UNIVERSIDAD SAN FRANCISCO DE QUITO USFQ

Colegio de Música

Escena 1: Sprite Fight
Escena 2: Night City

.

Jordy Sebastián Núñez Guerrero

Artes Musicales

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

Quito, 13 de mayo de 2022

UNIVERSIDAD SAN FRANCISCO DE QUITO USFQ

Colegio de Música

HOJA DE CALIFICACIÓN
DE TRABAJO DE FIN DE CARRERA

Escena 1: Sprite Fight
Escena 2: Night City

Jordy Sebastián Núñez Guerrero

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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 motívico 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 últimadamente 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:** Paritura 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 aparecé 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 estructrurado 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.

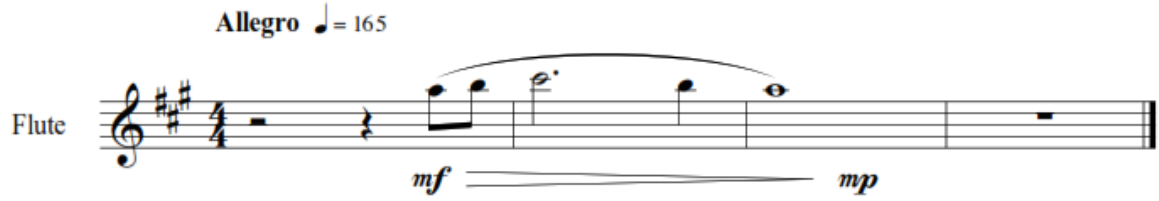

Figura #1. Motivo principal ‘Escena 1: Sprite Fight’.

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

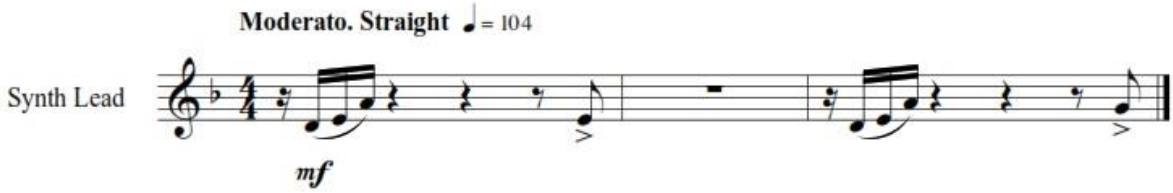

Figura #2. Motivo principal ‘Escena 2: Night City’.

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

Un 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	Wooodwinds	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

Clarinets 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.

pizz.

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B **Moderato** ♩ = 76

8 9 10 12 13

Piccs. Fls. A Cls. Obs. Bsns. Tubas Timp. Cym. Trgl. Hp. Vlns. 1.1 Vlns. 1.2 Vlns. 2 Vlas. Vcs. Cb.

rit. accel.

p mp mf f

tr

8va Div. pp mp

loco Unis. Div. Unis. arco Unis.

C **Moderato** ♩= 86

15

rit.

Piccs.

Fls.

A Cls.

Obs.

Bsns.

Tubas

f *f* *ff*

Timp.

f

Cym.

Trgl.

Hp.

Vlns. 1.1

Vlns. 1.2

Vlns. 2

Vlas.

Vcs.

pizz.

f

Cb.

Unis.
pizz.

f

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

Clarinets in A

Oboes

Tubas

Timpani

Percussion (Castañuelas, Tambourine)

Castañuelas + Tambourine

Harp

D# C# B / E F# G A

Celesta

Violins 1

Violins 2

Violas

Cellos

Contrabasses

arco

Div.

Unis.

pizz.

spiccato

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5 6 7

Piccs.

Fls.

A Cls.

Obs.

Tubas

Timp.

Perc. — Castañuelas + Tambourine

Hp. — D# C# B / E F# G# A

Cel. — 8va

Vlns. 1 — spiccato

Vlns. 2 — Unis. spiccato — Div.

Vlas. — spiccato

Vcs.

Cbs.

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

Flutes
Oboes
Clarinets in A
Bassoons
Horns in F
Trombones
Timpani
Cymbals
Harp
Violins 1
Violins 2
Violas
Cellos

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

tr

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

arco
legato

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3 4

Fls.

Obs.

A Cls.

Bsns. *p* *mp*

Hns.

Tbn. *p* *mp*

Timp.

Cym.

Hp.

Vlns. 1 *p* *mp* *p*

Vlns. 2 *p* *mp* *p*

Vlas. *p* *mp* *p*

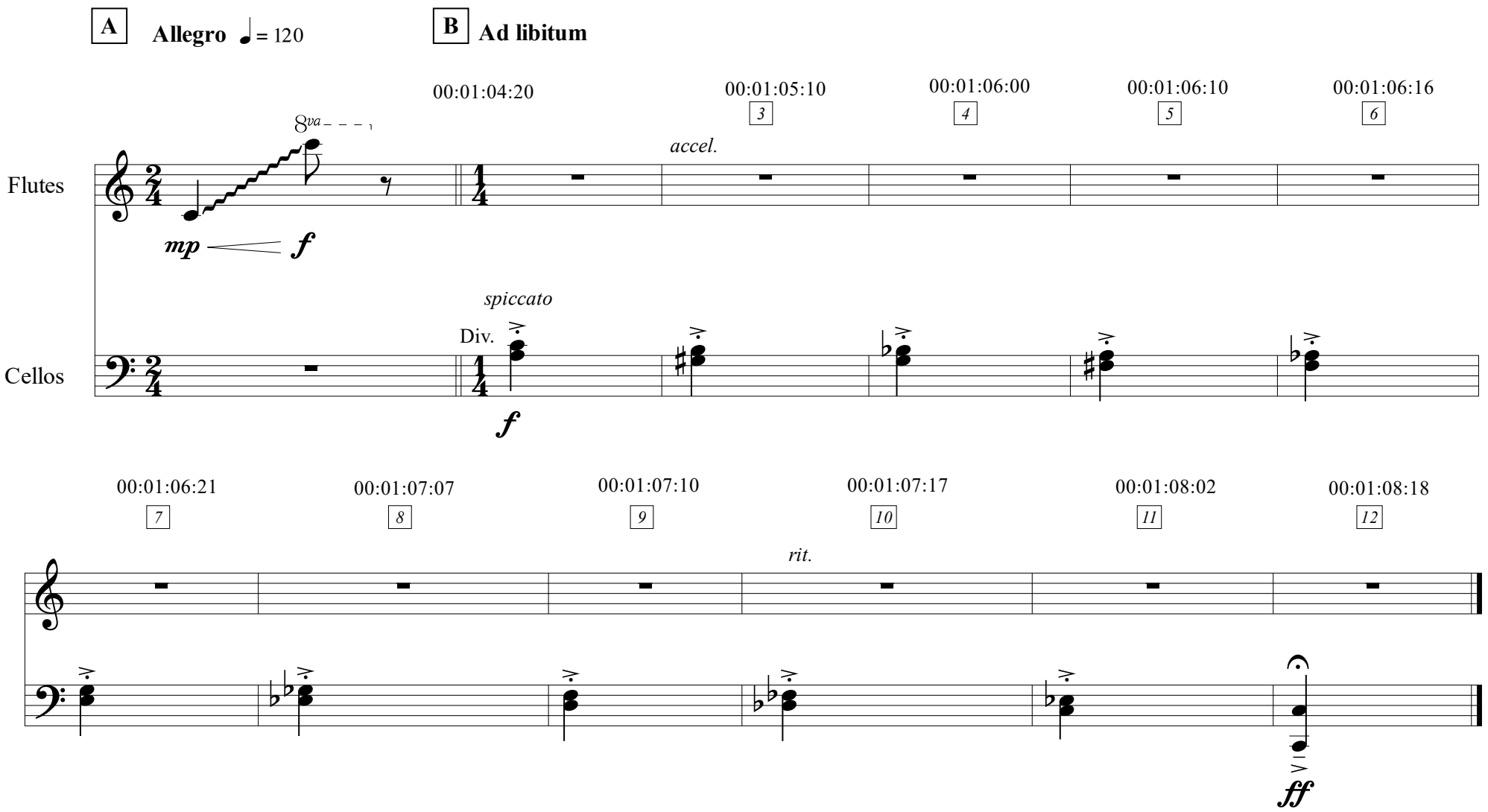
Vcs. *p* *mp* *p*

Escena 1: Sprite Fight

1m4 - *'Greetings'*

Jordy Nunez Guerrero

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



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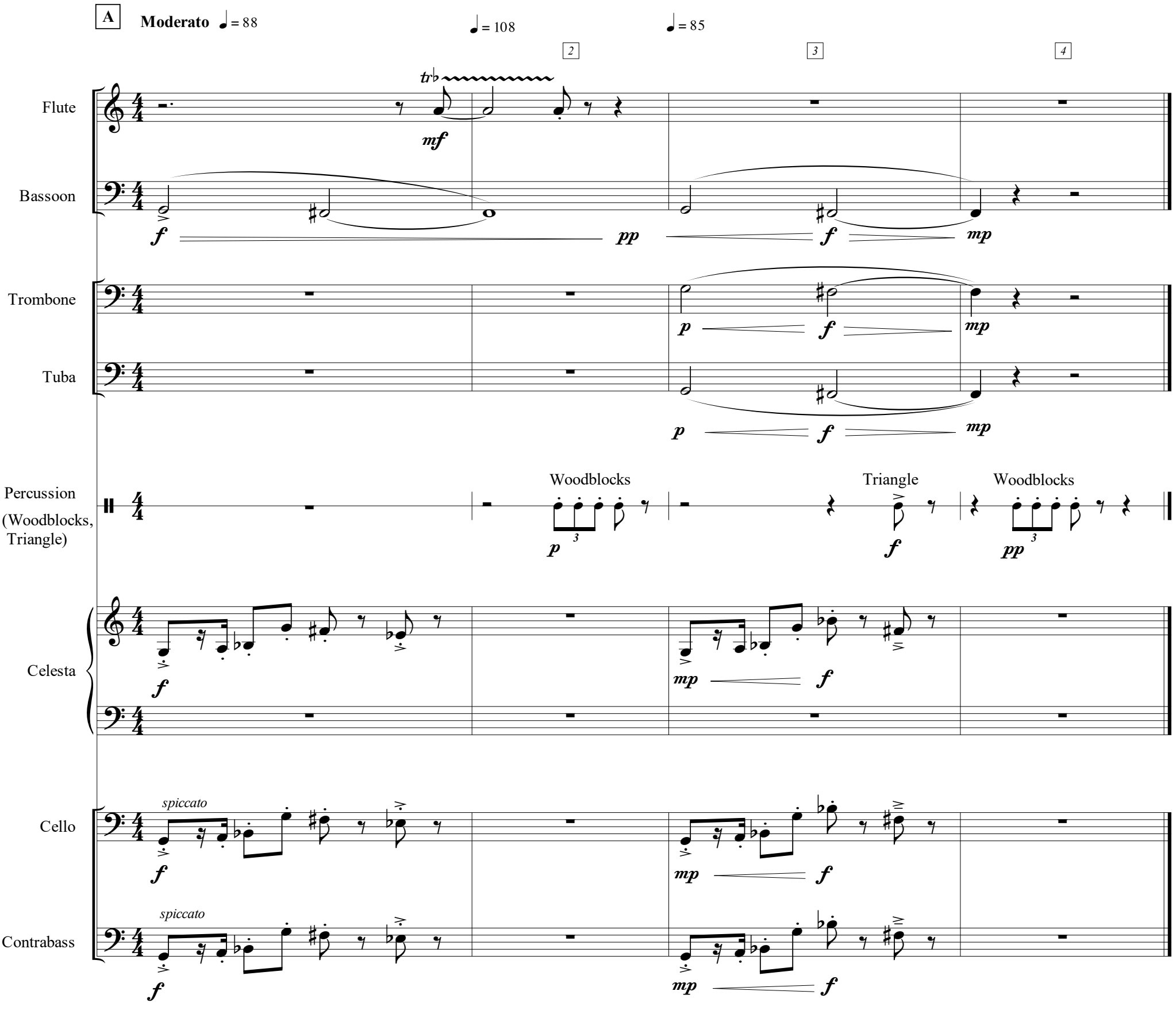
Escena 1: Sprite Fight

1m5 - *'Hidding the Shoe'*

Jordy Nunez Guerrero

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



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Escena 1: Sprite Fight

2m6 - *'Evil Creatures'*

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

Jordy Nunez Guerrero

A **Moderato** ♩= 70

1 2 3 4

Piccolo

Bassoon

Horn in F

Trumpet in C

Trombone

Tuba

Timpani — *p* *mf* *pp* *p* *mp* *p* *mp* *mf* *f*

Cymbals

Marimba — *p* *mp*

Tubular Bells

Bass Drum

Percussion (Woodblocks) — Woodblocks — *mp* *p* *p*

Djembe — *mf*

Harp — D C B / Eb F G Ab — 8va — *p* *p*

Celesta — 8va — *p* *p*

Organ — *ppp*

Vocals

Violin I — arco — 8va — *p* *pp* *mp* *mf*

Violin II

Viola

Cello

Contrabass — arco — *mf* *p* *mp* *mf*

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B ♩ = 64 | 6 | ♩ = 66 | 7 | ♩ = 77 | 8

Picc.
Bsn.
Hn.
C Tpt.
Tbn.
Tuba
Timp.
Cym.
Mrb.
T.B.
B. Dr.
Perc.
Djm.
Hp.
Cel.
Org.
Vox.
Vln. I
Vln. II
Vla.
Vc.
Cb.

D C Bb / Eb F G Ab

loco

Div.

Unis.

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

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

Jordy Nunez Guerrero

A **Allegro** ♩=152 — B ♩= 157

Flutes
Oboes
Clarinets in A
Bassoons
Horns in F 1,2 — Div. — Unis.
Trumpets in C
Trombone 1
Trombone 2
Trombones 3,4 — Unis.
Tubas
Timpani
Cymbals
Tubular Bells
Bass Drum
Percussion (Triangle, Cabassa, Tambourine) — Triangle + Cabassa
Djembe
Harp — D C B / Eb F G Ab
Celesta
Organ
Violins 1 — spiccato
Violins 2 — spiccato
Violas — spiccato
Cellos — spiccato — legato
Contrabasses — spiccato

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7 8 9 10 11

Fls. Obs. A Cls. Bsns.

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

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

C Tpts. *f* *mf*

Tbn. 1 *f* *mf*

Tbn. 2 *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. *mf* *f*

Djm.

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* *spiccato* *mp*

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

C

12 14 15 16

Fls. Obs. A Cls. Bsns. Hns. 1,2 C Tpts. Tbn. 1 Tbn. 2 Tbns. 3,4 Tubas Timp. Cym. T.B. B. Dr. Perc. Djm. Hp. Cel. Org. Vlns. 1 Vlns. 2 Vlas. Vcs. Cbs.

Tambourine

legato

D ♩ = 102 — 18 — 19 — 20 — **E** ♩ = 168 — 22

Fls.
Obs.
A Cls.
Bsns.
Hns. 1,2
C Tpts.
Tbn. 1
Tbn. 2
Tbns. 3,4
Tubas
Timp.
Cym.
T.B.
B. Dr.
Perc.
Djm.
Hp.
Cel.
Org.
Vlns. 1
Vlns. 2
Vlas.
Vcs.
Cbs.

8va

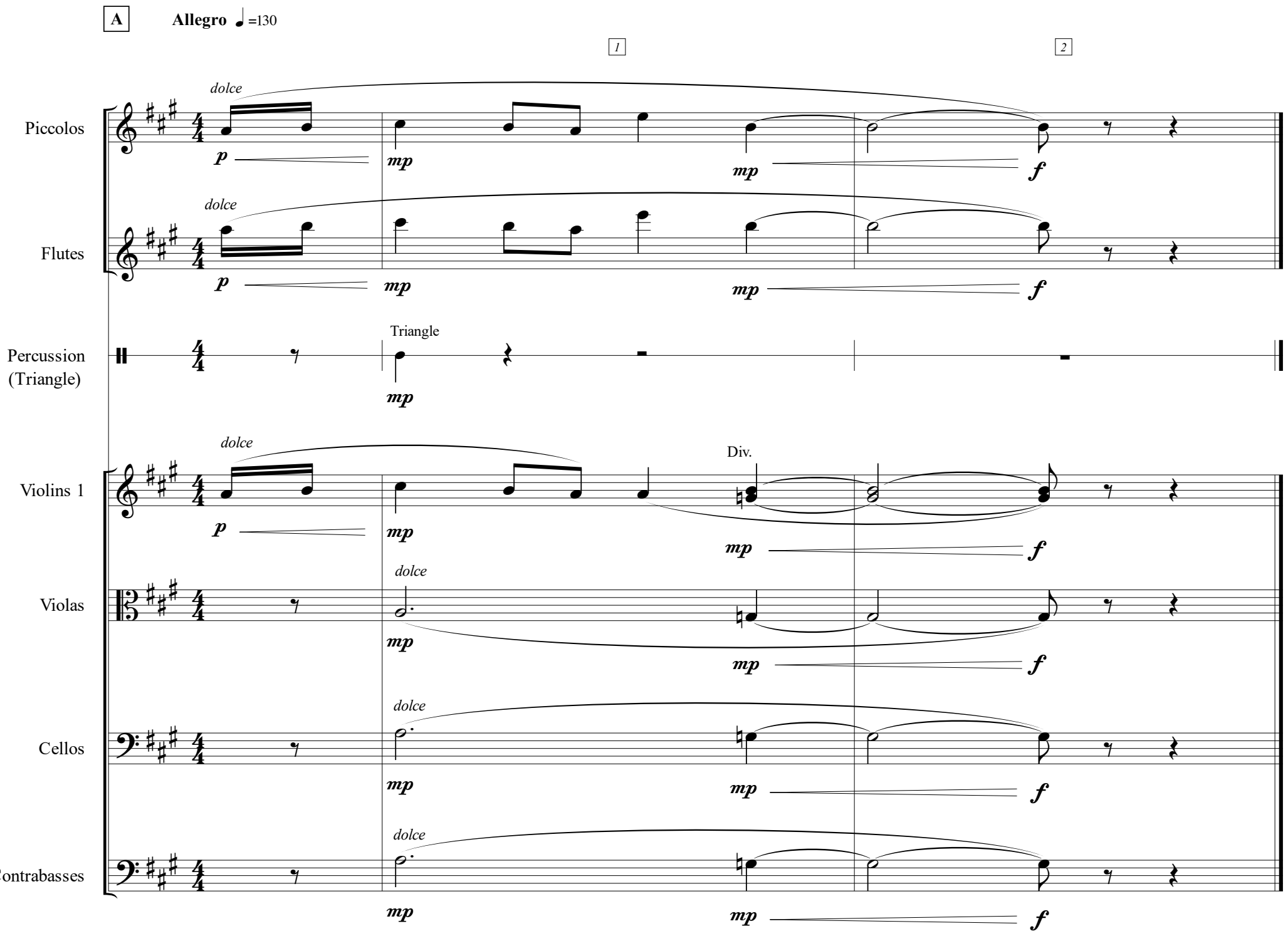
spiccato

Escena 1: Sprite Fight

2m8 - 'Hero Bird'

Jordy Nunez Guerrero

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



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Escena 1: Sprite Fight

2m9 - 'Action Again'

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

Jordy Nunez Guerrero

A

Allegro ♩=151

2 3 4

Flutes
Clarinets in A
Oboes
Bassoons
Horns in F 1,2
Trumpets in C
Trombones 1,2
Trombones 3,4
Tubas
Timpani
Cymbals
Percussion (Tambourine)
Djembe
Harp
Celesta
Organ
Violins 1
Violins 2
Violas
Cellos
Contrabasses

f cresc. | ff | mf | mf cresc.

Unis.

p | mp

Tambourine

Let ring

D C Bb / Eb F Gb Ab

spiccato

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B ♩ = 140

6

7

Fls.

A Cls.

Obs.

Bsns.

Hns. 1,2

C Tpts.

Tbns. 1,2

Tbns. 3,4

Tubas

Timp.

Cym.

Let ring

Perc.

Djm.

Hp.

Cel.

Org.

Vlns. 1

Div.

Vlns. 2

Div.

Vlas.

Vcs.

Cbs.

ff *dim.* *mf* *p* *f* *mp*

C

♩ = 84

9

Fls.

A Cls.

Obs.

Bsns.

Hns. 1,2

C Tpts.

Tbns. 1,2

Tbns. 3,4

Tubas

Timp.

Cym.

Perc.

Djm.

Hp.

Cel.

Org.

Vlns. 1

Vlns. 2

Vlas.

Vcs.

Cbs.

Div.

Let ring

loco

legato

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

Full Score

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

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

Jordy Nunez Guerrero

A **Slow and heavy** ♩= 65

2 3 4

Flutes
Trombones 1,2
Tubas
Timpani
Cymbals
Marimba
Tubular Bells
Bass Drum
Percussion (Minor drum)
Harp
Celesta
Organ
Violins 1
Violins 2
Violas
Cellos
Contrabasses

tr
legato
Let ring
(Minor drum)
D C Bb / Eb F# G A
spiccato
arco
arco
arco
legato

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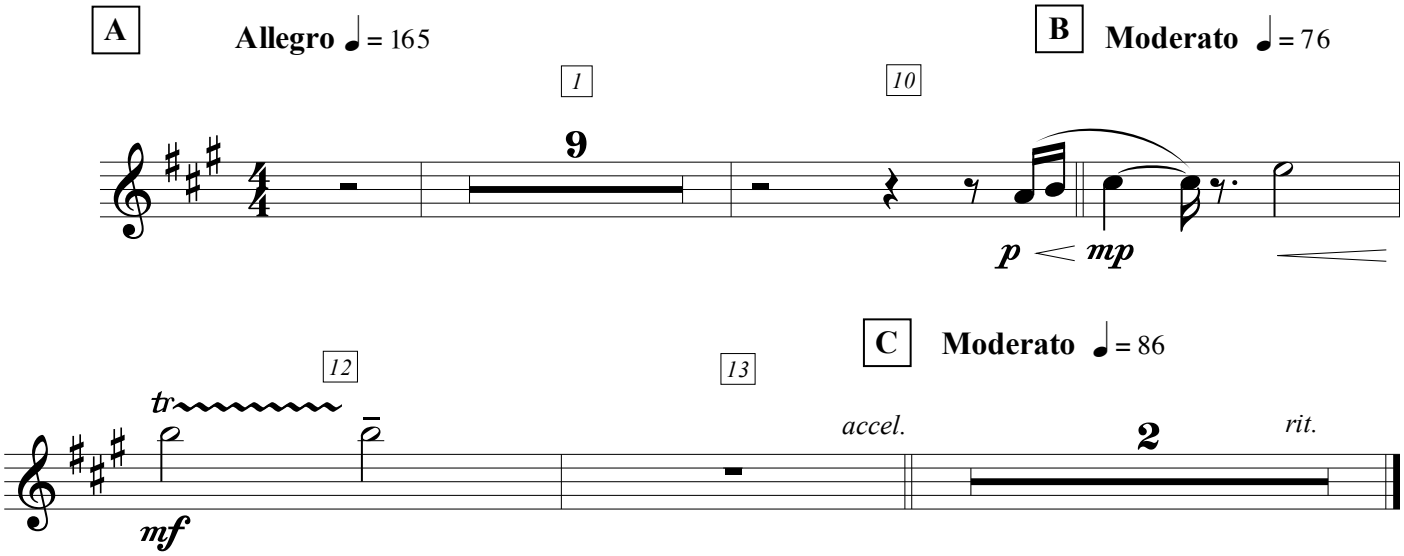
Piccolos

Escena 1: Sprite Fight

1m1 - *'Fun Guys in a Forest'*

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

Jordy Nunez Guerrero



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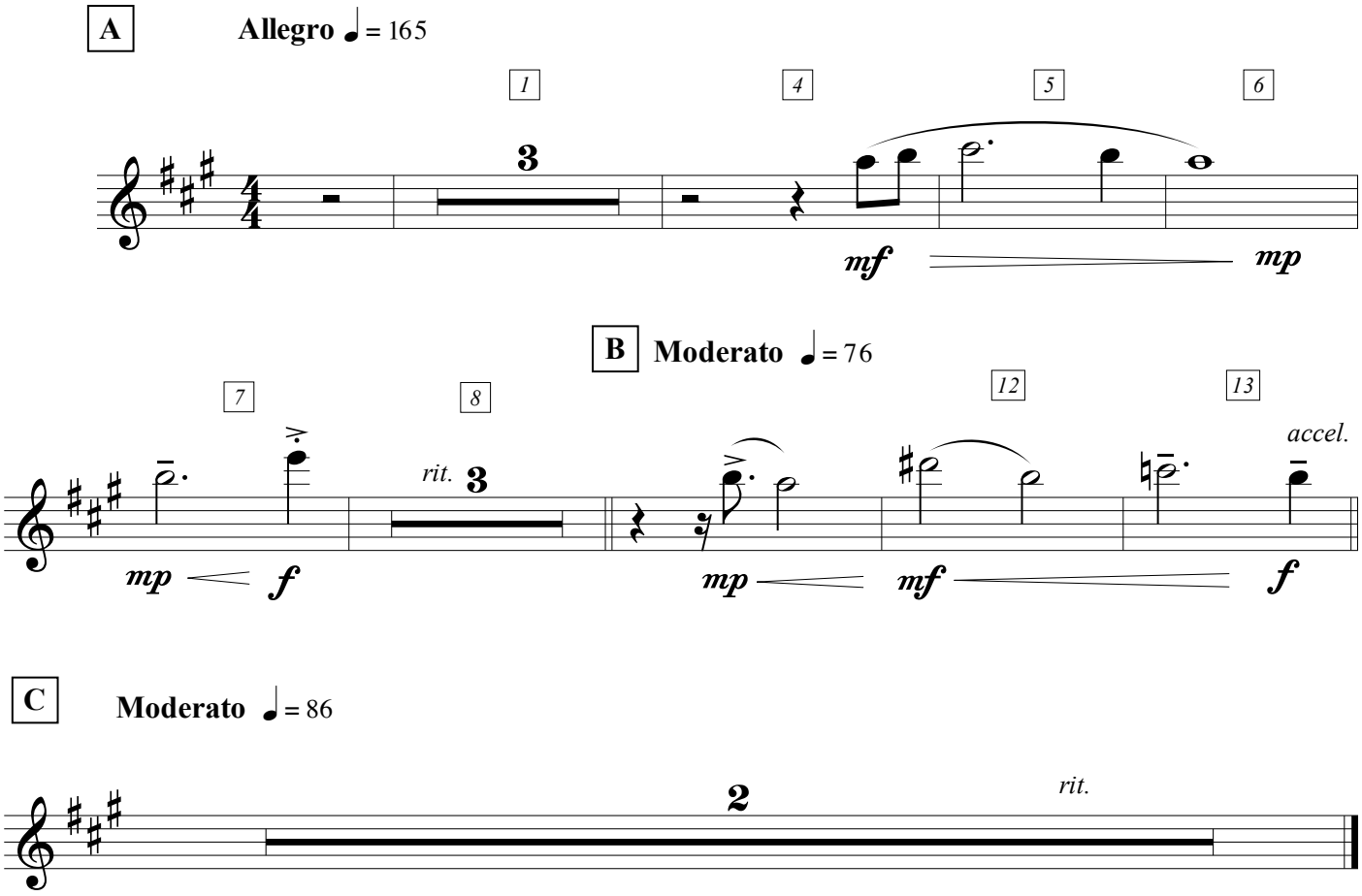
Flutes

Escena 1: Sprite Fight

1m1 - *'Fun Guys in a Forest'*

Jordy Nunez Guerrero

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



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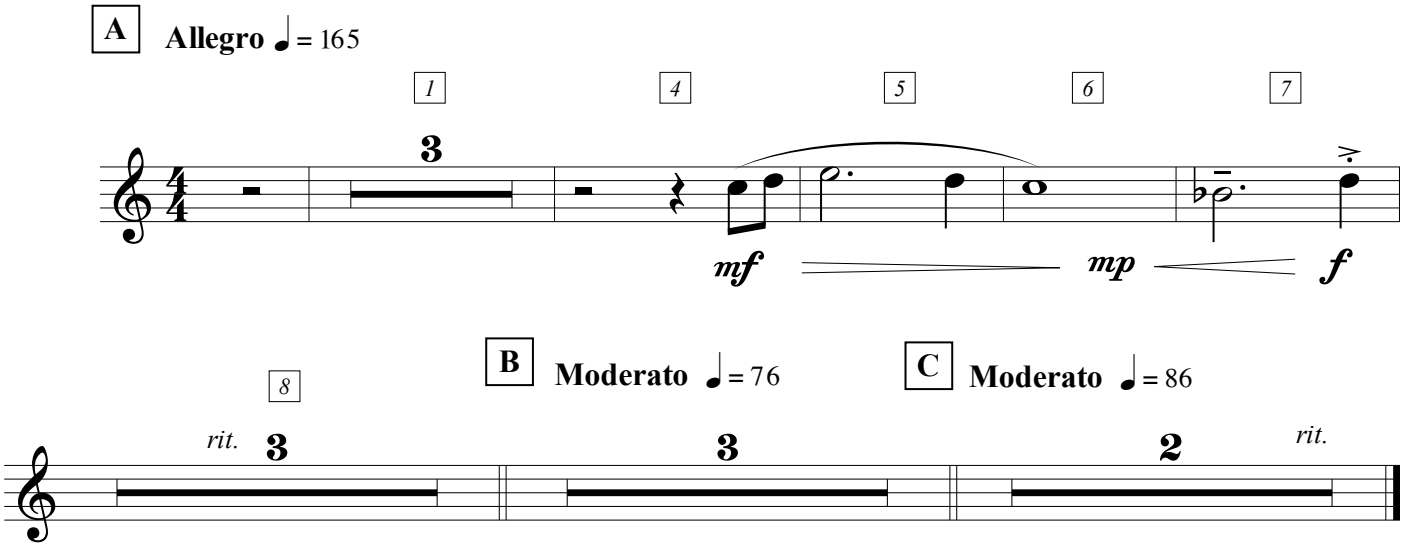
Clarinets in A

Escena 1: Sprite Fight

1m1 - *'Fun Guys in a Forest'*

Jordy Nunez Guerrero

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



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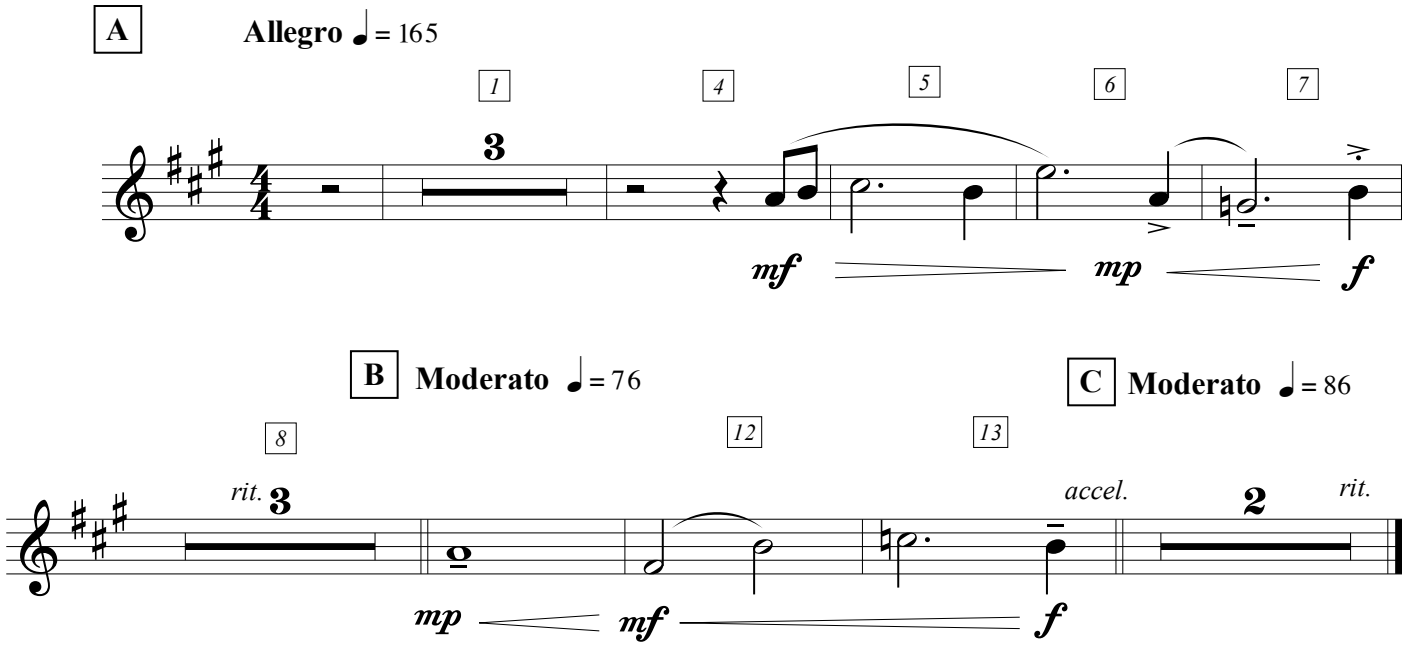
Oboes

Escena 1: Sprite Fight

1m1 - *'Fun Guys in a Forest'*

Jordy Nunez Guerrero

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



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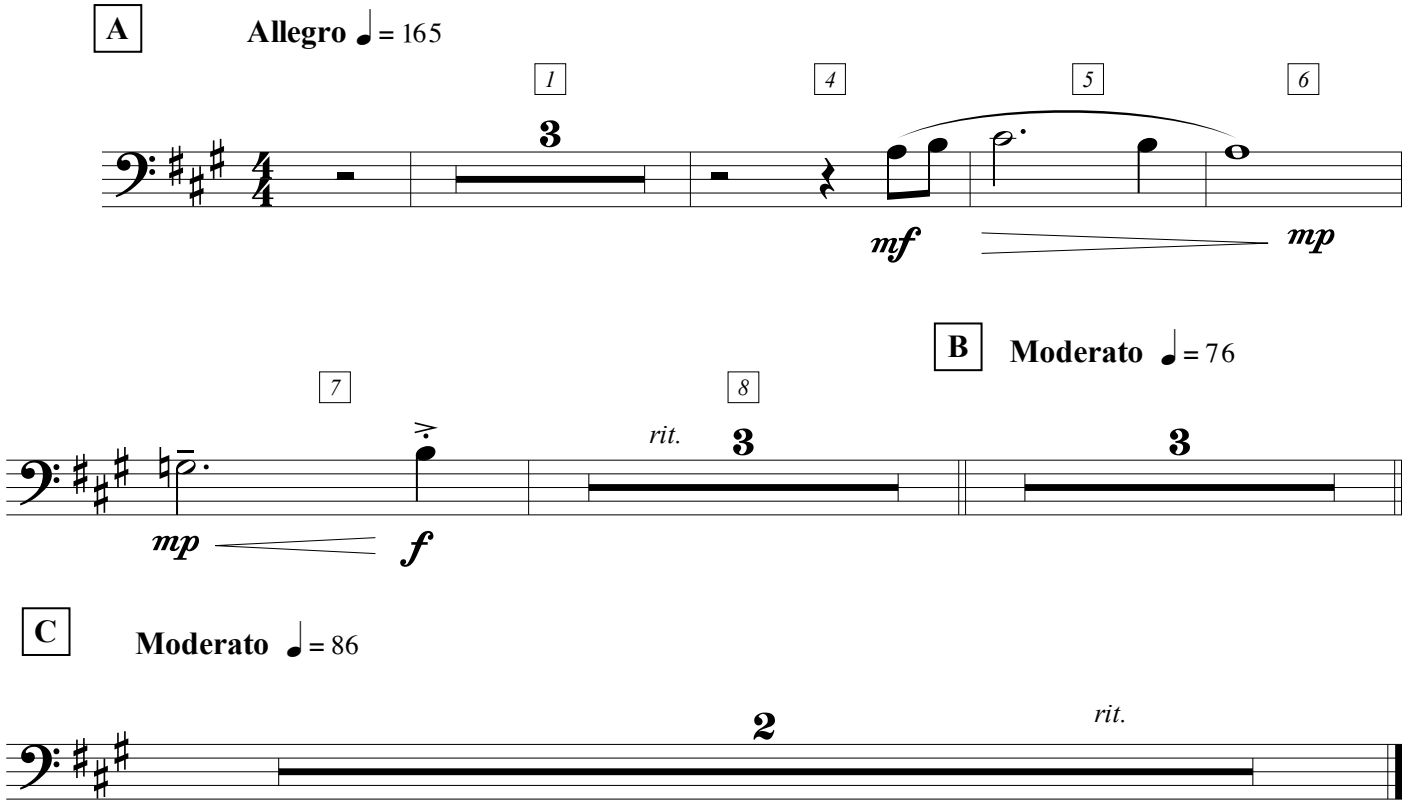
Bassoons

Escena 1: Sprite Fight

1m1 - *'Fun Guys in a Forest'*

Jordy Nunez Guerrero

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



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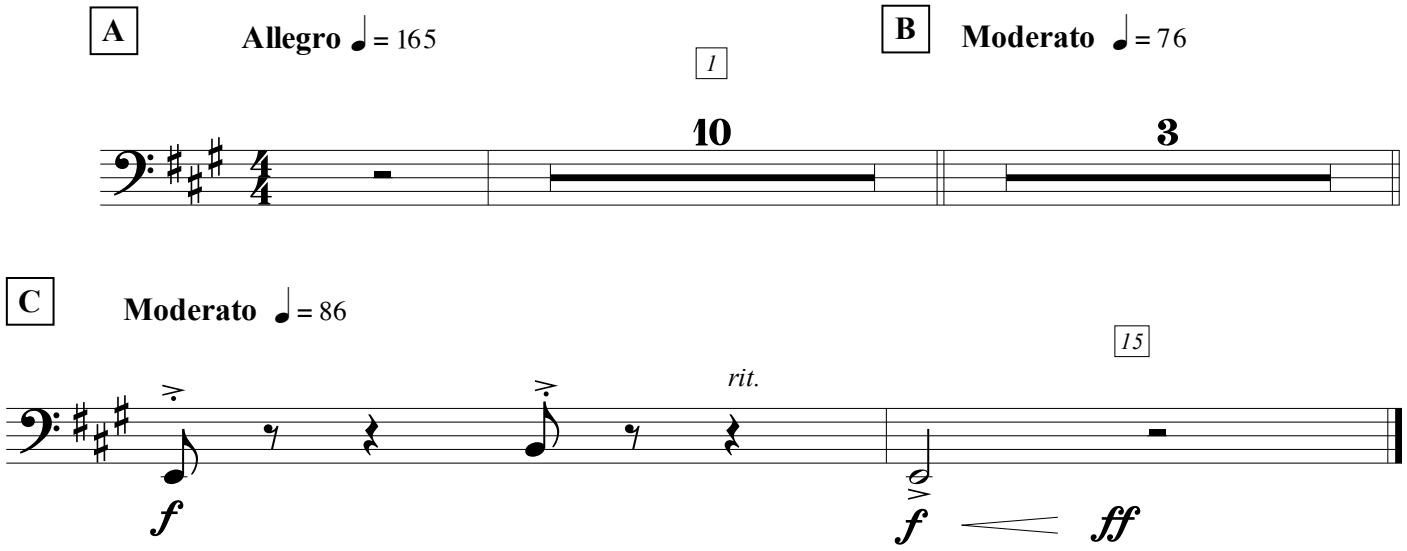
Tubas

Escena 1: Sprite Fight

1m1 - *'Fun Guys in a Forest'*

Jordy Nunez Guerrero

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



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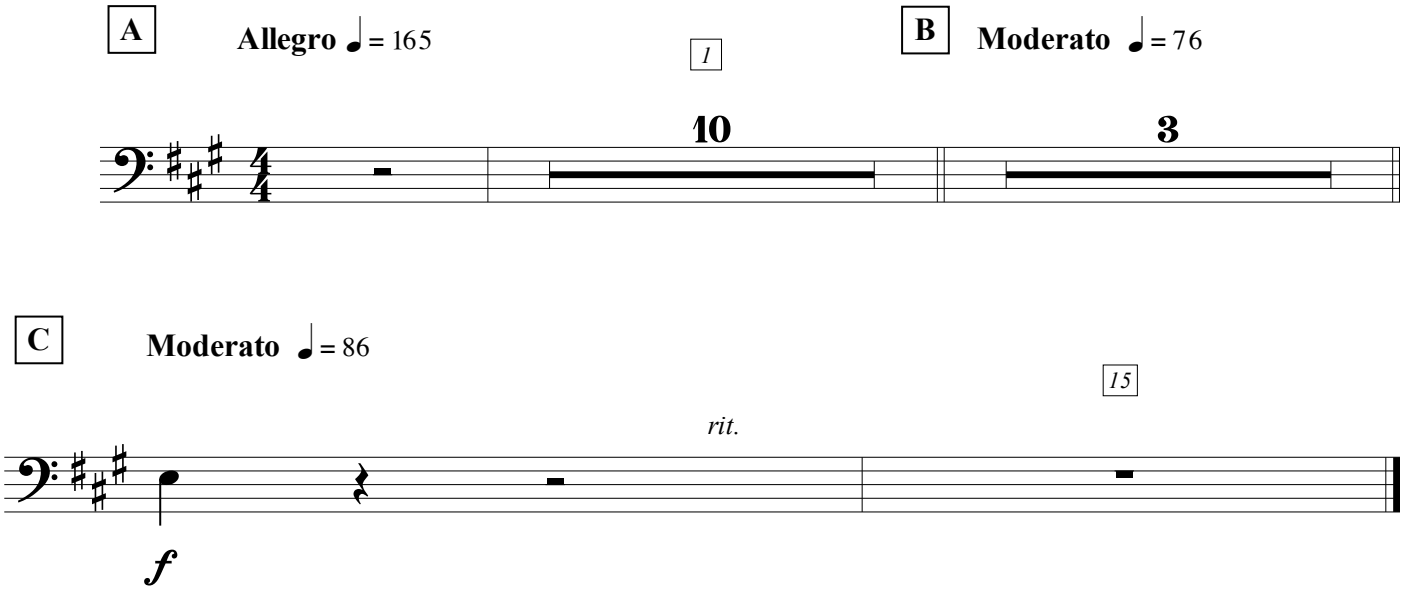
Timpani

Escena 1: Sprite Fight

1m1 - *'Fun Guys in a Forest'*

Jordy Nunez Guerrero

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



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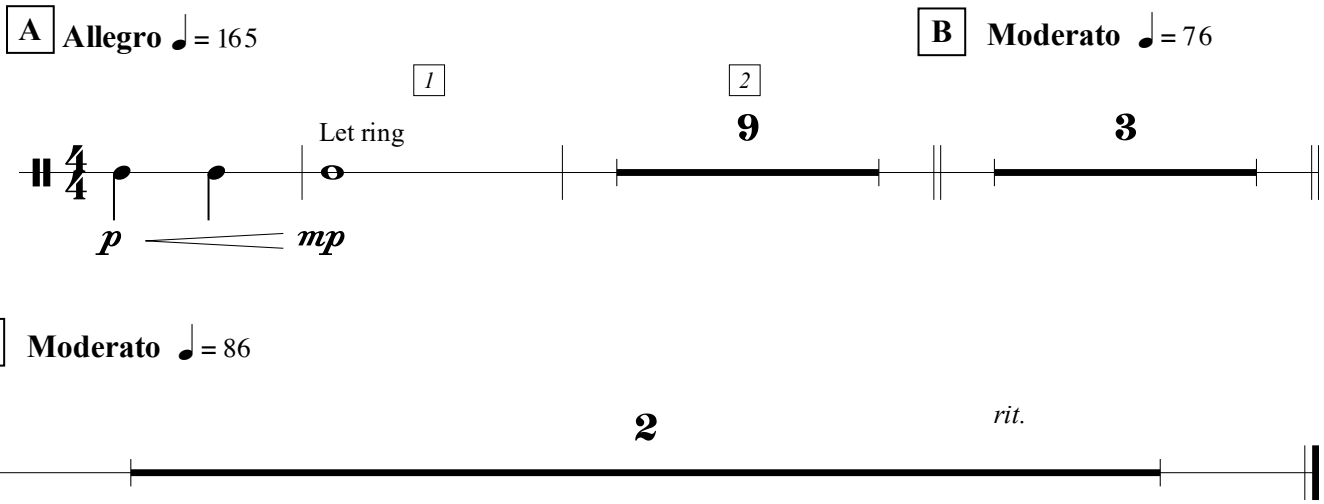
Cymbals

Escena 1: Sprite Fight

1m1 - *'Fun Guys in a Forest'*

Jordy Nunez Guerrero

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



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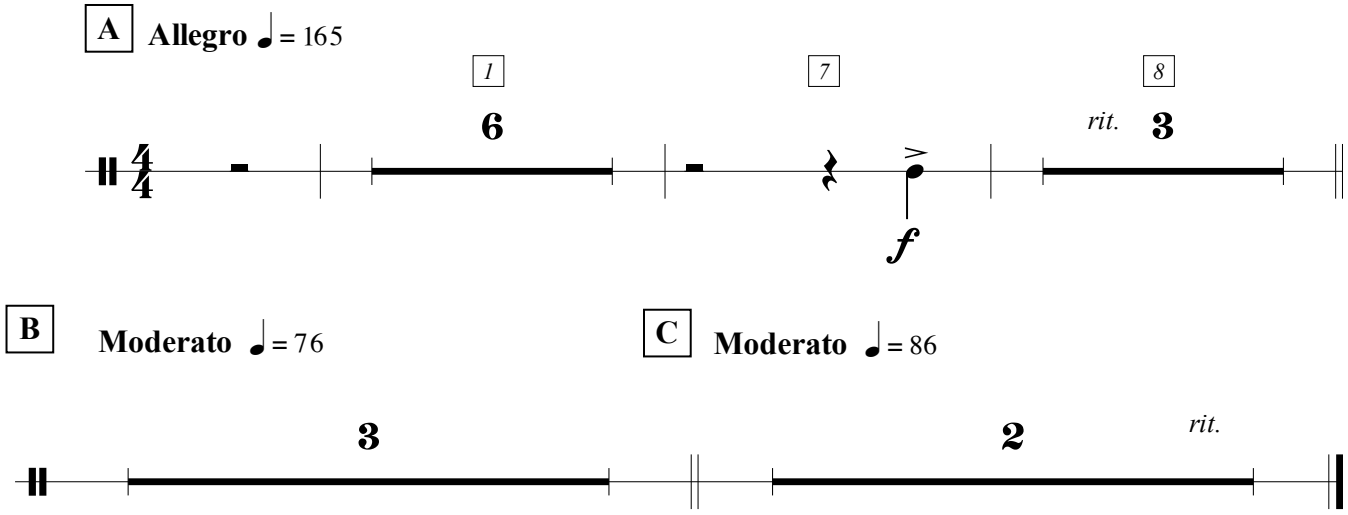
Triangle

Escena 1: Sprite Fight

1m1 - *'Fun Guys in a Forest'*

Jordy Nunez Guerrero

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



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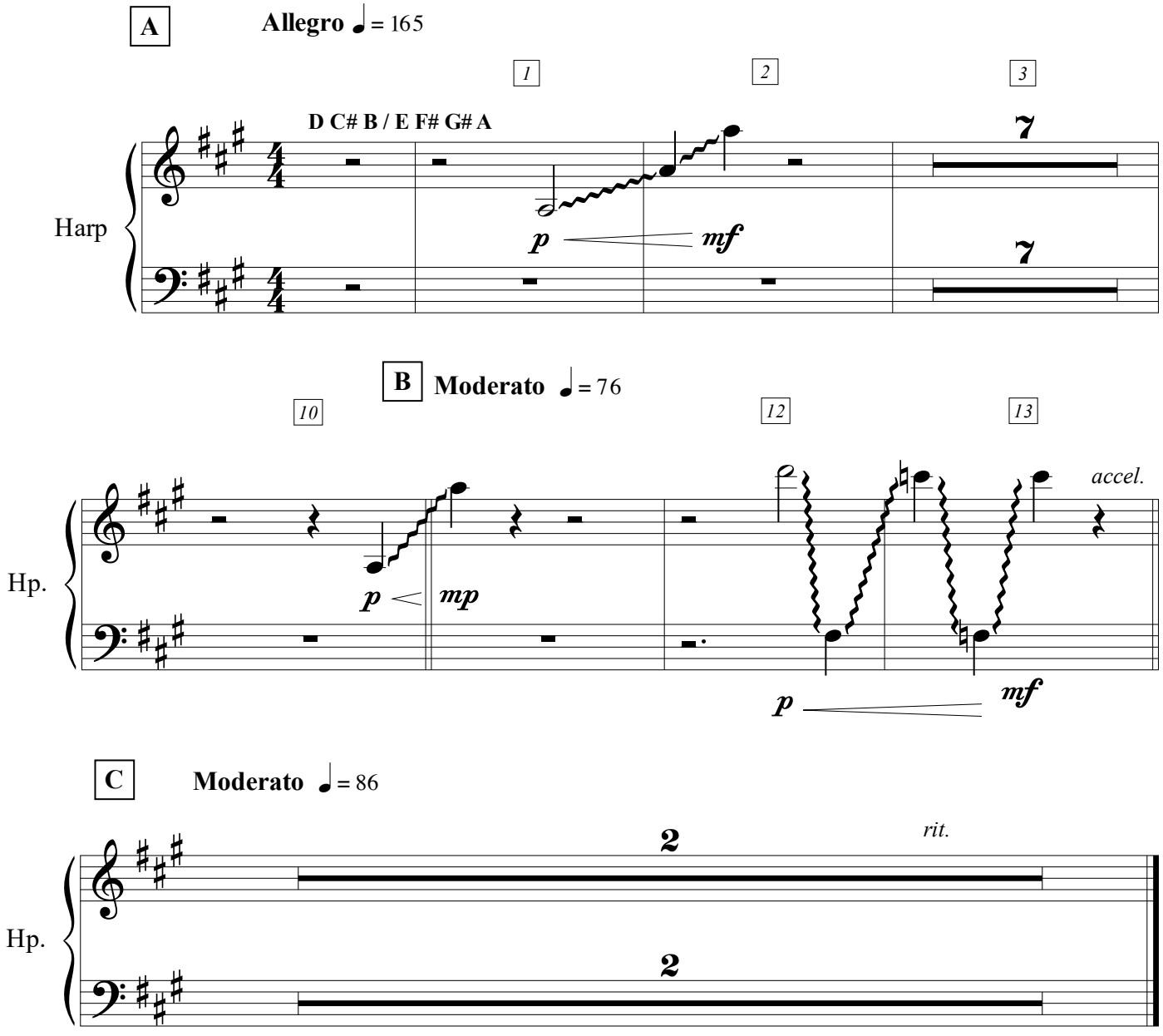
Harp

