B, and C. Each measure is a whole bar with a 4-measure rest in 4/4 time.

D 00:00:27:15

E 00:00:36:20

F Heavy low end ♩ = 106
00:00:46:01

Musical notation for measures D, E, and F. Measure D and E are whole bars with 4-measure rests. Measure F is a whole bar with an 8-measure rest.

G 00:01:04:04

H Moderato. Straight ♩ = 108
00:01:20:11

37

Musical notation for measures G and H. Measure G is a whole bar with a 7-measure rest. Measure H starts with a 2-measure rest in 2/4 time, followed by a 4-measure rest in 4/4 time.

Musical notation for measures 40-43. Four measures of half notes in 2/4 time, marked with a forte (*f*) dynamic.

Musical notation for measures 44-47. Four measures of half notes in 2/4 time, marked with a forte (*f*) dynamic.

Musical notation for measures 48-51. Four measures of half notes in 2/4 time.

52

53

I 00:01:51:18

J 00:02:00:19

K 00:02:11:14

Musical notation for measures 52-53 and I-K. Measure 52 is a whole bar with a 5-measure rest. Measure 53 is a whole bar with a 4-measure rest. Measure I is a whole bar with a 4-measure rest. Measure J is a whole bar with a 5-measure rest. Measure K is a whole bar with a 4-measure rest.

CONCLUSIONES

La composición musical para medios contemporáneos es un área musical que requiere de preparación técnica y teórica completa, para entender los requerimientos de los directores de comerciales, cortometrajes y largometrajes. Entender cómo funcionan las relaciones profesionales entre compositor y director es esencial para generar relaciones laborales que impulsen proyectos en los que se requiera musicalización. A través de este proyecto comprendí la importancia de la comunicación efectiva entre compositor y director, pues a través de las Spotting Session se logra un entendimiento entre ambas partes, que debe ser lo más claro y conciso posible para que la musicalización realce el producto audiovisual.

Entender y expresar musicalmente lo que el director desea es la principal tarea de los compositores para medios. En este trabajo aprendí a trabajar rápidamente para un director y traducir en música lo que el quiere narrar en su película.

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