Escena 1: Sprite Fight

1m1 - *'Fun Guys in a Forest'*

Jordy Nunez Guerrero

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



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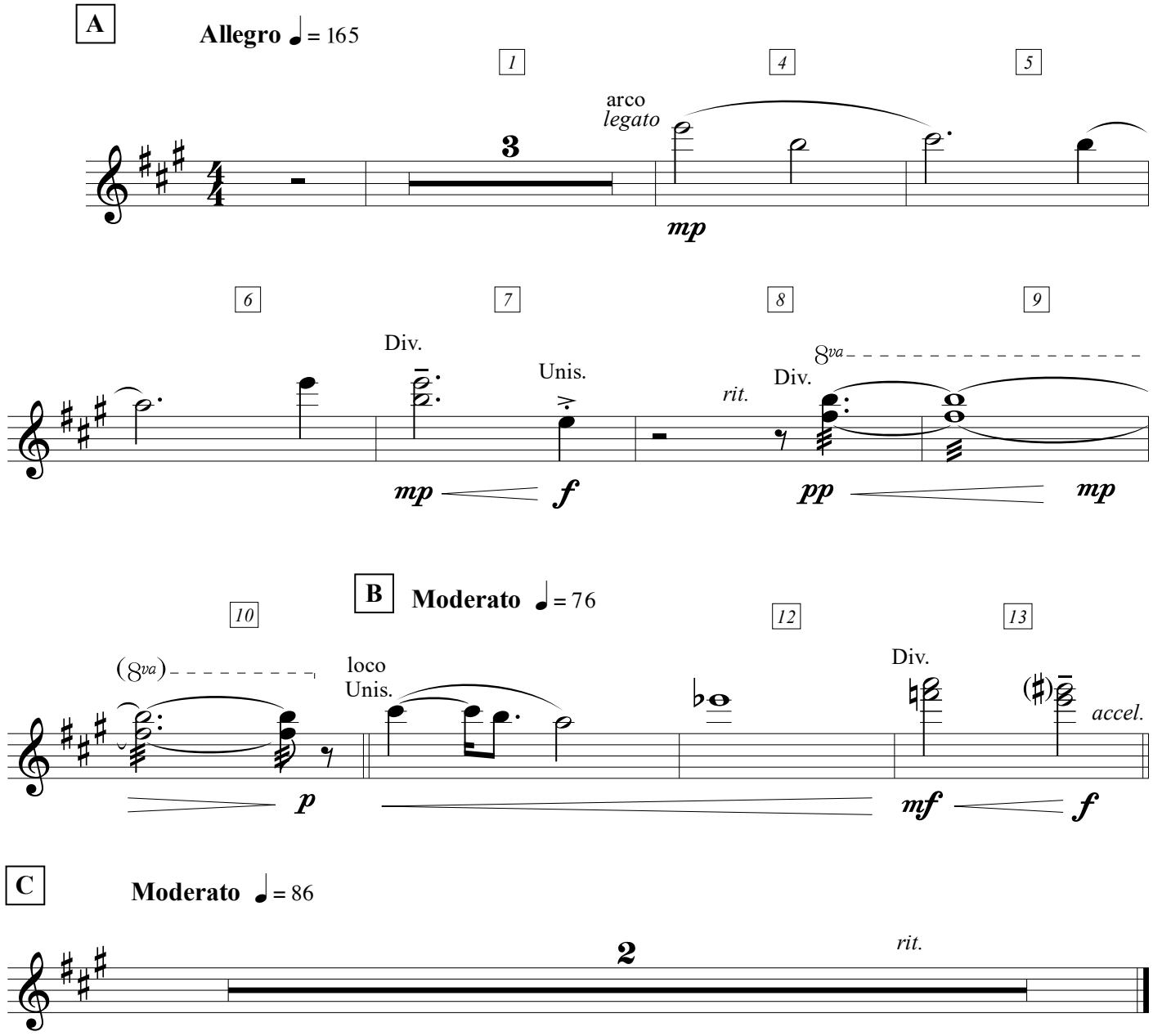
Violins 1.1

Escena 1: Sprite Fight

1m1 - *'Fun Guys in a Forest'*

Jordy Nunez Guerrero

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



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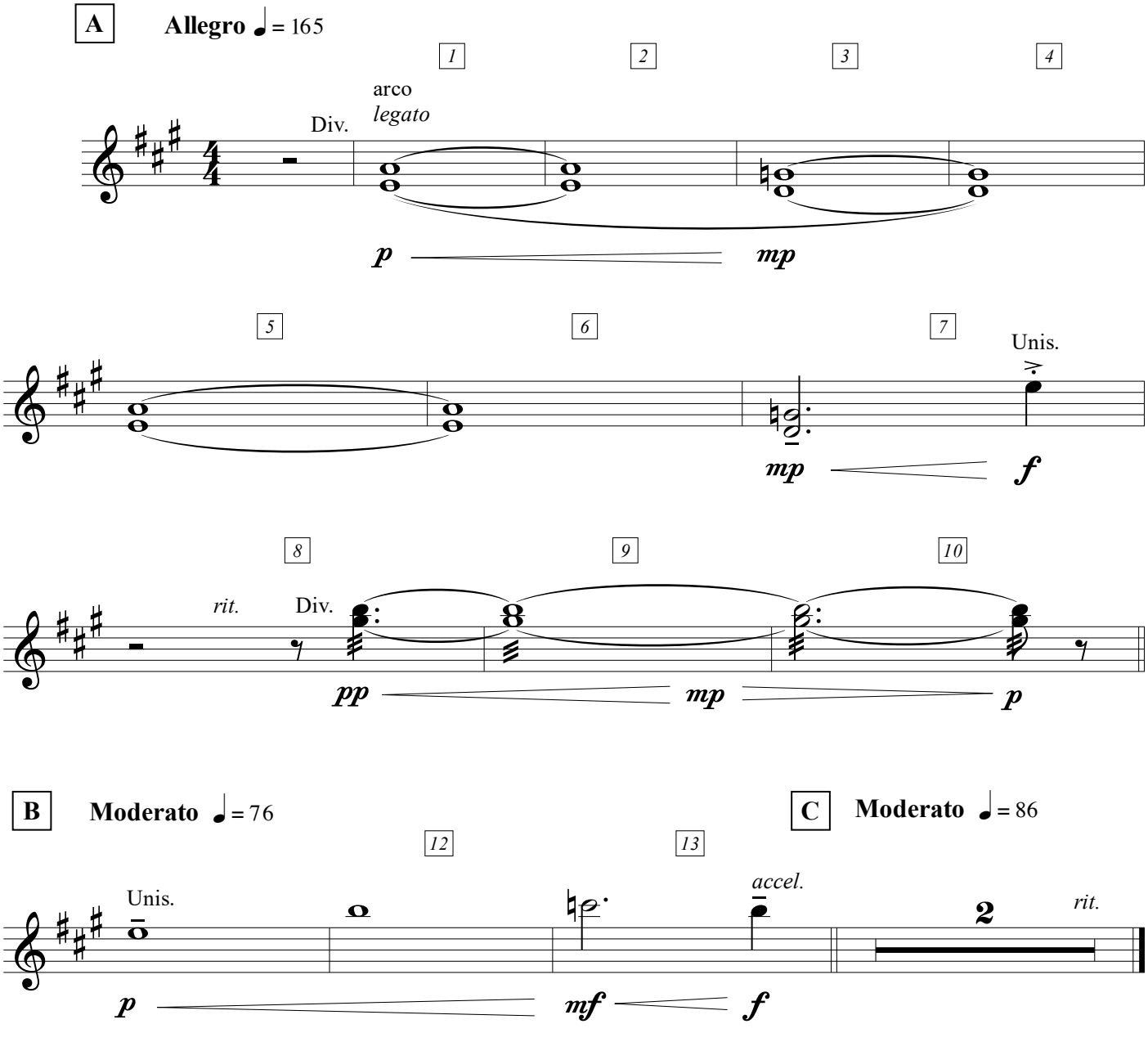
Violins 1.2

Escena 1: Sprite Fight

1m1 - *'Fun Guys in a Forest'*

Jordy Nunez Guerrero

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



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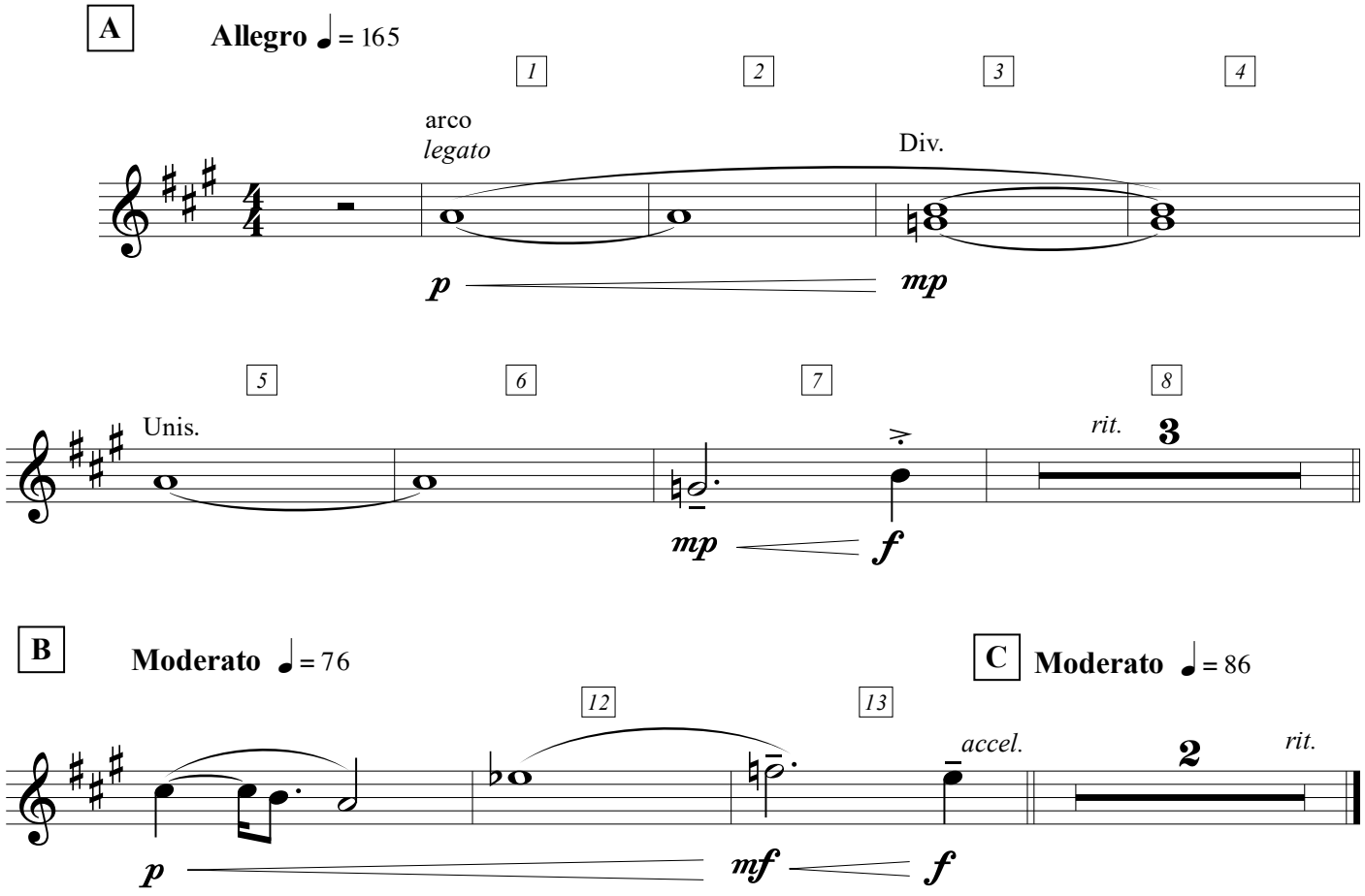
Violins 2

Escena 1: Sprite Fight

1m1 - *'Fun Guys in a Forest'*

Jordy Nunez Guerrero

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



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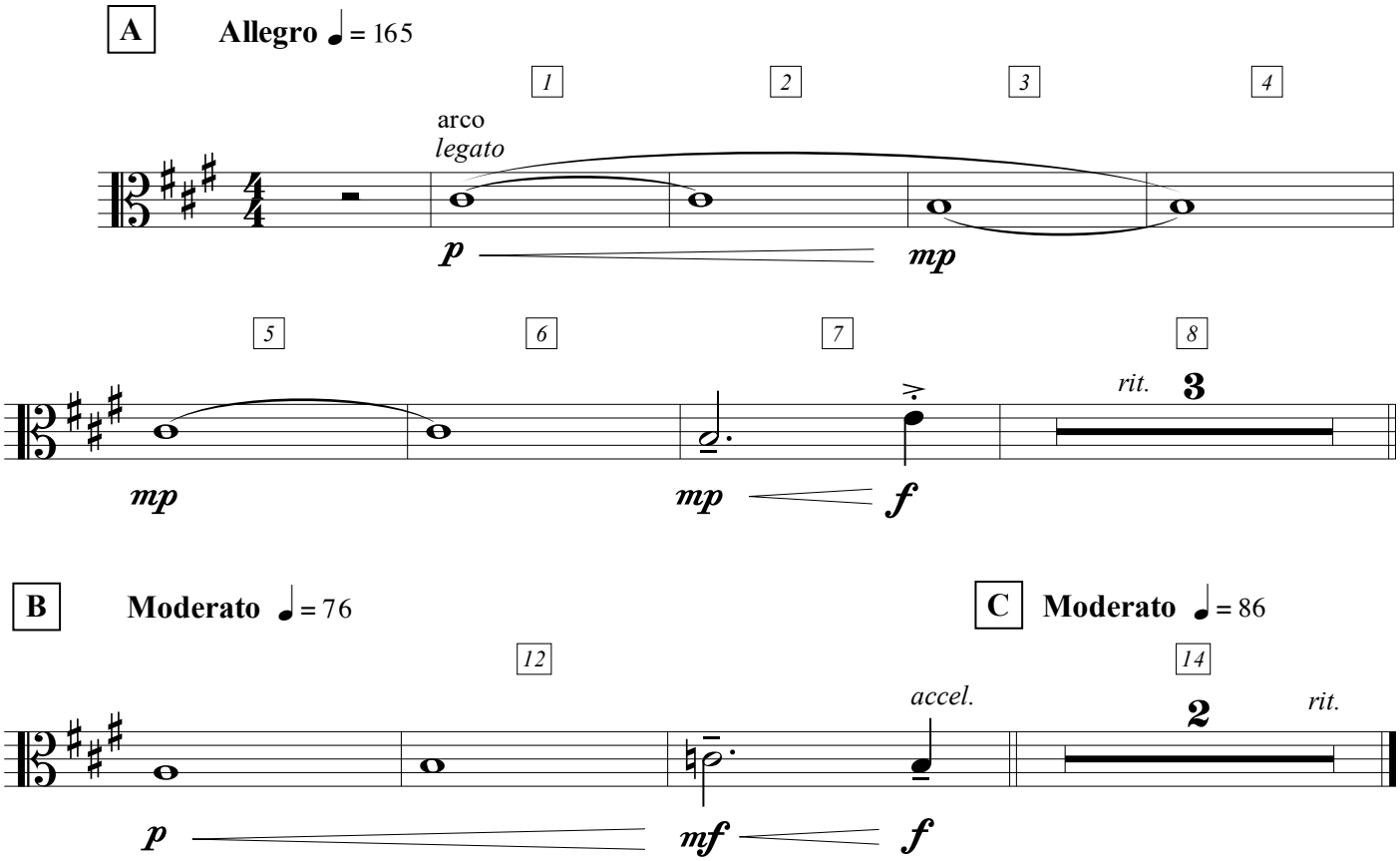
Violas

Escena 1: Sprite Fight

1m1 - *'Fun Guys in a Forest'*

Jordy Nunez Guerrero

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



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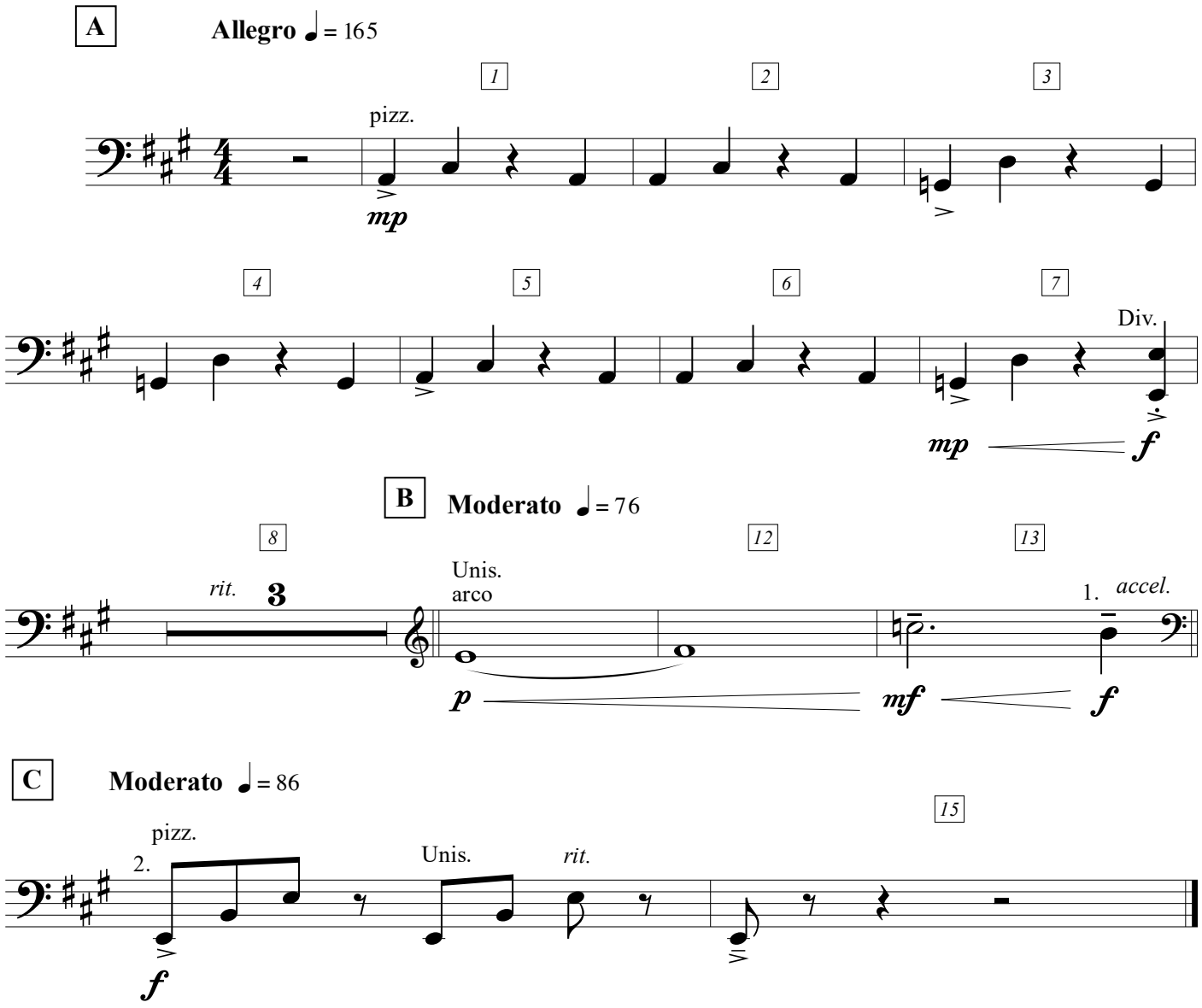
Cellos

Escena 1: Sprite Fight

1m1 - *'Fun Guys in a Forest'*

Jordy Nunez Guerrero

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



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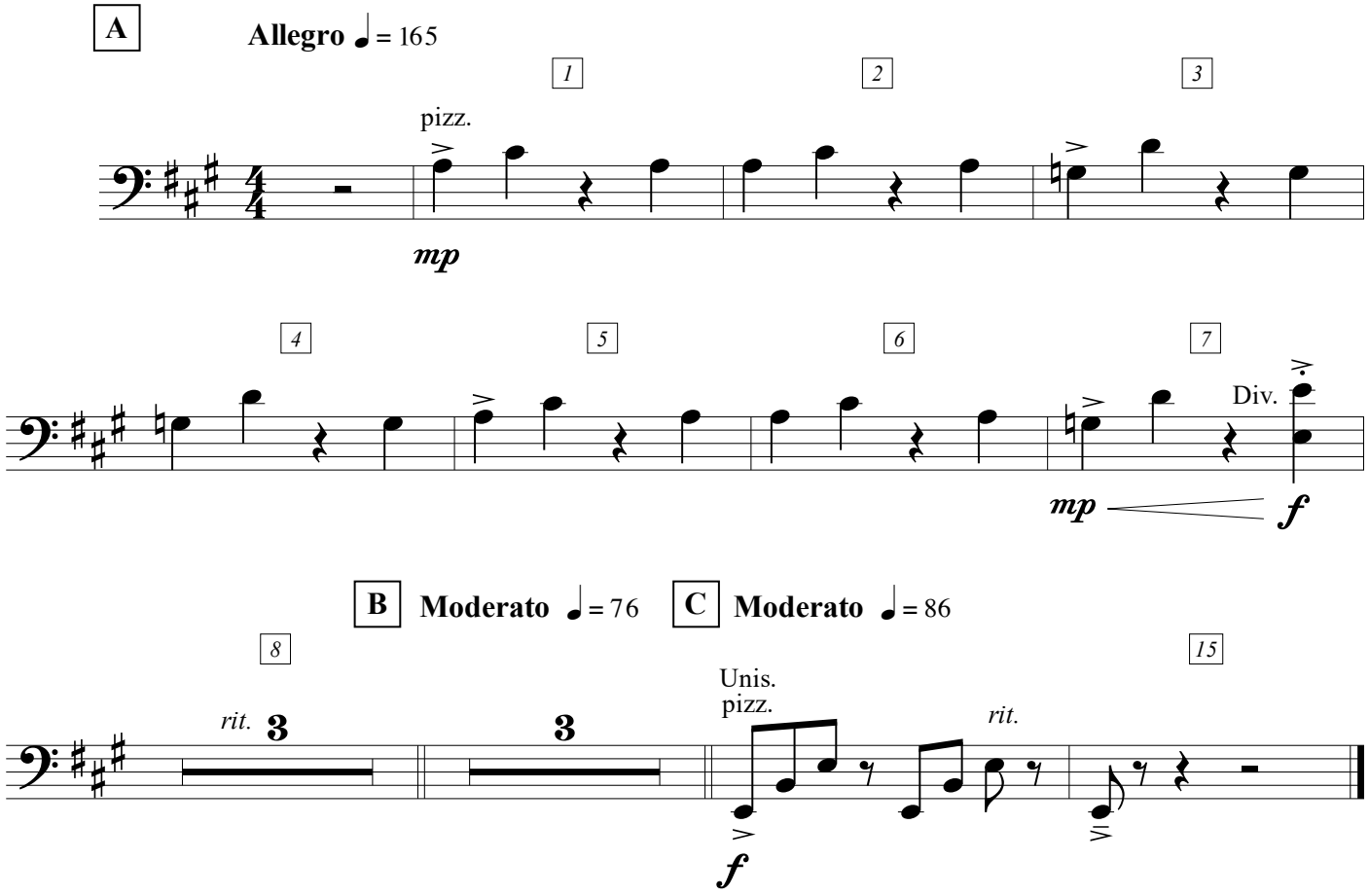
Contrabasses

Escena 1: Sprite Fight

1m1 - *'Fun Guys in a Forest'*

Jordy Nunez Guerrero

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



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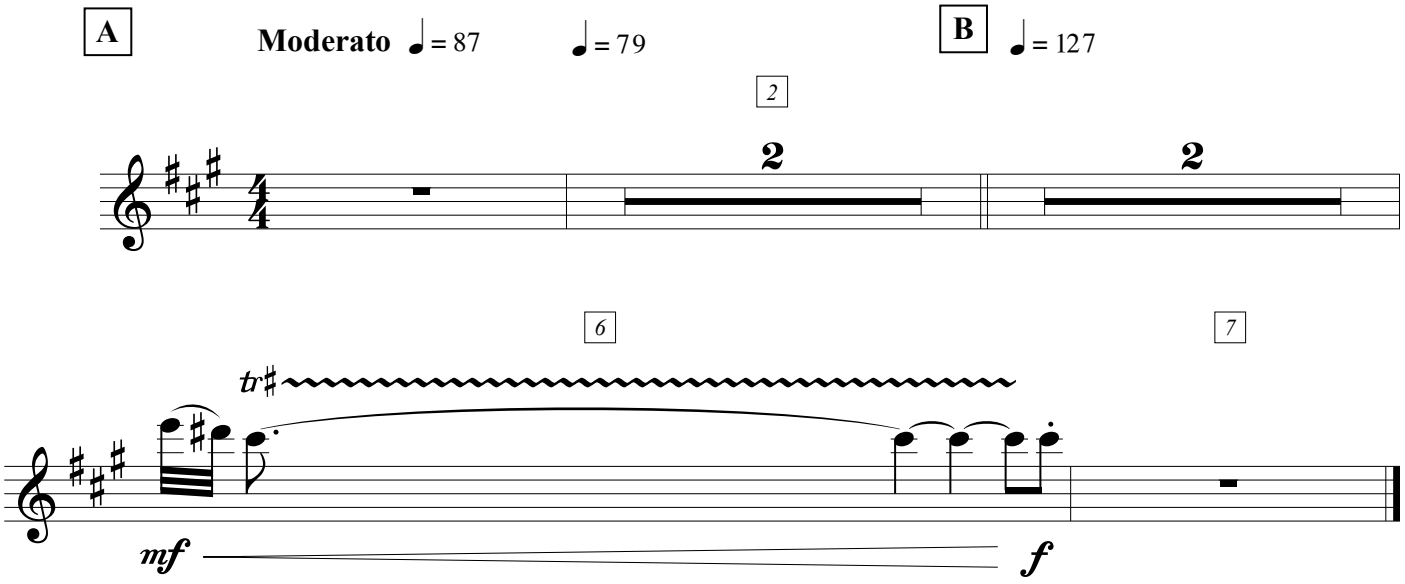
Piccolos

Escena 1: Sprite Fight

1m2 - '*Tiny Creature*'

Jordy Nunez Guerrero

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



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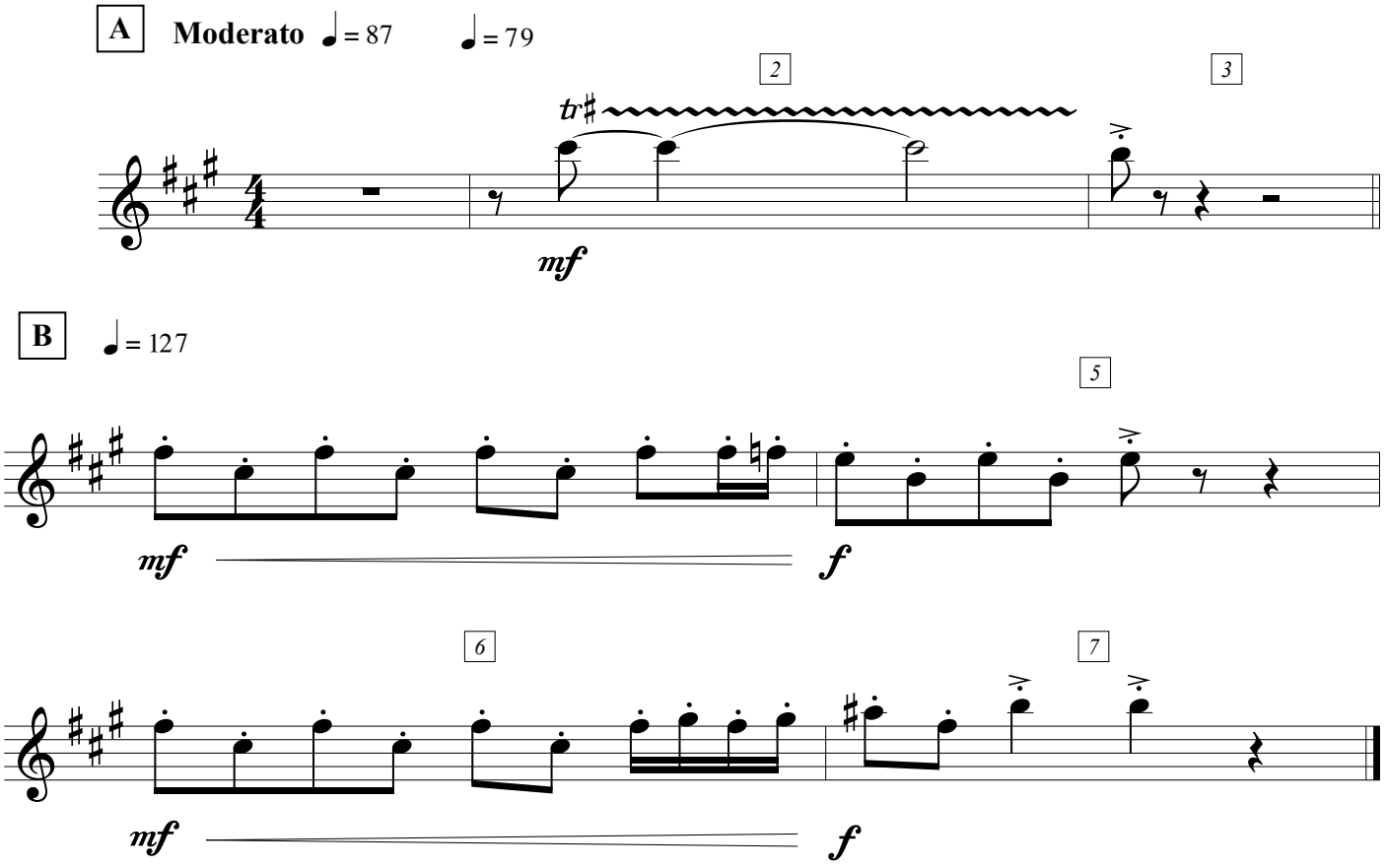
Flutes

Escena 1: Sprite Fight

1m2 - '*Tiny Creature*'

Jordy Nunez Guerrero

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



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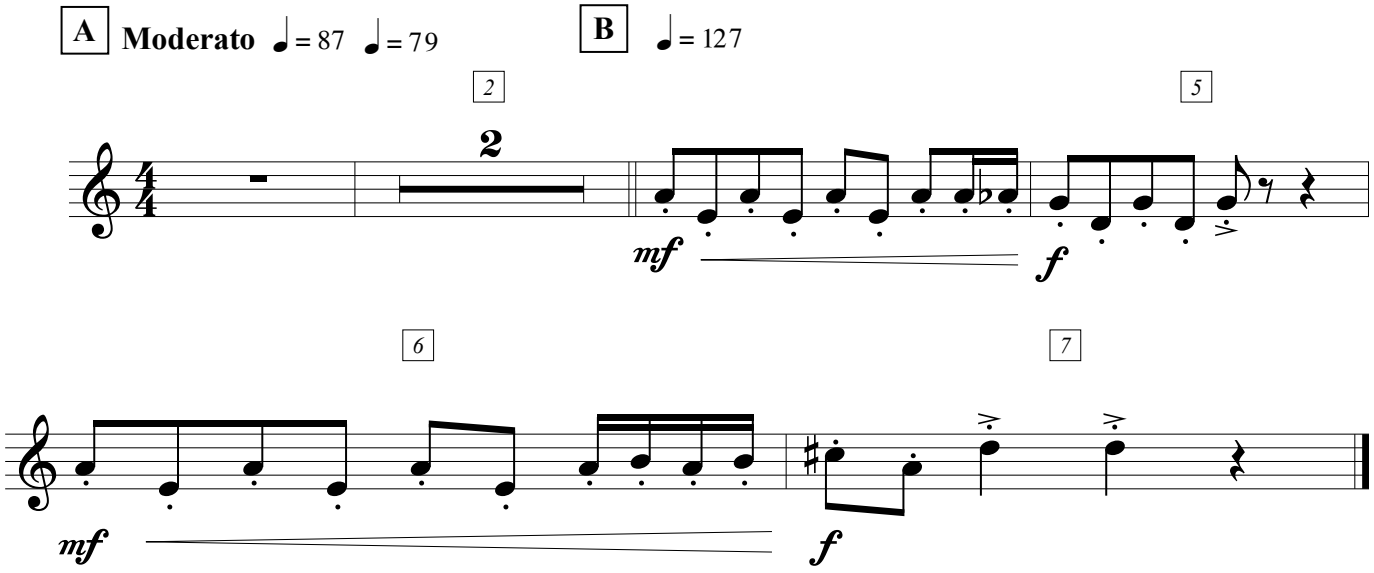
Clarinets in A

Escena 1: Sprite Fight

1m2 - '*Tiny Creature*'

Jordy Nunez Guerrero

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



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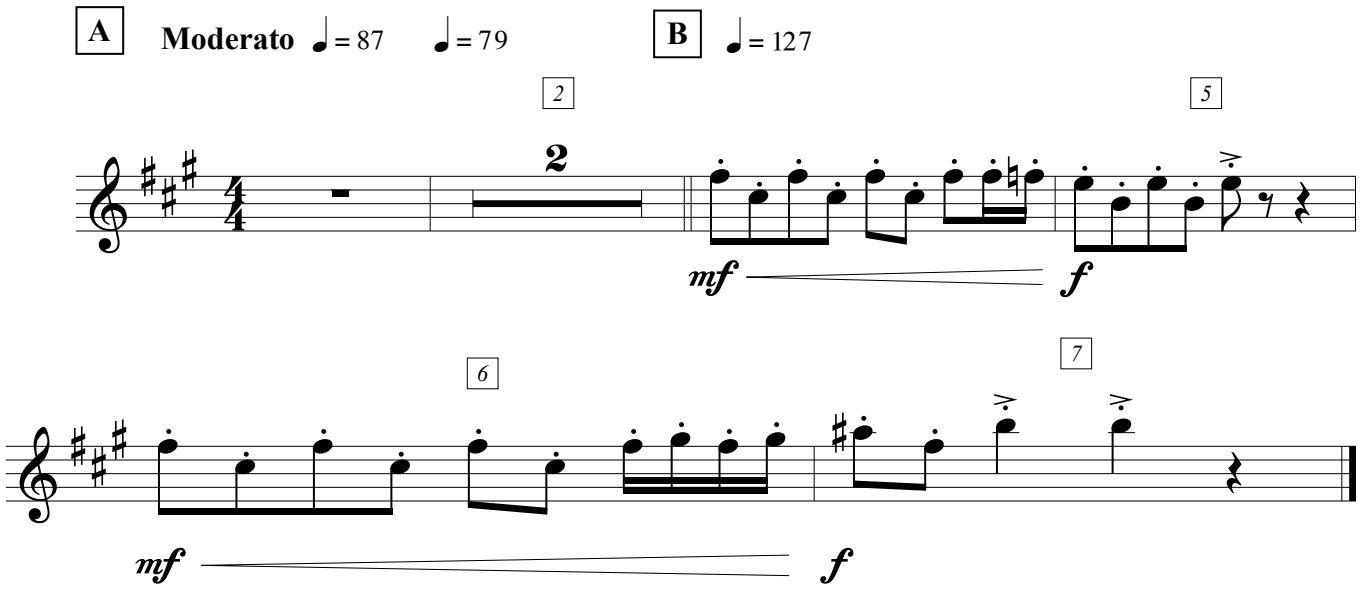
Oboes

Escena 1: Sprite Fight

1m2 - '*Tiny Creature*'

Jordy Nunez Guerrero

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



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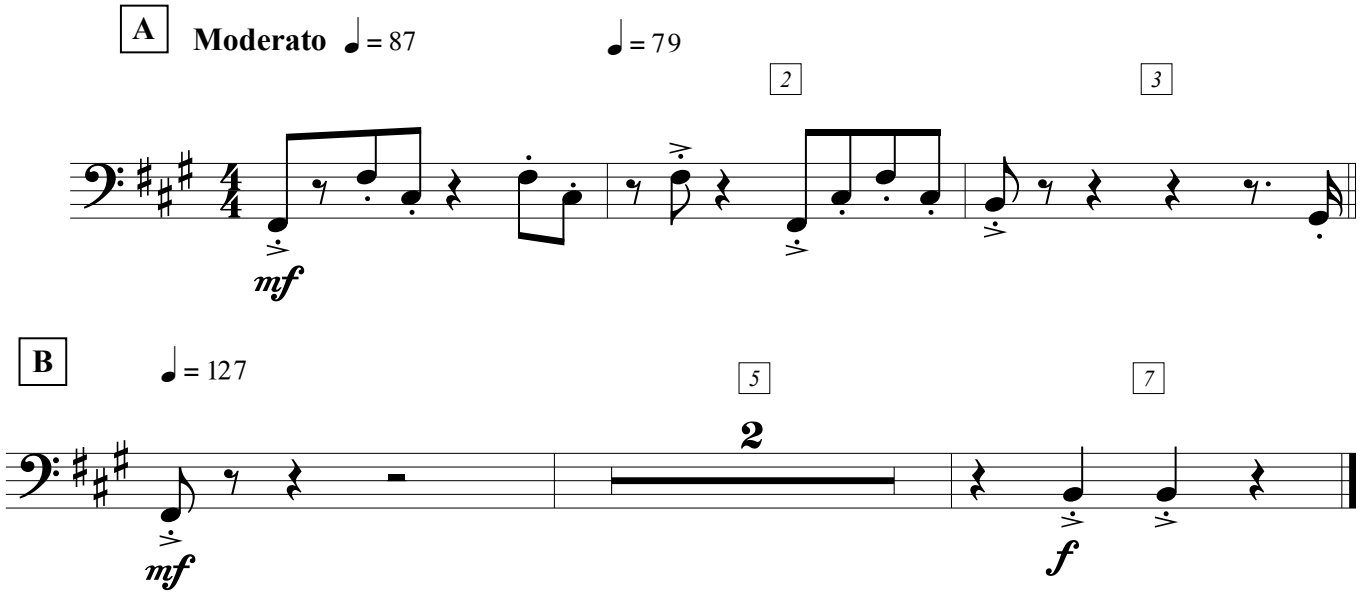
Tubas

Escena 1: Sprite Fight

1m2 - '*Tiny Creature*'

Jordy Nunez Guerrero

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



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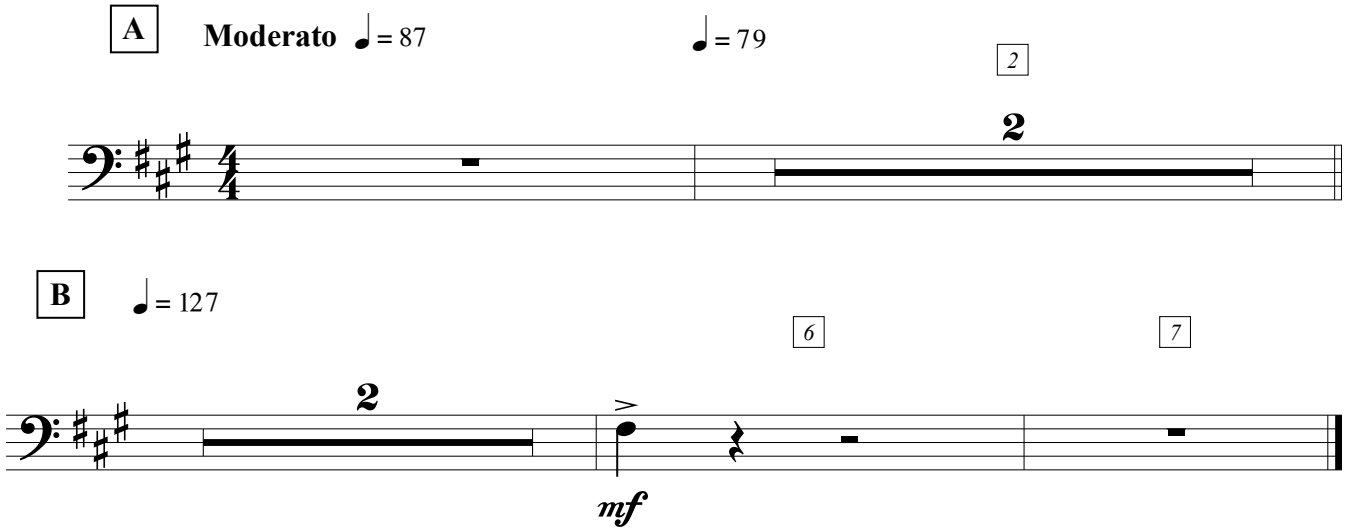
Timpani

Escena 1: Sprite Fight

1m2 - '*Tiny Creature*'

Jordy Nunez Guerrero

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



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Percussion

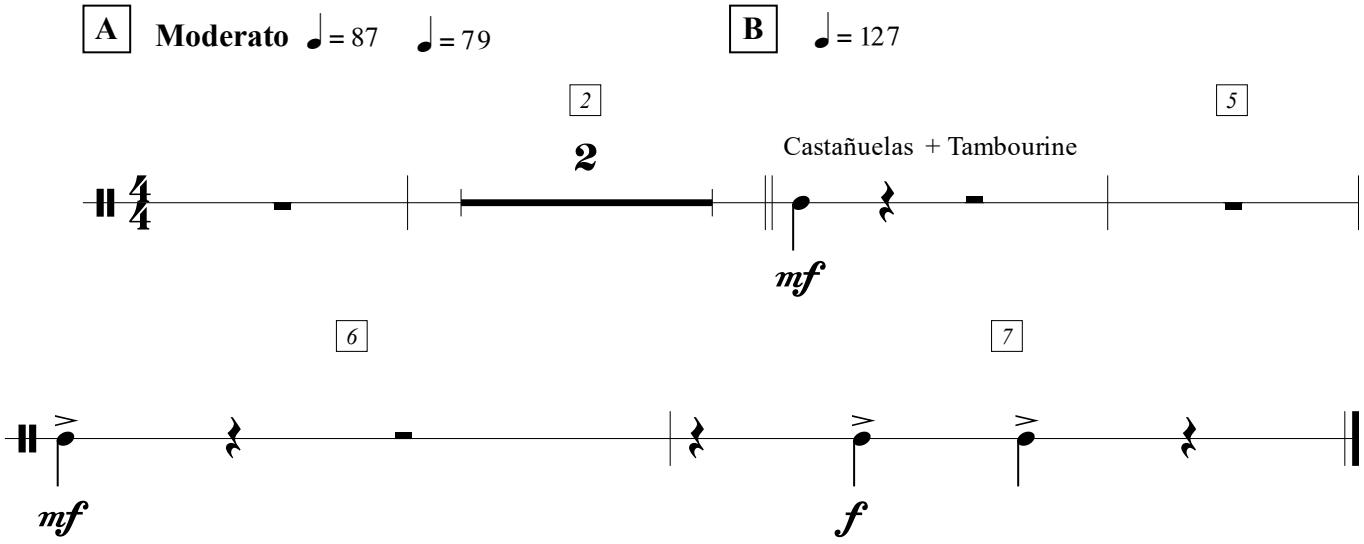
(Castañuelas, Tambourine)

Escena 1: Sprite Fight

1m2 - '*Tiny Creature*'

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

Jordy Nunez Guerrero



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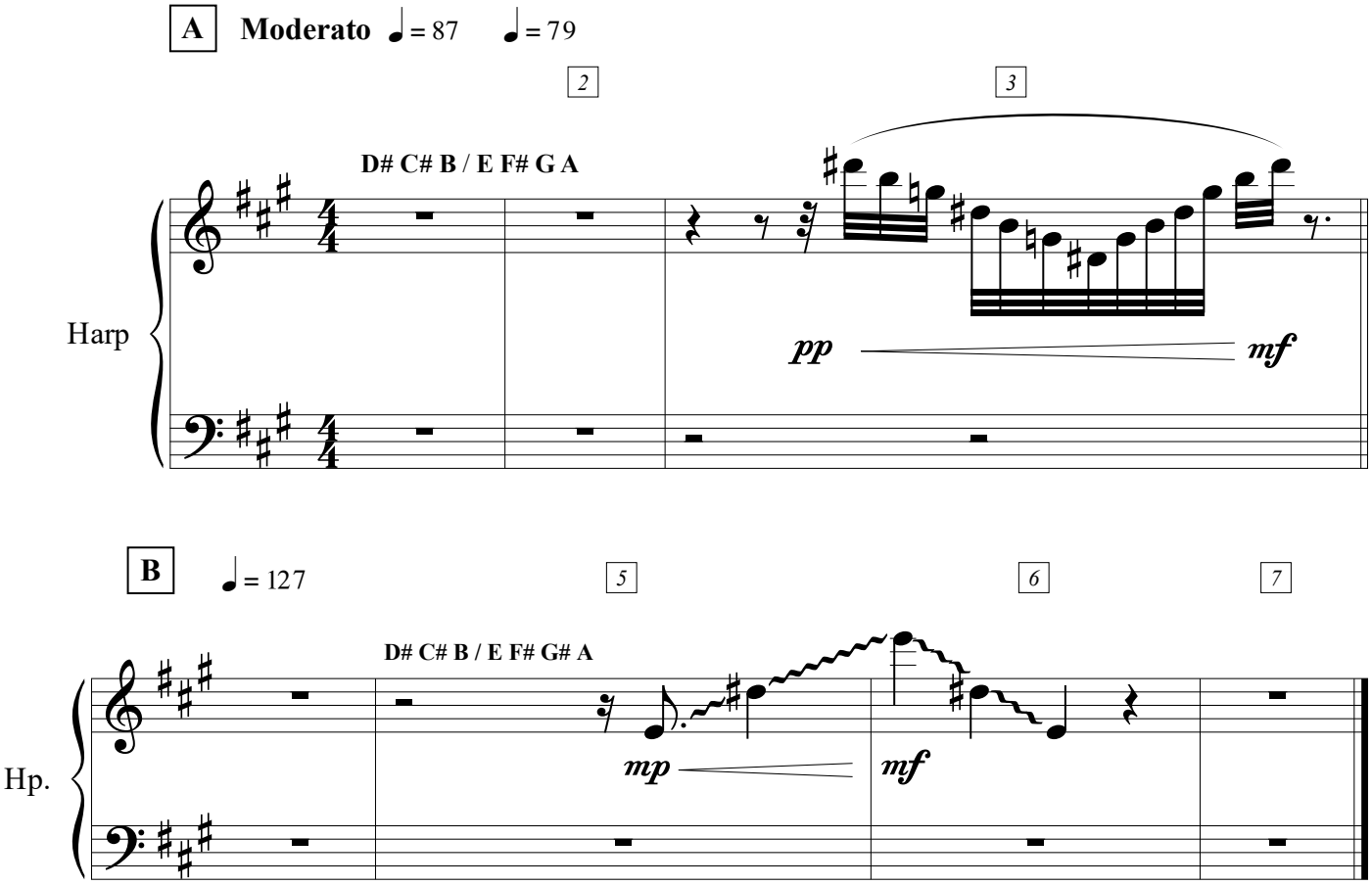
Escena 1: Sprite Fight

1m2 - '*Tiny Creature*'

Jordy Nunez Guerrero

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



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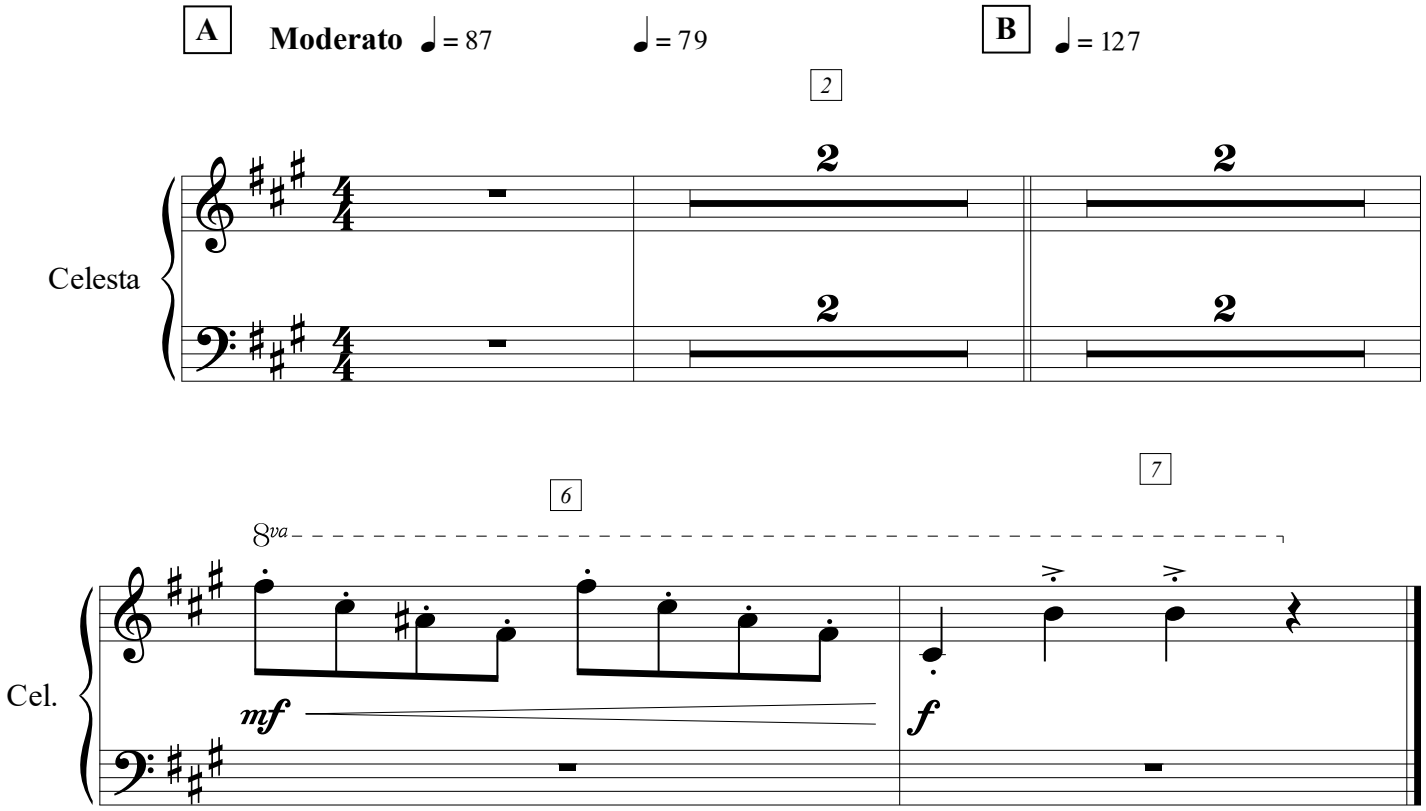
Celesta

Escena 1: Sprite Fight

1m2 - '*Tiny Creature*'

Jordy Nunez Guerrero

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



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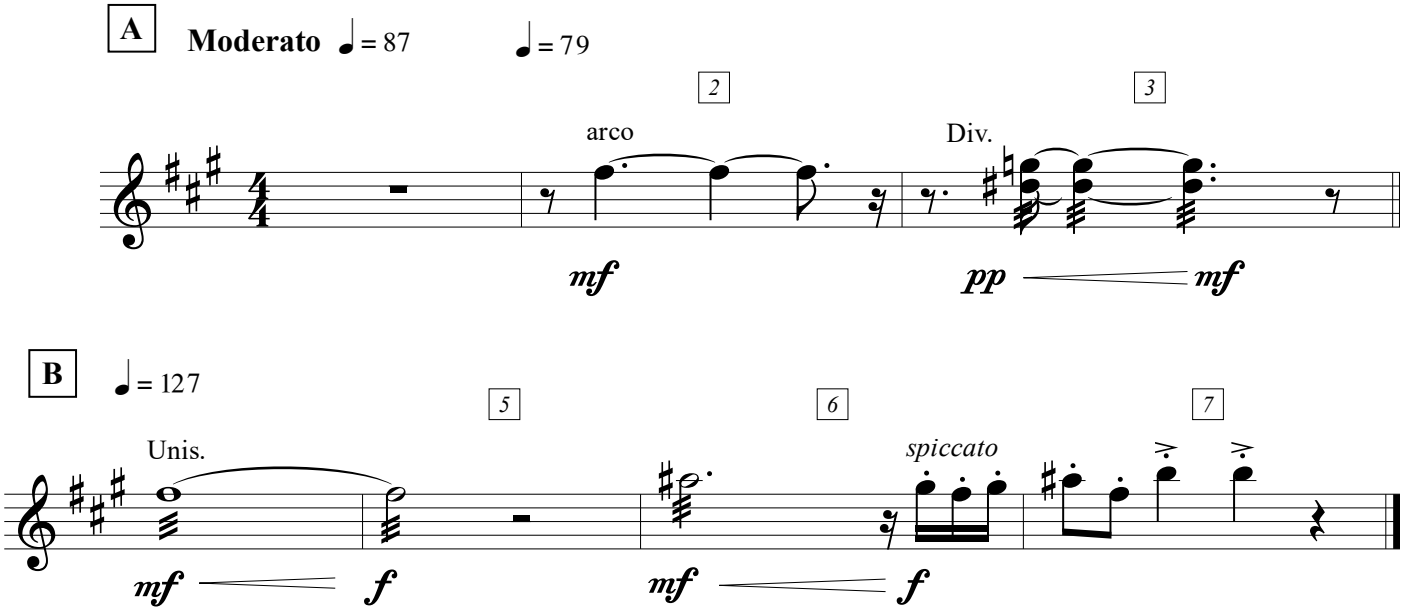
Violins 1

Escena 1: Sprite Fight

1m2 - '*Tiny Creature*'

Jordy Nunez Guerrero

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



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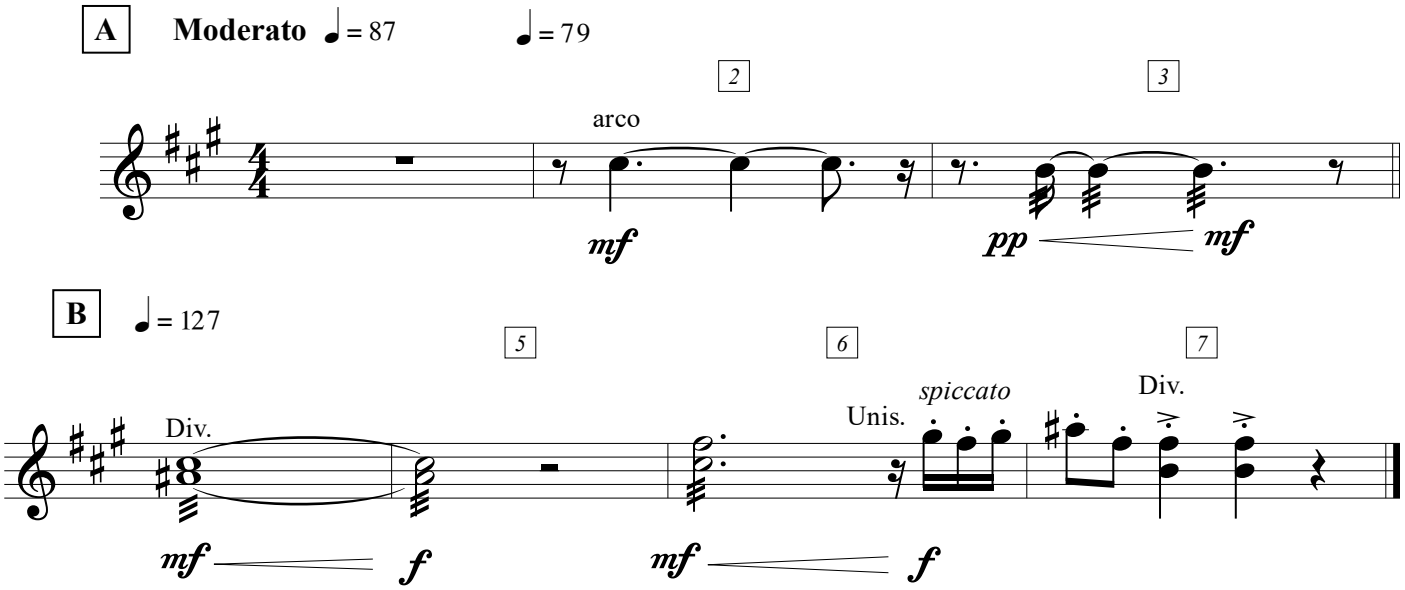
Violins 2

Escena 1: Sprite Fight

1m2 - '*Tiny Creature*'

Jordy Nunez Guerrero

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



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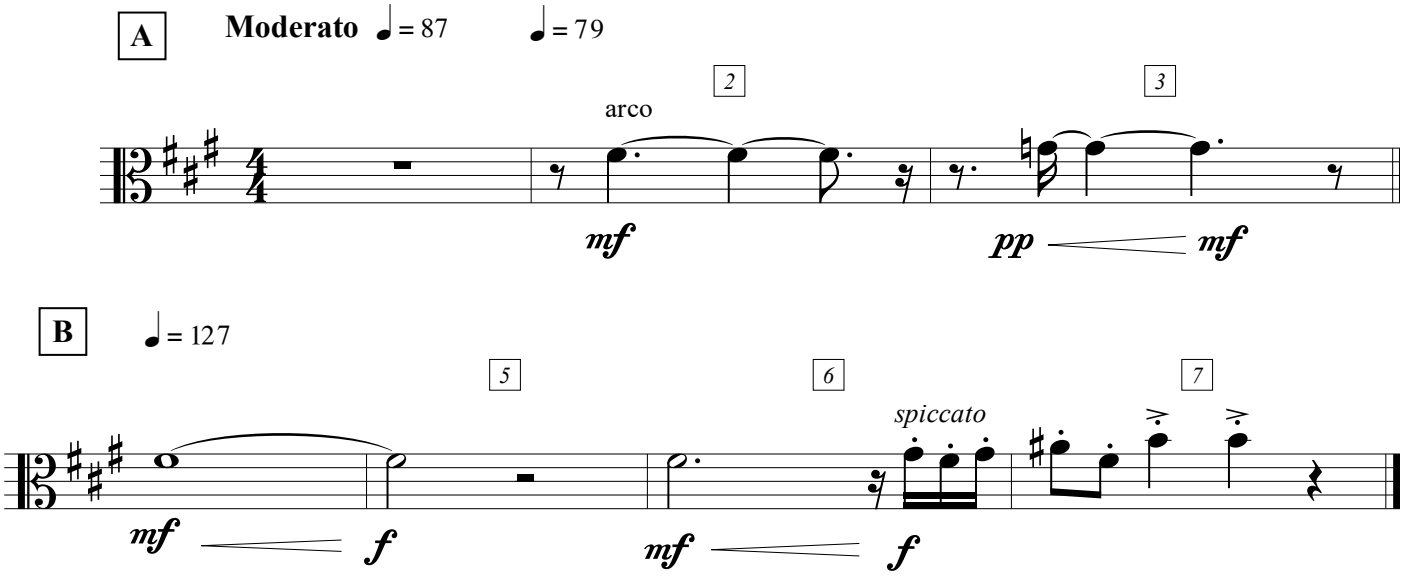
Violas

Escena 1: Sprite Fight

1m2 - '*Tiny Creature*'

Jordy Nunez Guerrero

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



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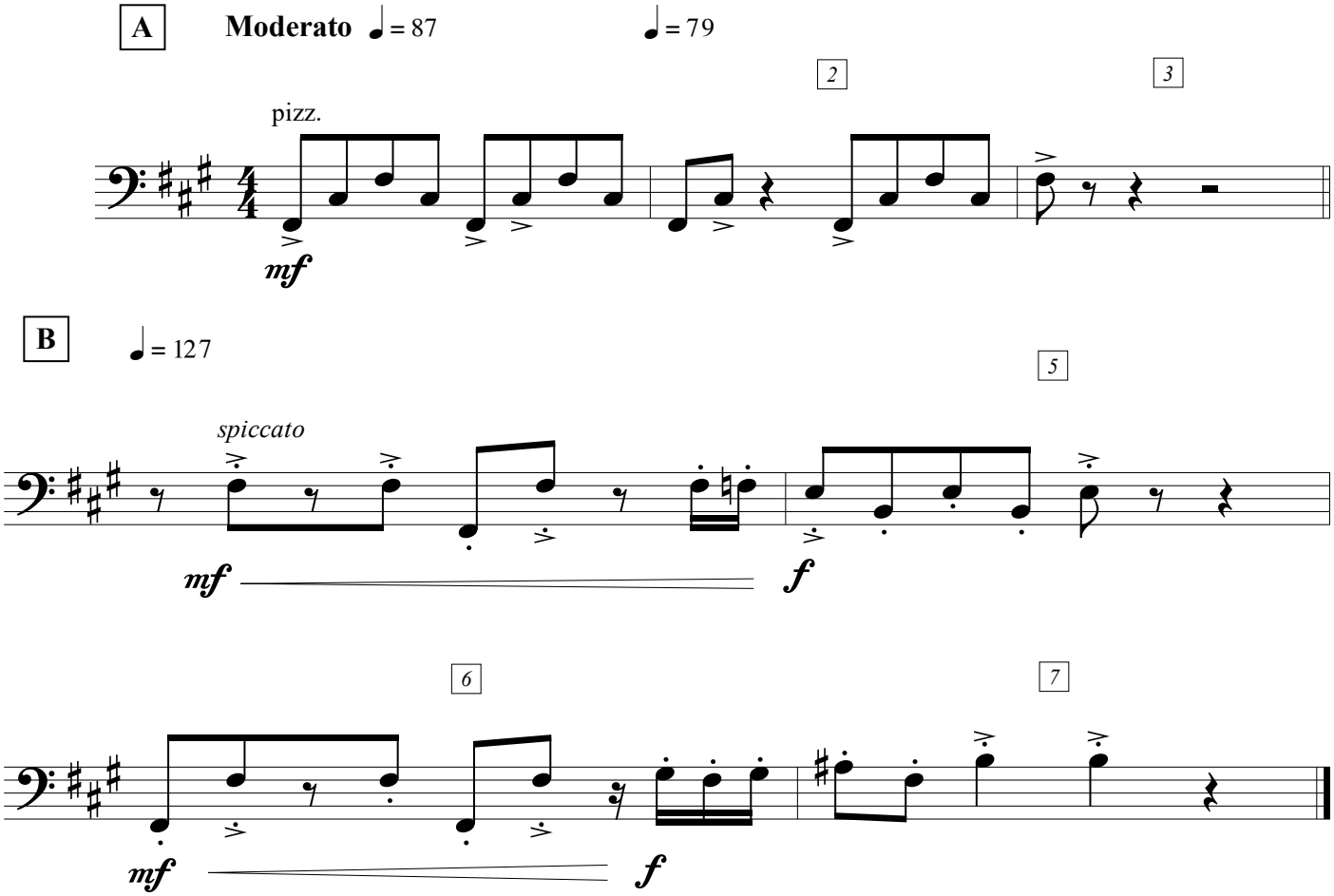
Cellos

Escena 1: Sprite Fight

1m2 - '*Tiny Creature*'

Jordy Nunez Guerrero

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



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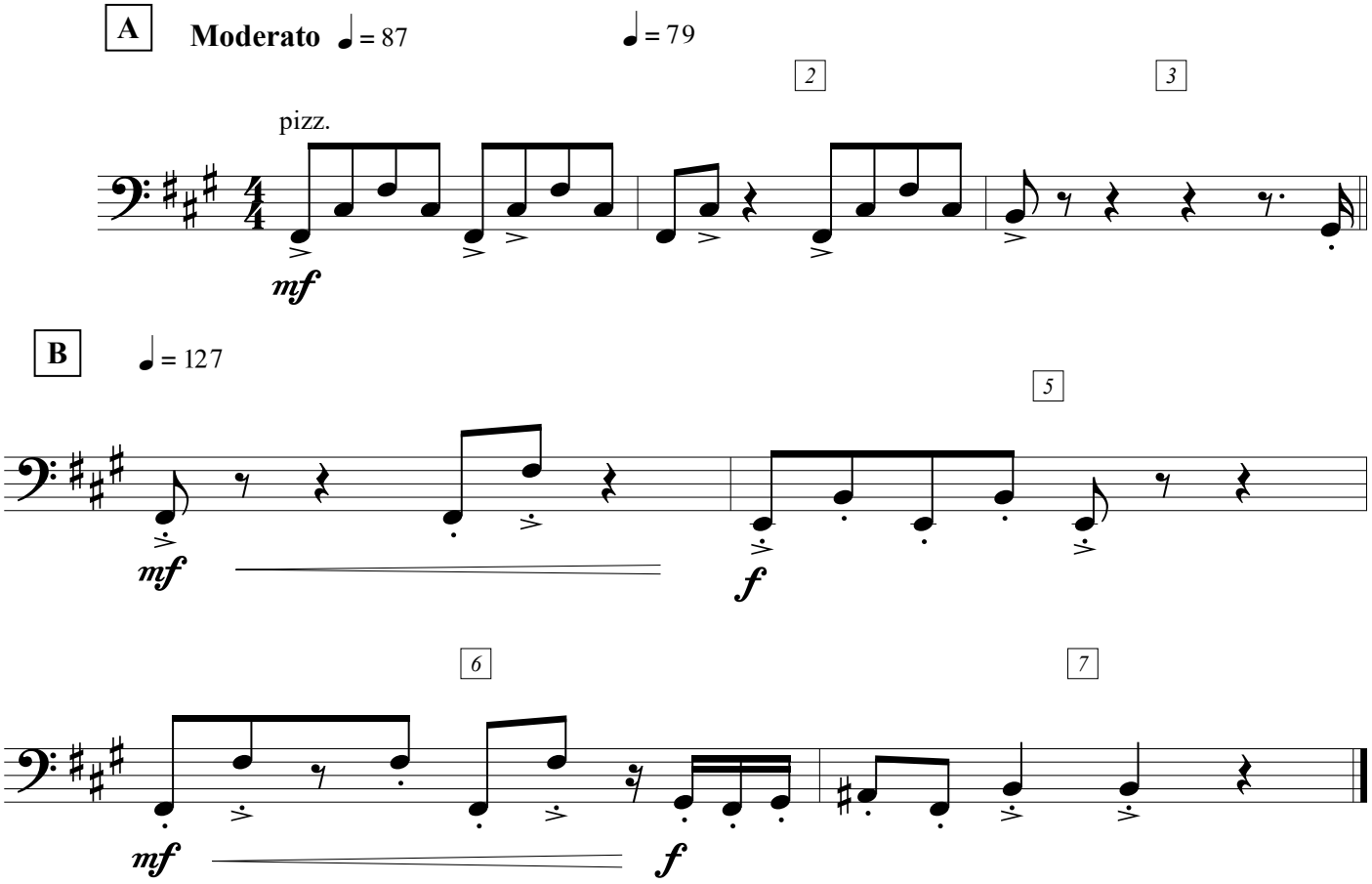
Contrabasses

Escena 1: Sprite Fight

1m2 - '*Tiny Creature*'

Jordy Nunez Guerrero

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



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Flutes

Escena 1: Sprite Fight

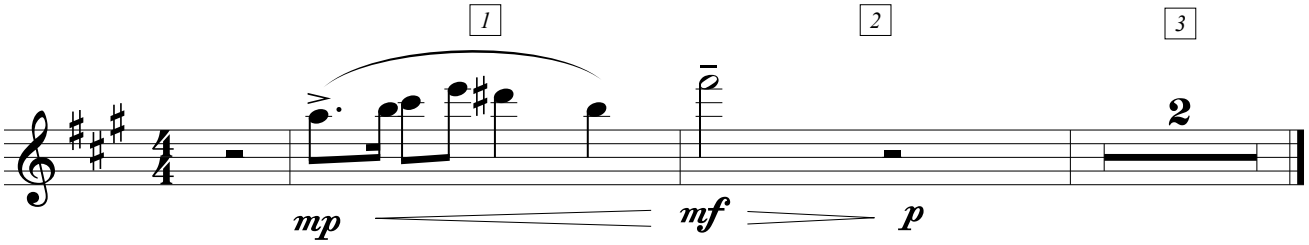
1m3 - *'Tiny Realm'*

Jordy Nunez Guerrero

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

A **Moderato** ♩ = 80

00:00:53:16



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Clarinets in A

Escena 1: Sprite Fight

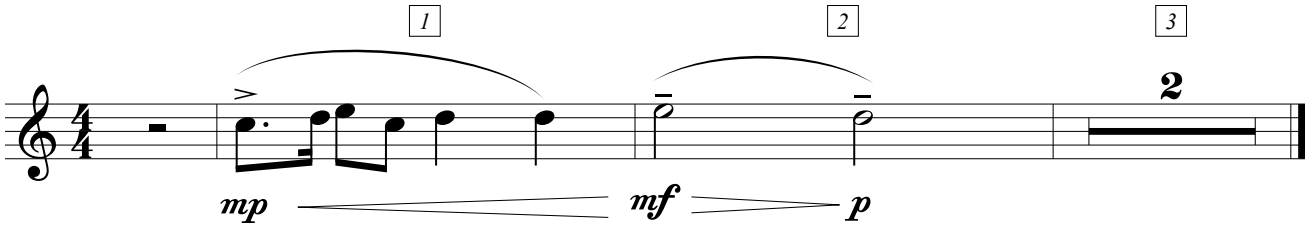
1m3 - *'Tiny Realm'*

Jordy Nunez Guerrero

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

A **Moderato** ♩ = 80

00:00:53:16



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Oboes

Escena 1: Sprite Fight

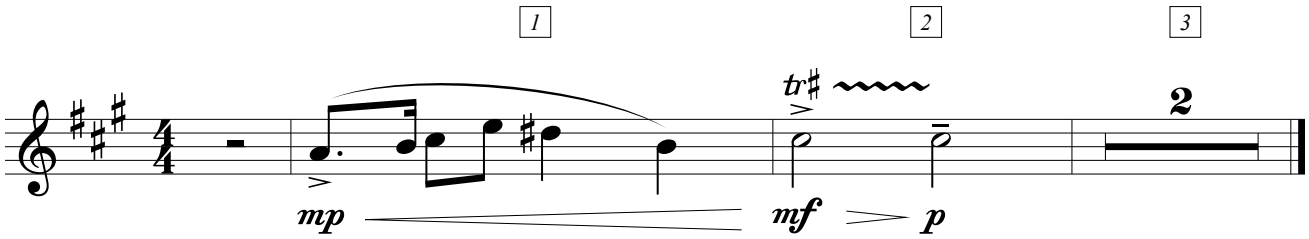
1m3 - *'Tiny Realm'*

Jordy Nunez Guerrero

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

A **Moderato** ♩ = 80

00:00:53:16



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Bassoons

Escena 1: Sprite Fight

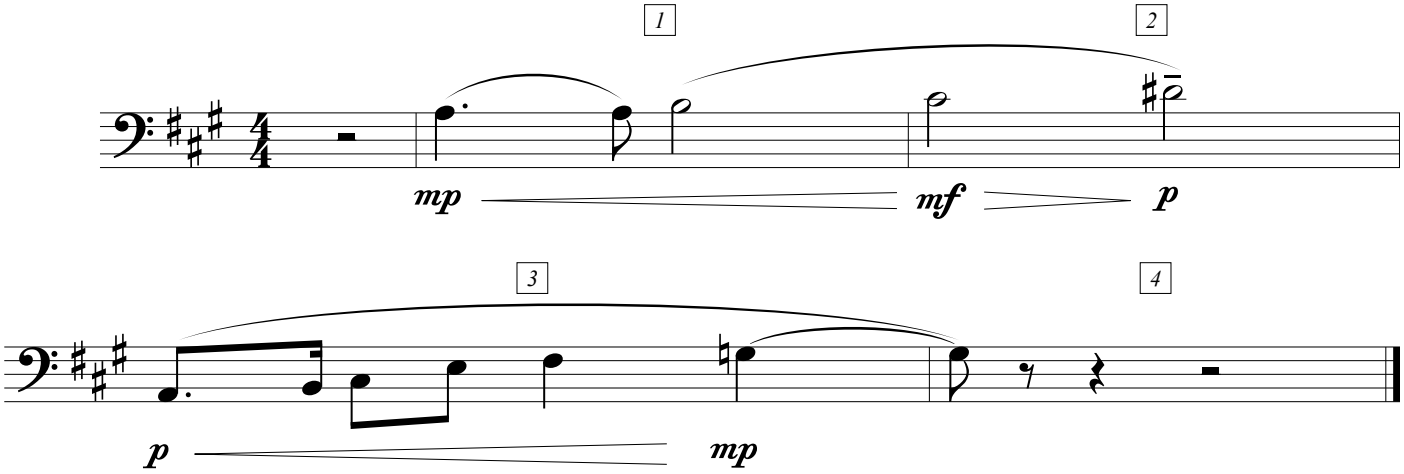
1m3 - *'Tiny Realm'*

Jordy Nunez Guerrero

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

A **Moderato** ♩ = 80

00:00:53:16



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Horns in F

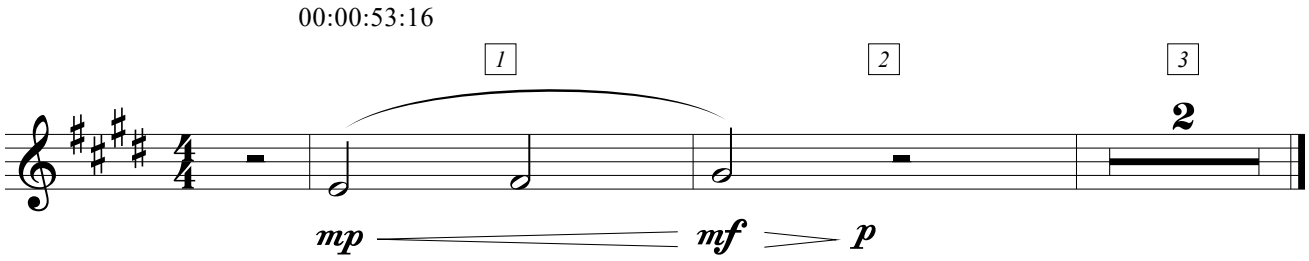
Escena 1: Sprite Fight

1m3 - *'Tiny Realm'*

Jordy Nunez Guerrero

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

A **Moderato** ♩ = 80



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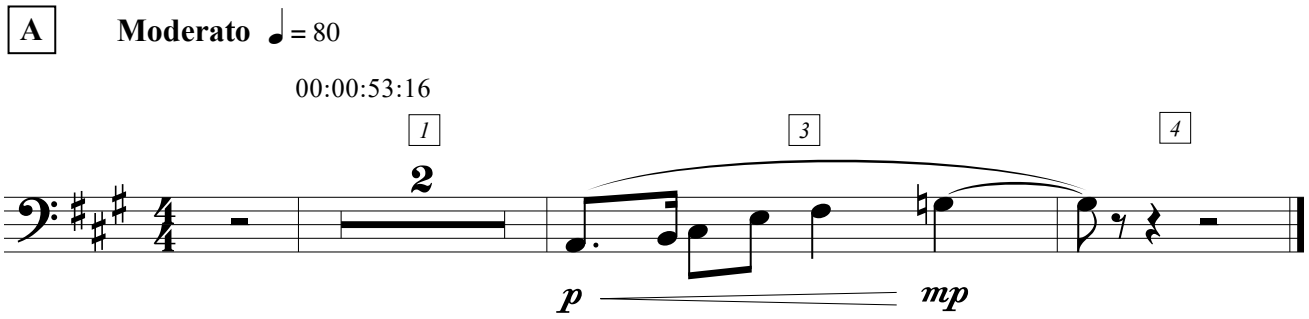
Trombones

Escena 1: Sprite Fight

1m3 - *'Tiny Realm'*

Jordy Nunez Guerrero

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



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Timpani

Escena 1: Sprite Fight

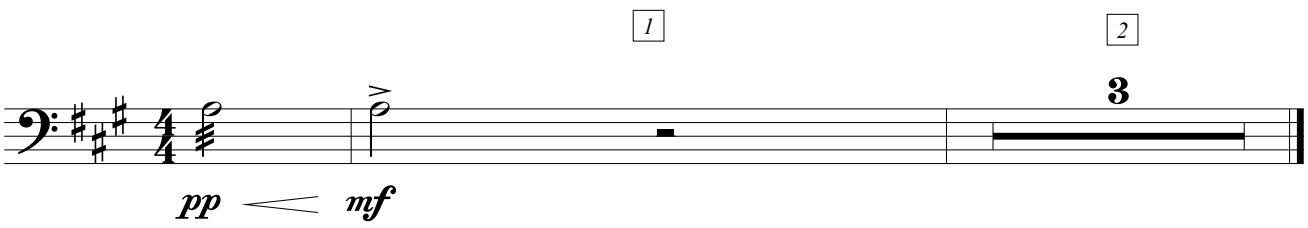
1m3 - *'Tiny Realm'*

Jordy Nunez Guerrero

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

A **Moderato** ♩ = 80

00:00:53:16



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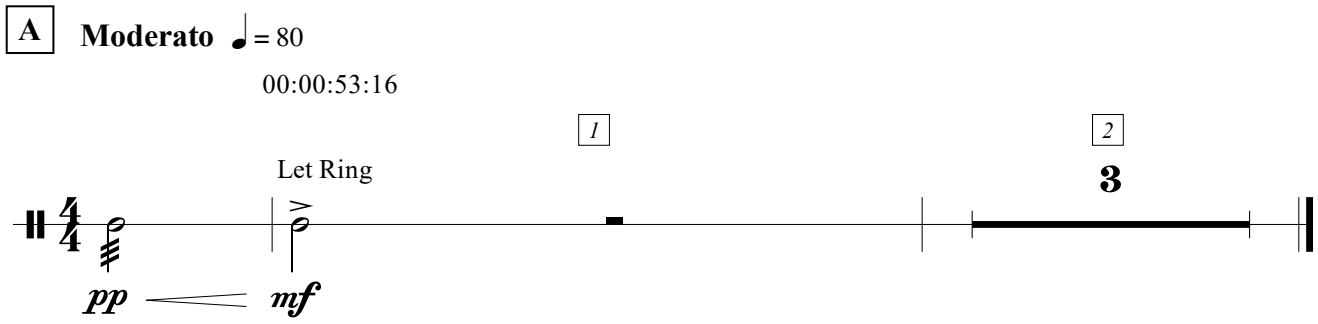
Cymbals

Escena 1: Sprite Fight

1m3 - *'Tiny Realm'*

Jordy Nunez Guerrero

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



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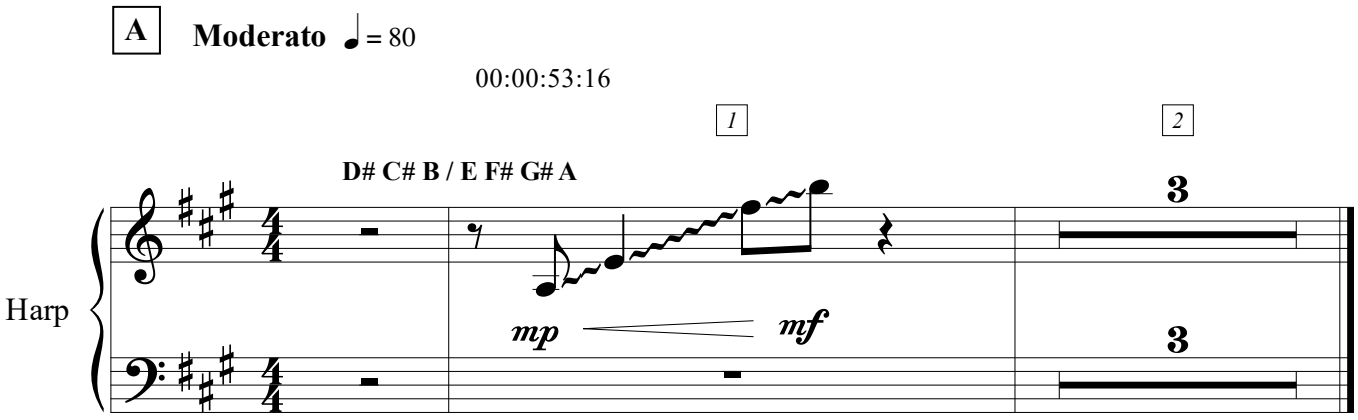
Harp

Escena 1: Sprite Fight

1m3 - *'Tiny Realm'*

Jordy Nunez Guerrero

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



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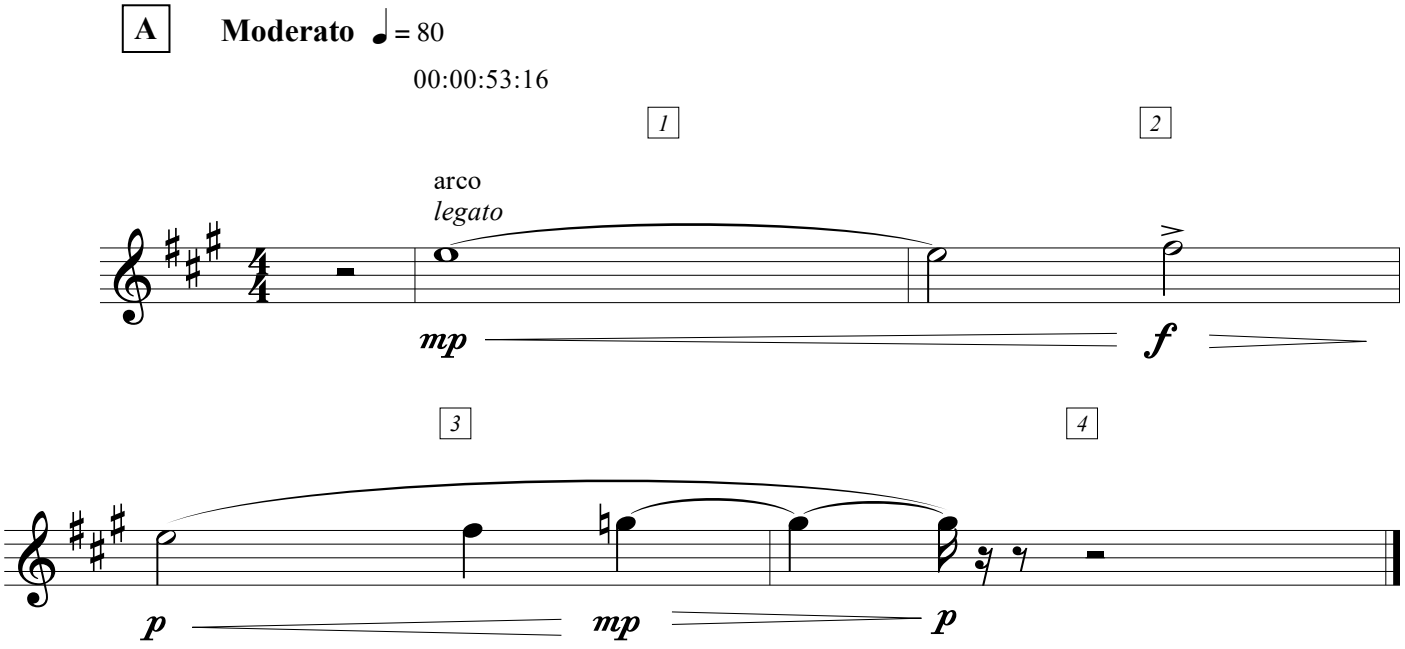
Violins 1

Escena 1: Sprite Fight

1m3 - *'Tiny Realm'*

Jordy Nunez Guerrero

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



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Violas

Escena 1: Sprite Fight

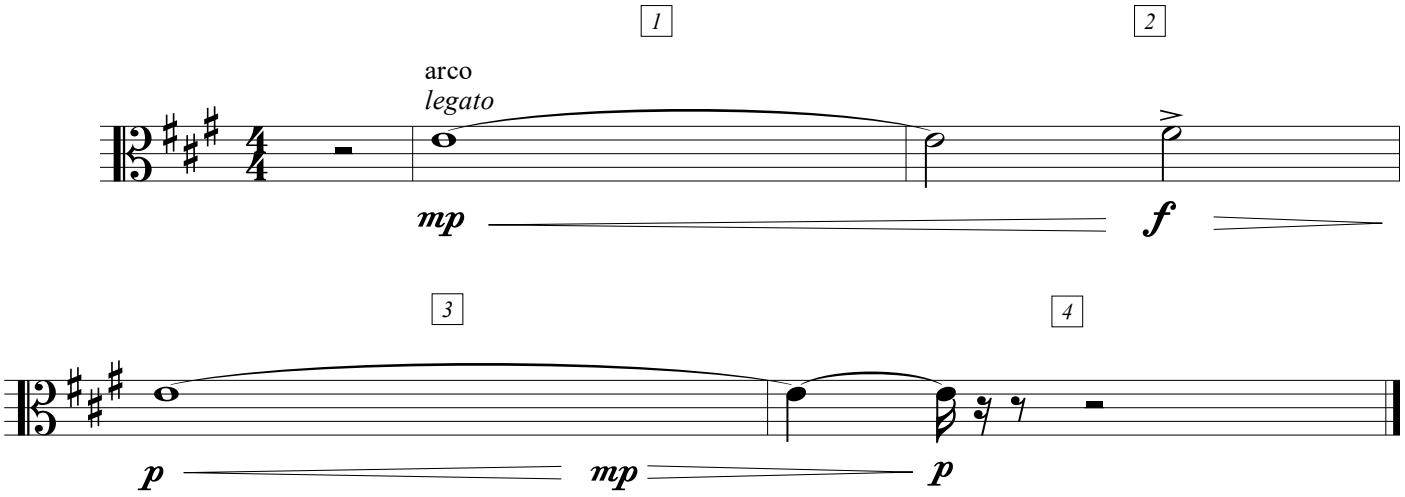
1m3 - *'Tiny Realm'*

Jordy Nunez Guerrero

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

A **Moderato** ♩ = 80

00:00:53:16



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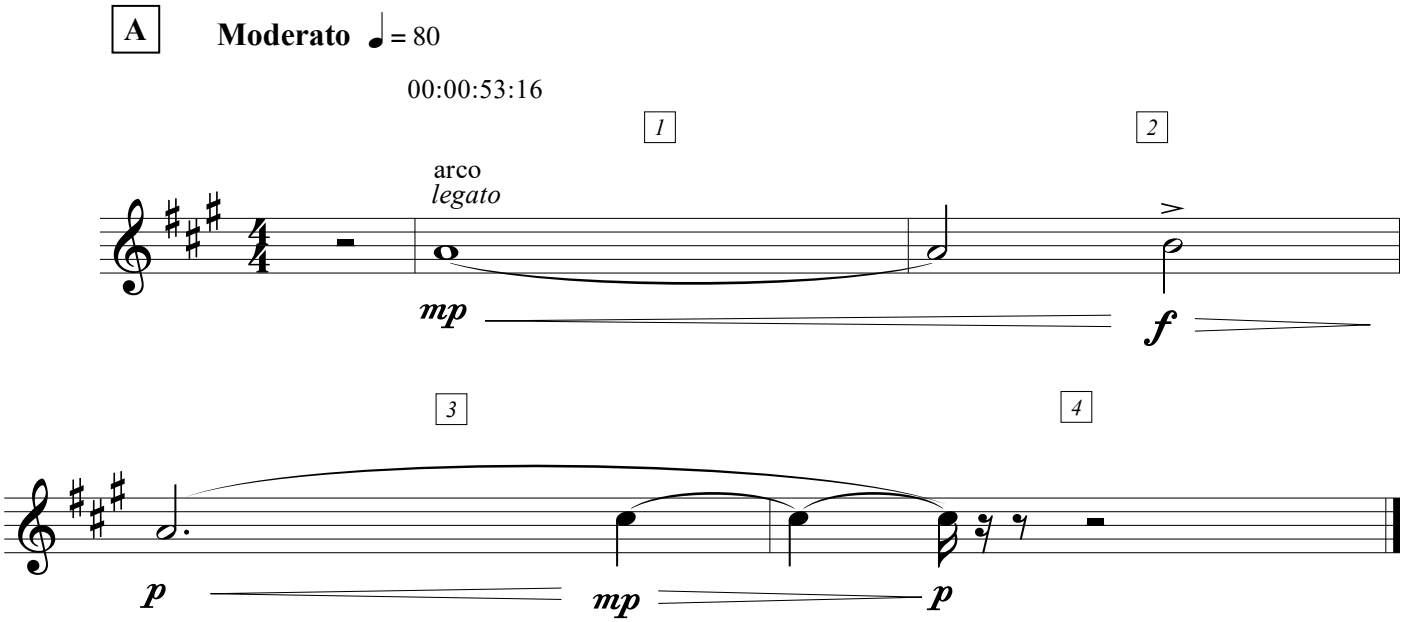
Violins 2

Escena 1: Sprite Fight

1m3 - *'Tiny Realm'*

Jordy Nunez Guerrero

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



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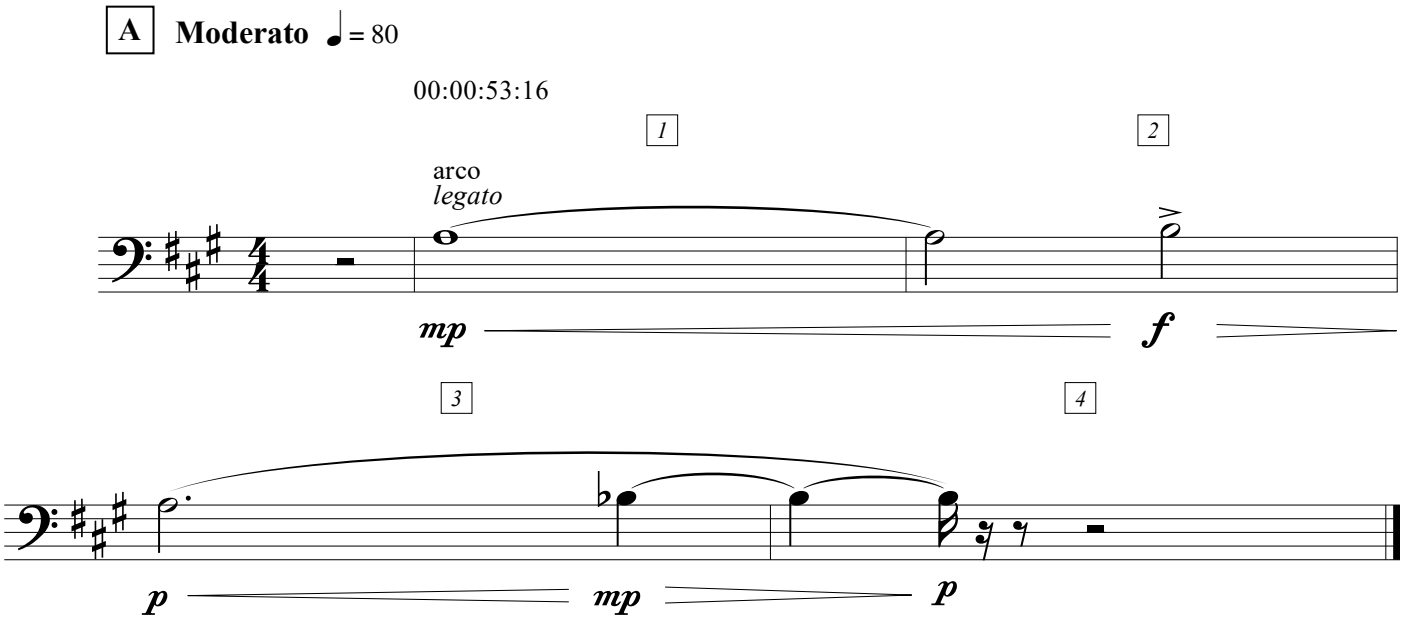
Cellos

Escena 1: Sprite Fight

1m3 - *'Tiny Realm'*

Jordy Nunez Guerrero

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



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Flutes

Escena 1: Sprite Fight

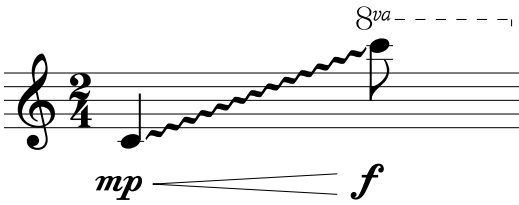
1m4 - *'Greetings'*

Jordy Nunez Guerrero

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

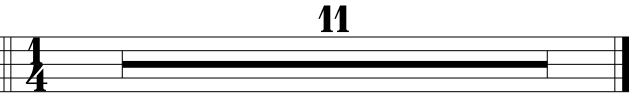
A **Allegro** ♩ = 120

00:01:04:15



B **Ad libitum**

00:01:04:20



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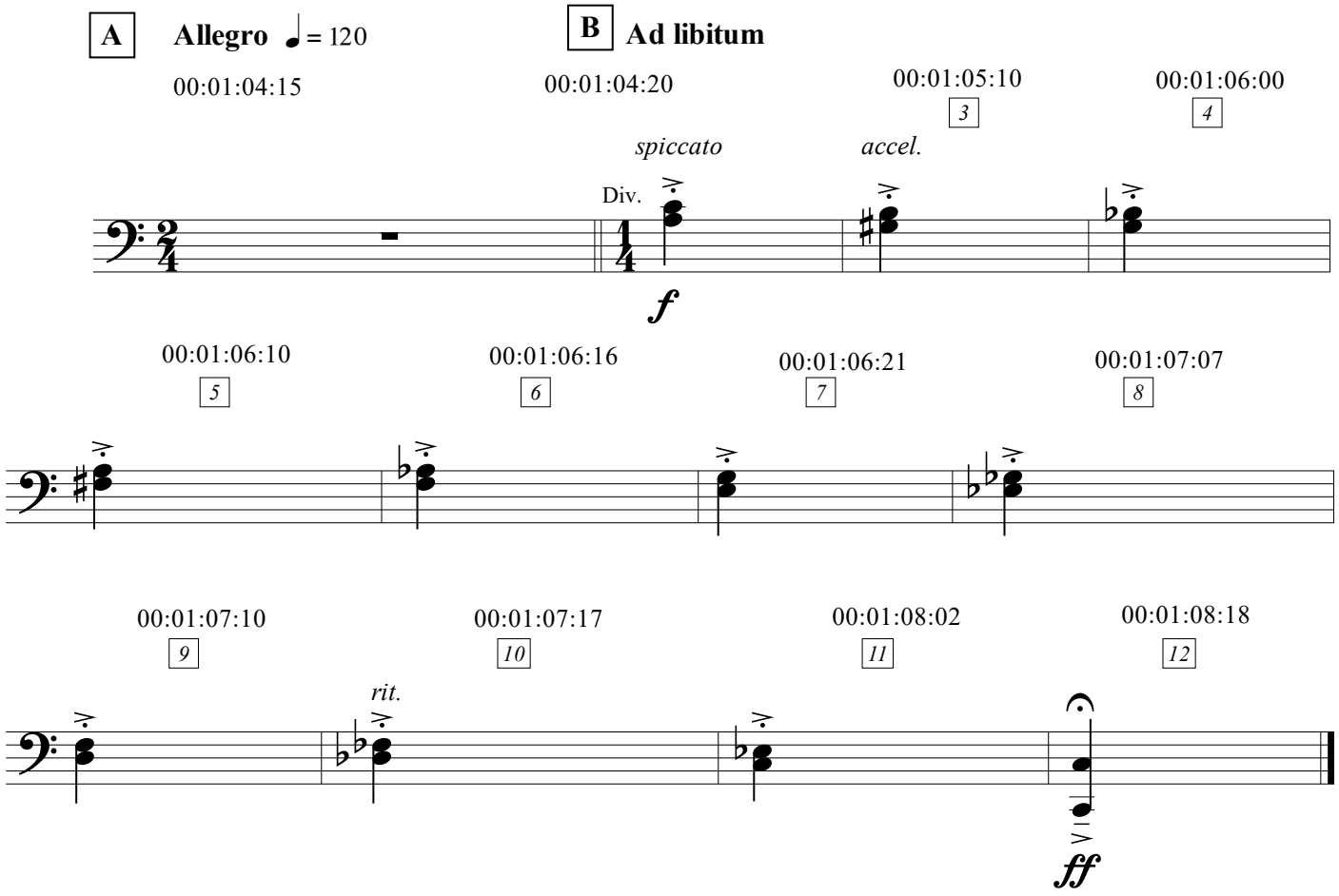
Cellos

Escena 1: Sprite Fight

1m4 - *'Greetings'*

Jordy Nunez Guerrero

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



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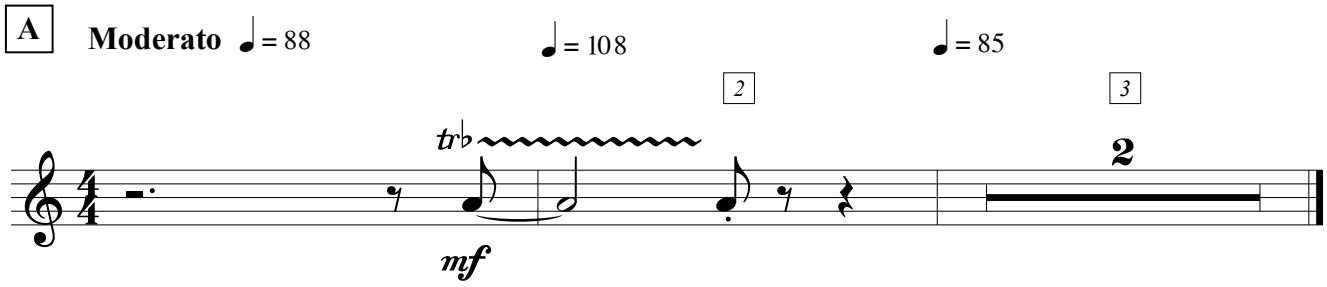
Flute

Escena 1: Sprite Fight

1m5 - *'Hidding the Shoe'*

Jordy Nunez Guerrero

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



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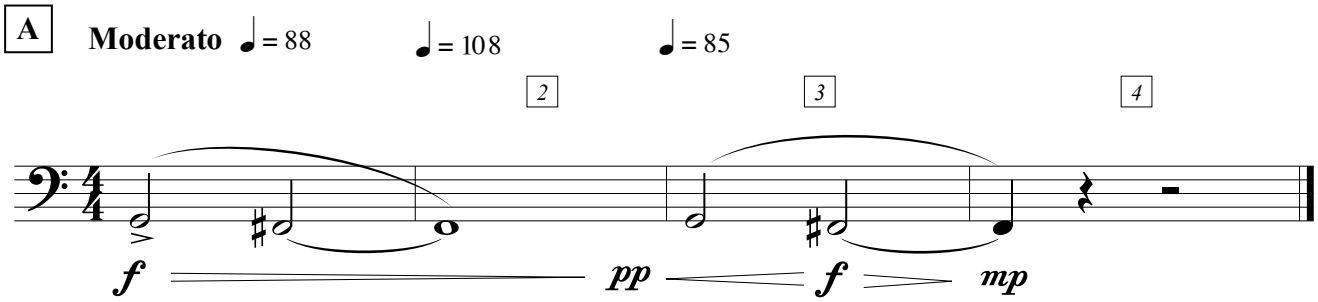
Bassoon

Escena 1: Sprite Fight

1m5 - *'Hidding the Shoe'*

Jordy Nunez Guerrero

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



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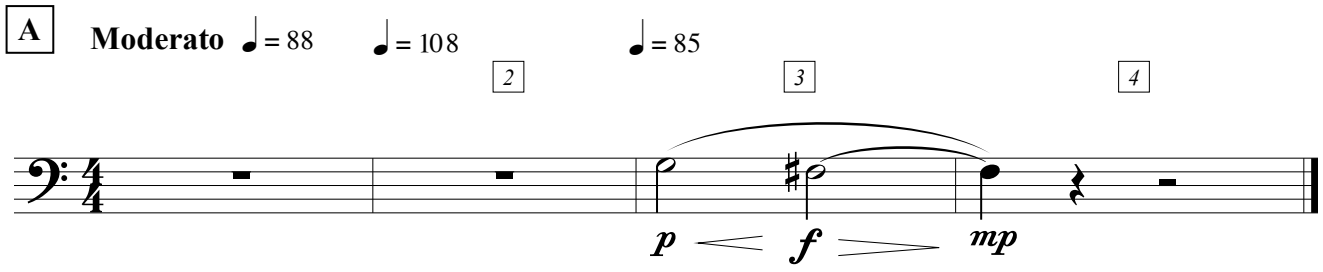
Trombone

Escena 1: Sprite Fight

1m5 - *'Hidding the Shoe'*

Jordy Nunez Guerrero

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



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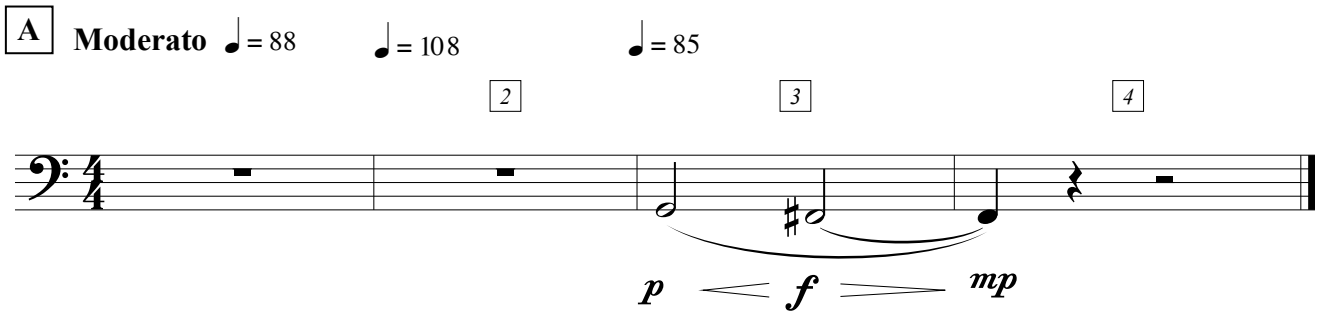
Tuba

Escena 1: Sprite Fight

1m5 - *'Hidding the Shoe'*

Jordy Nunez Guerrero

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



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Percussion

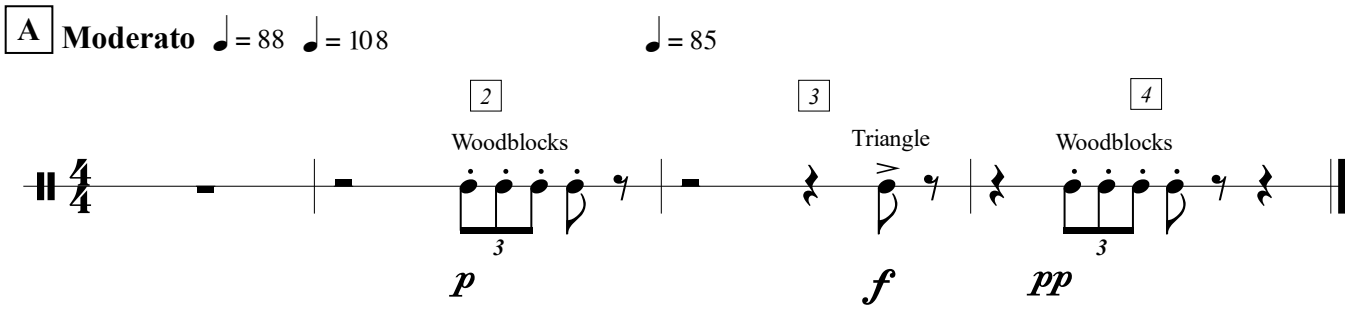
(Woodblocks, Triangle)

Escena 1: Sprite Fight

1m5 - *'Hidding the Shoe'*

Jordy Nunez Guerrero

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



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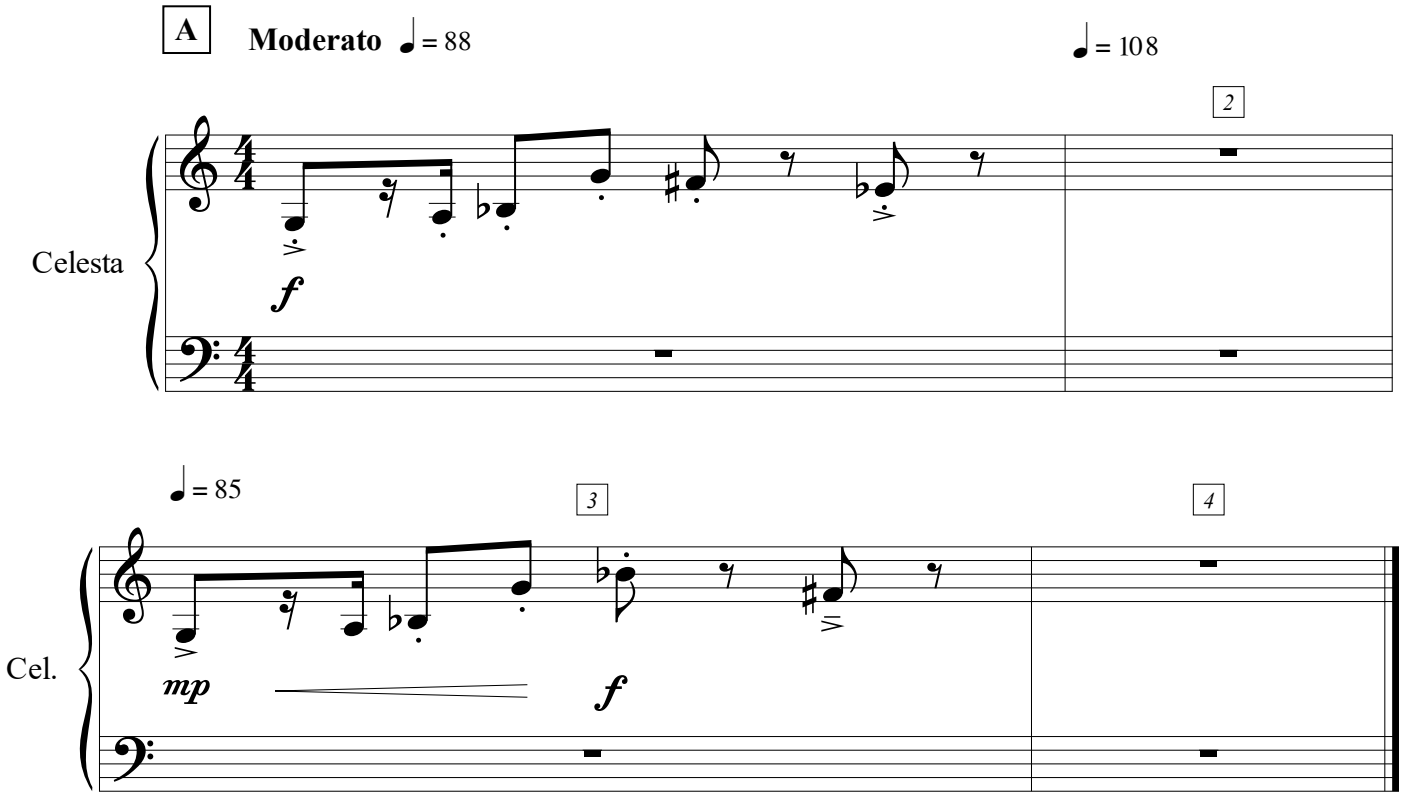
Celesta

Escena 1: Sprite Fight

1m5 - *'Hidding the Shoe'*

Jordy Nunez Guerrero

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



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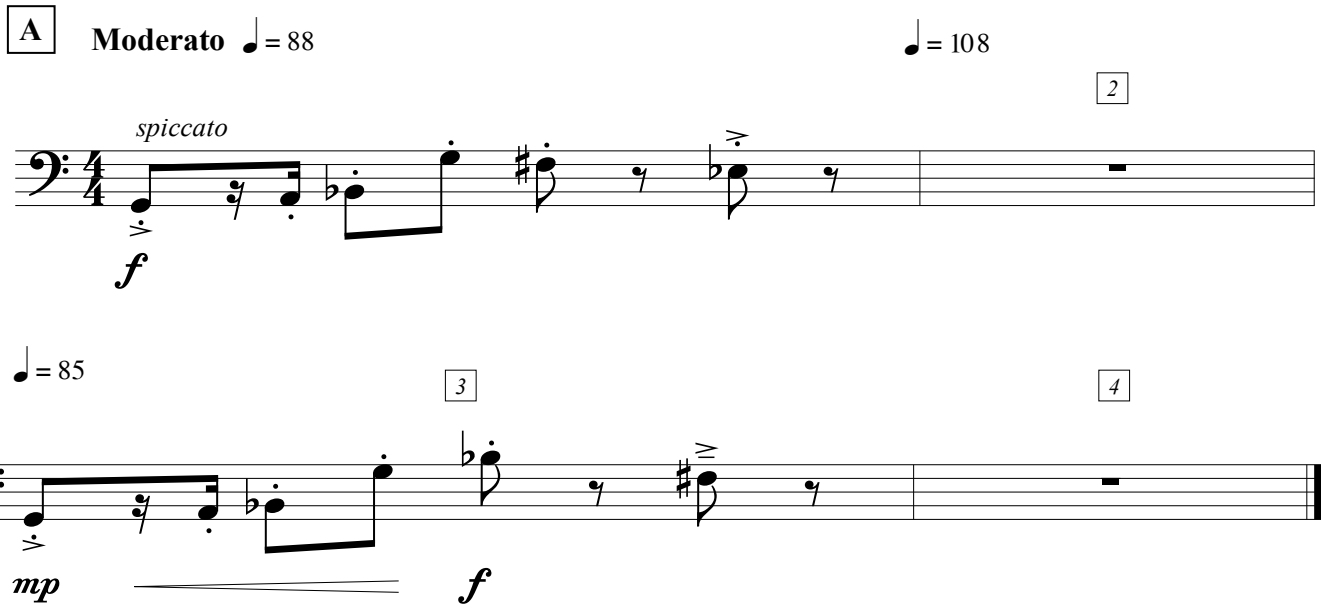
Cello

Escena 1: Sprite Fight

1m5 - *'Hidding the Shoe'*

Jordy Nunez Guerrero

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



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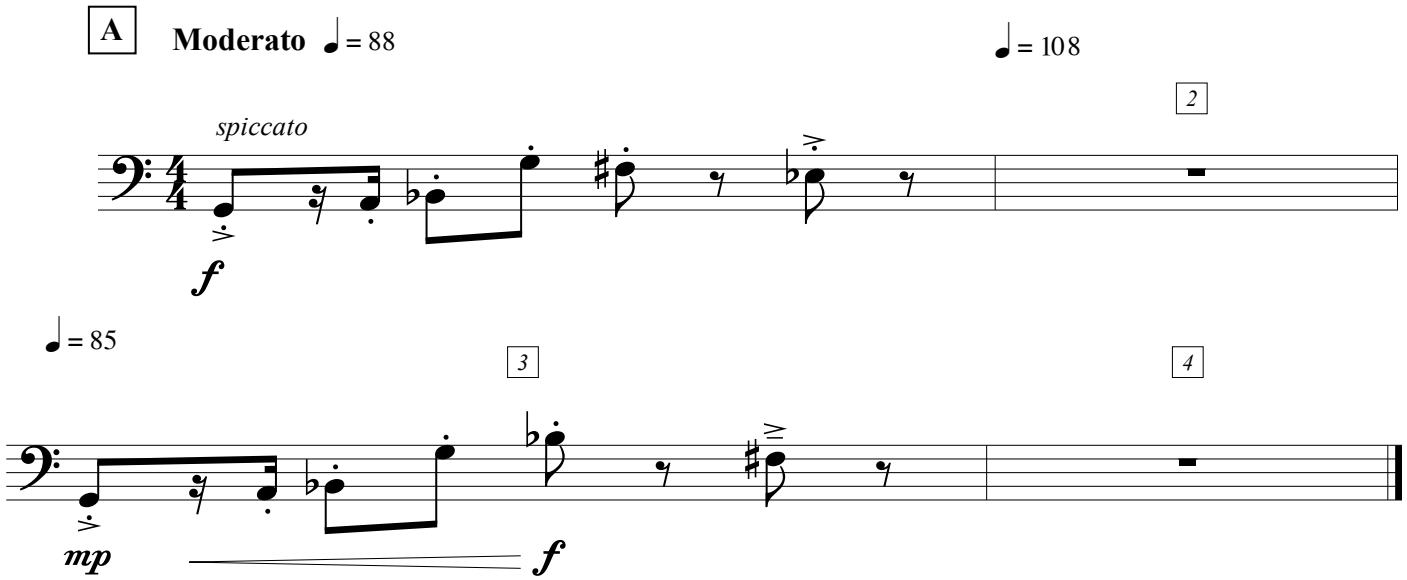
Contrabass

Escena 1: Sprite Fight

1m5 - *'Hidding the Shoe'*

Jordy Nunez Guerrero

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



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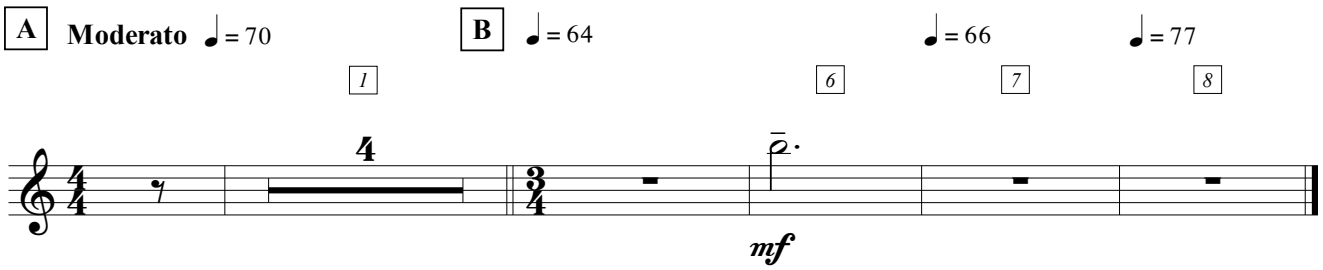
Piccolo

Escena 1: Sprite Fight

2m6 - *'Evil Creatures'*

Jordy Nunez Guerrero

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



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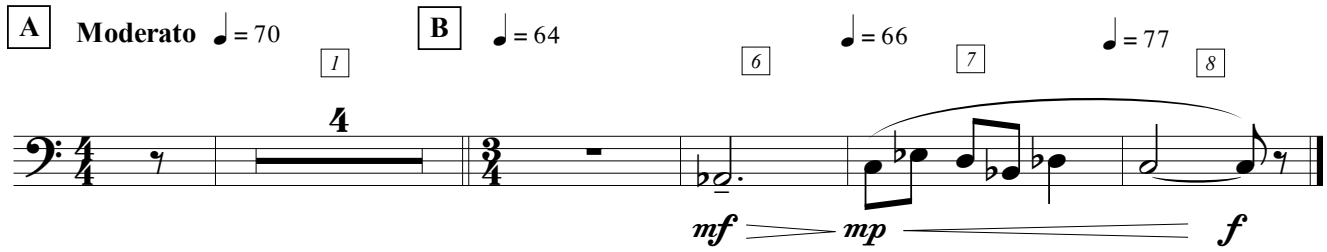
Bassoon

Escena 1: Sprite Fight

2m6 - *'Evil Creatures'*

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

Jordy Nunez Guerrero



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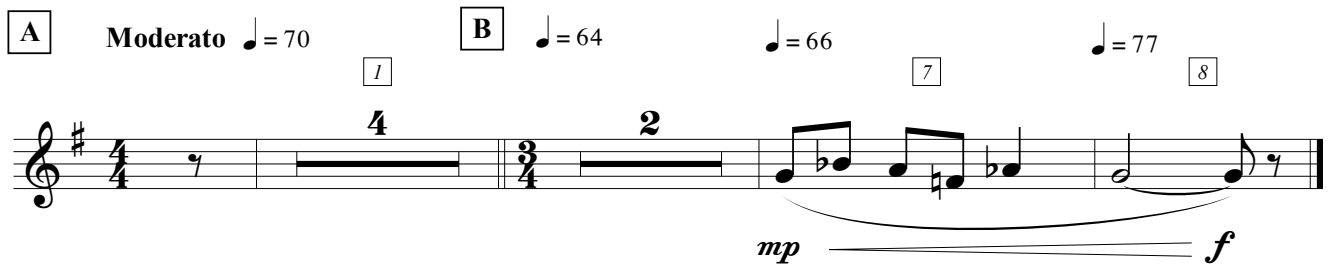
Horn in F

Escena 1: Sprite Fight

2m6 - *'Evil Creatures'*

Jordy Nunez Guerrero

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



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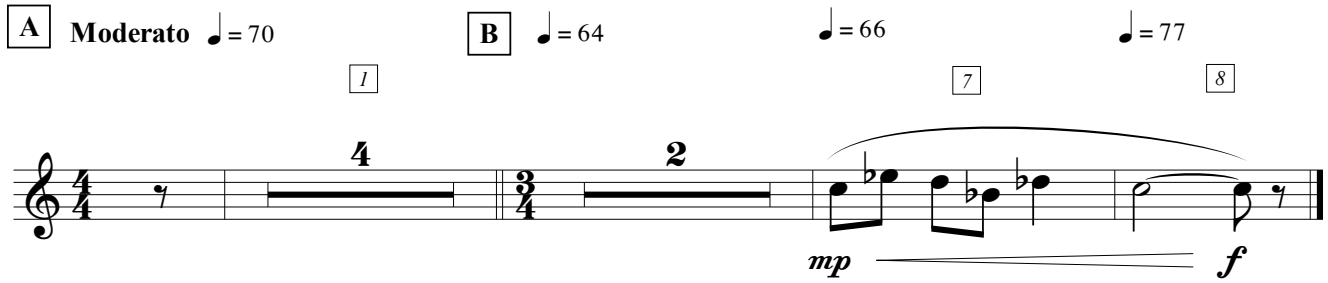
Trumpet in C

Escena 1: Sprite Fight

2m6 - *'Evil Creatures'*

Jordy Nunez Guerrero

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



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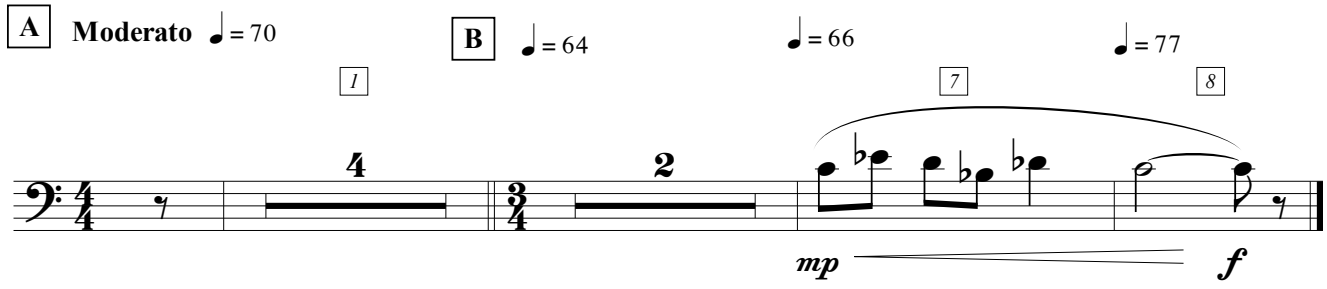
Trombone

Escena 1: Sprite Fight

2m6 - *'Evil Creatures'*

Jordy Nunez Guerrero

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



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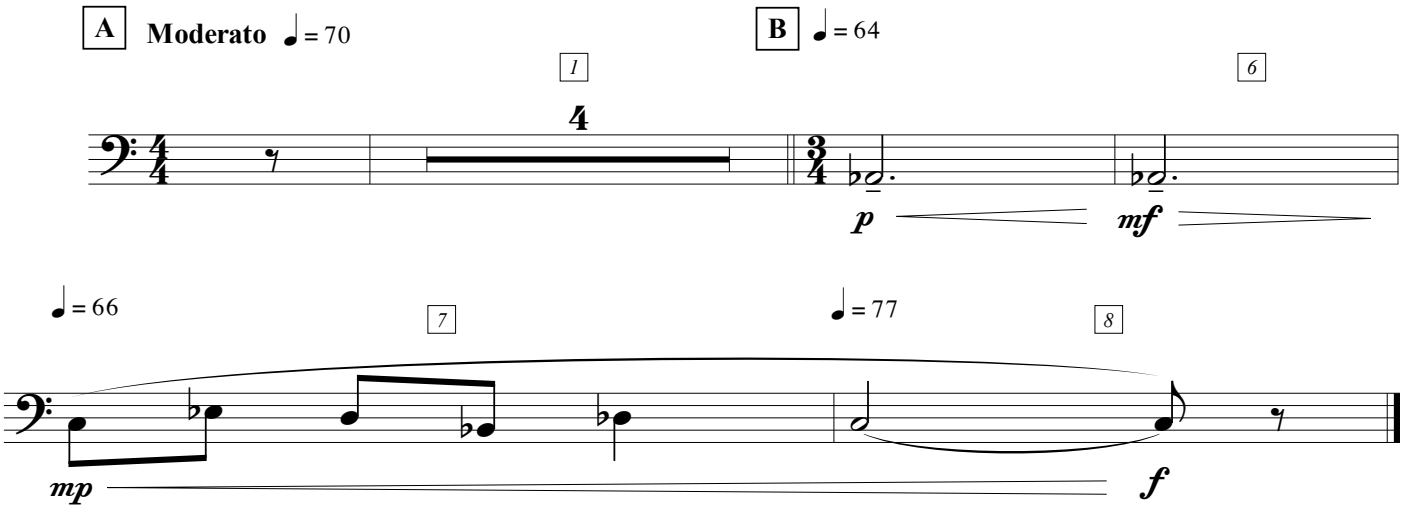
Tuba

Escena 1: Sprite Fight

2m6 - *'Evil Creatures'*

Jordy Nunez Guerrero

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



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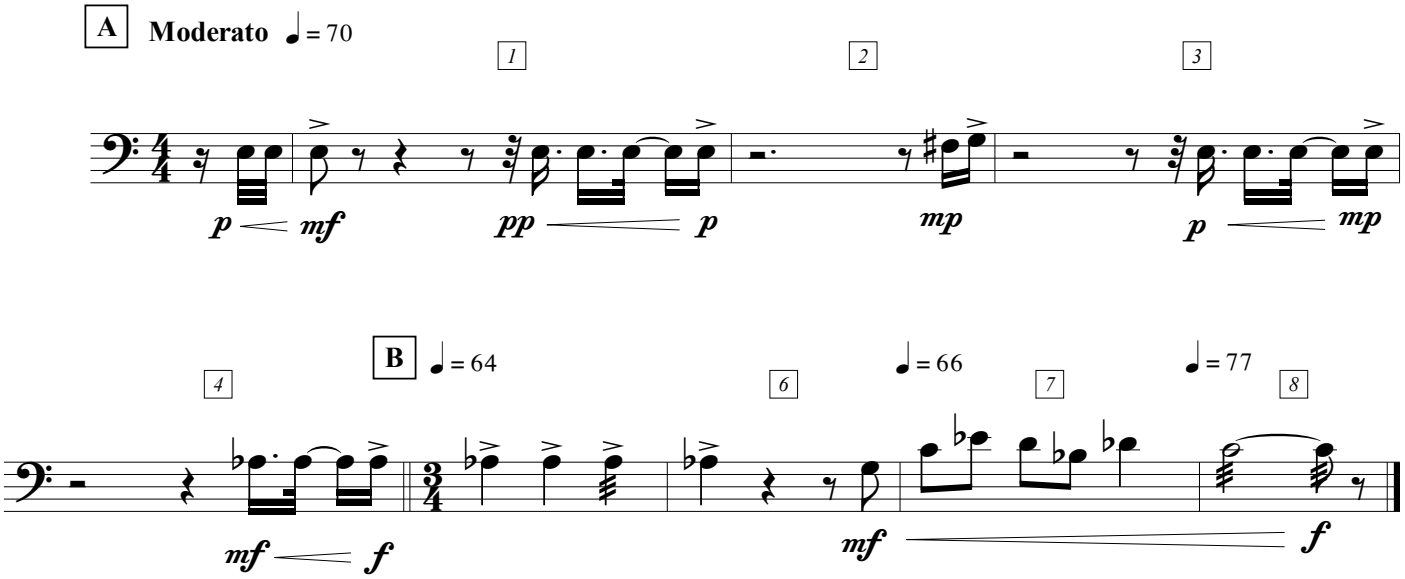
Timpani

Escena 1: Sprite Fight

2m6 - *'Evil Creatures'*

Jordy Nunez Guerrero

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



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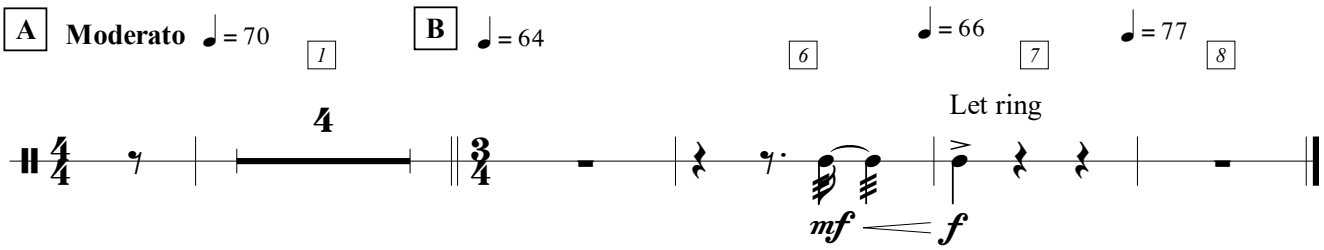
Cymbals

Escena 1: Sprite Fight

2m6 - *'Evil Creatures'*

Jordy Nunez Guerrero

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



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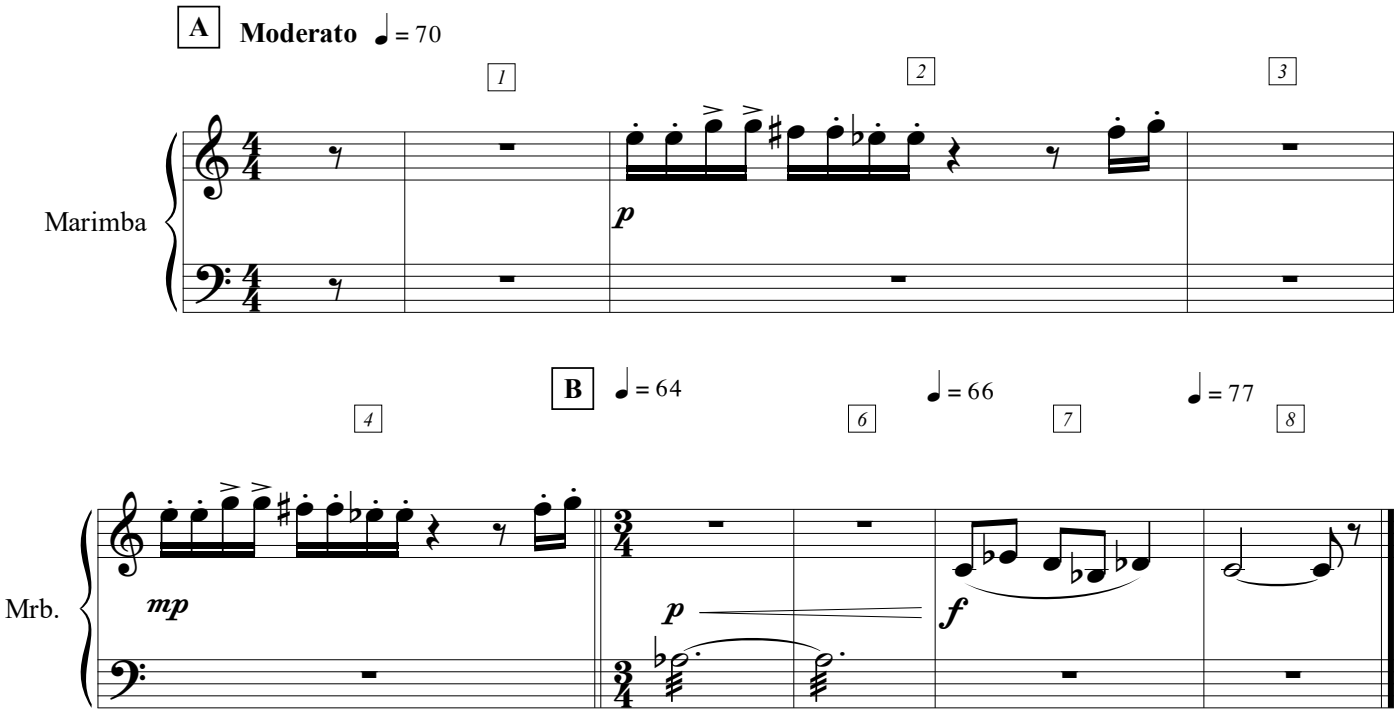
Marimba

Escena 1: Sprite Fight

2m6 - *'Evil Creatures'*

Jordy Nunez Guerrero

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



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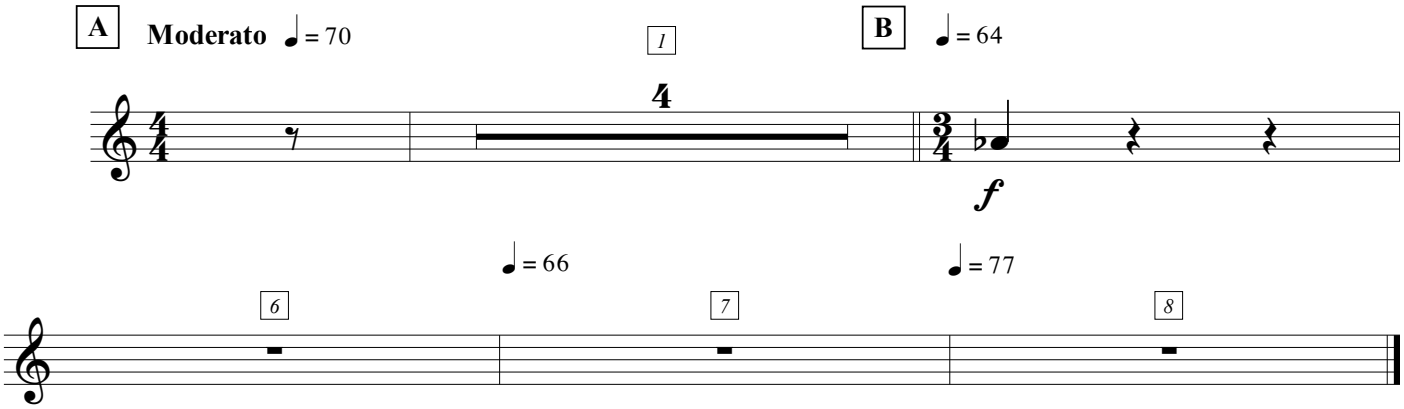
Tubular Bells

Escena 1: Sprite Fight

2m6 - *'Evil Creatures'*

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

Jordy Nunez Guerrero



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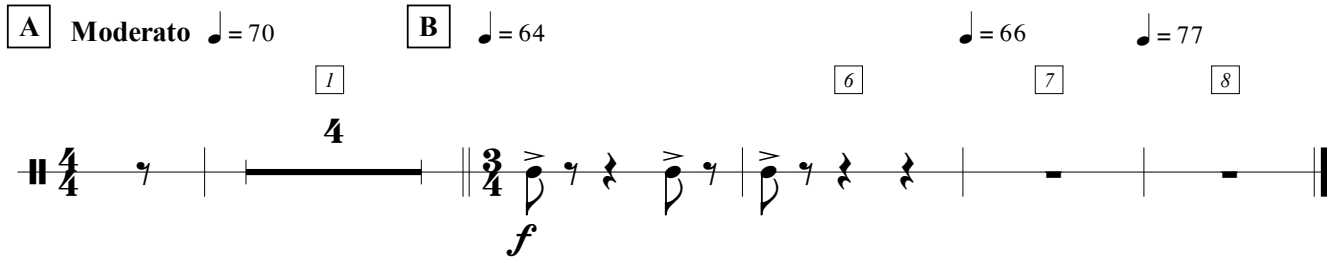
Bass Drum

Escena 1: Sprite Fight

2m6 - *'Evil Creatures'*

Jordy Nunez Guerrero

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



©2022 Nunez Guerrero

Percussion

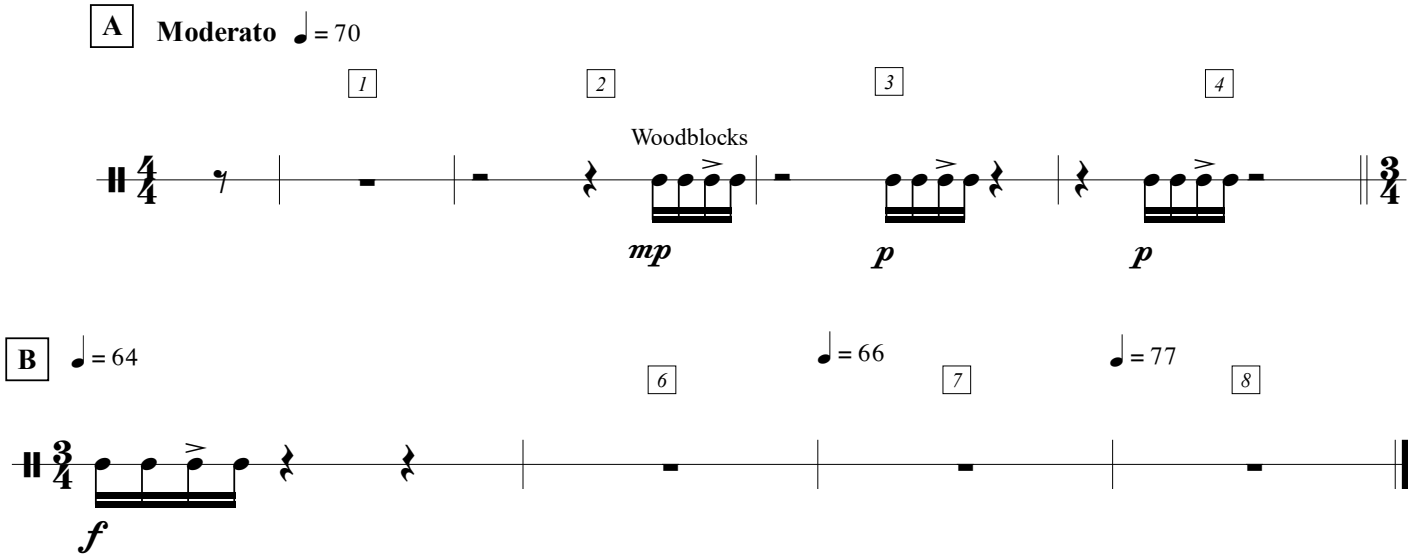
(Woodblocks)

Escena 1: Sprite Fight

2m6 - *'Evil Creatures'*

Jordy Nunez Guerrero

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



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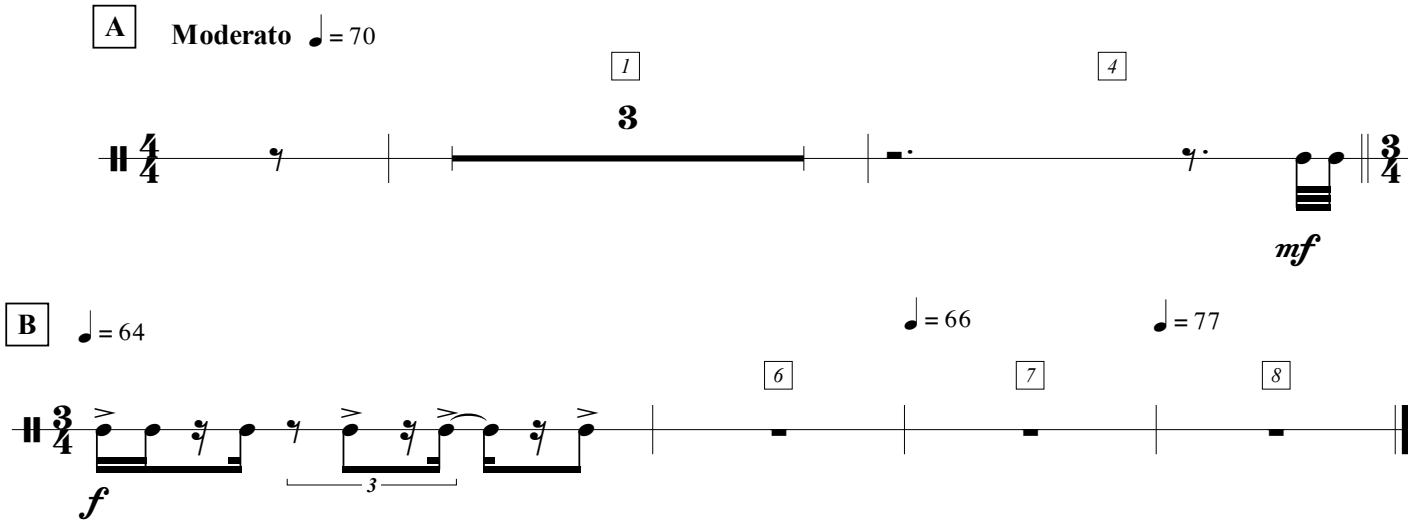
Djembe

Escena 1: Sprite Fight

2m6 - *'Evil Creatures'*

Jordy Nunez Guerrero

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



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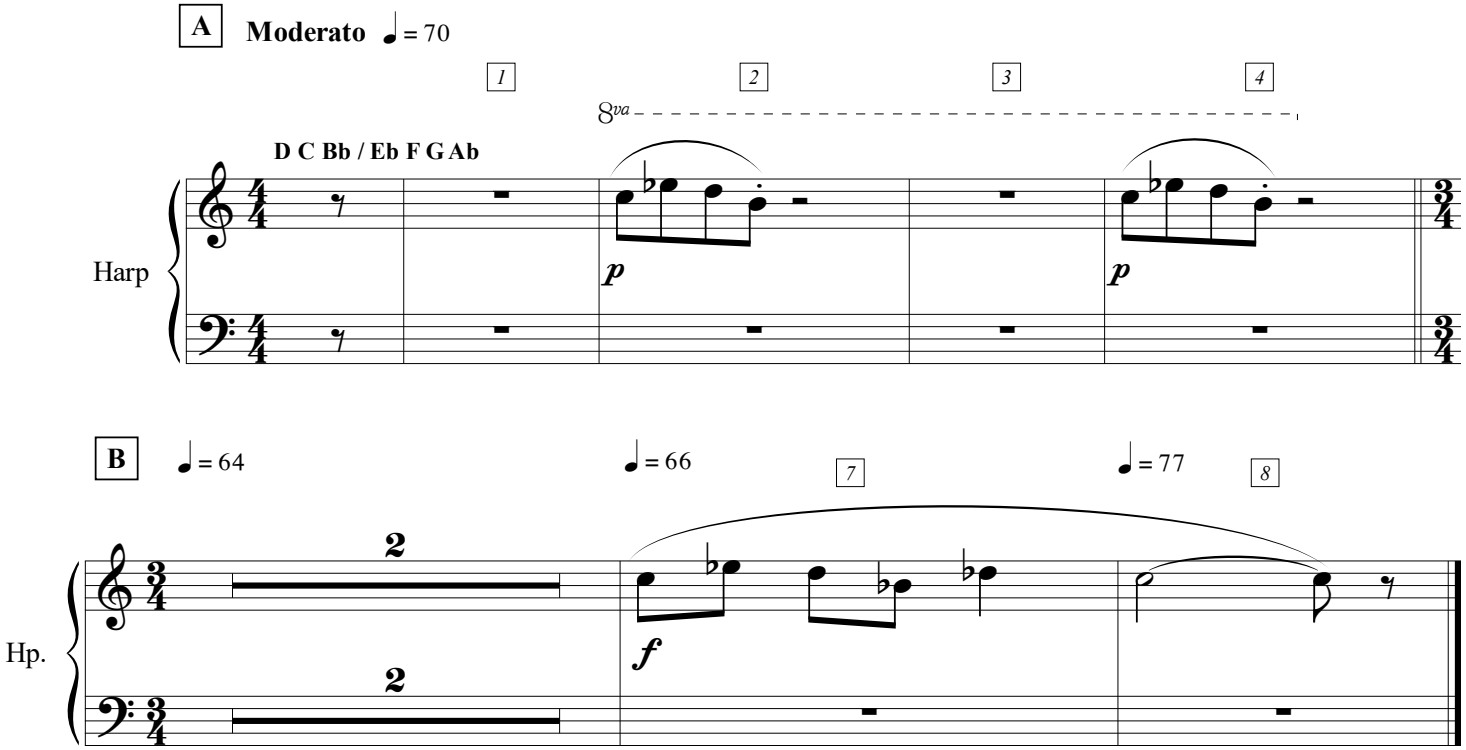
Harp

Escena 1: Sprite Fight

2m6 - *'Evil Creatures'*

Jordy Nunez Guerrero

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



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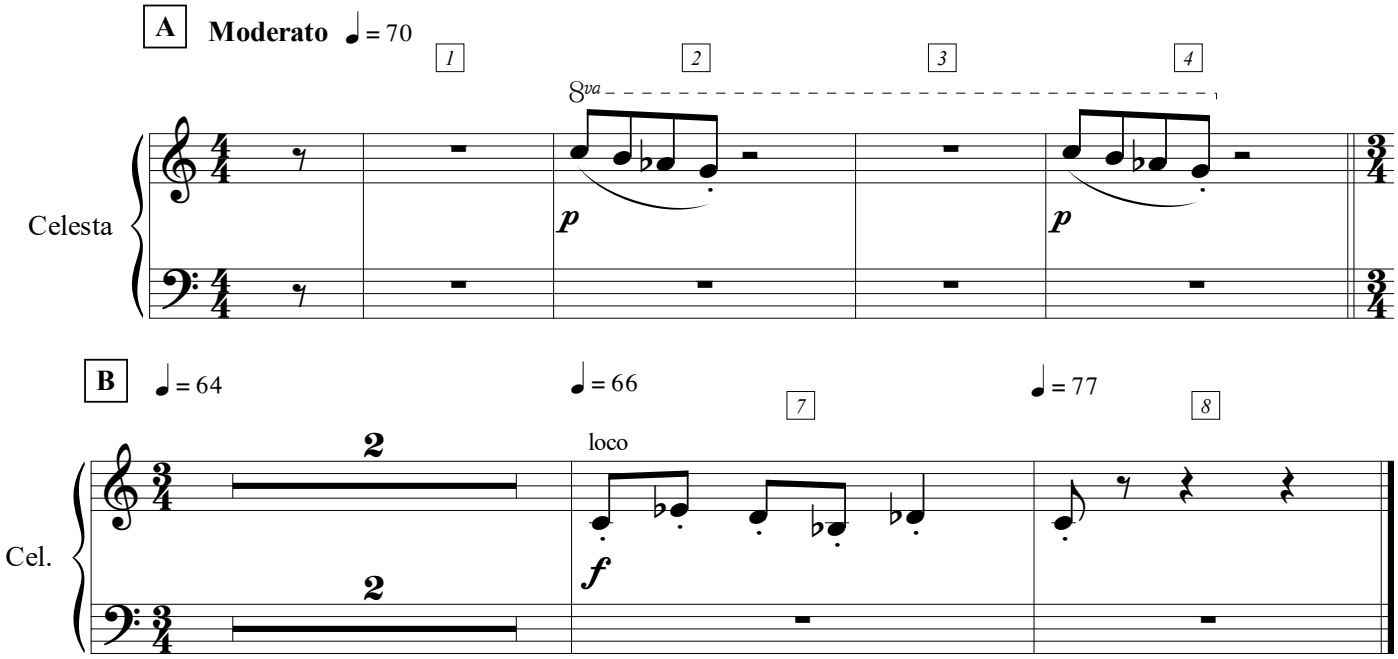
Celesta

Escena 1: Sprite Fight

2m6 - *'Evil Creatures'*

Jordy Nunez Guerrero

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



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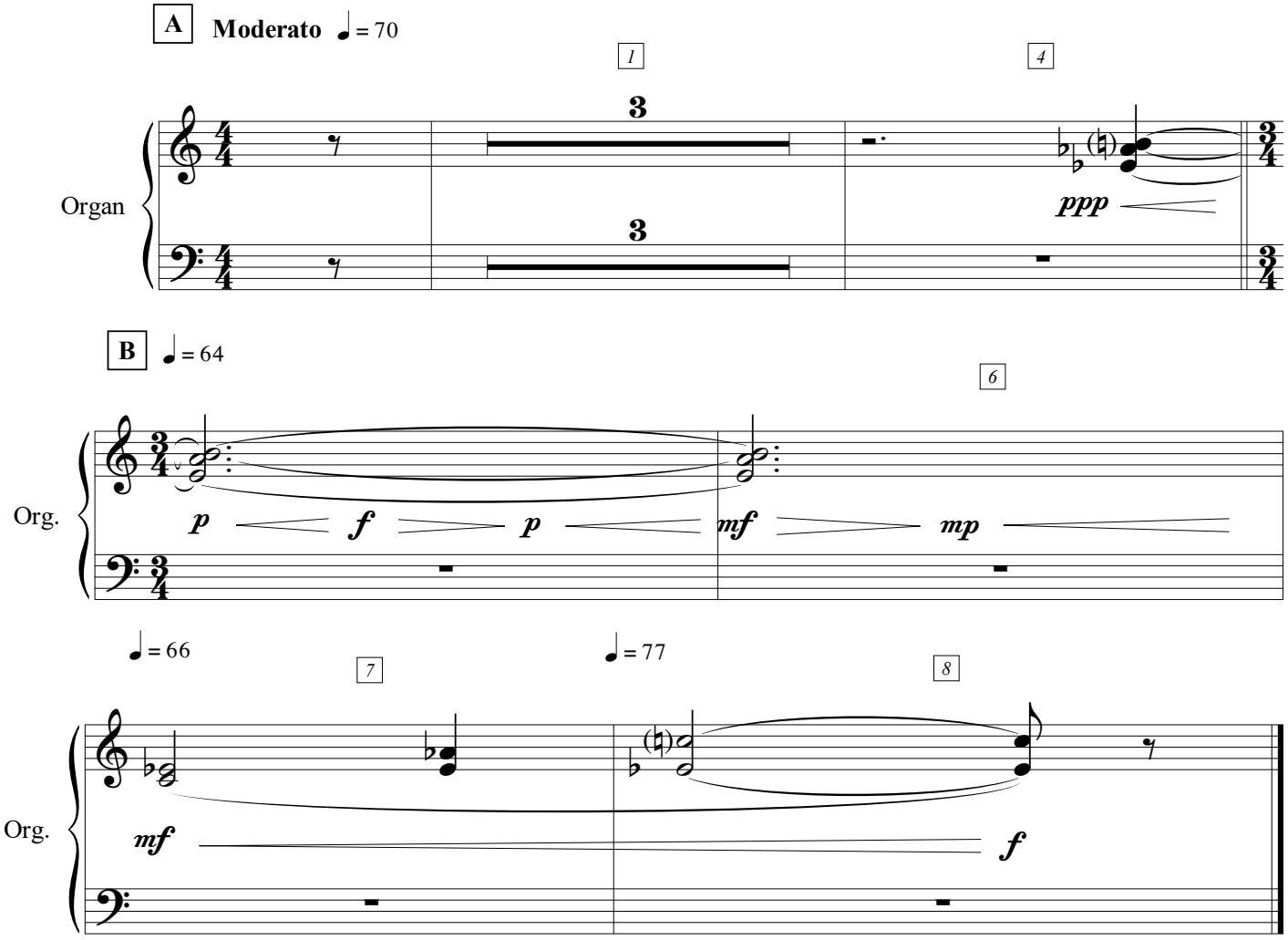
Organ

Escena 1: Sprite Fight

2m6 - *'Evil Creatures'*

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

Jordy Nunez Guerrero



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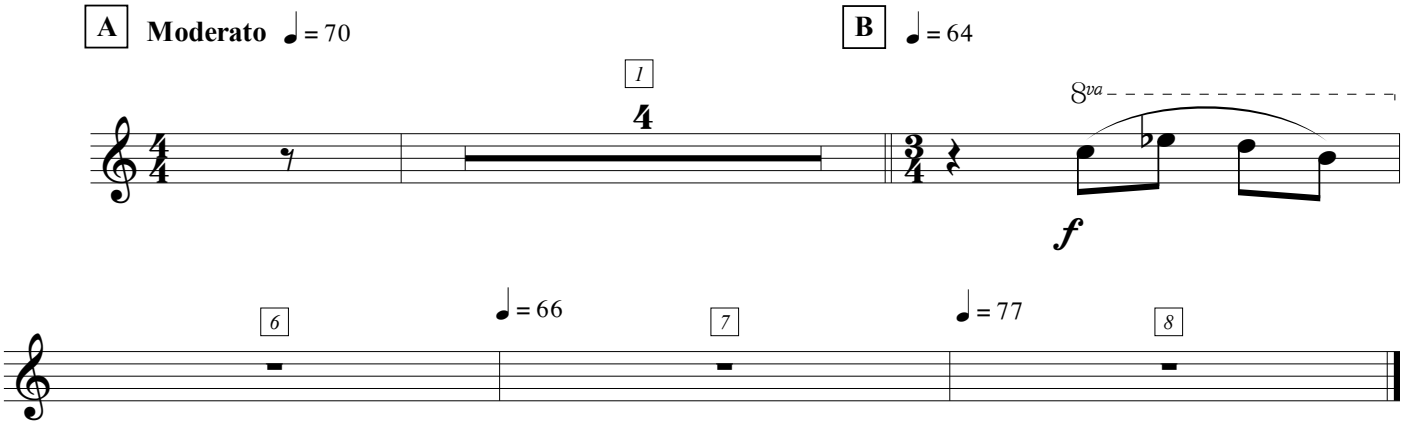
Vocals

Escena 1: Sprite Fight

2m6 - *'Evil Creatures'*

Jordy Nunez Guerrero

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



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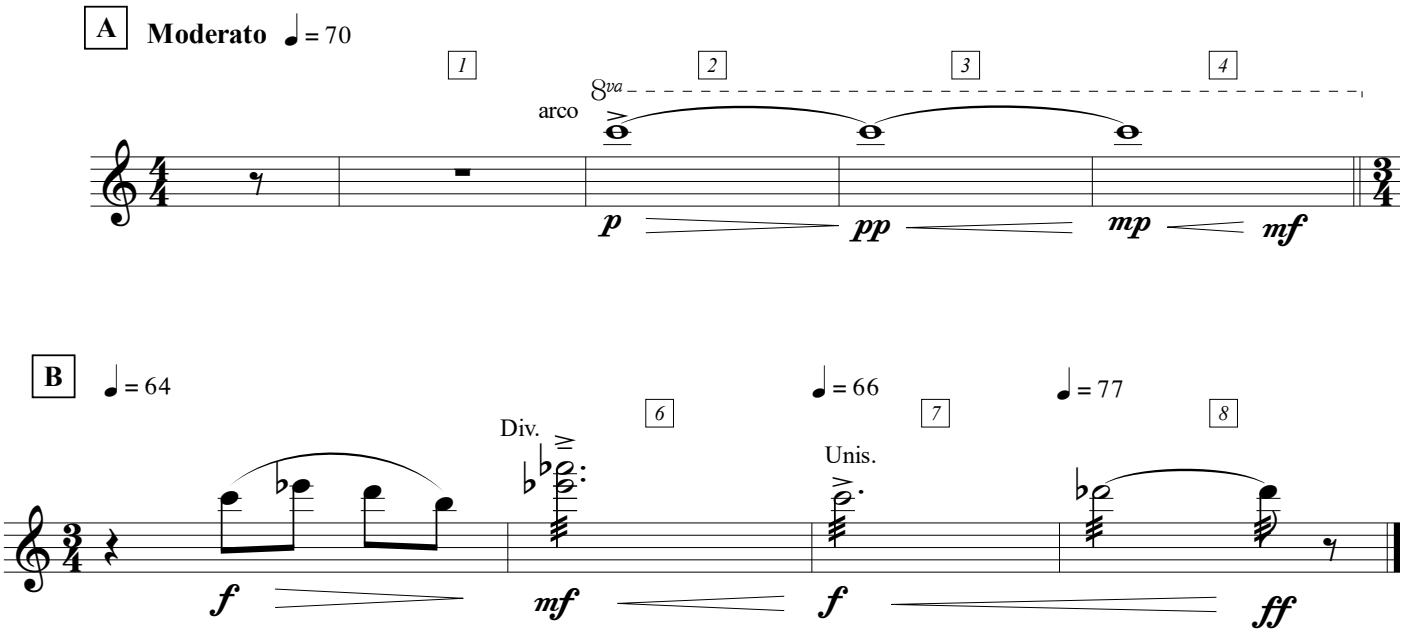
Violin I

Escena 1: Sprite Fight

2m6 - *'Evil Creatures'*

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

Jordy Nunez Guerrero



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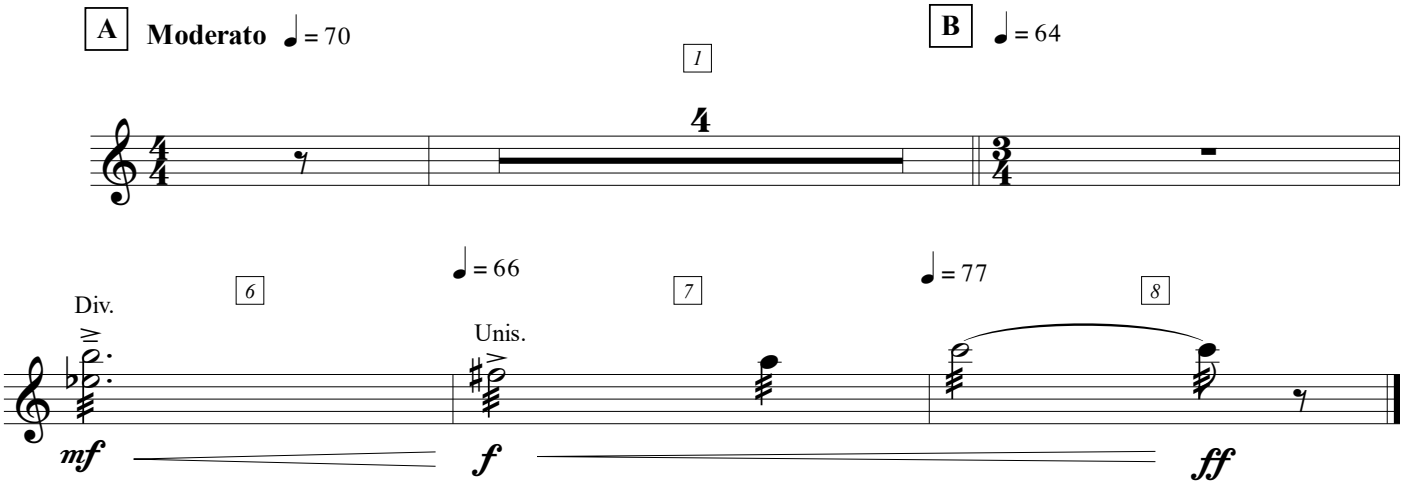
Violin II

Escena 1: Sprite Fight

2m6 - *'Evil Creatures'*

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

Jordy Nunez Guerrero



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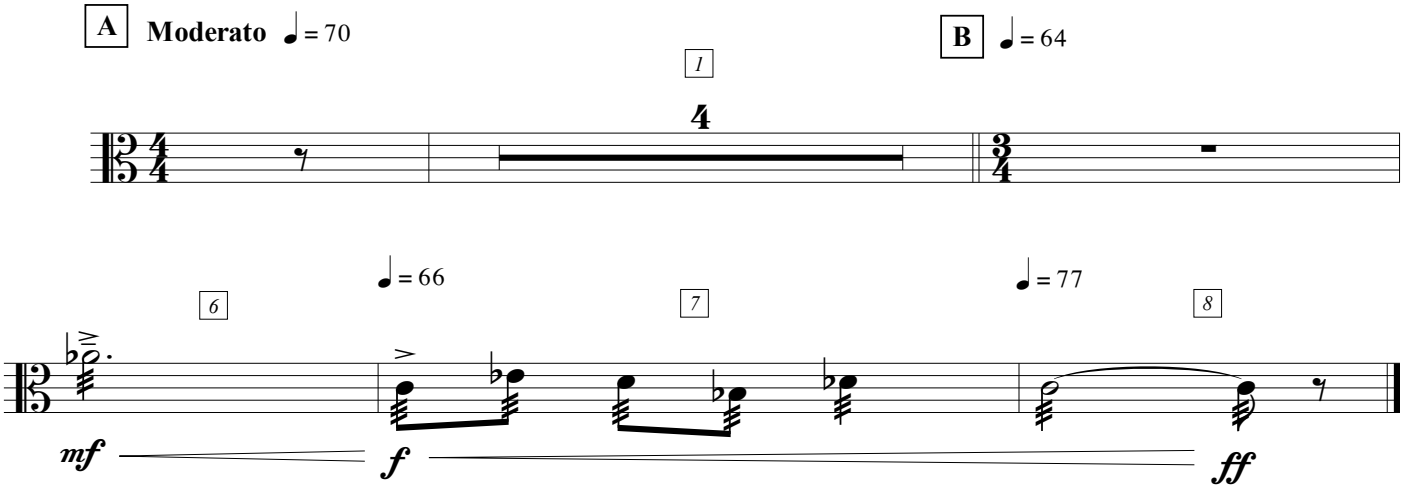
Viola

Escena 1: Sprite Fight

2m6 - *'Evil Creatures'*

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

Jordy Nunez Guerrero



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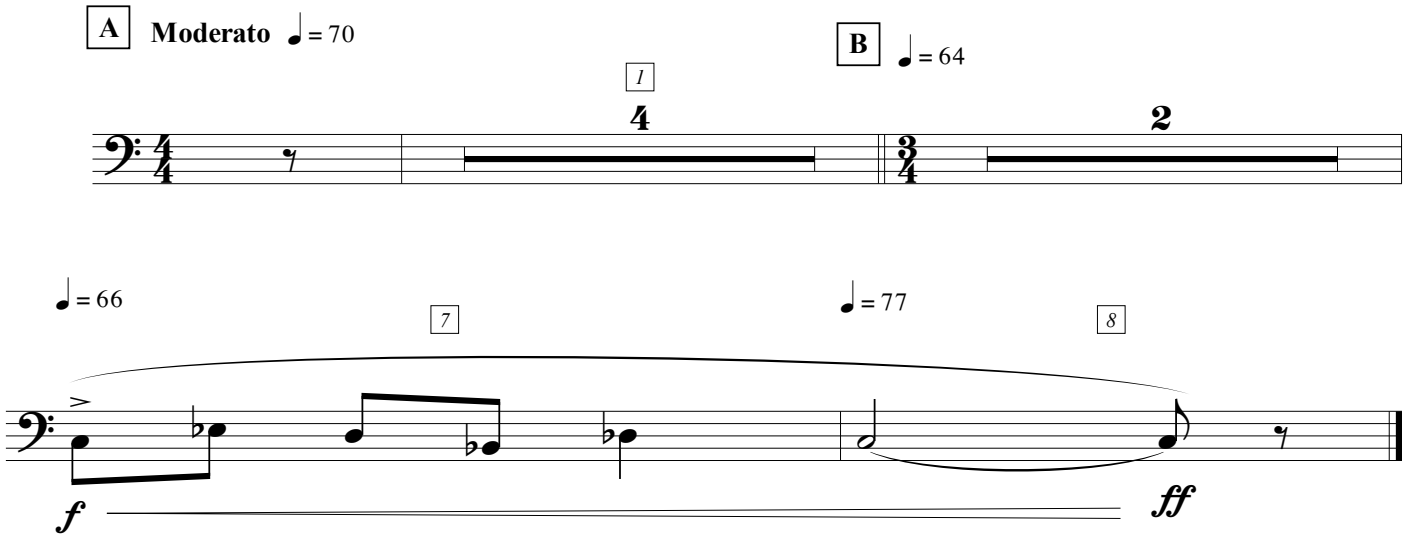
Cello

Escena 1: Sprite Fight

2m6 - *'Evil Creatures'*

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

Jordy Nunez Guerrero



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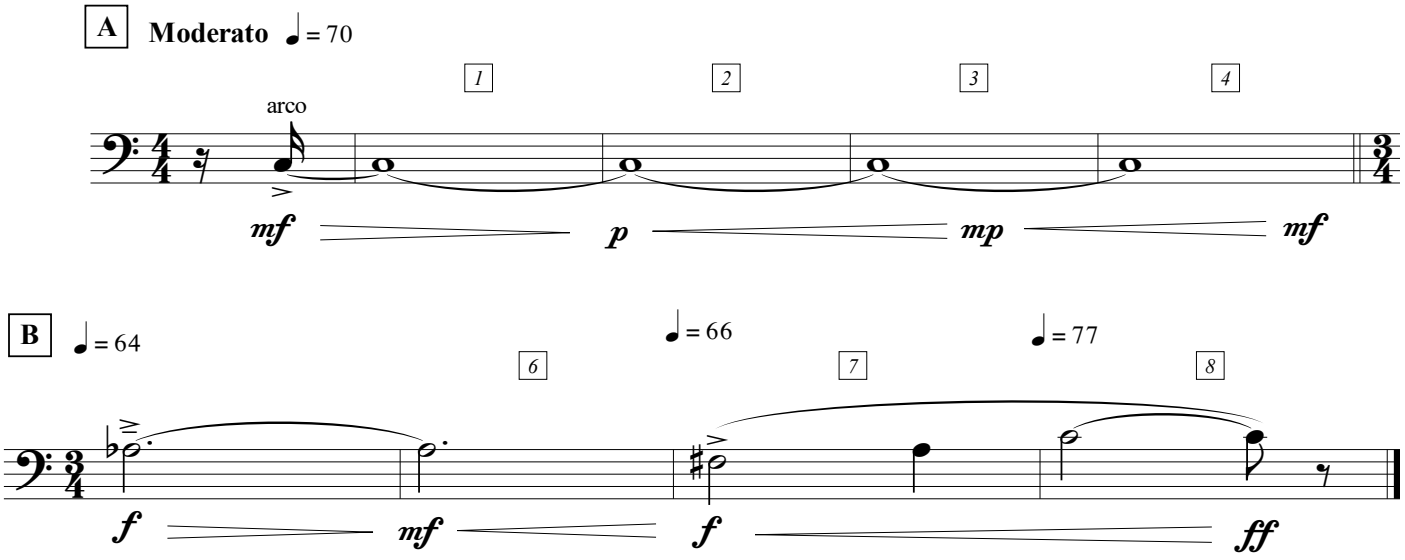
Contrabass

Escena 1: Sprite Fight

2m6 - *'Evil Creatures'*

Jordy Nunez Guerrero

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



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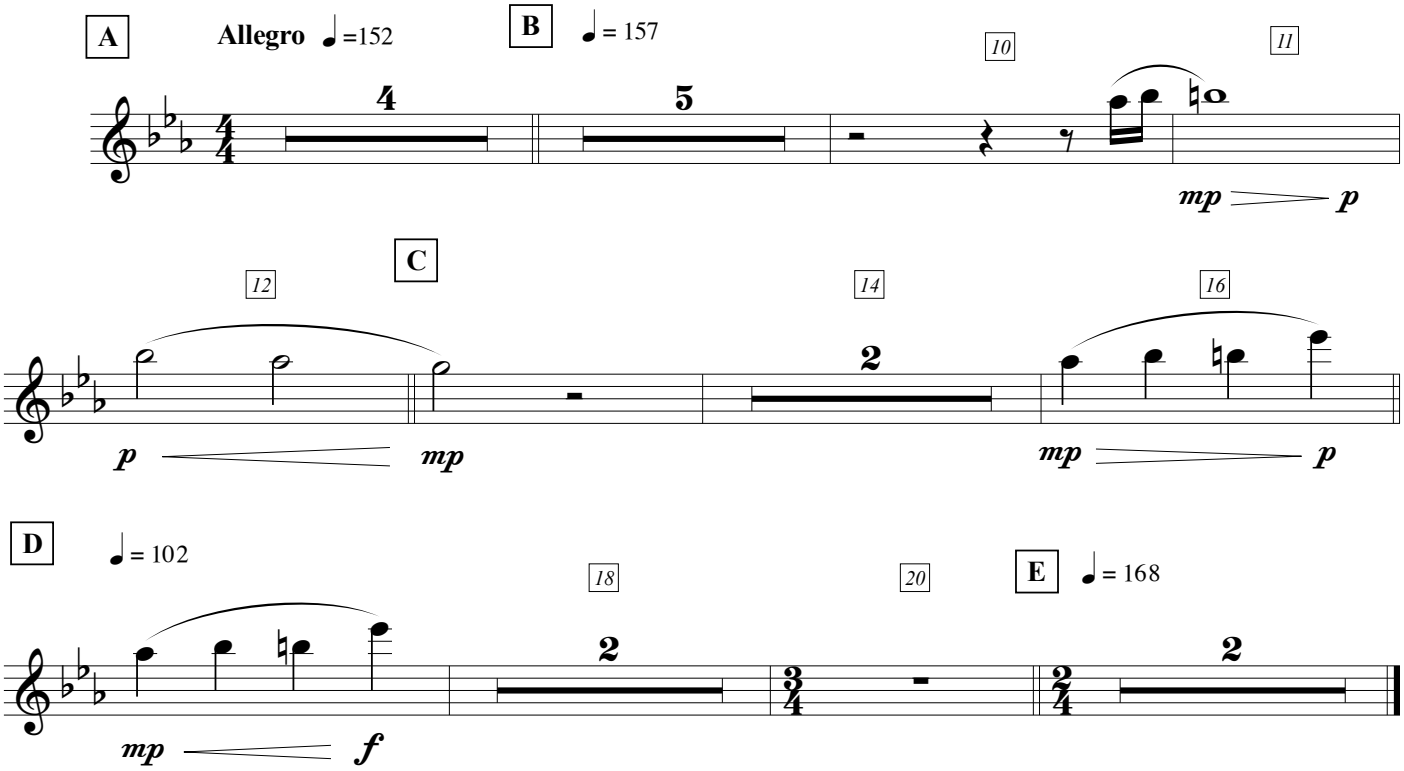
Flutes

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

Jordy Nunez Guerrero

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



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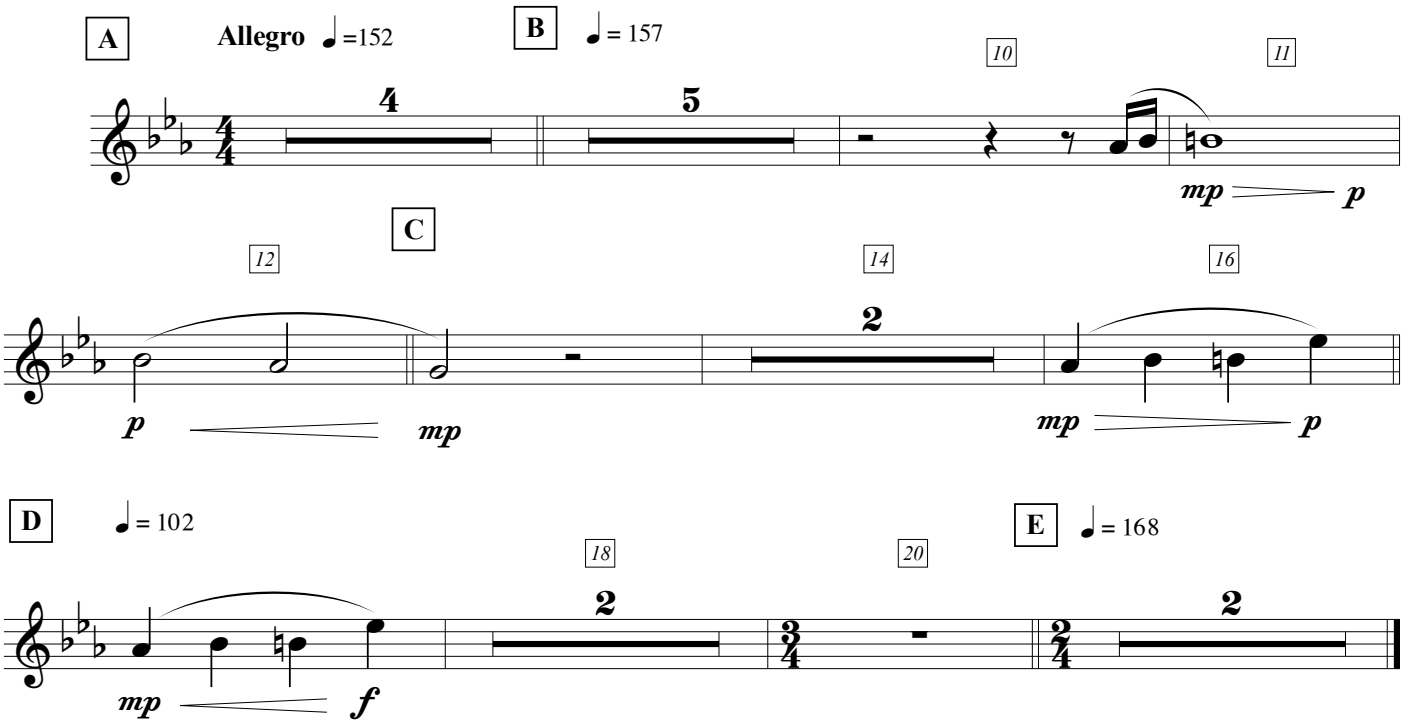
Oboes

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

Jordy Nunez Guerrero

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



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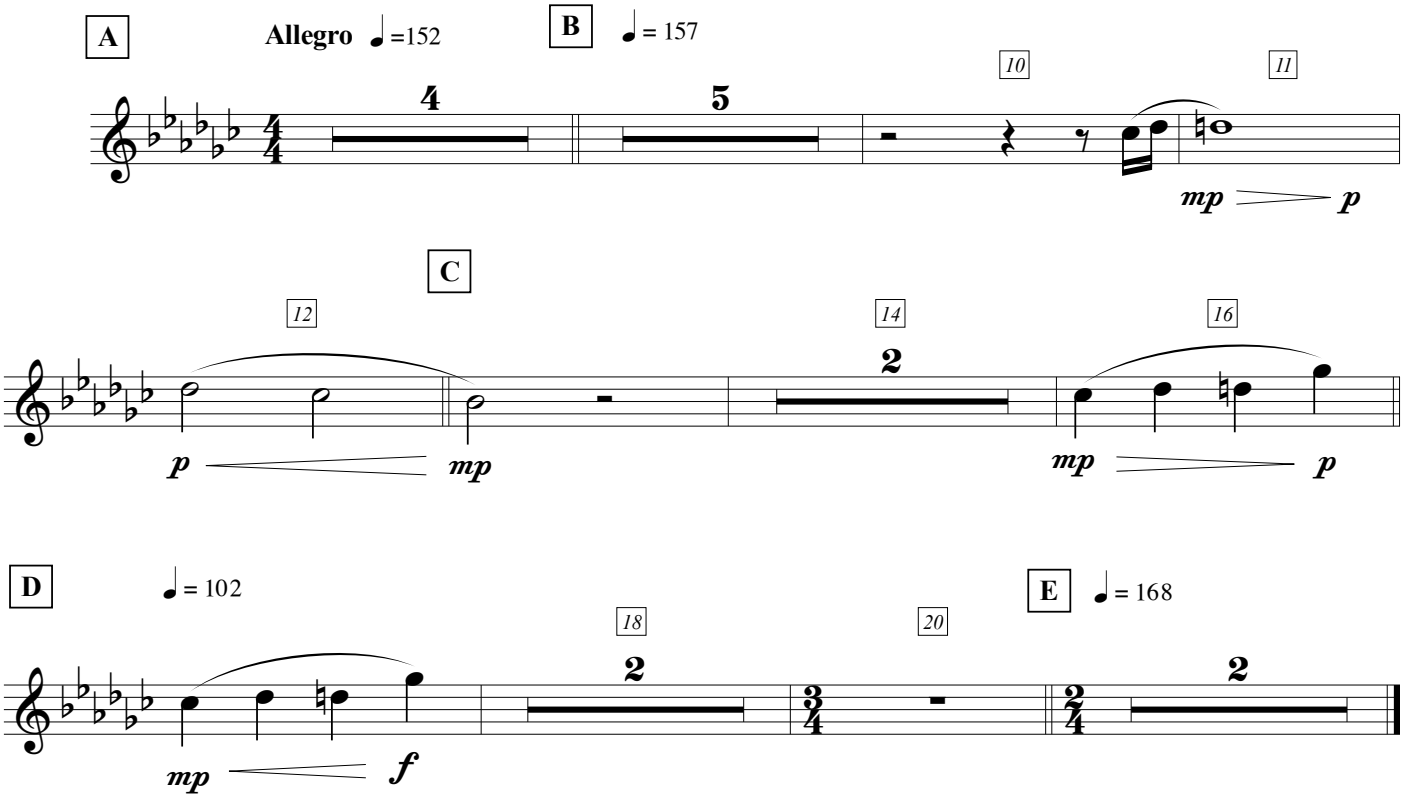
Clarinets in A

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

Jordy Nunez Guerrero

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



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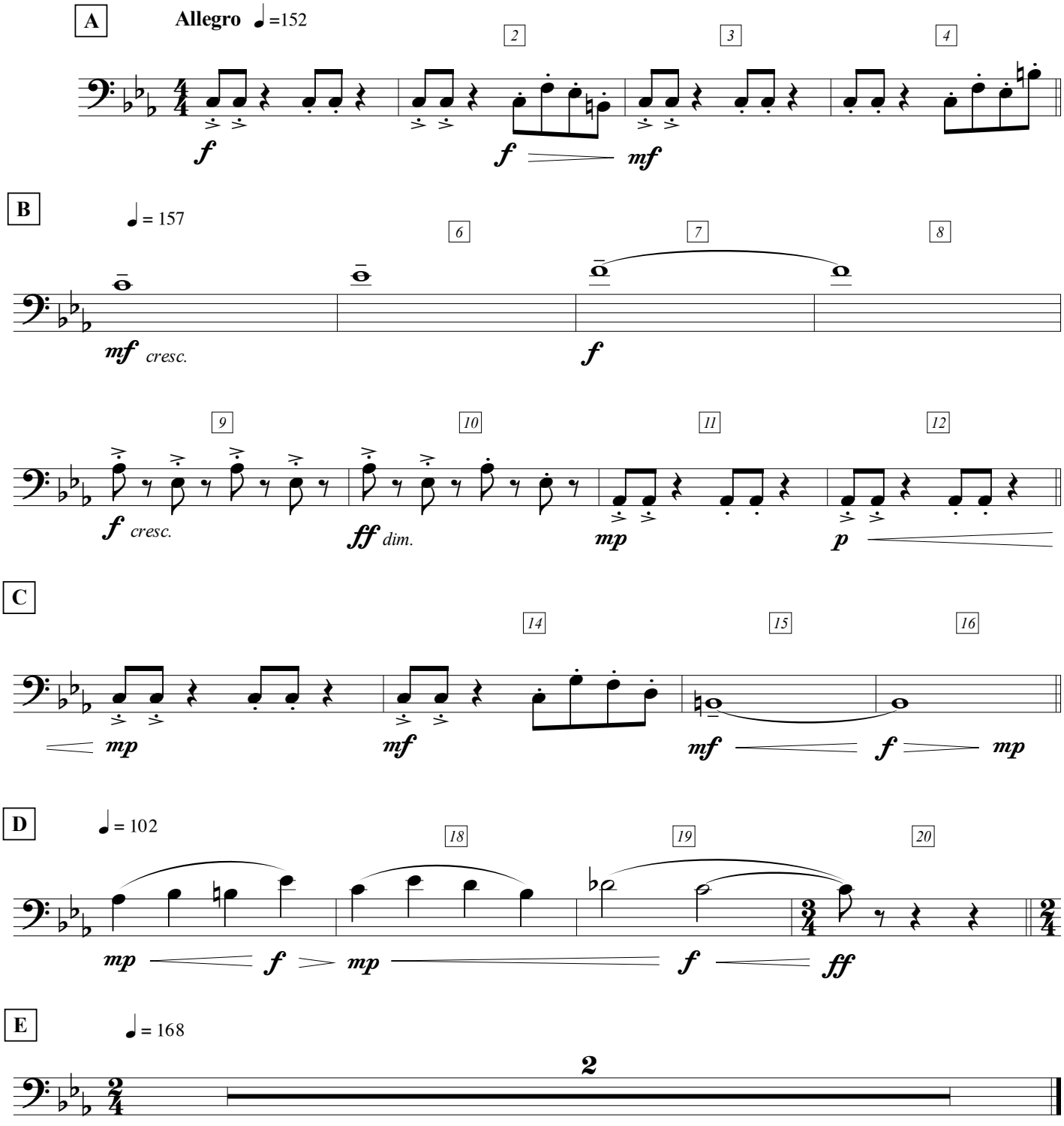
Bassoons

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

Jordy Nunez Guerrero

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



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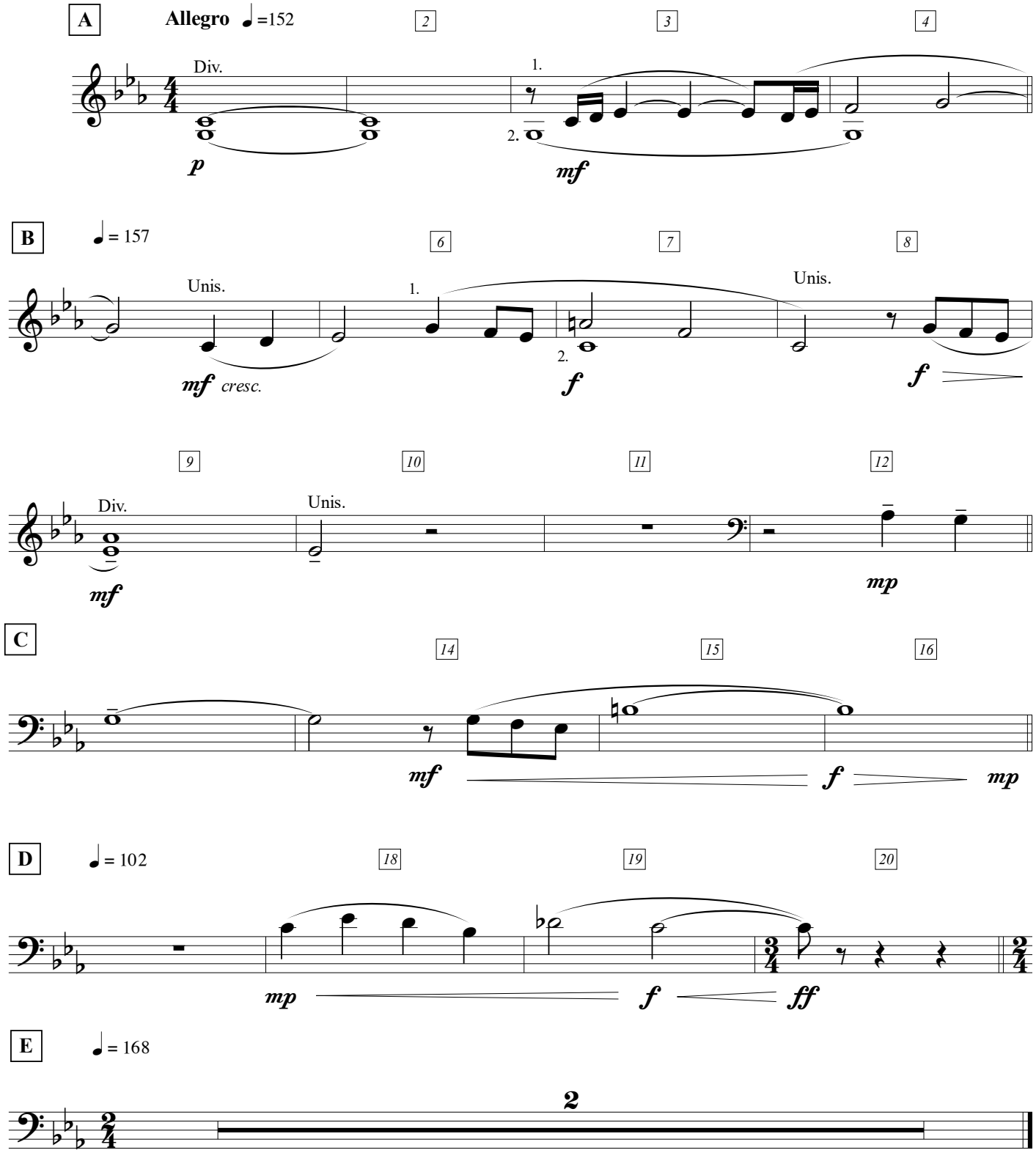
Horns in F 1,2

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

Jordy Nunez Guerrero

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



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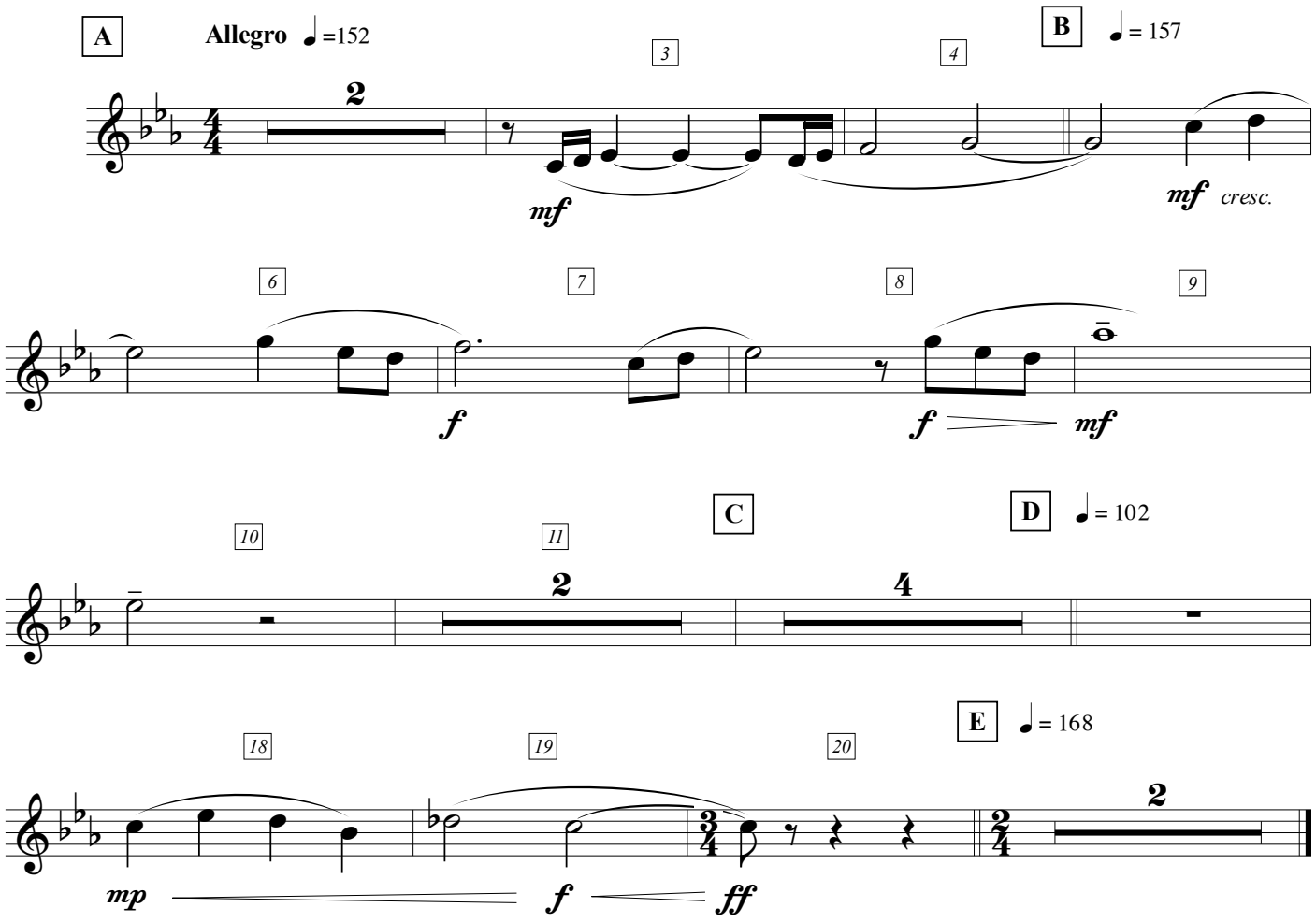
Trumpets in C

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

Jordy Nunez Guerrero

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



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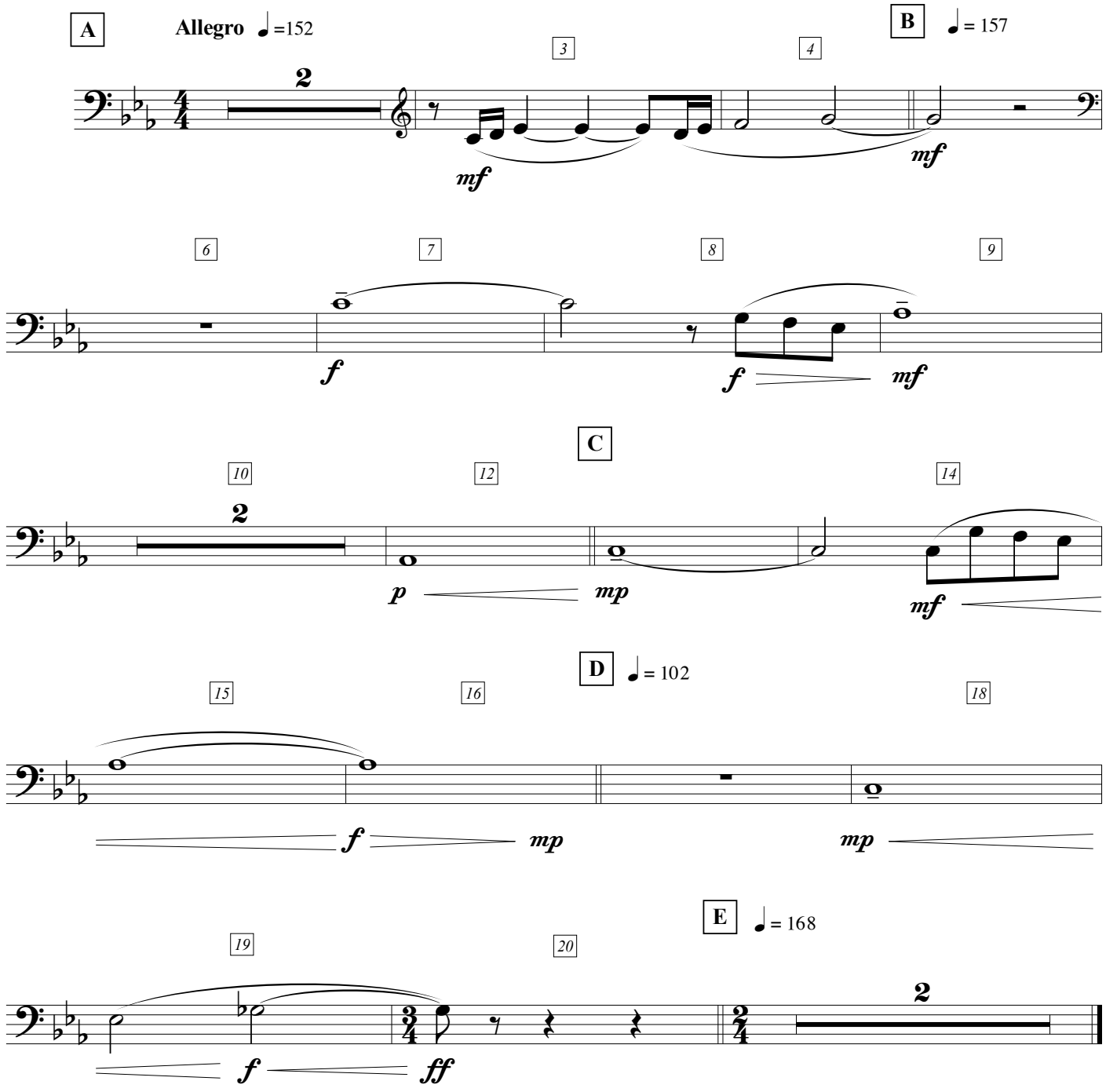
Trombone 1

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

Jordy Nunez Guerrero

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



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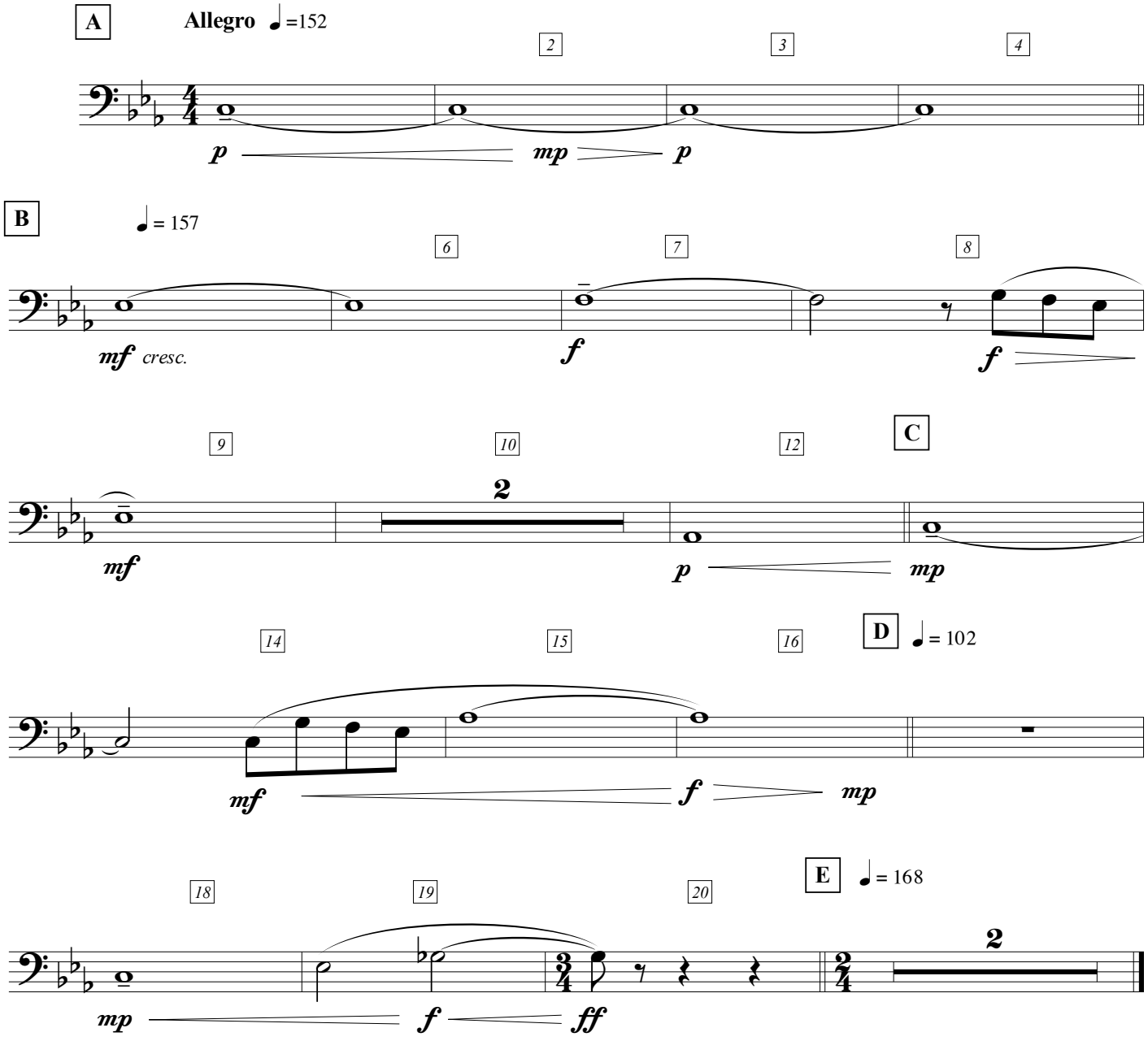
Trombone 2

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

Jordy Nunez Guerrero

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



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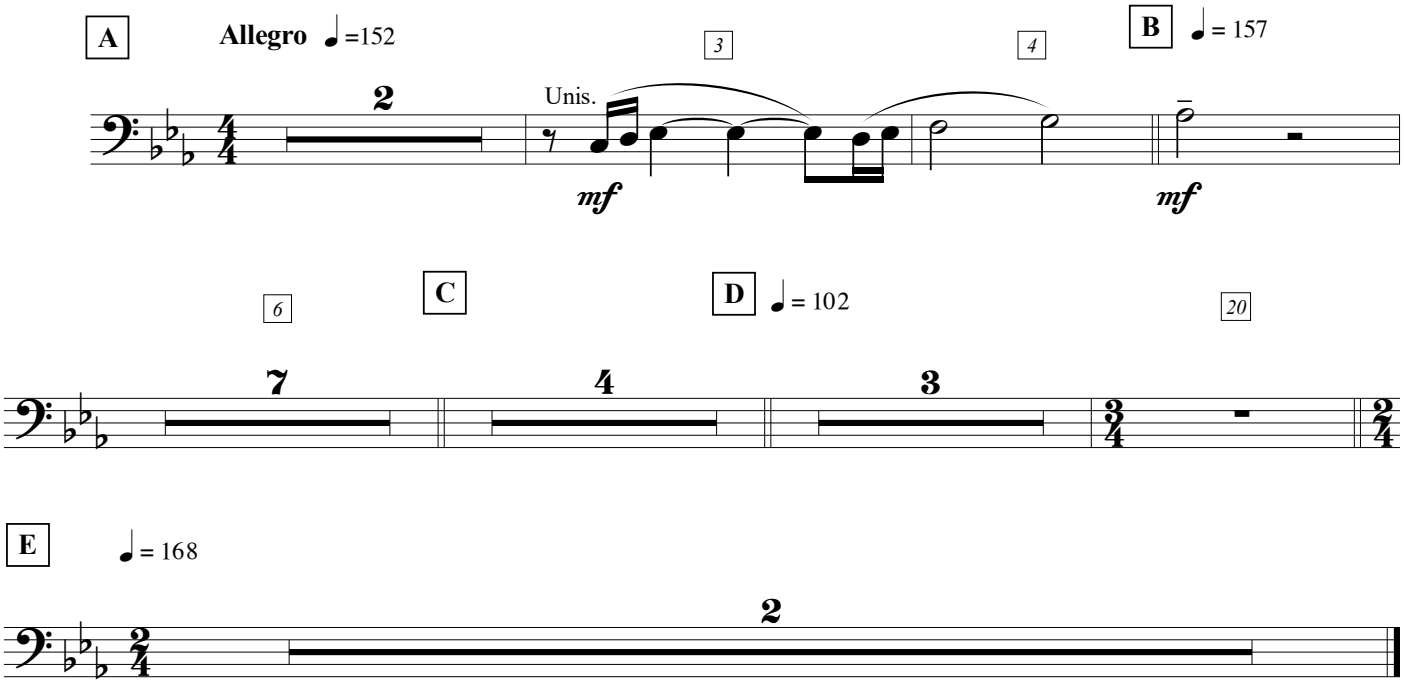
Trombones 3,4

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

Jordy Nunez Guerrero

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



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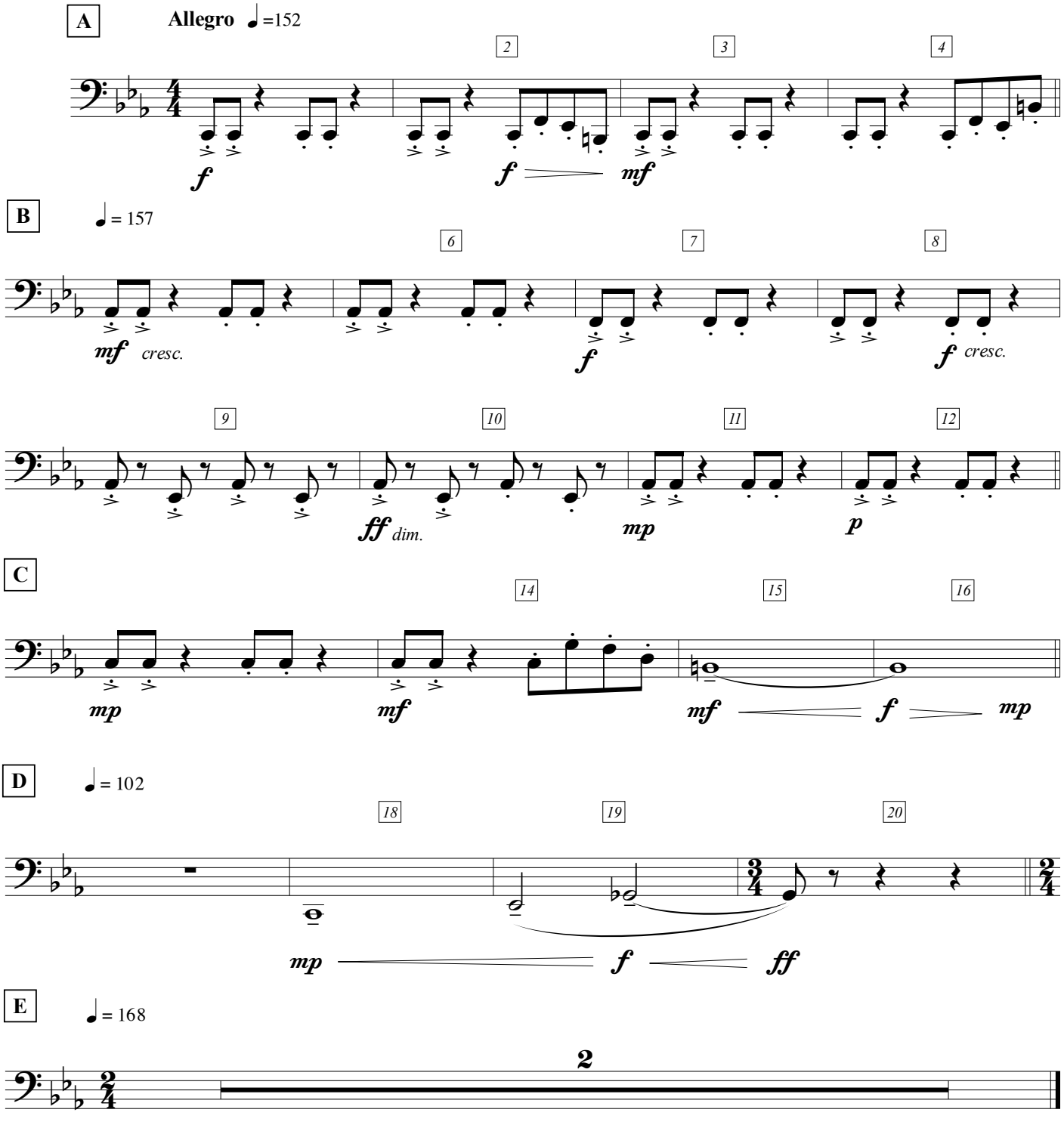
Tubas

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

Jordy Nunez Guerrero

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



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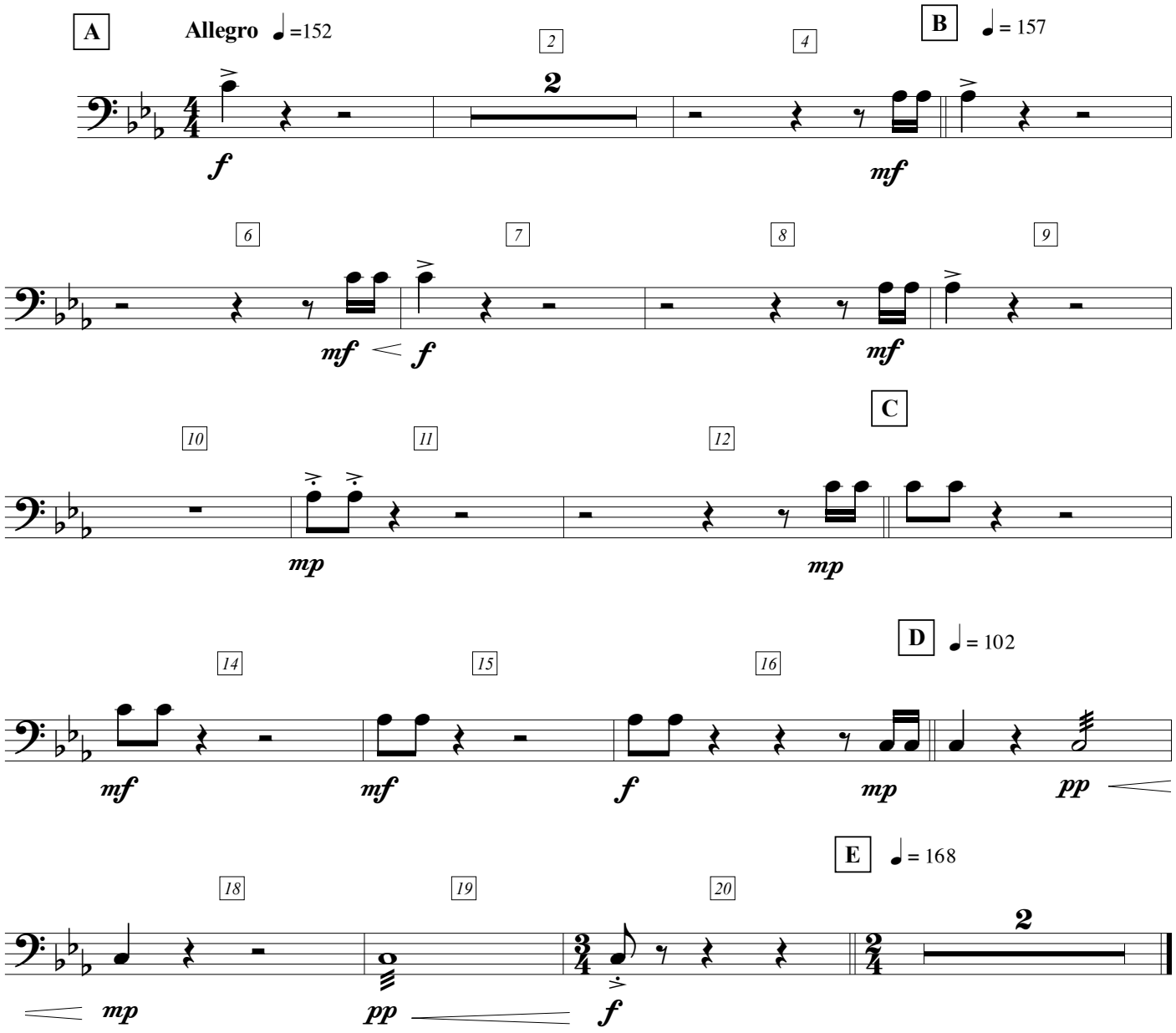
Timpani

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

Jordy Nunez Guerrero

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



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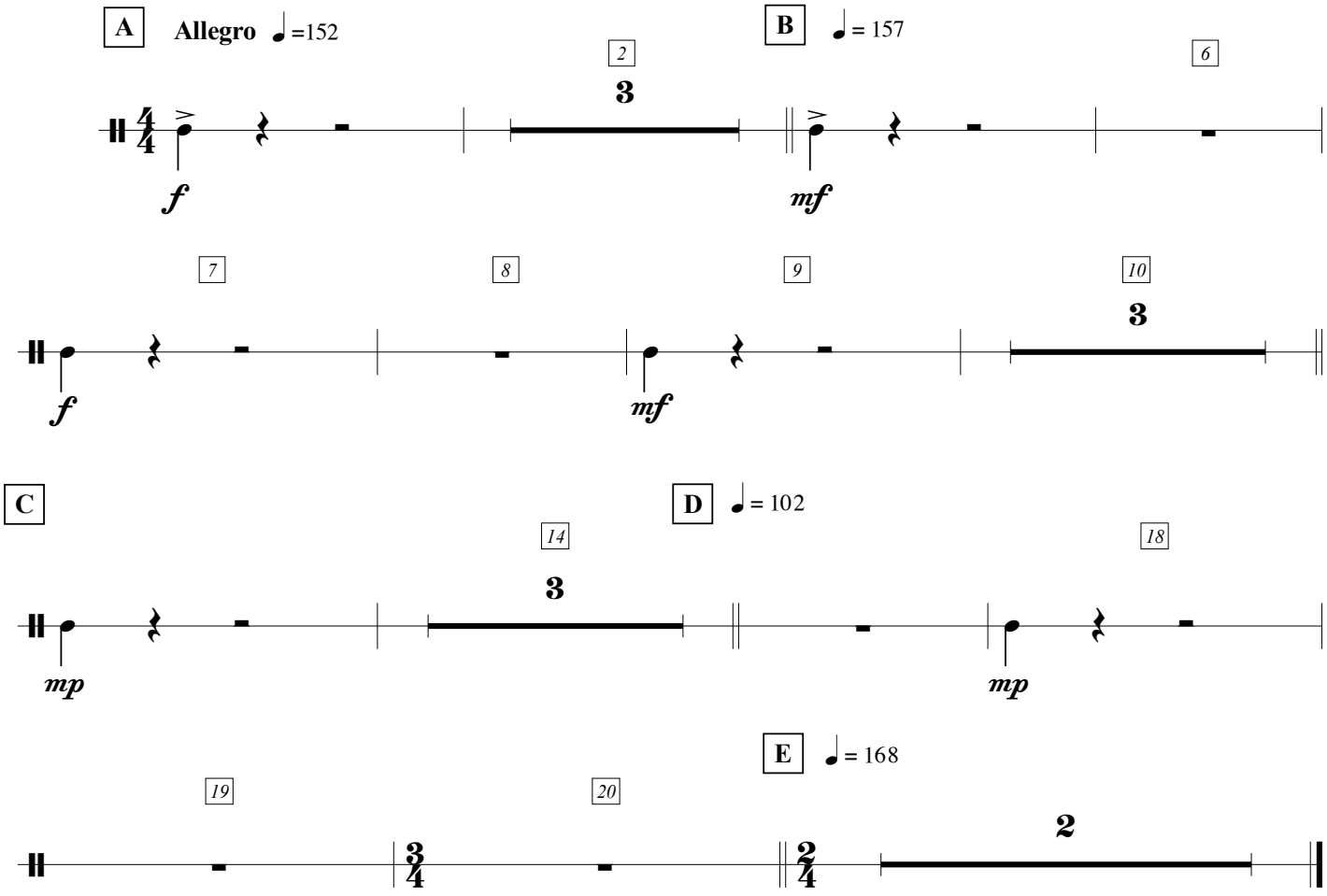
Cymbals

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

Jordy Nunez Guerrero

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



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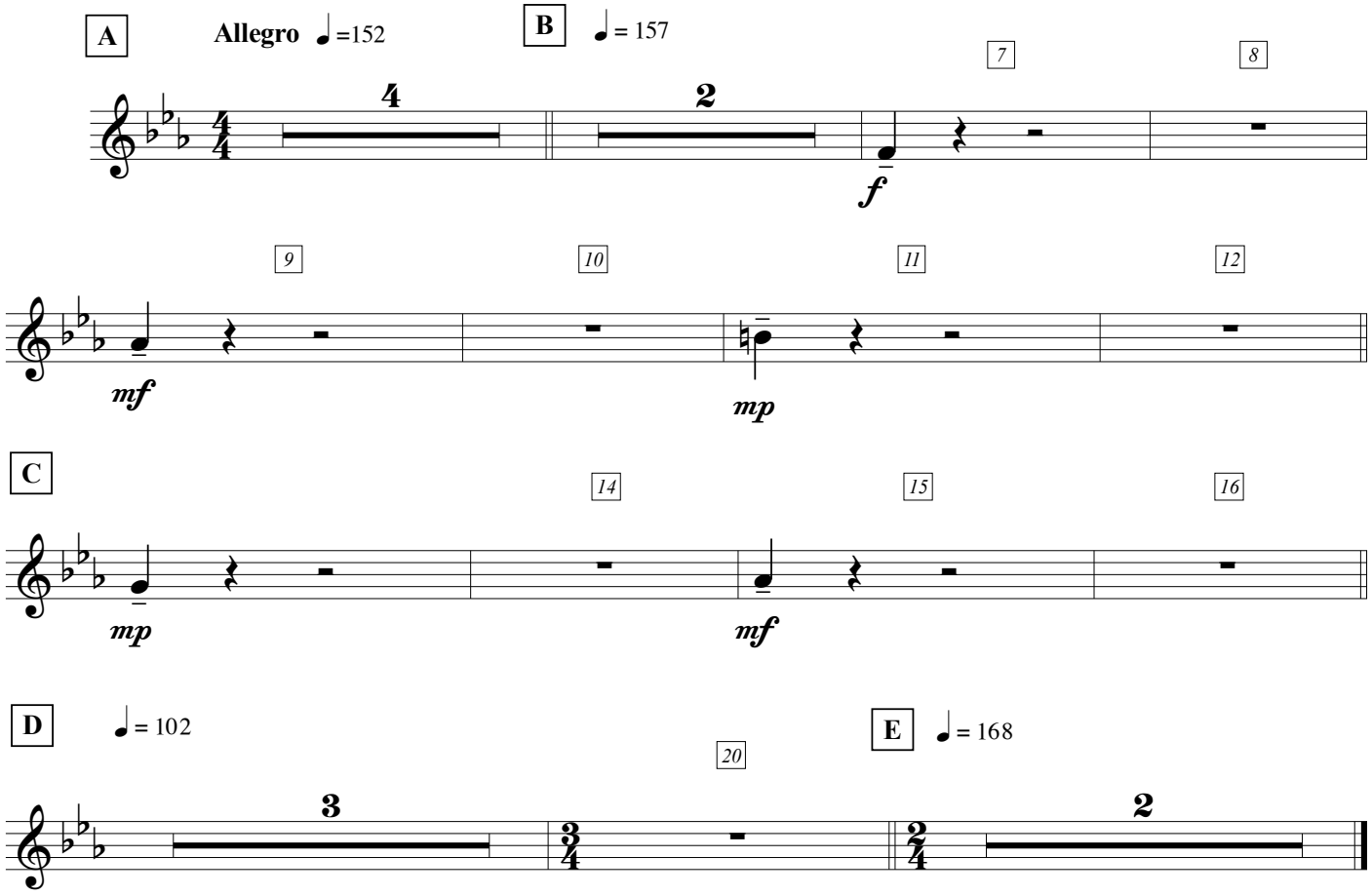
Tubular Bells

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

Jordy Nunez Guerrero

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



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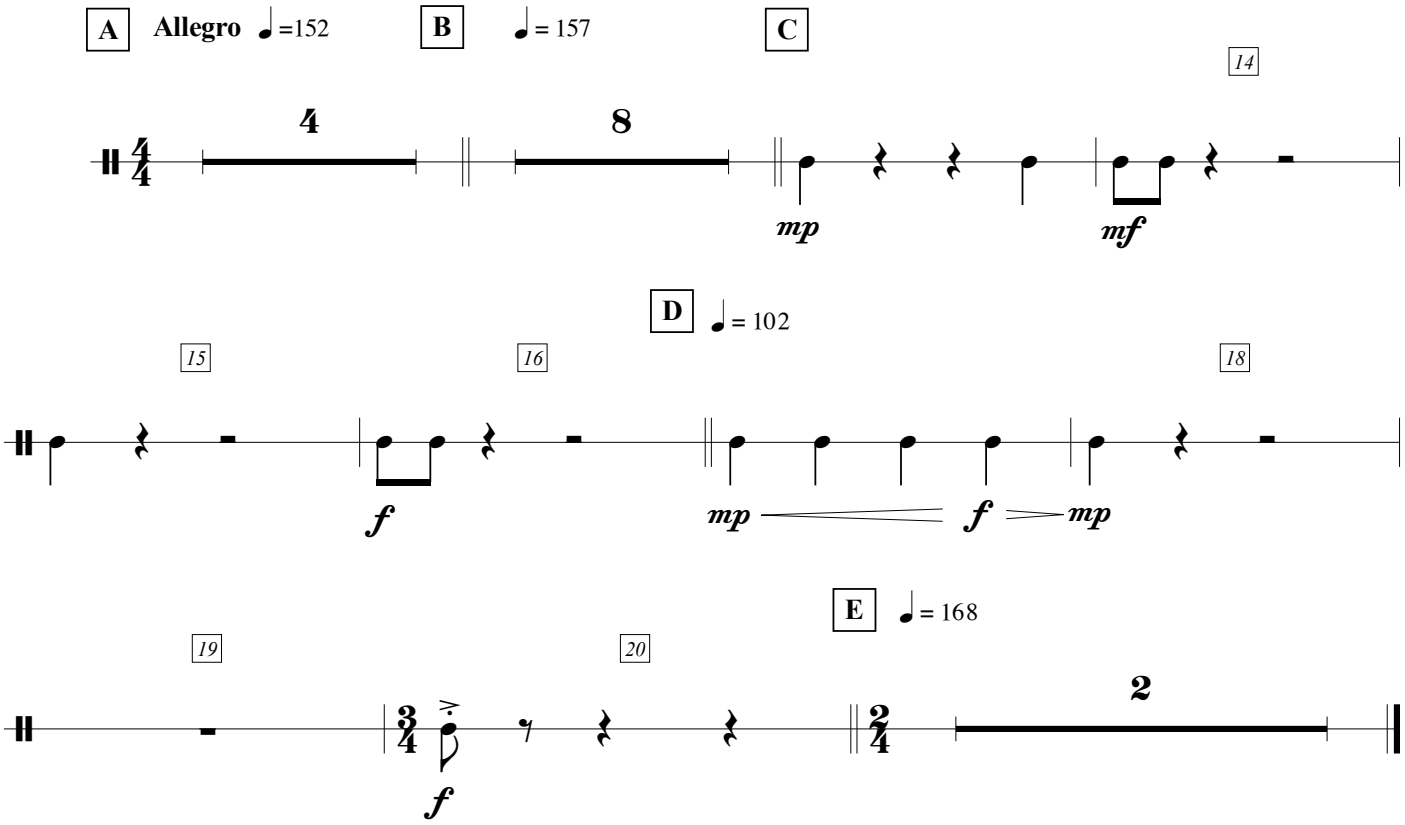
Bass Drum

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

Jordy Nunez Guerrero

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



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Percussion

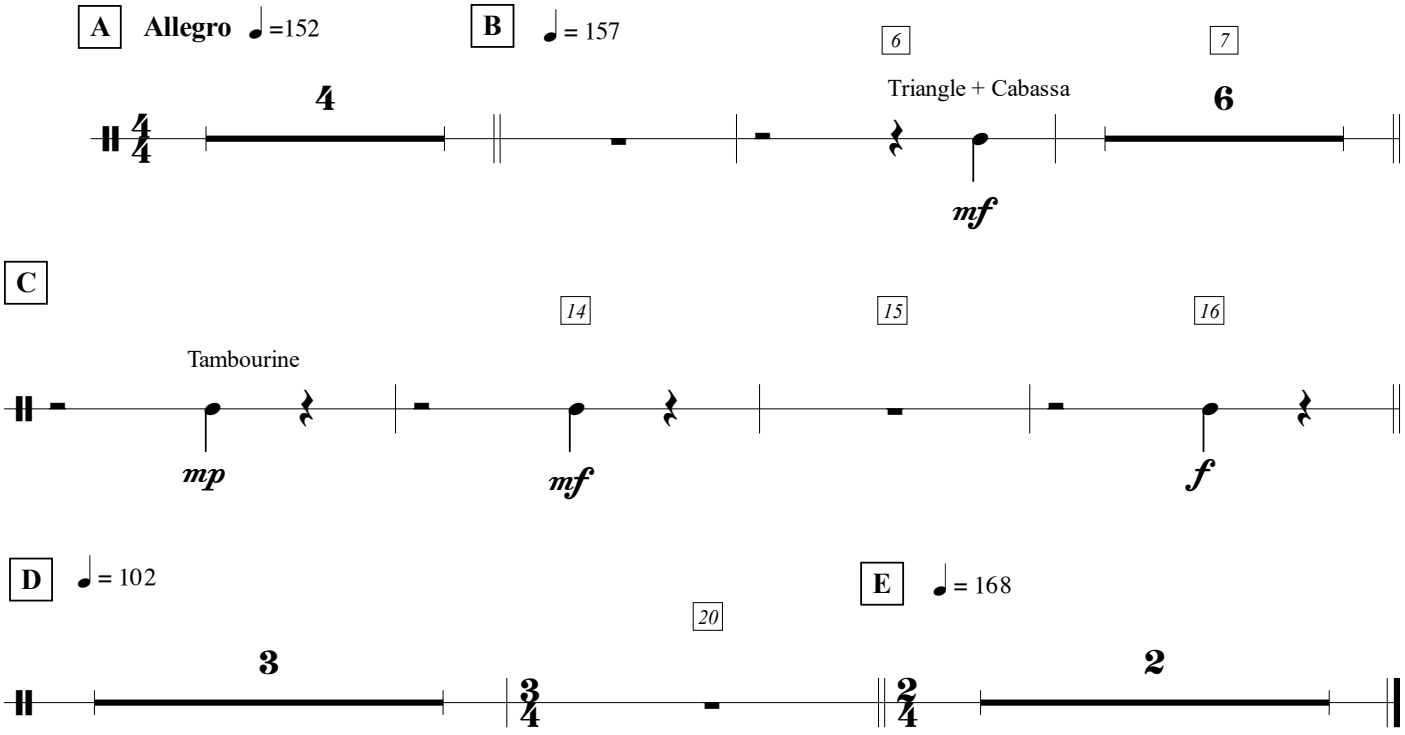
(Triangle,
Cabassa,
Tambourine)

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

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

Jordy Nunez Guerrero



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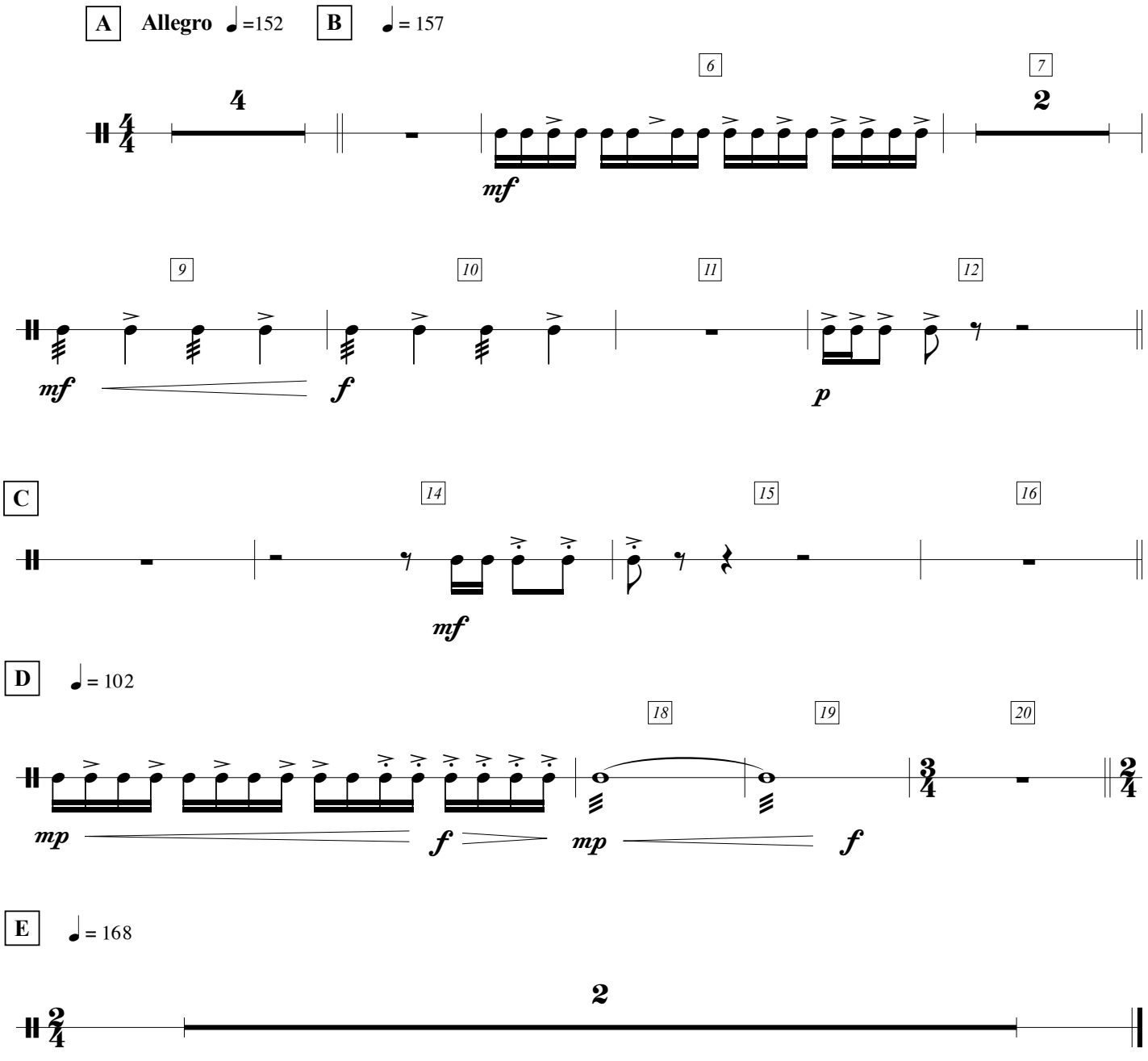
Djembe

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

Jordy Nunez Guerrero

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



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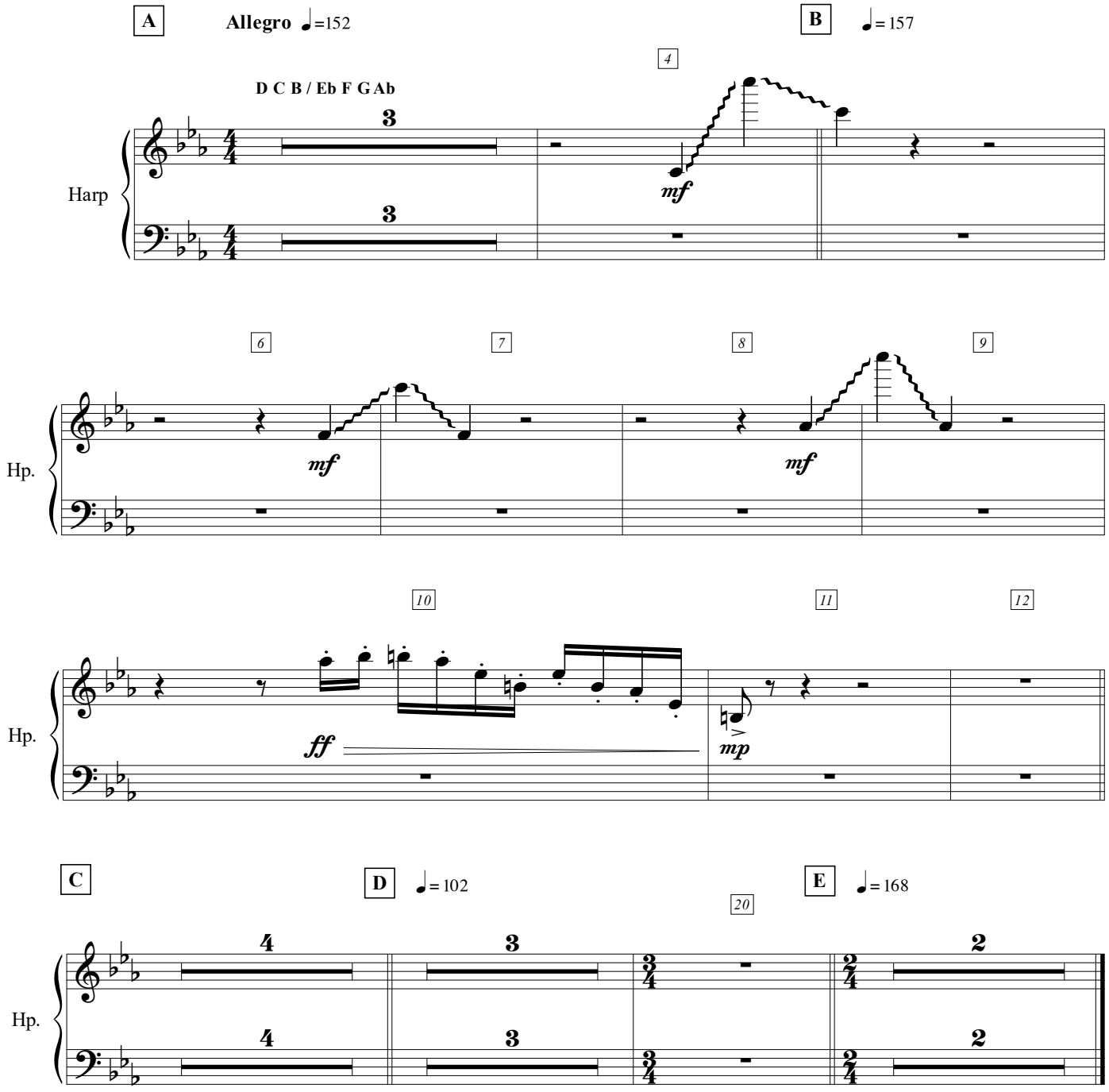
Harp

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

Jordy Nunez Guerrero

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



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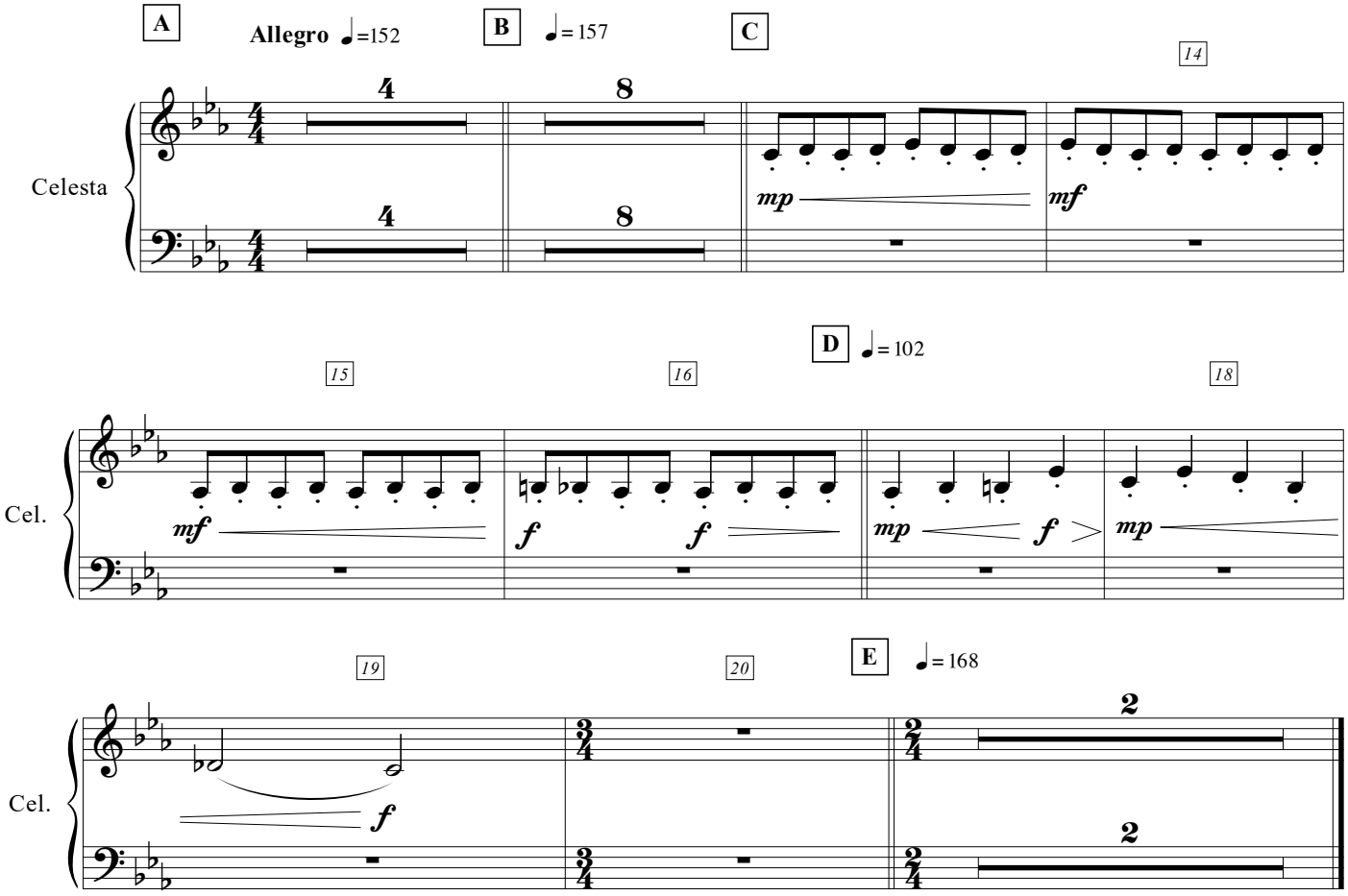
Celesta

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

Jordy Nunez Guerrero

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



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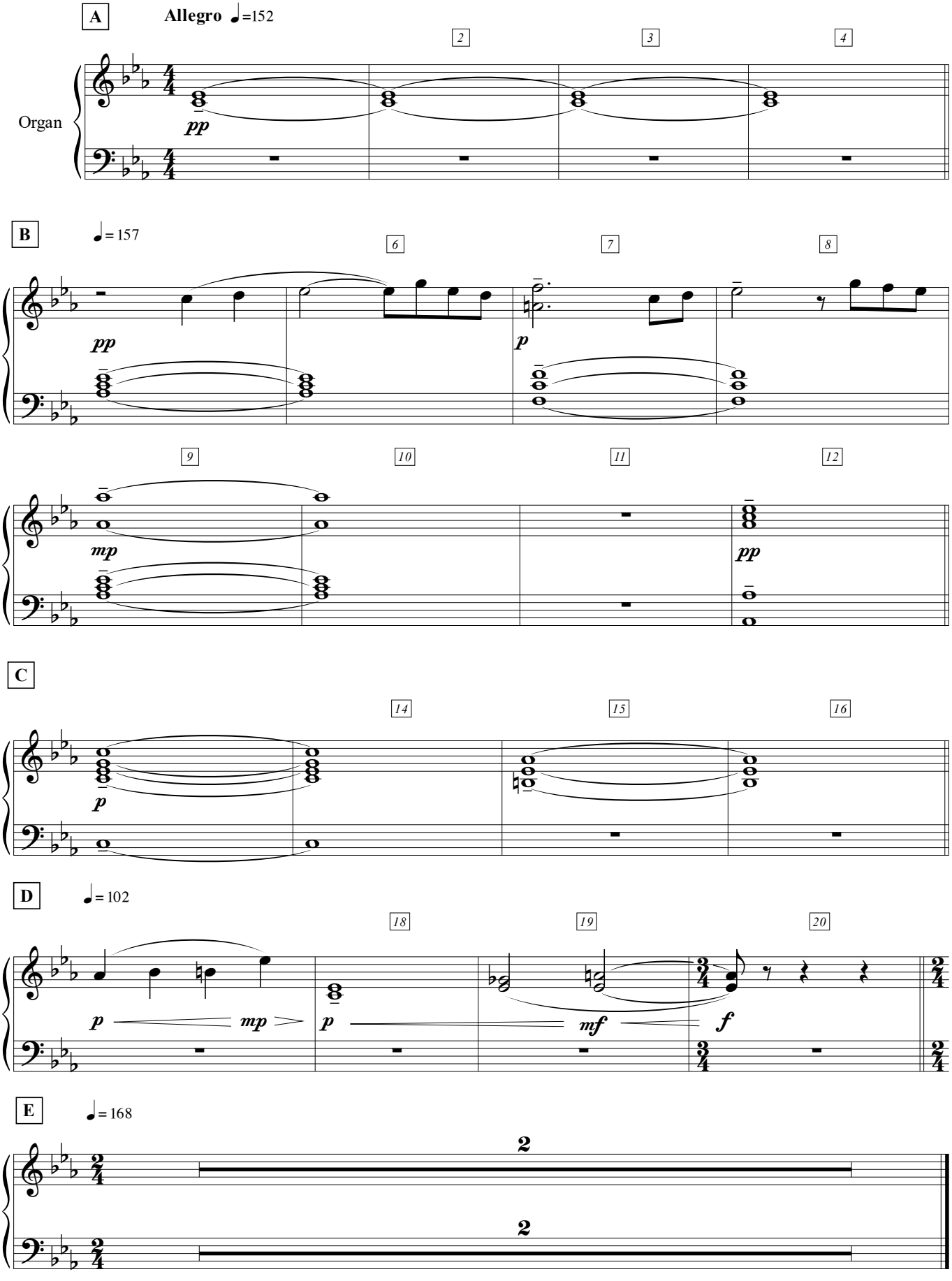
Organ

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

Jordy Nunez Guerrero

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



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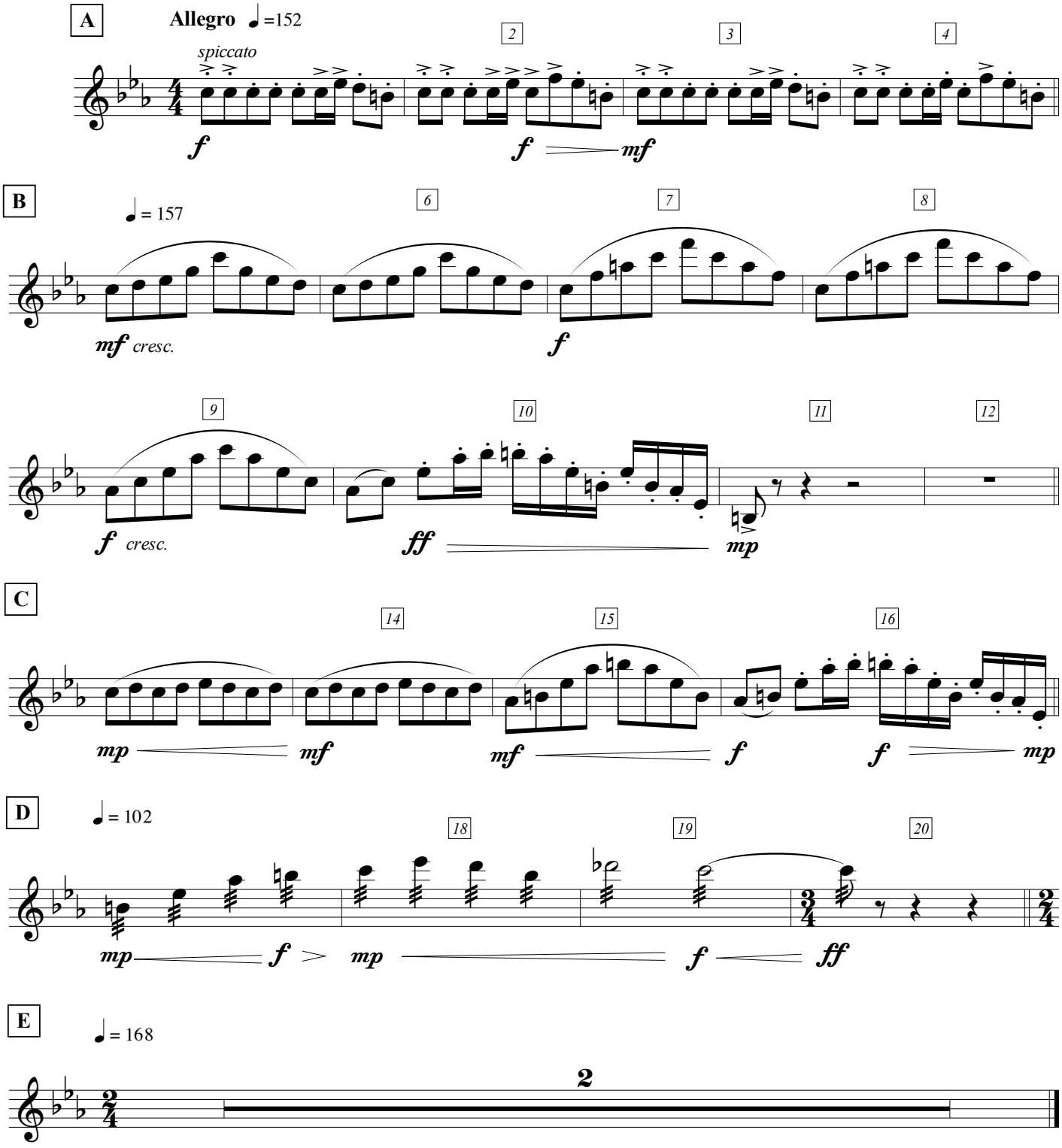
Violins 1

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

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

Jordy Nunez Guerrero



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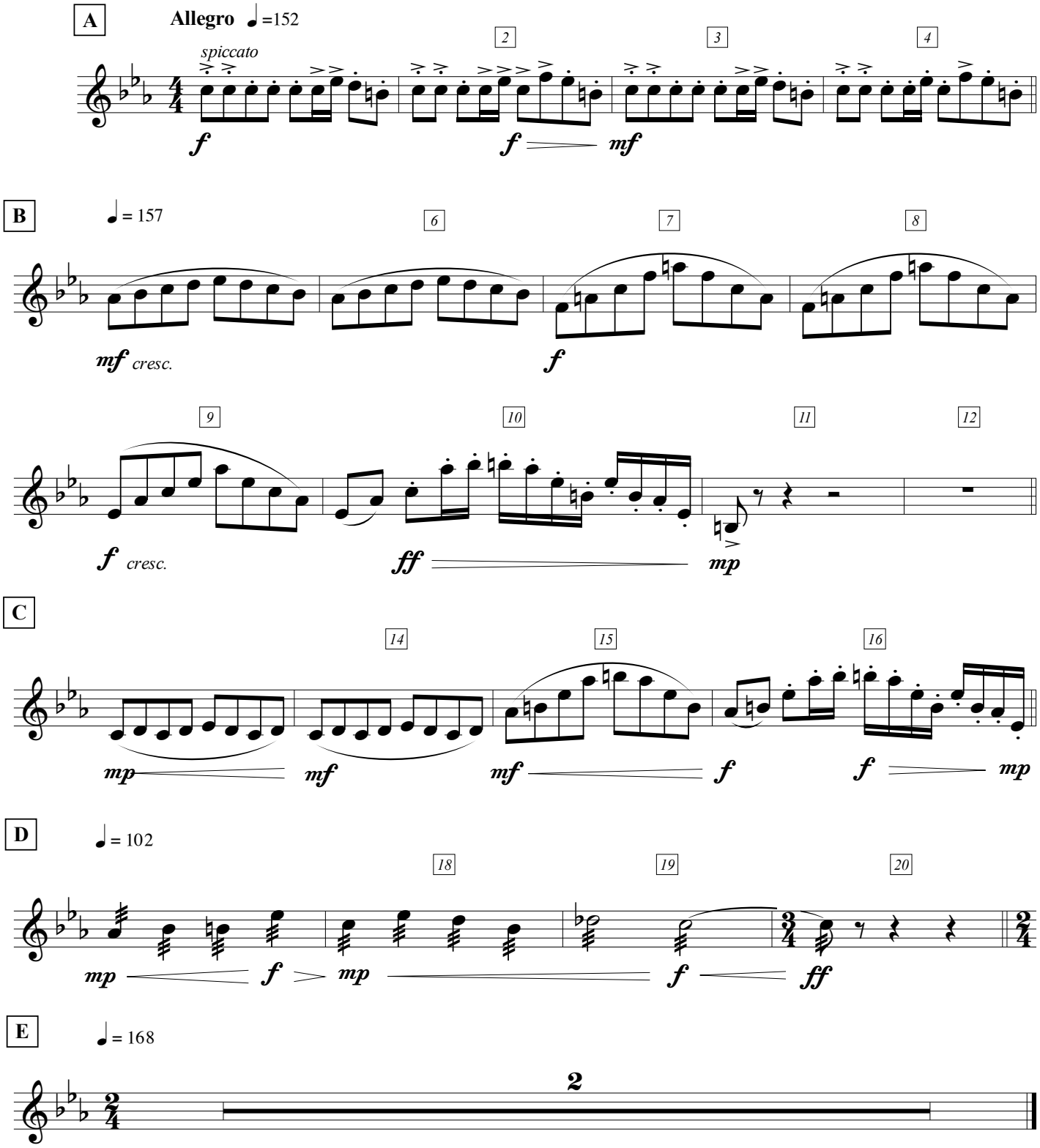
Violins 2

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

Jordy Nunez Guerrero

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



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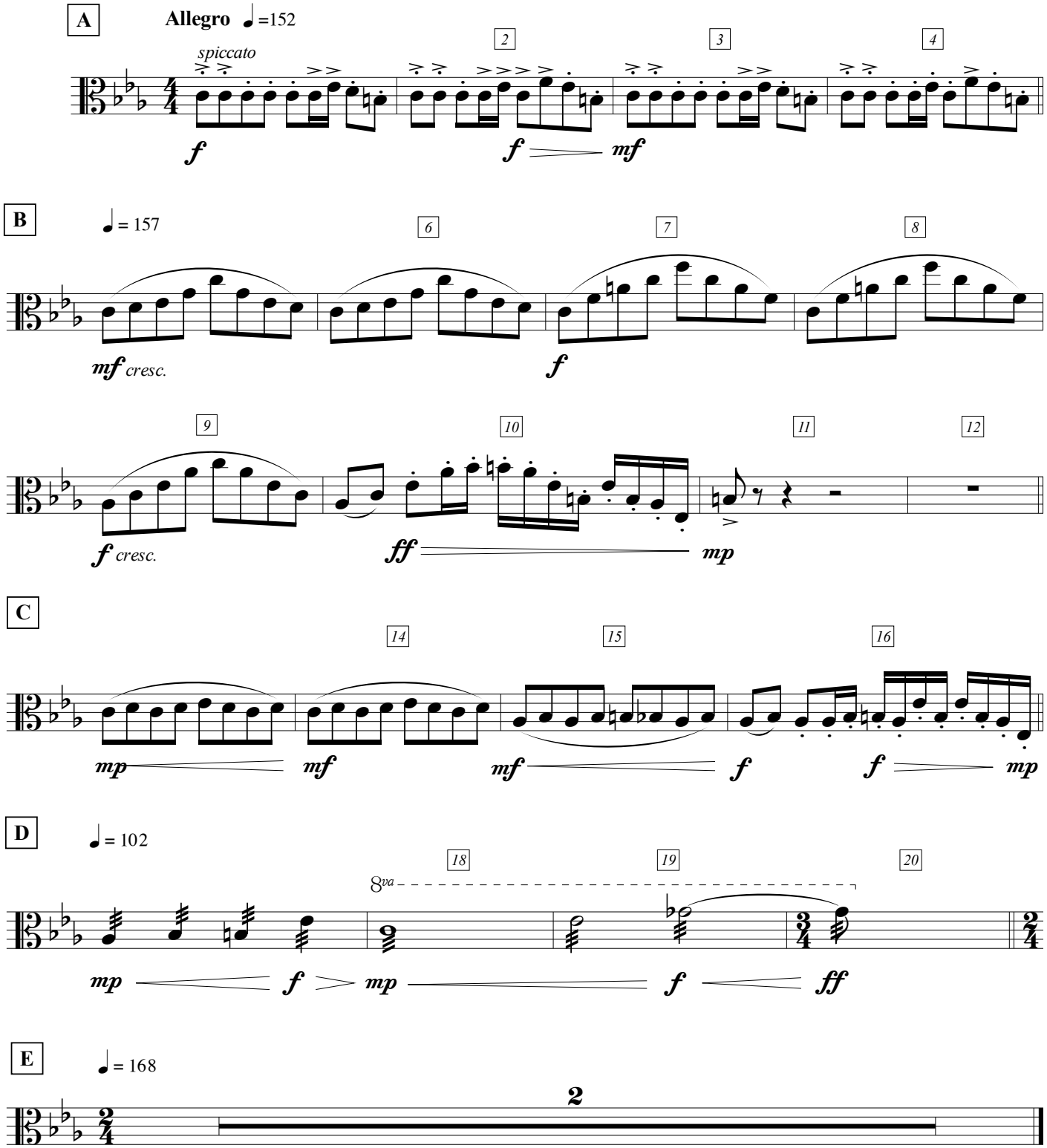
Violas

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

Jordy Nunez Guerrero

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



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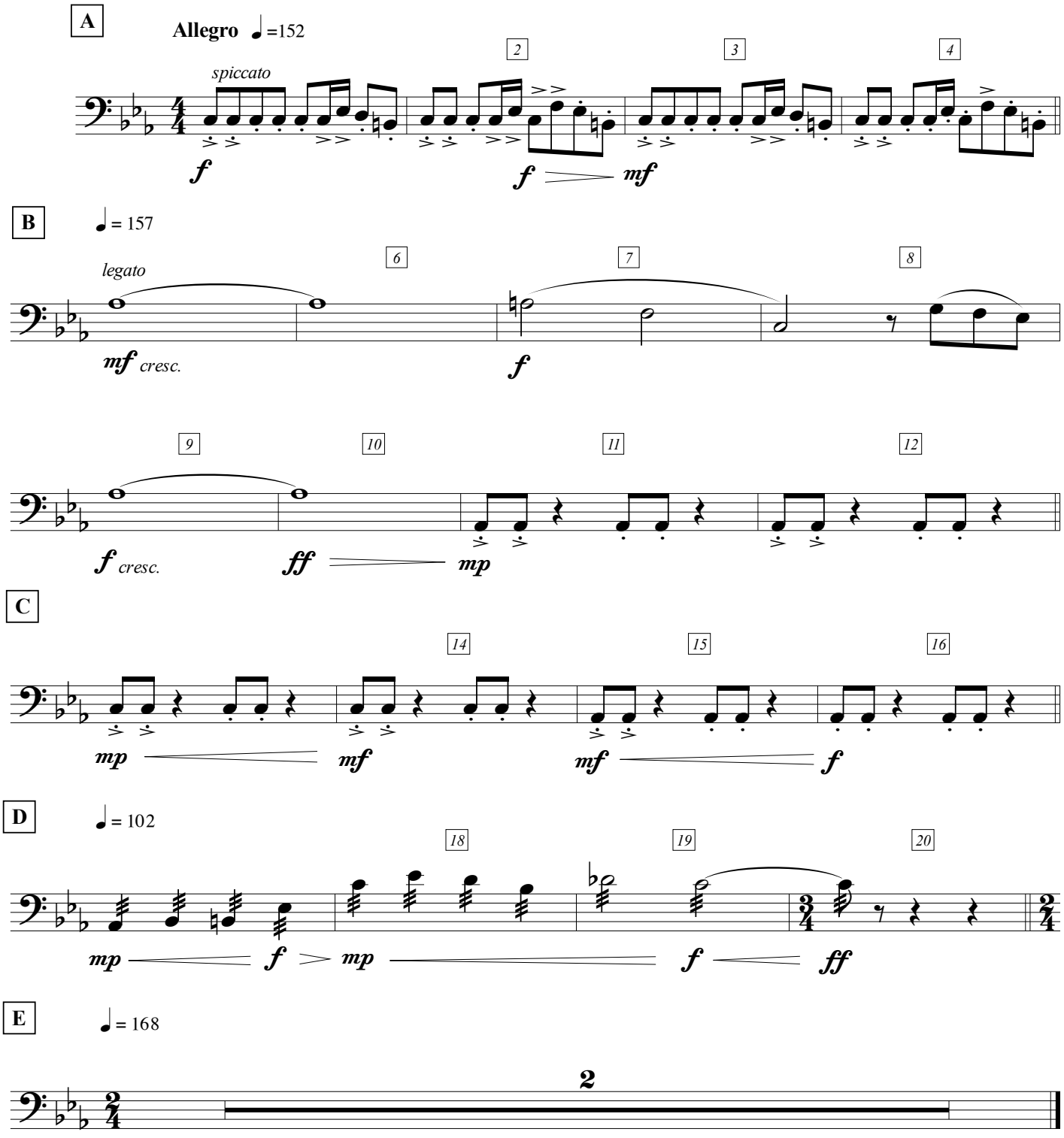
Cellos

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

Jordy Nunez Guerrero

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



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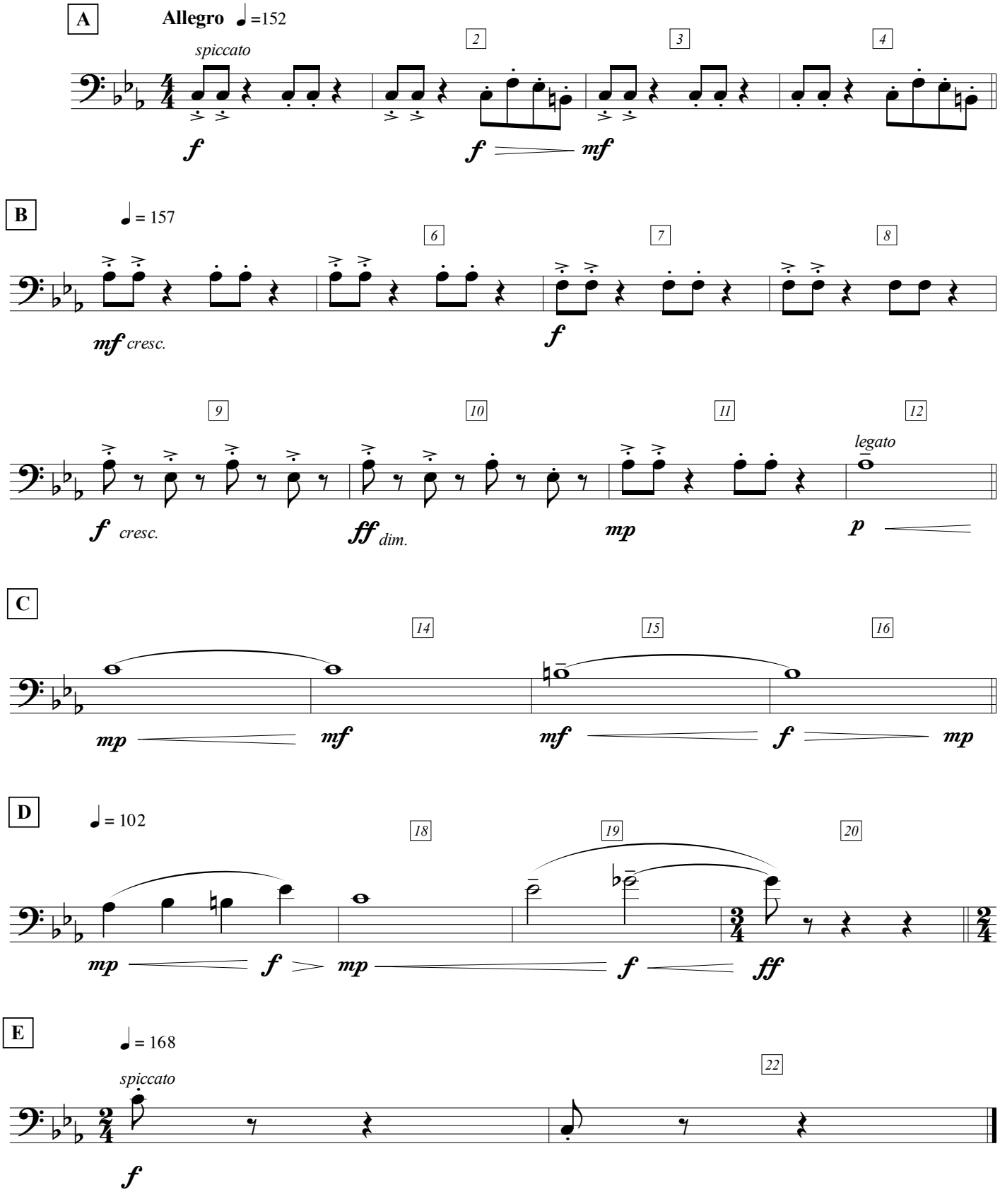
Contrabasses

Escena 1: Sprite Fight

2m7 - *'Sprite Fight'*

Jordy Nunez Guerrero

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



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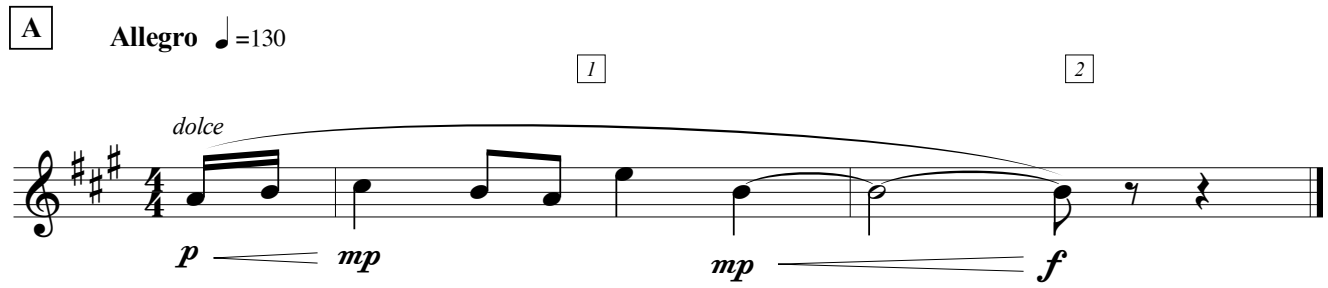
Piccolos

Escena 1: Sprite Fight

2m8 - 'Hero Bird'

Jordy Nunez Guerrero

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



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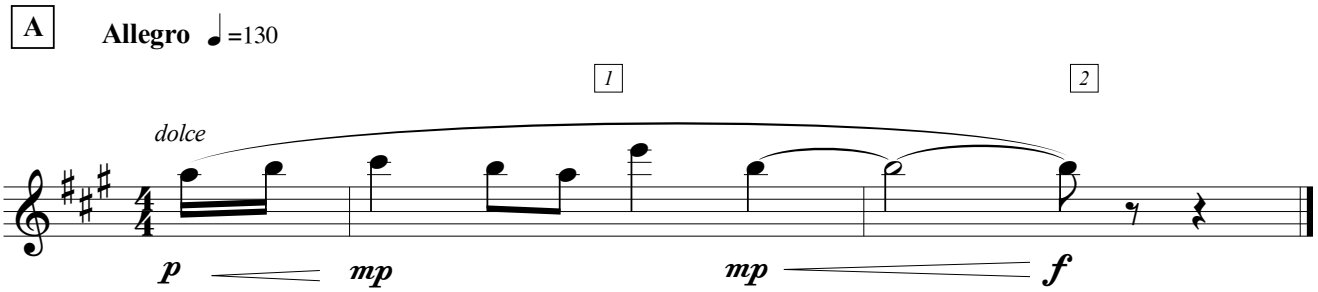
Flutes

Escena 1: Sprite Fight

2m8 - 'Hero Bird'

Jordy Nunez Guerrero

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



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Percussion

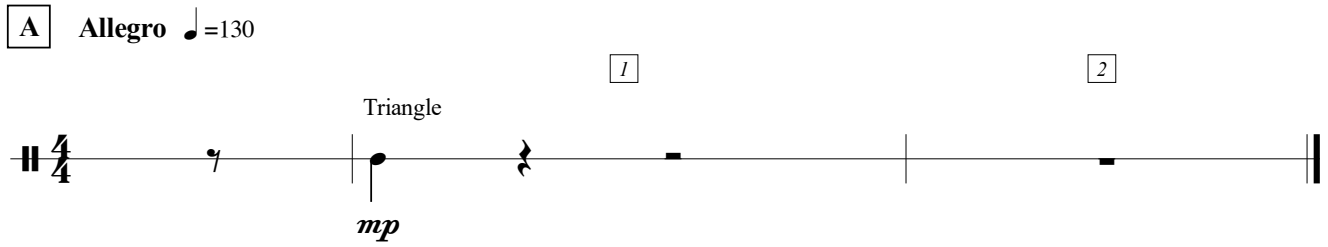
(Triangle)

Escena 1: Sprite Fight

2m8 - 'Hero Bird'

Jordy Nunez Guerrero

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



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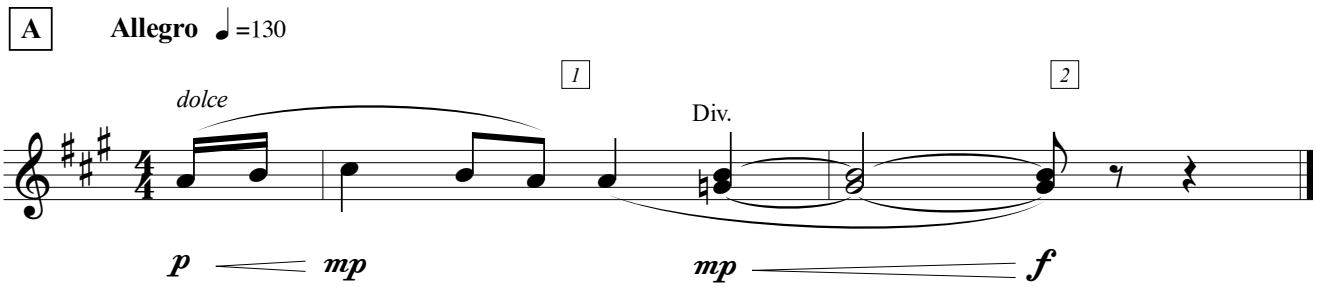
Violins 1

Escena 1: Sprite Fight

2m8 - 'Hero Bird'

Jordy Nunez Guerrero

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



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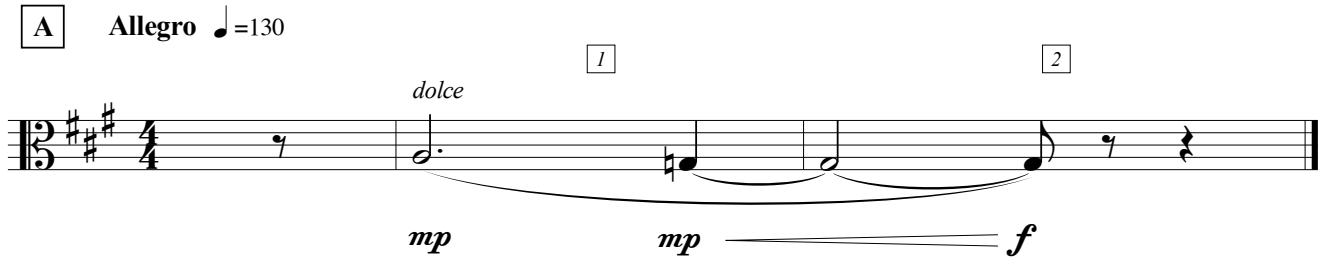
Violas

Escena 1: Sprite Fight

2m8 - 'Hero Bird'

Jordy Nunez Guerrero

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



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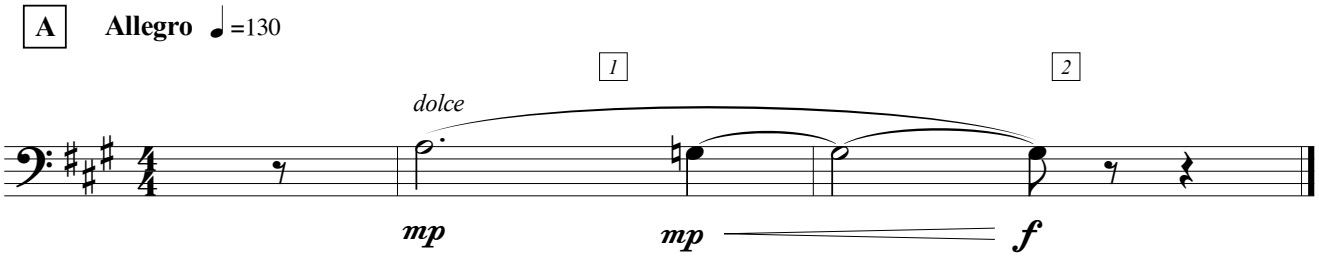
Cellos

Escena 1: Sprite Fight

2m8 - 'Hero Bird'

Jordy Nunez Guerrero

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



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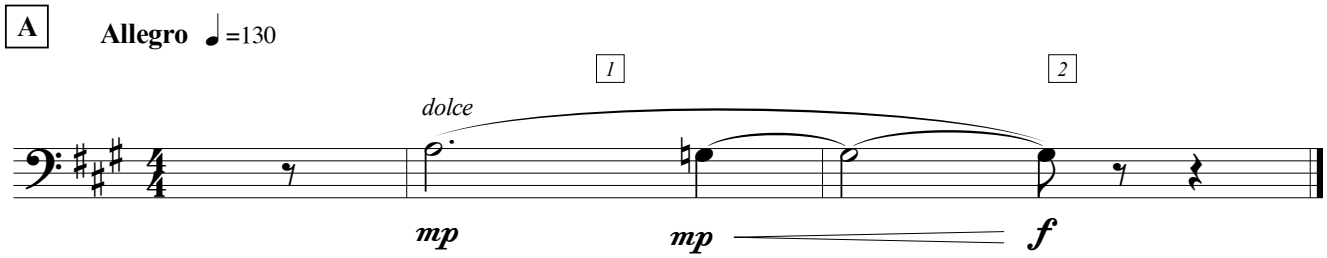
Contrabasses

Escena 1: Sprite Fight

2m8 - 'Hero Bird'

Jordy Nunez Guerrero

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



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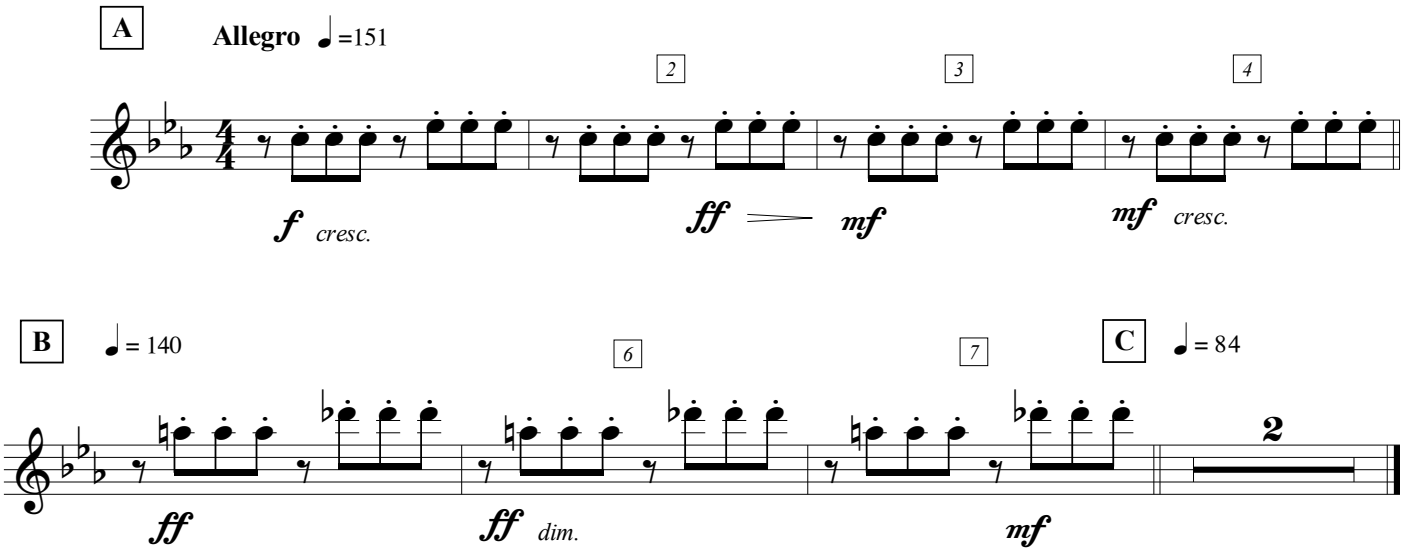
Flutes

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

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



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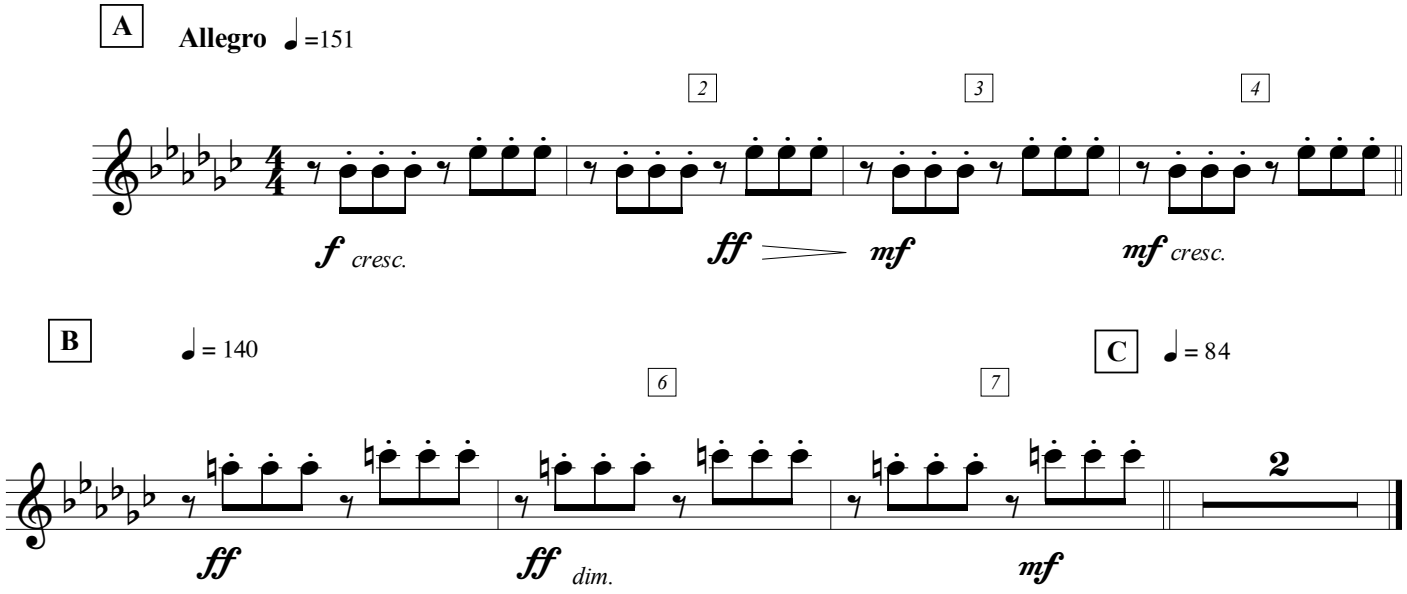
Clarinets in A

Escena 1: Sprite Fight

2m9 - 'Action Again'

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

Jordy Nunez Guerrero



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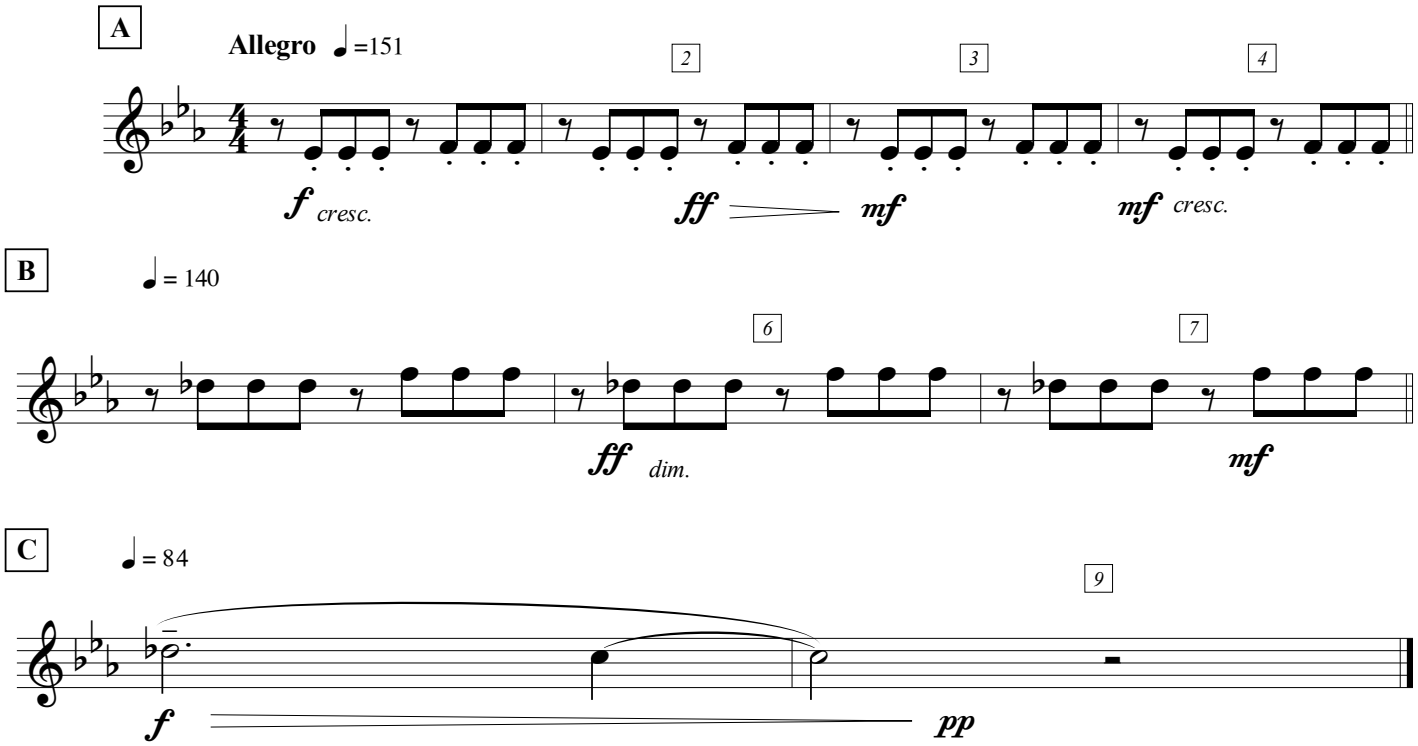
Oboes

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

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



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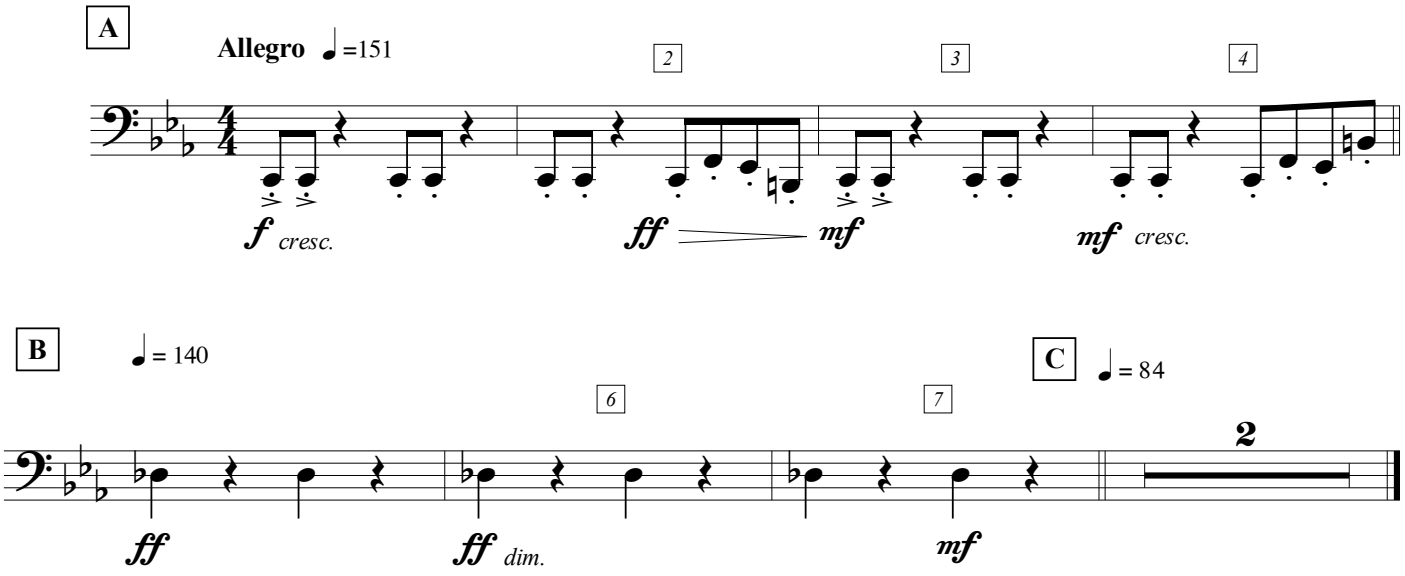
Bassoons

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

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



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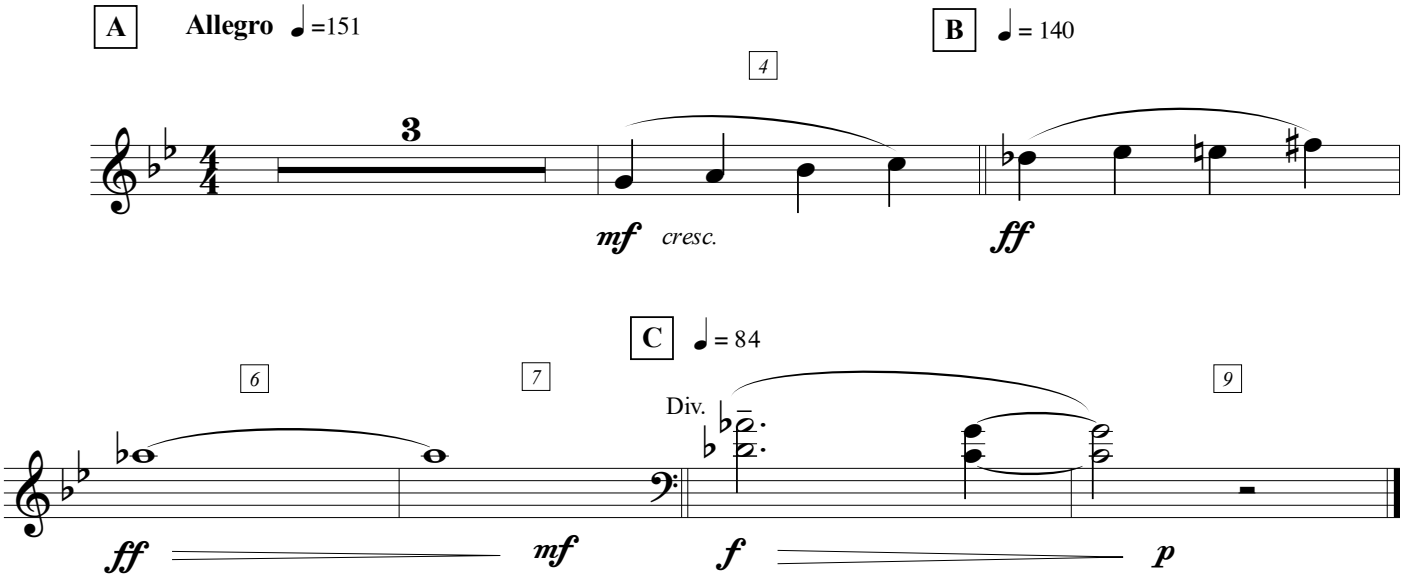
Horns in F 1,2

Escena 1: Sprite Fight

2m9 - 'Action Again'

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

Jordy Nunez Guerrero



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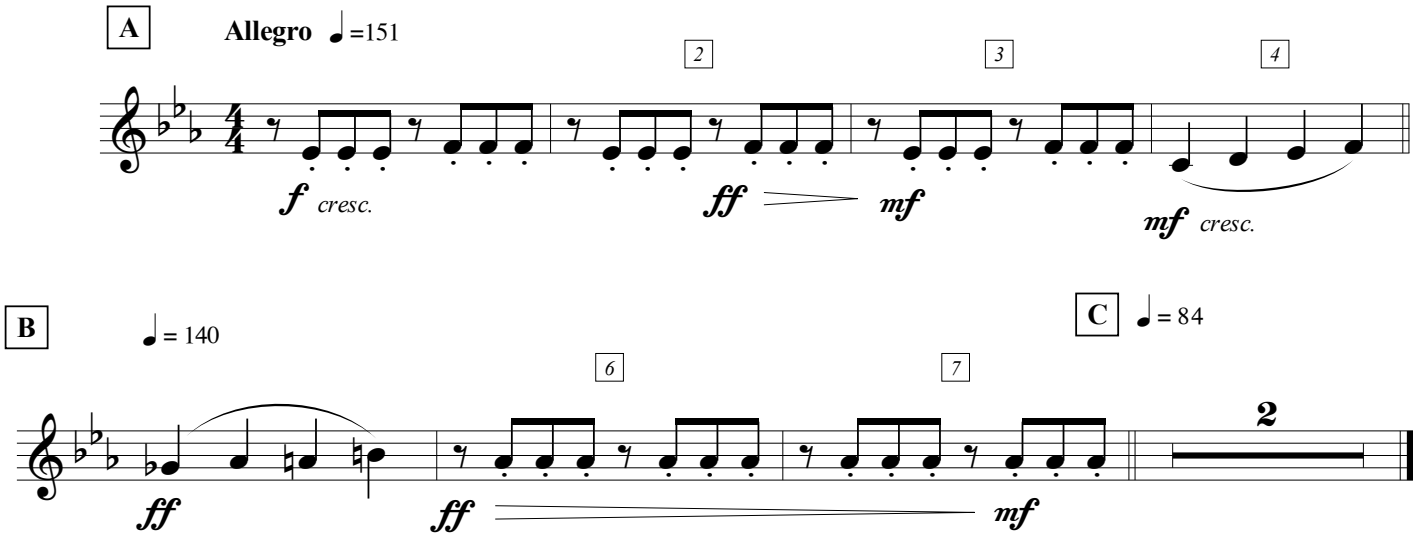
Trumpets in C

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

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



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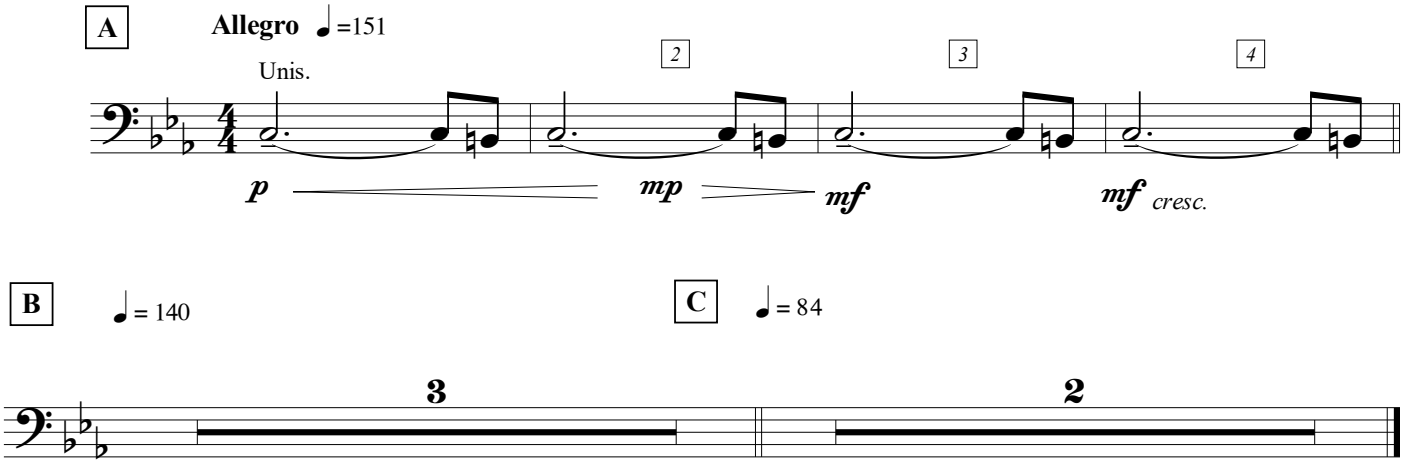
Trombones 1,2

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

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



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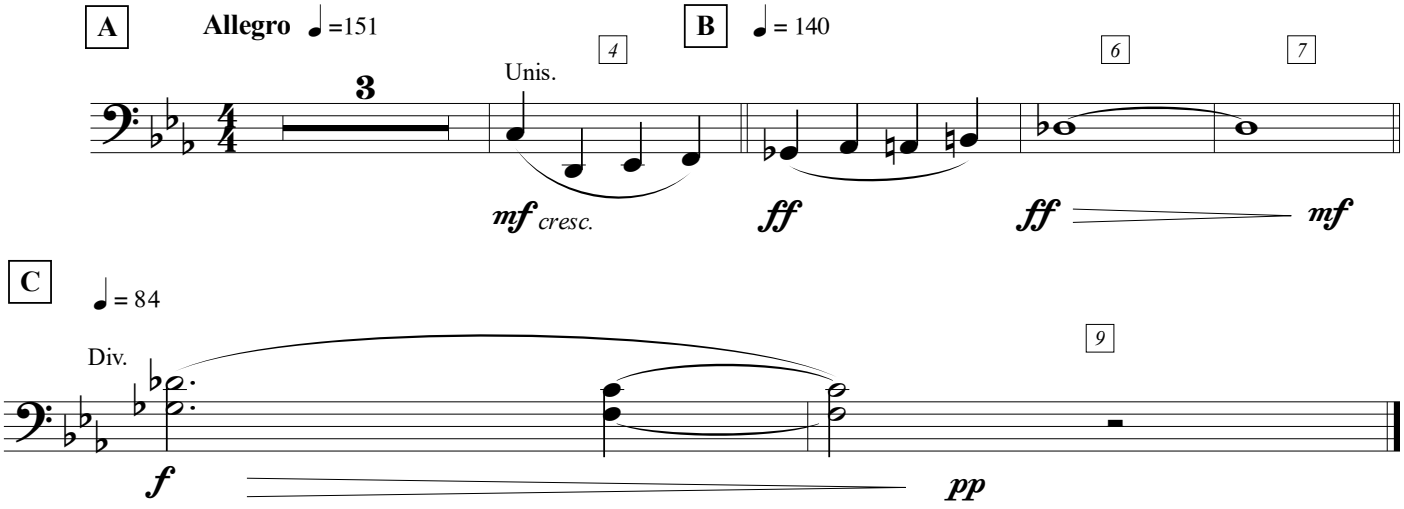
Trombones 3,4

Escena 1: Sprite Fight

2m9 - 'Action Again'

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

Jordy Nunez Guerrero



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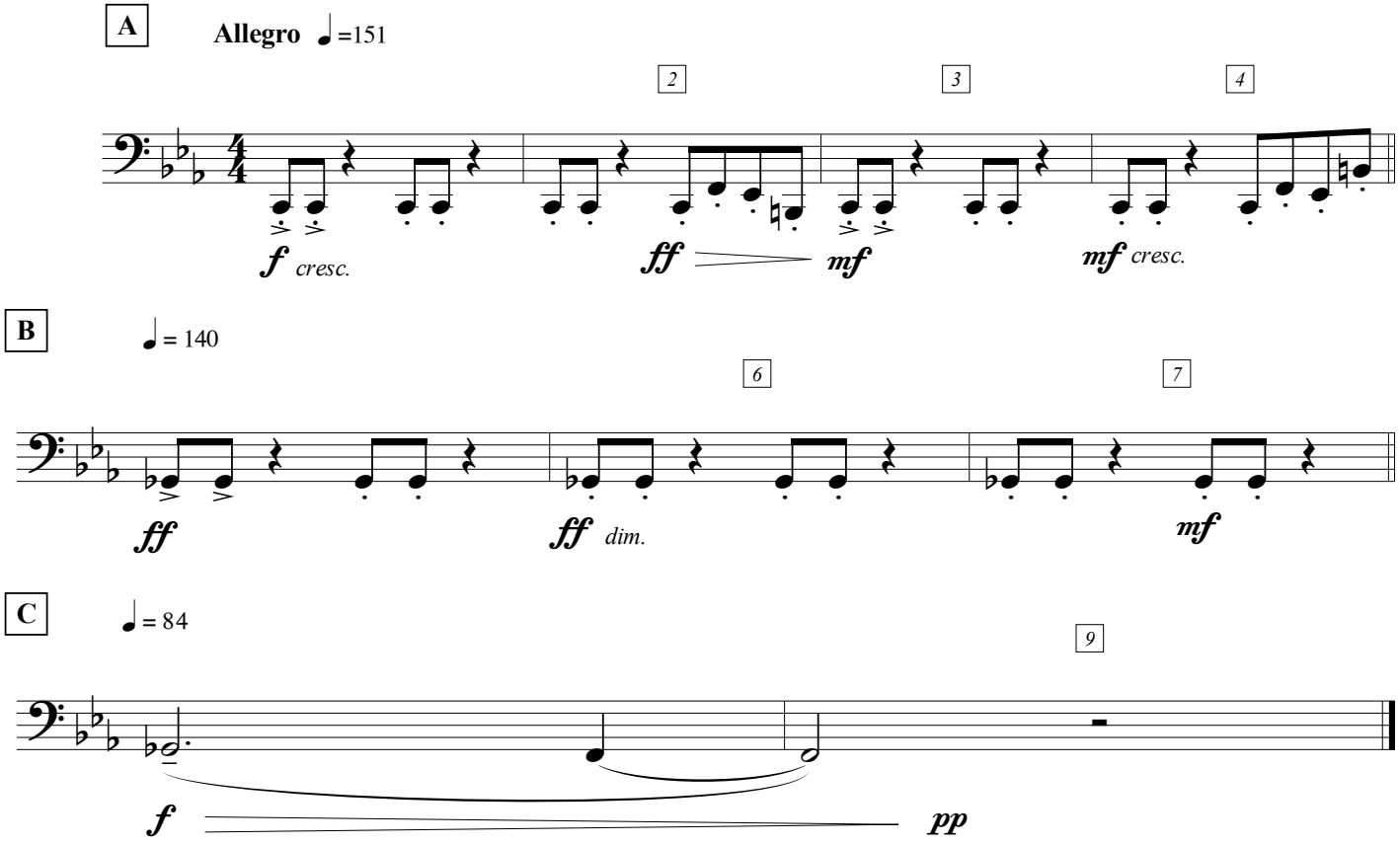
Tubas

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

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



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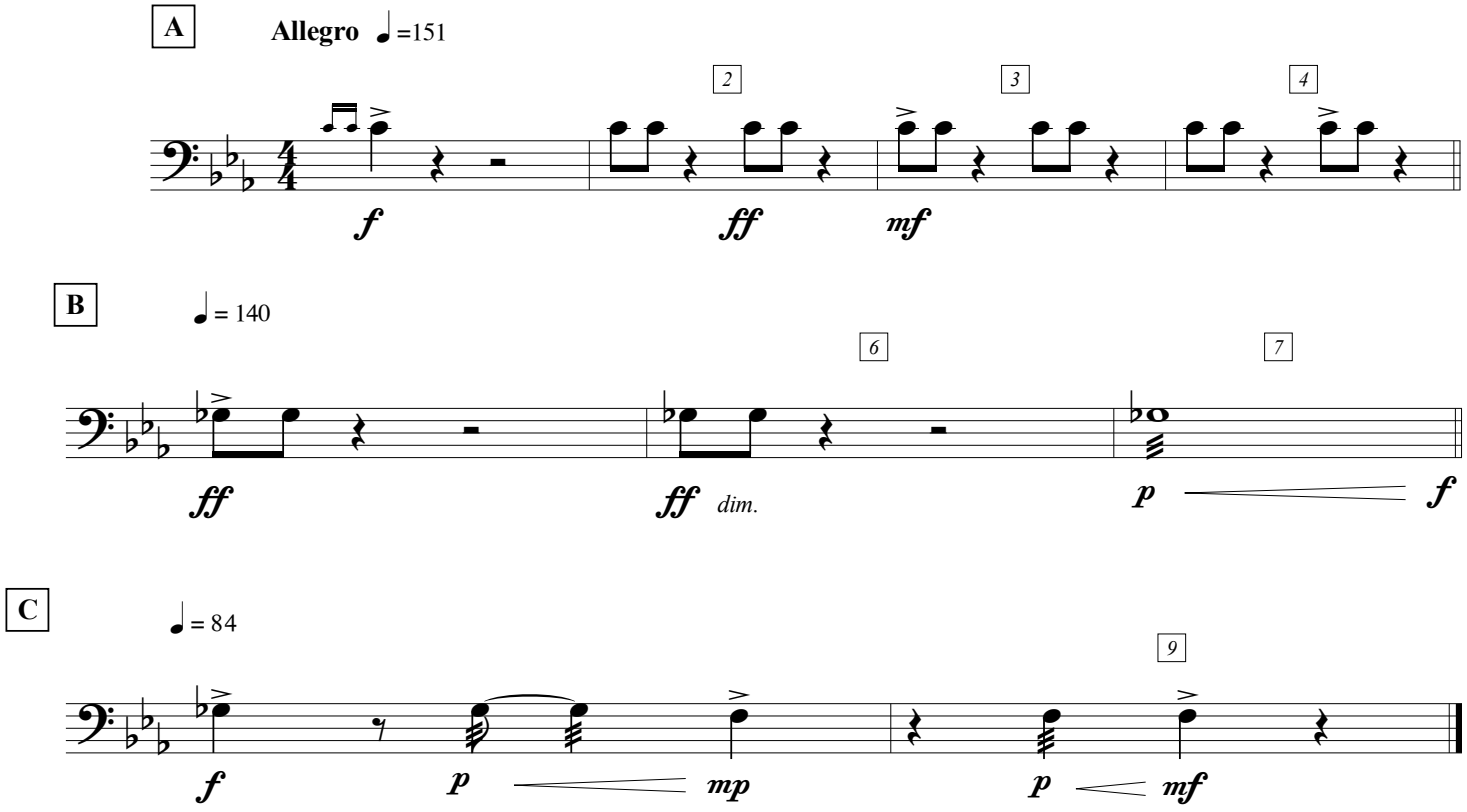
Timpani

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

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



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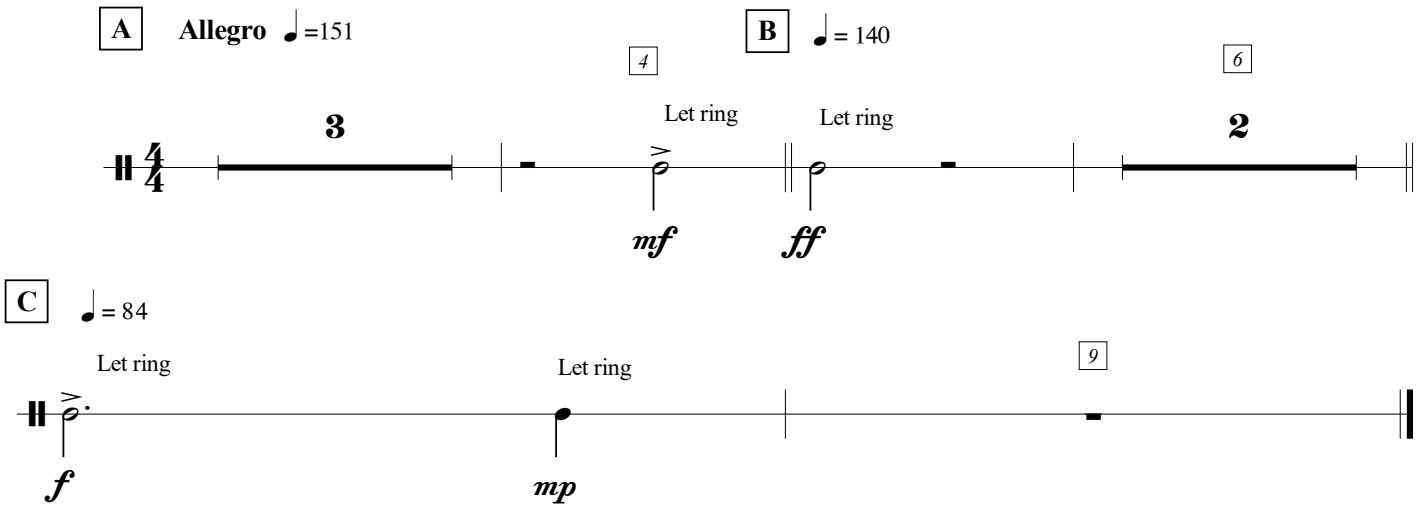
Cymbals

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

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



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Percussion

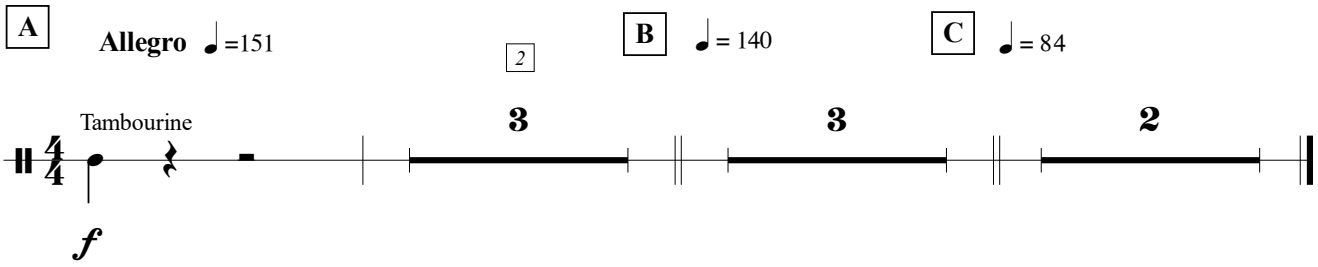
(Tambourine)

Escena 1: Sprite Fight

2m9 - 'Action Again'

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

Jordy Nunez Guerrero



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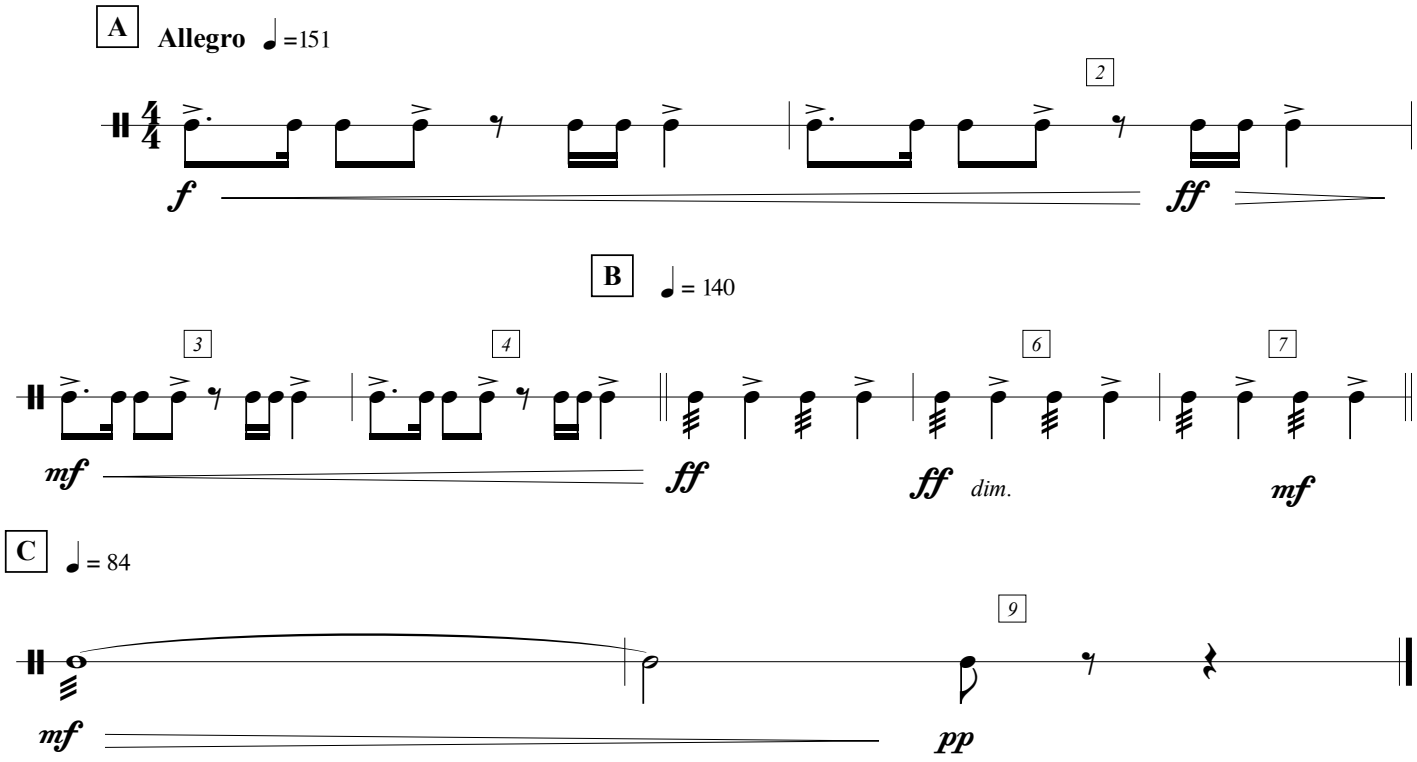
Djembe

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

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



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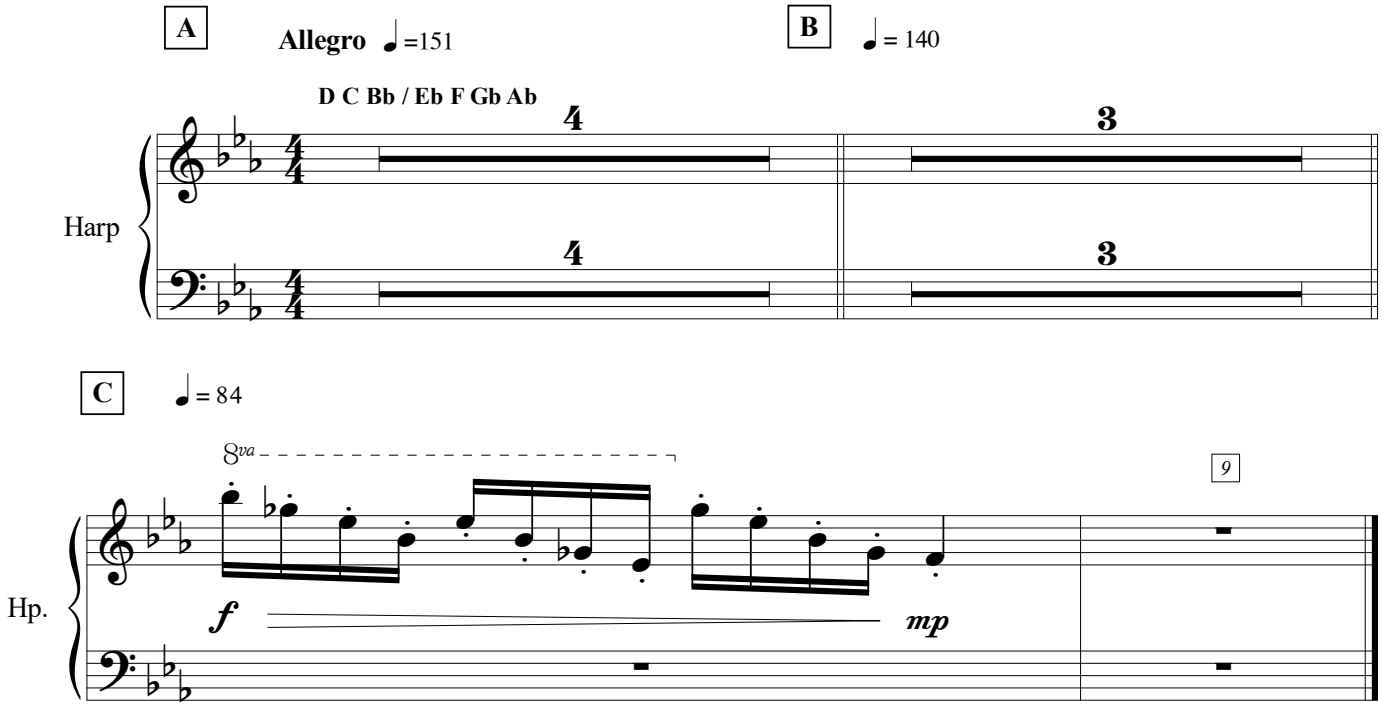
Harp

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

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



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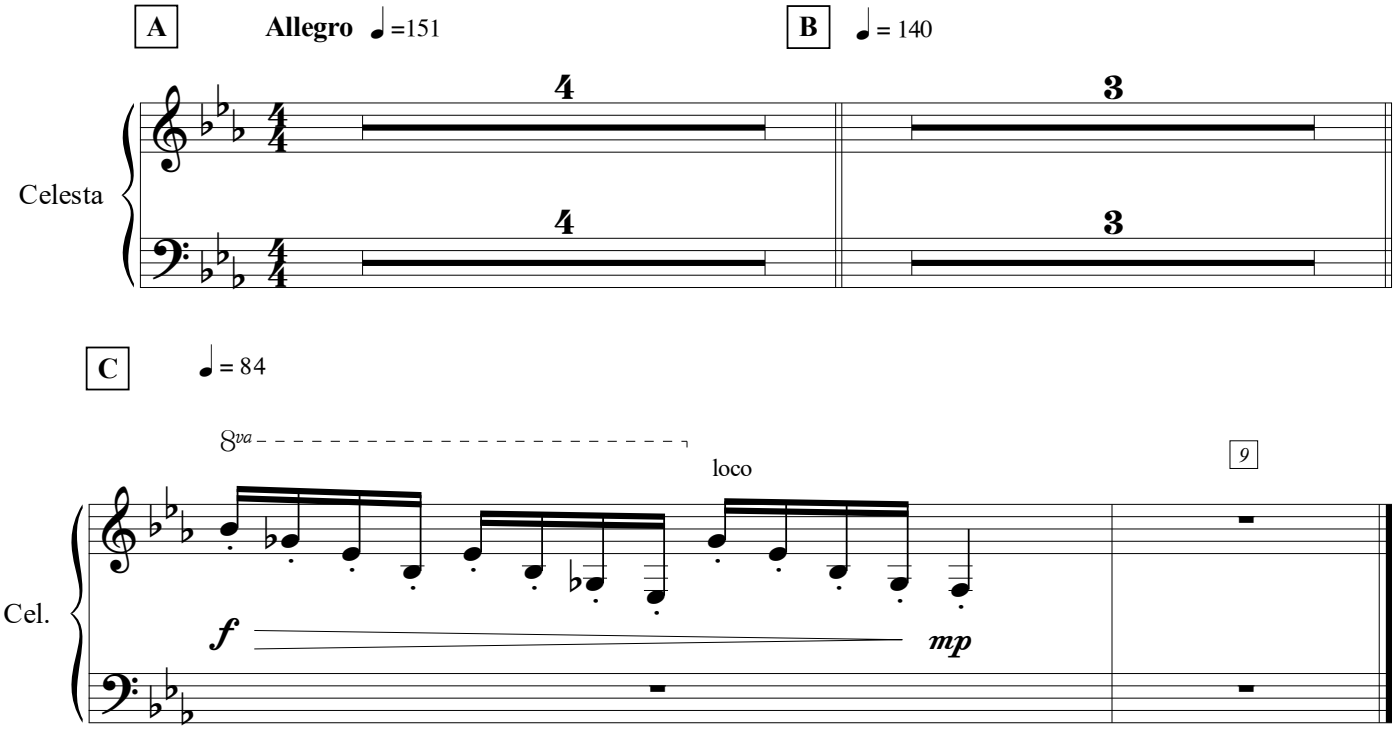
Celesta

Escena 1: Sprite Fight

2m9 - 'Action Again'

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

Jordy Nunez Guerrero



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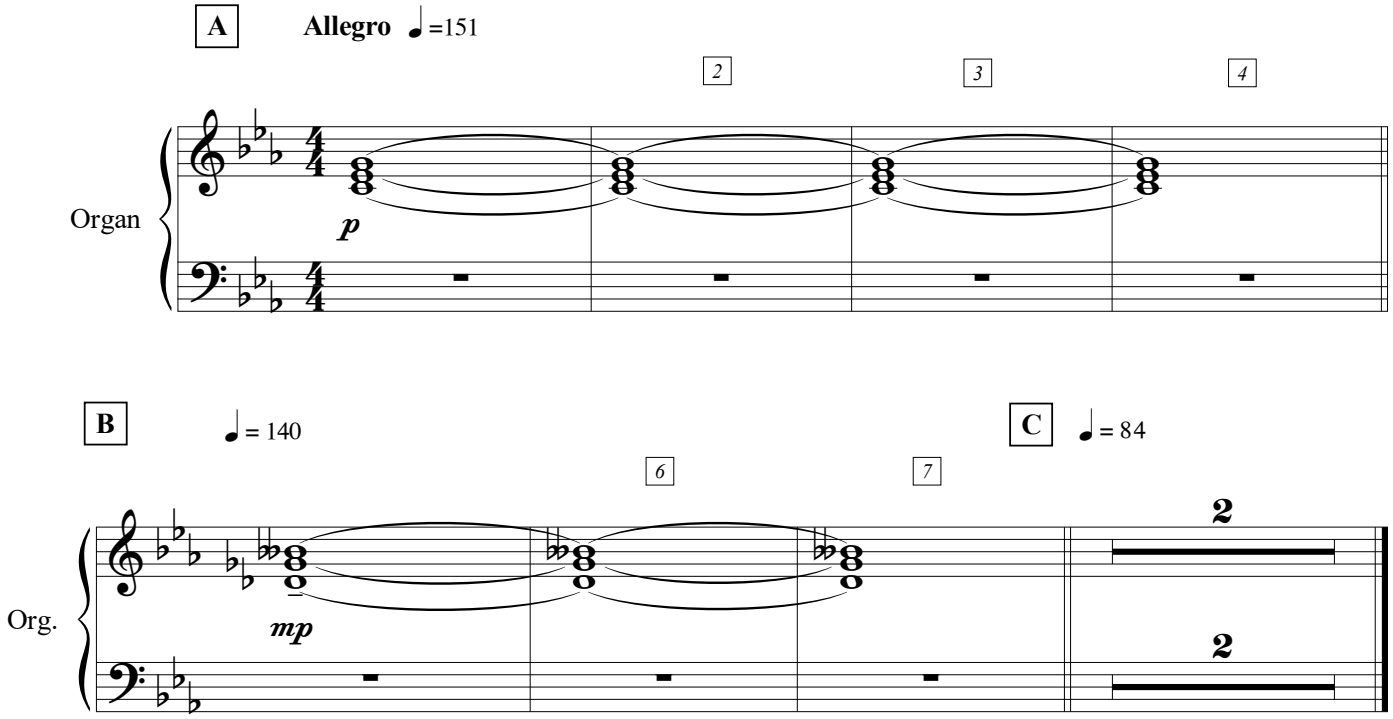
Organ

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

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



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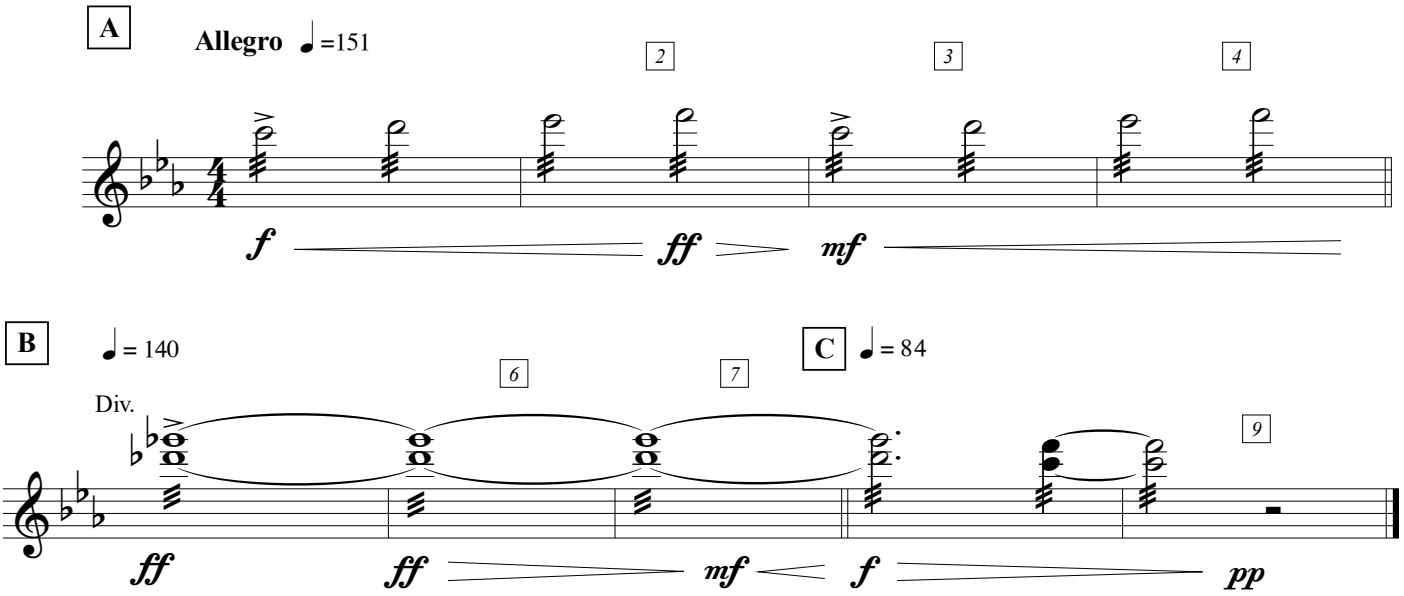
Violins 1

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

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



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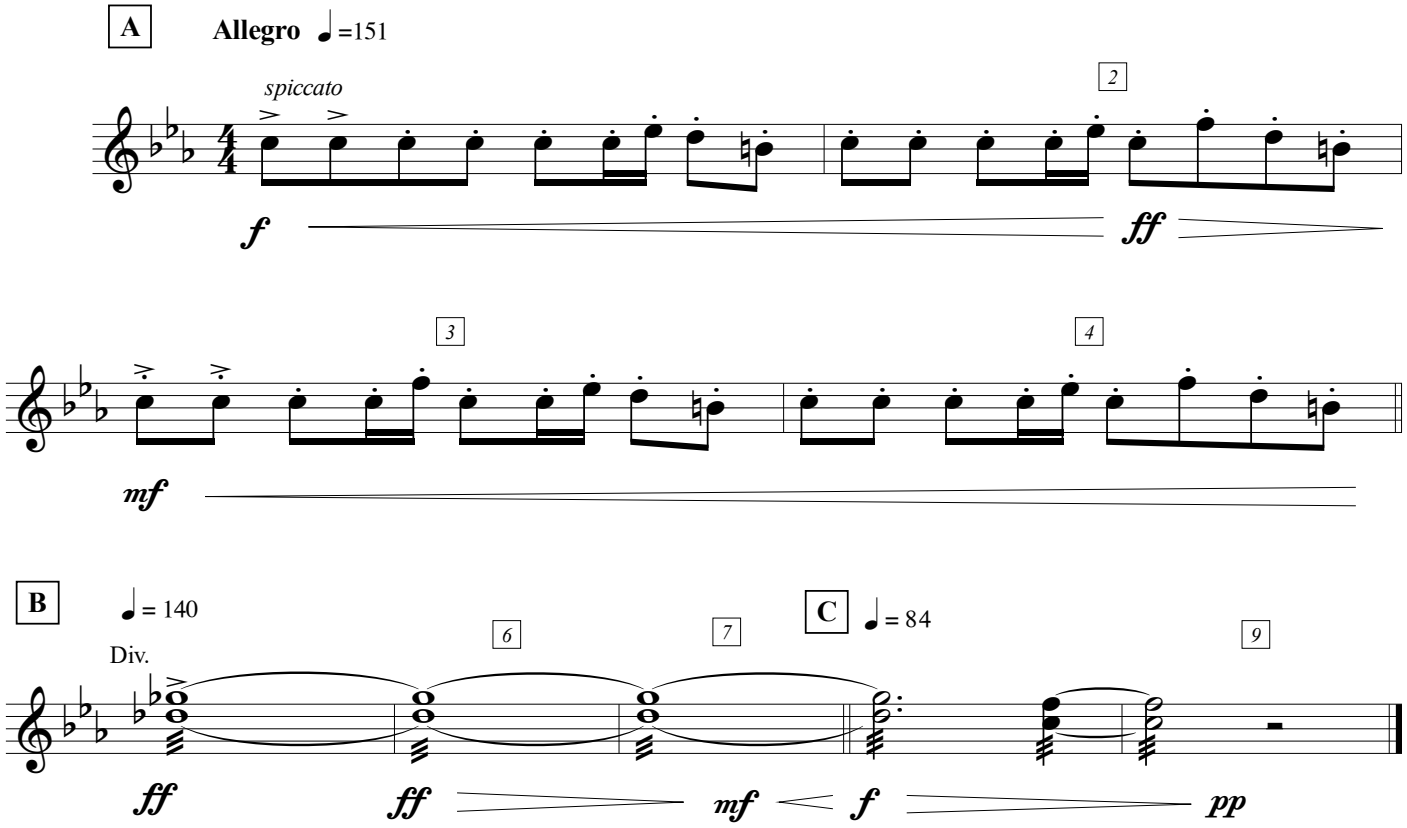
Violins 2

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

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



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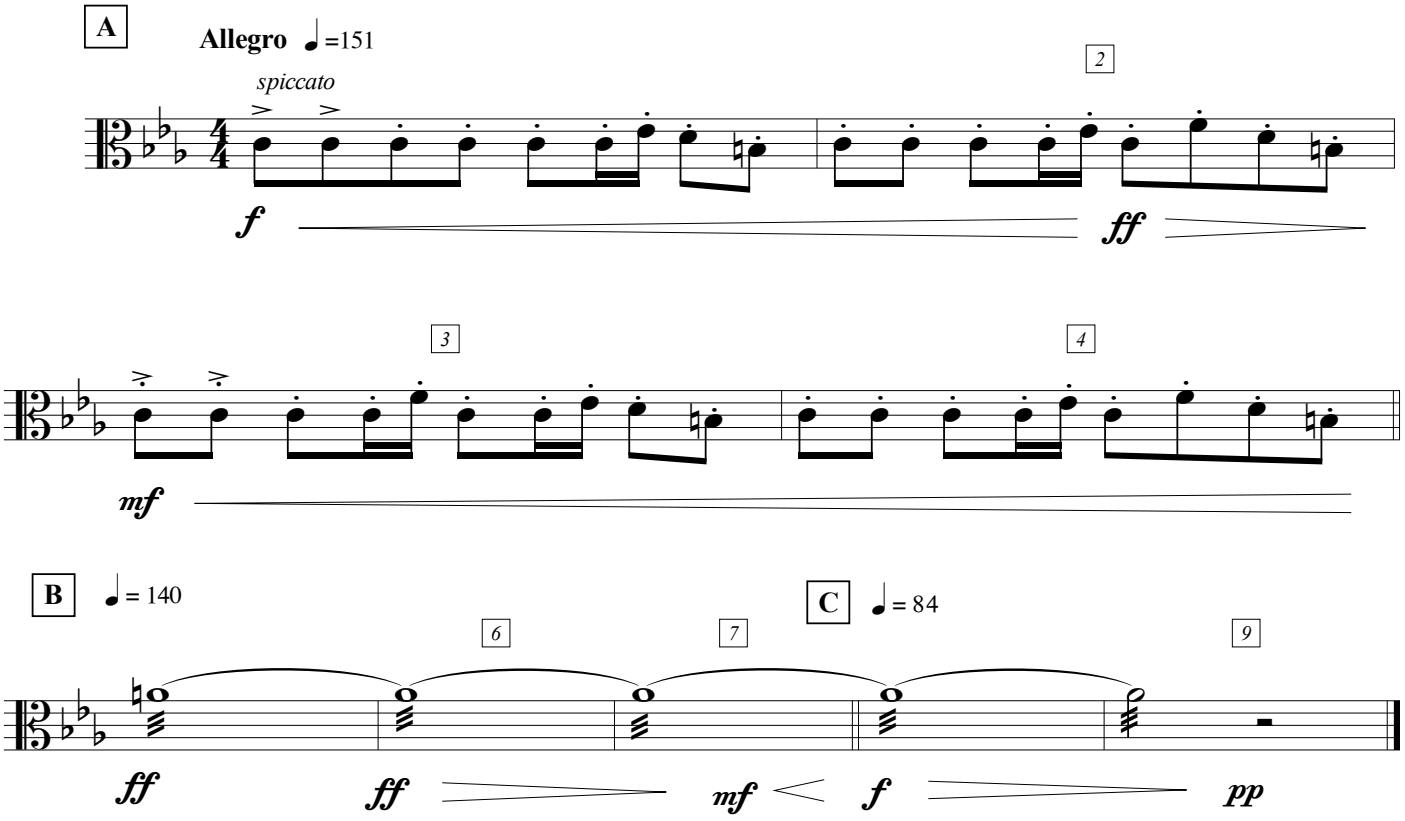
Violas

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

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



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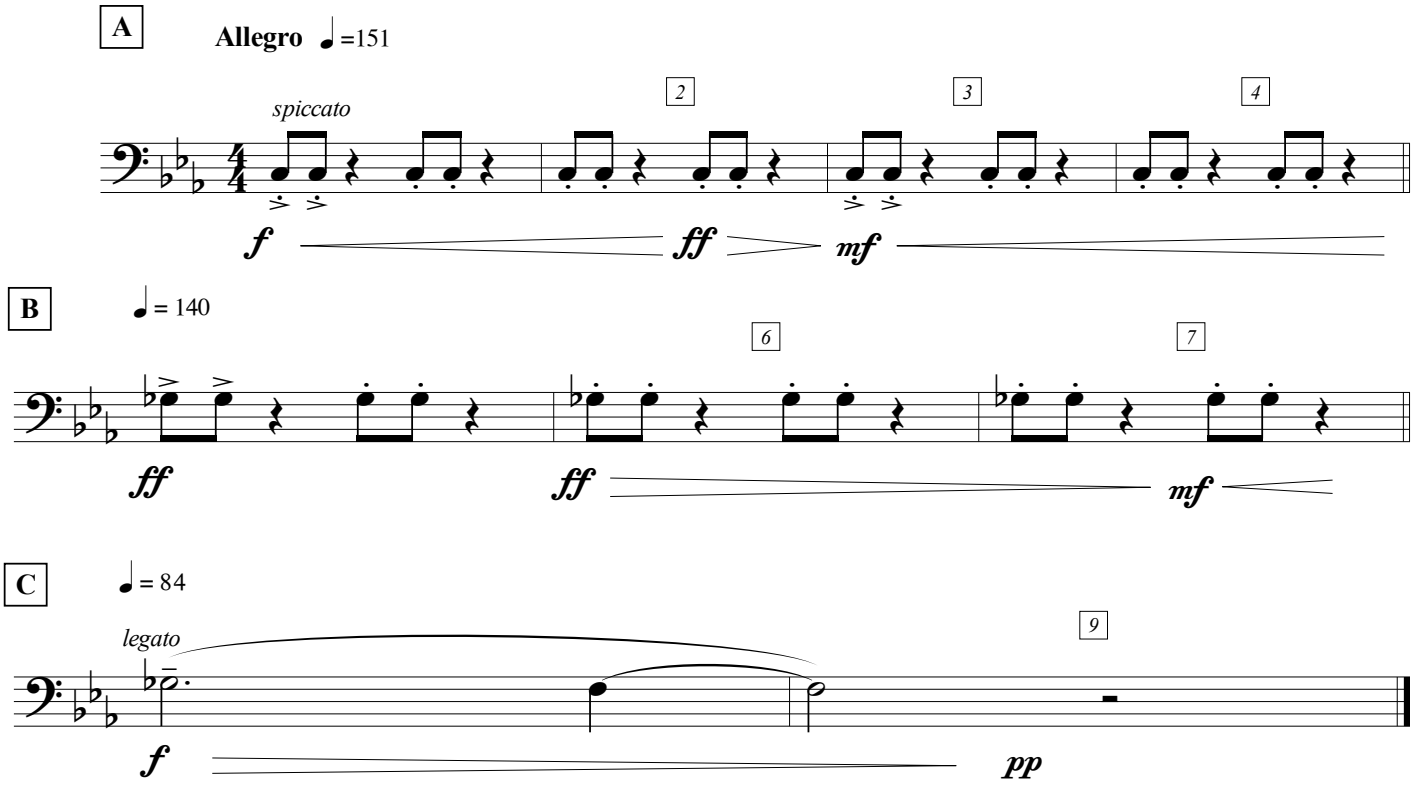
Cellos

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

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



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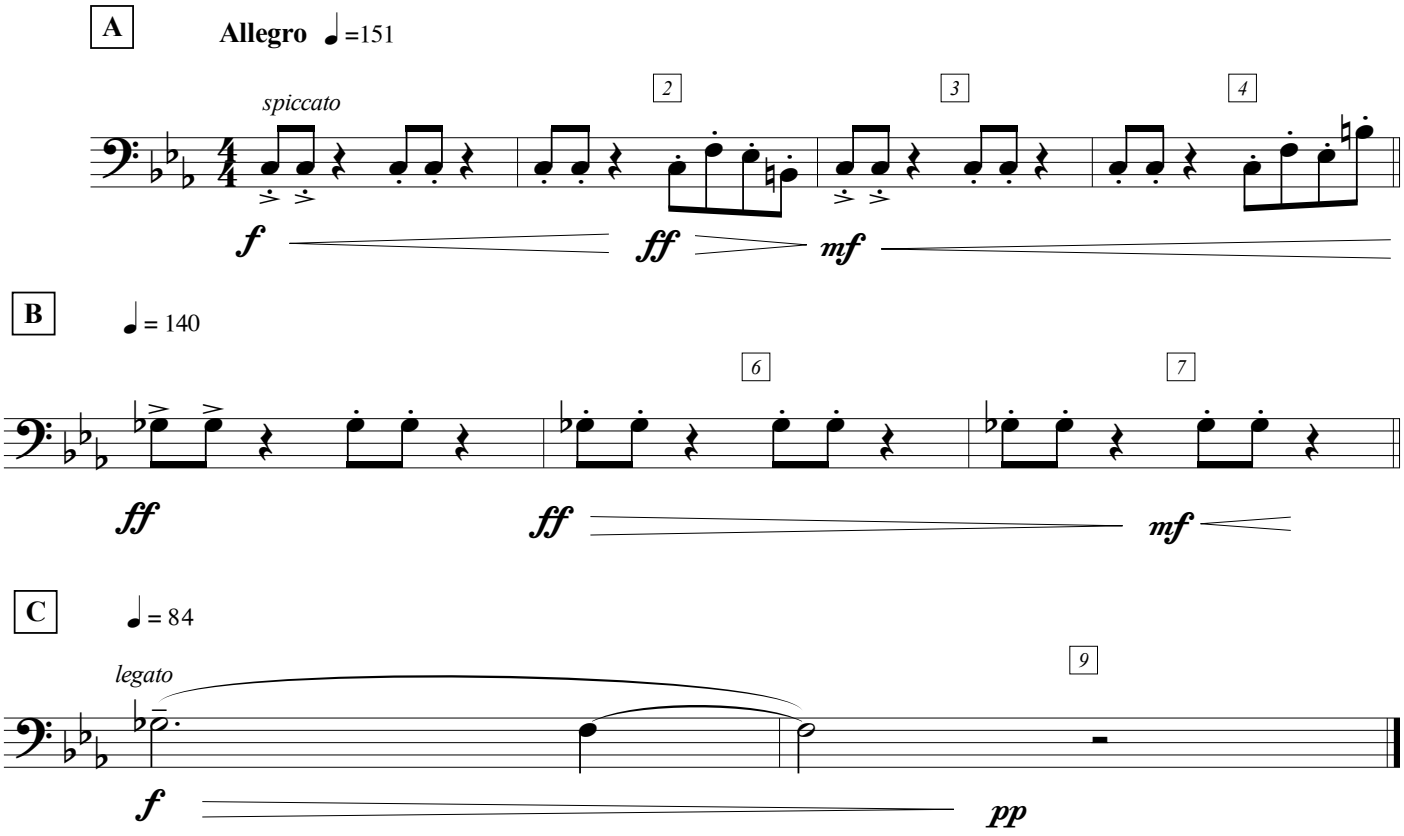
Contrabasses

Escena 1: Sprite Fight

2m9 - 'Action Again'

Jordy Nunez Guerrero

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



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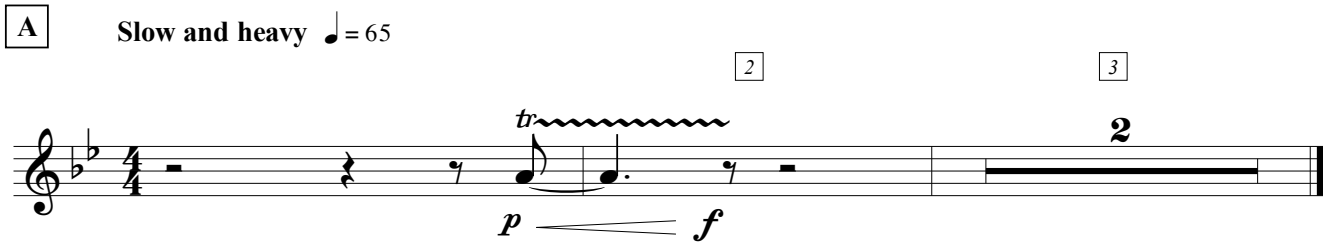
Flutes

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

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



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Trombones 1,2

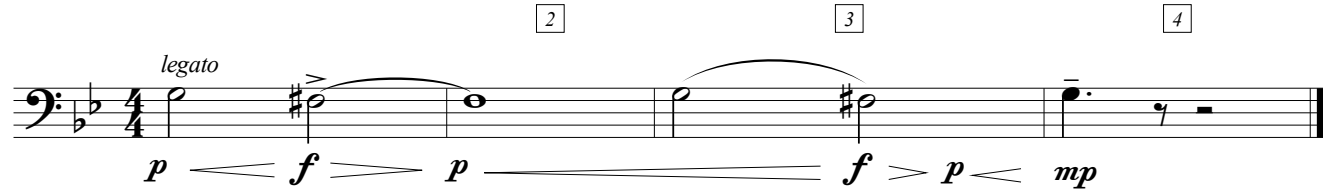
Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

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

A **Slow and heavy** ♩ = 65



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Tubas

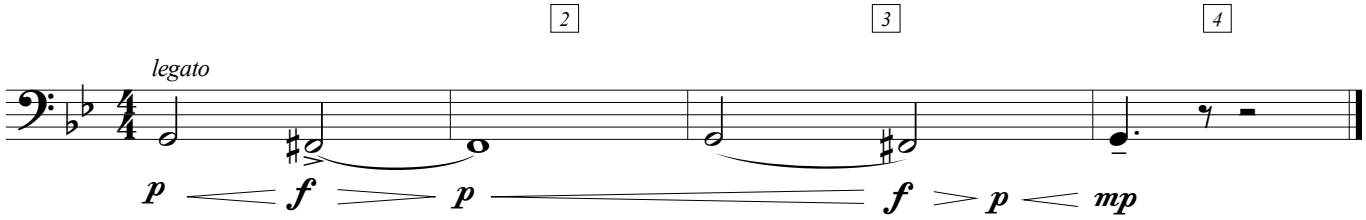
Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

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

A **Slow and heavy** ♩ = 65



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Timpani

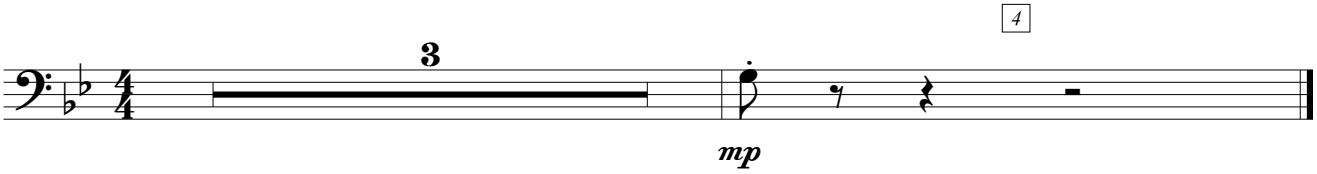
Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

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

Jordy Nunez Guerrero

A **Slow and heavy** ♩ = 65



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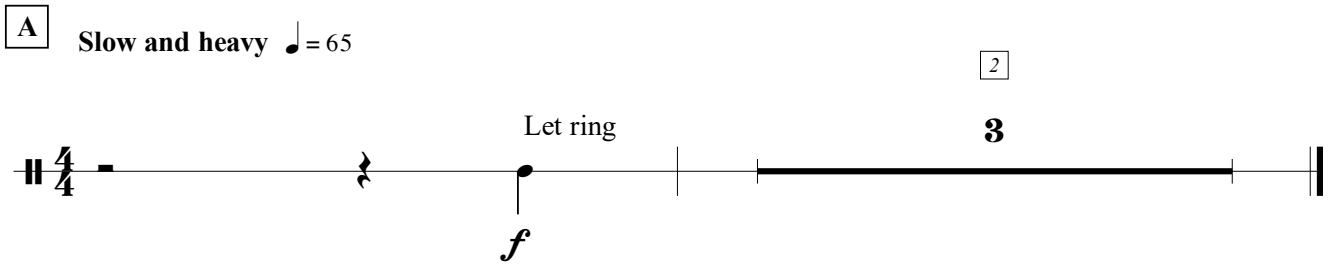
Cymbals

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

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



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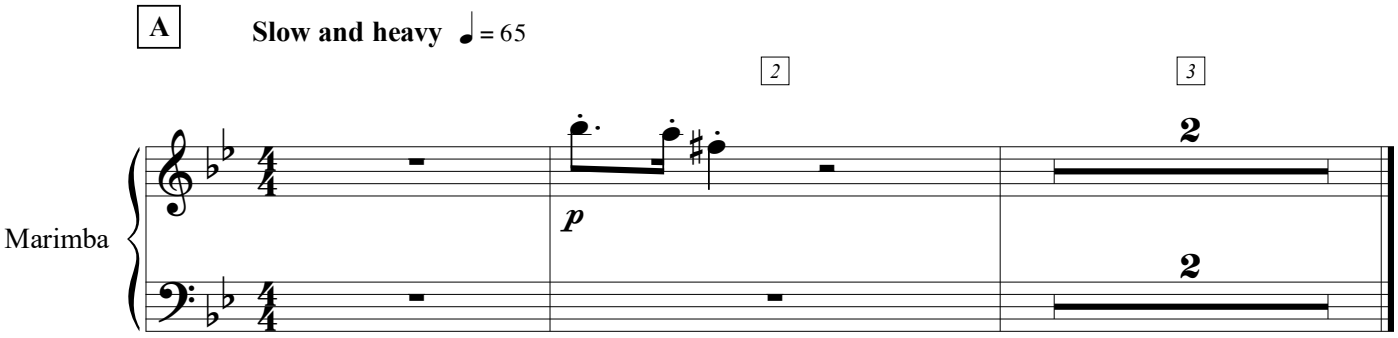
Marimba

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

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



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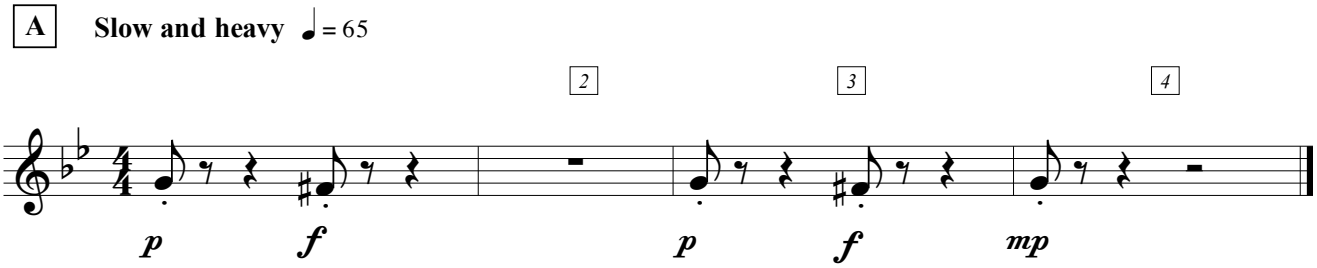
Tubular Bells

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

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



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Bass Drum

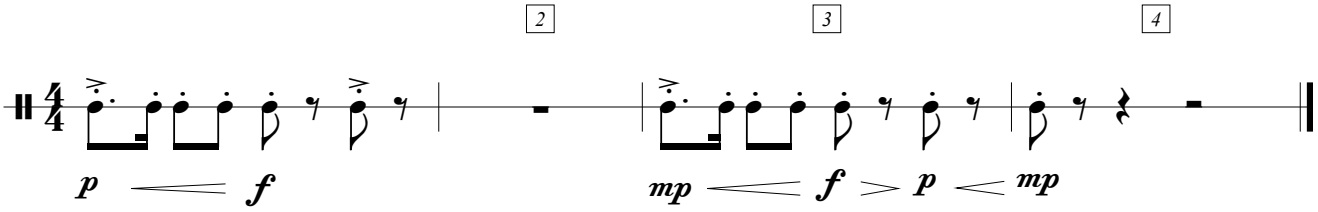
Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

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

A **Slow and heavy** ♩ = 65



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Percussion

(Minor drum)

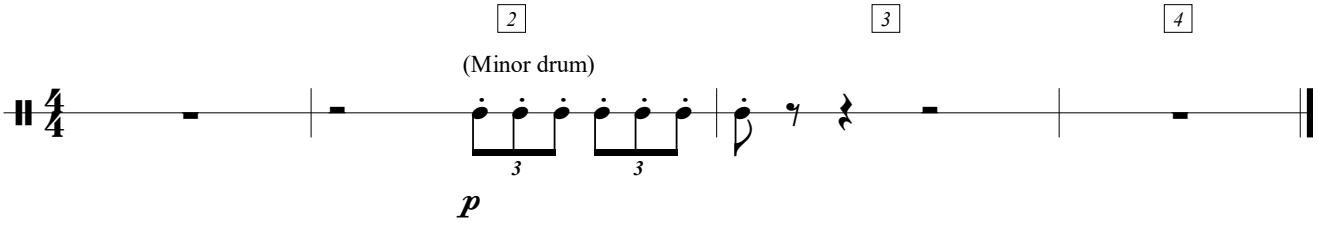
Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

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

Jordy Nunez Guerrero

A **Slow and heavy** ♩ = 65



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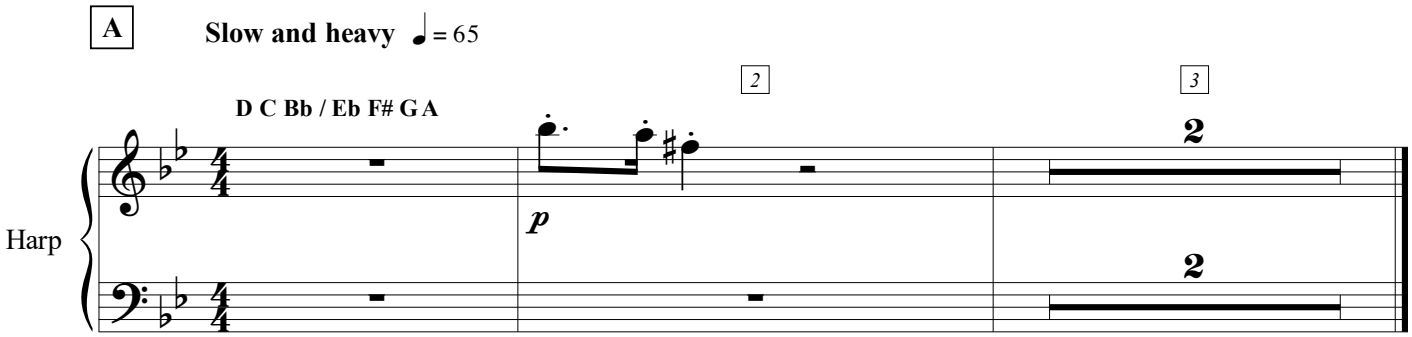
Harp

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

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



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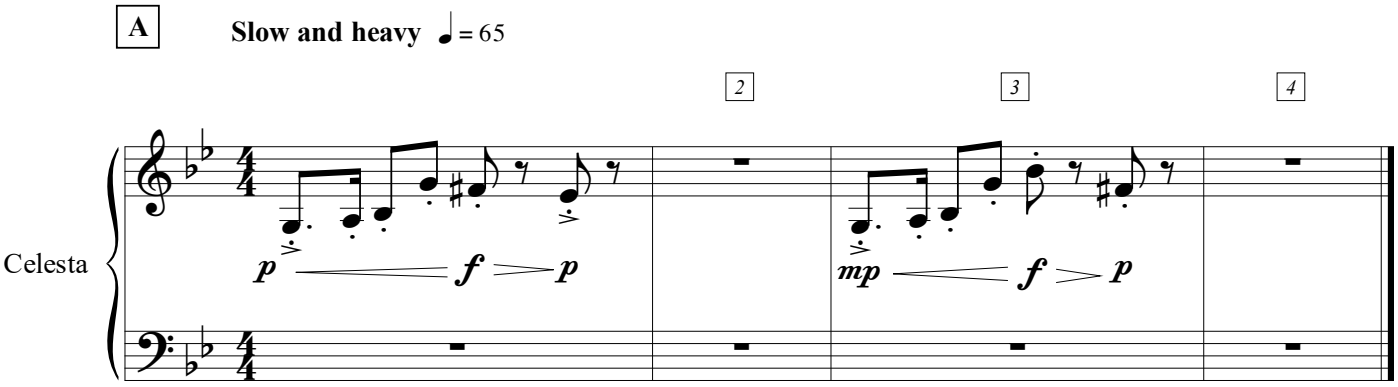
Celesta

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

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



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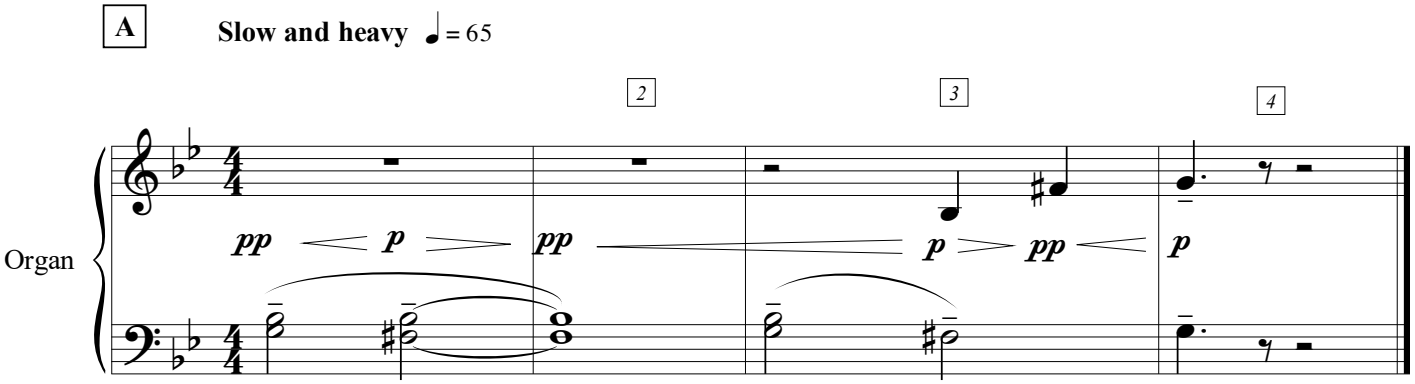
Organ

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

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



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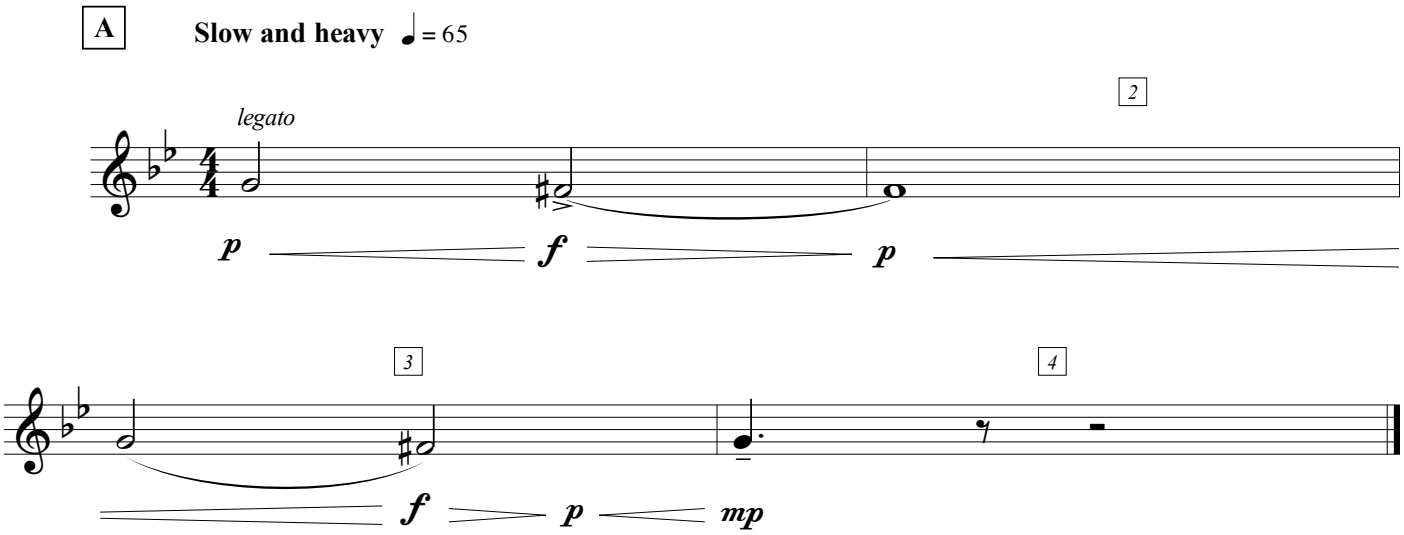
Violins 1

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

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



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Violins 2

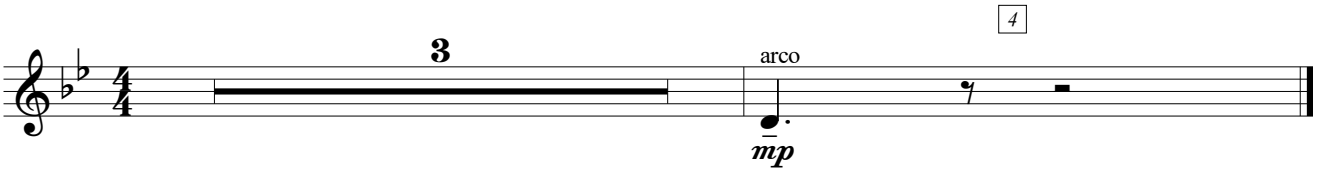
Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

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

A **Slow and heavy** ♩ = 65



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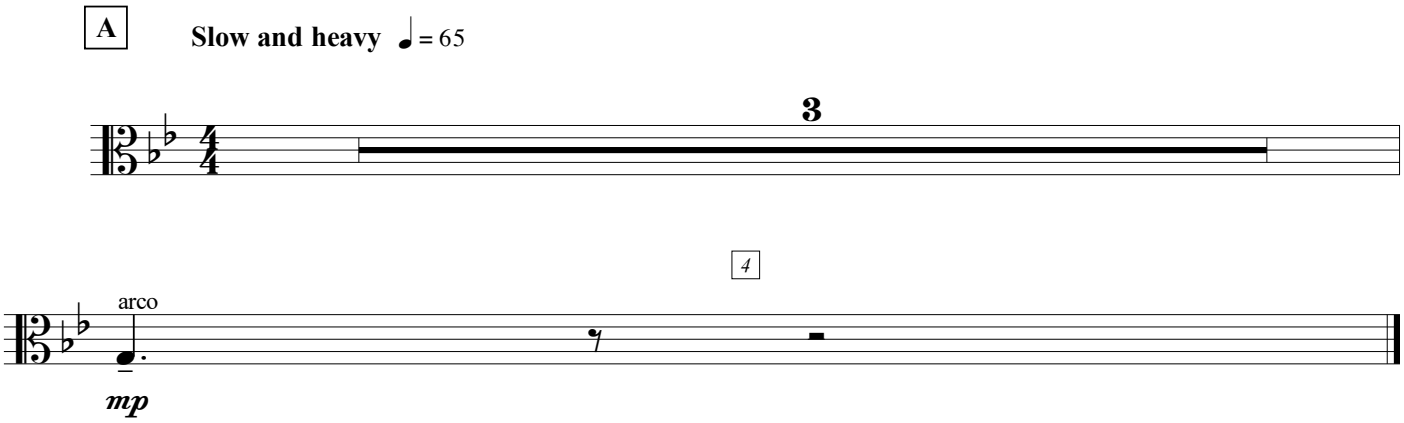
Violas

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

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



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Cellos

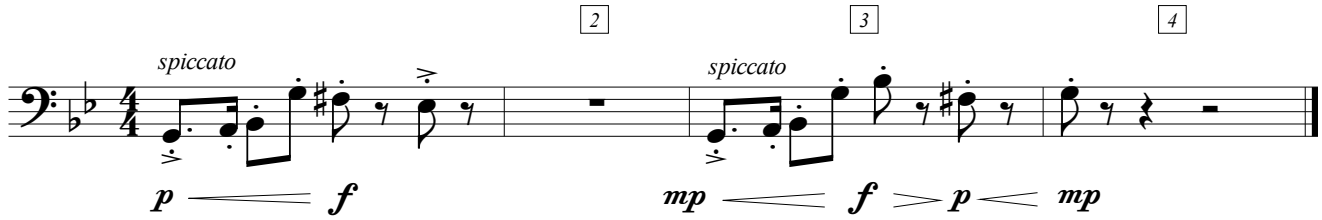
Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

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

A **Slow and heavy** ♩ = 65



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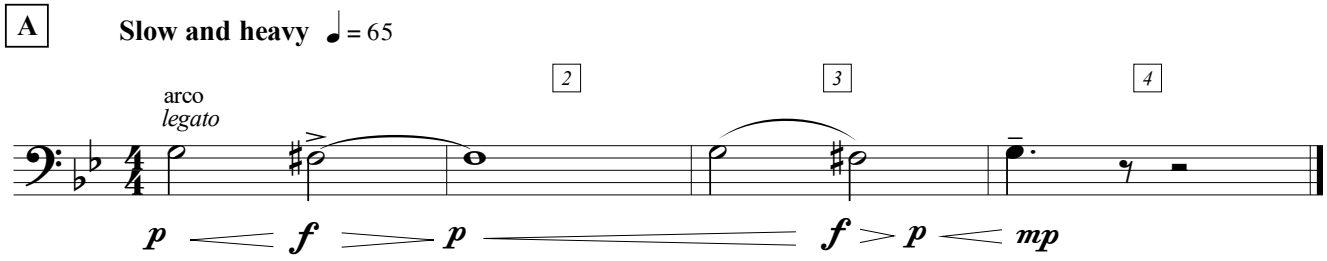
Contrabasses

Escena 1: Sprite Fight

2m10 - 'Burn the Bodies'

Jordy Nunez Guerrero

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



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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 Rhtymic 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.

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

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

Cut Off
Pitch Bend -2st. 0st.

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C 00:00:18:10 — D 00:00:27:15

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. · Frn.

808. · Snre. · LF. Dr. · Dmg. L.

E 00:00:36:20

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

18 19 20 22 23 24

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.
Frn.
808.
Snre.
LF. Dr.
Dmg. L.

Cut Off
subito p

25 26 27 28 **G** 00:01:04:04 30

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.

Pitch Bend -1 1/2 st. 0st.

31 32 33 34 35

rit.

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.
Frn.
808.
Snre.
LF. Dr.
Dmg. L.

Cut Off

H **Moderato. Straight** ♩ = 108

00:01:20:11

37 38 39

a tempo

Scrm.

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. Cut Off *mp* *f*

Ev. Bs. 1

E. Bs. 2

A. Bs.

W. Dr.

Srs. *mp* *f*

Cty. Sn. *mp* *f*

Apx.

Frn. *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.
Frn.
808.
Snre.
LF. Dr.
Dmg. L.

Cut Off

47 48 49 50 51 52

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.
Frn.
808.
Snre.
LF. Dr.
Dmg. L.

f *ff* Cut Off *p* 8va

I 00:01:51:18

53 55 56

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.
Frn.
808.
Snre.
LF. Dr.
Dmg. L.

Cut Off
loco
8va
8vb
f
mf
ff

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.
Frn.
808.
Snre.
LF. Dr.
Dmg. L.

Cut Off
loco

K 00:02:11:14

62 64 65 66

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.
Frn.
808.
Snre.
LF. Dr.
Dmg. L.

Cut Off

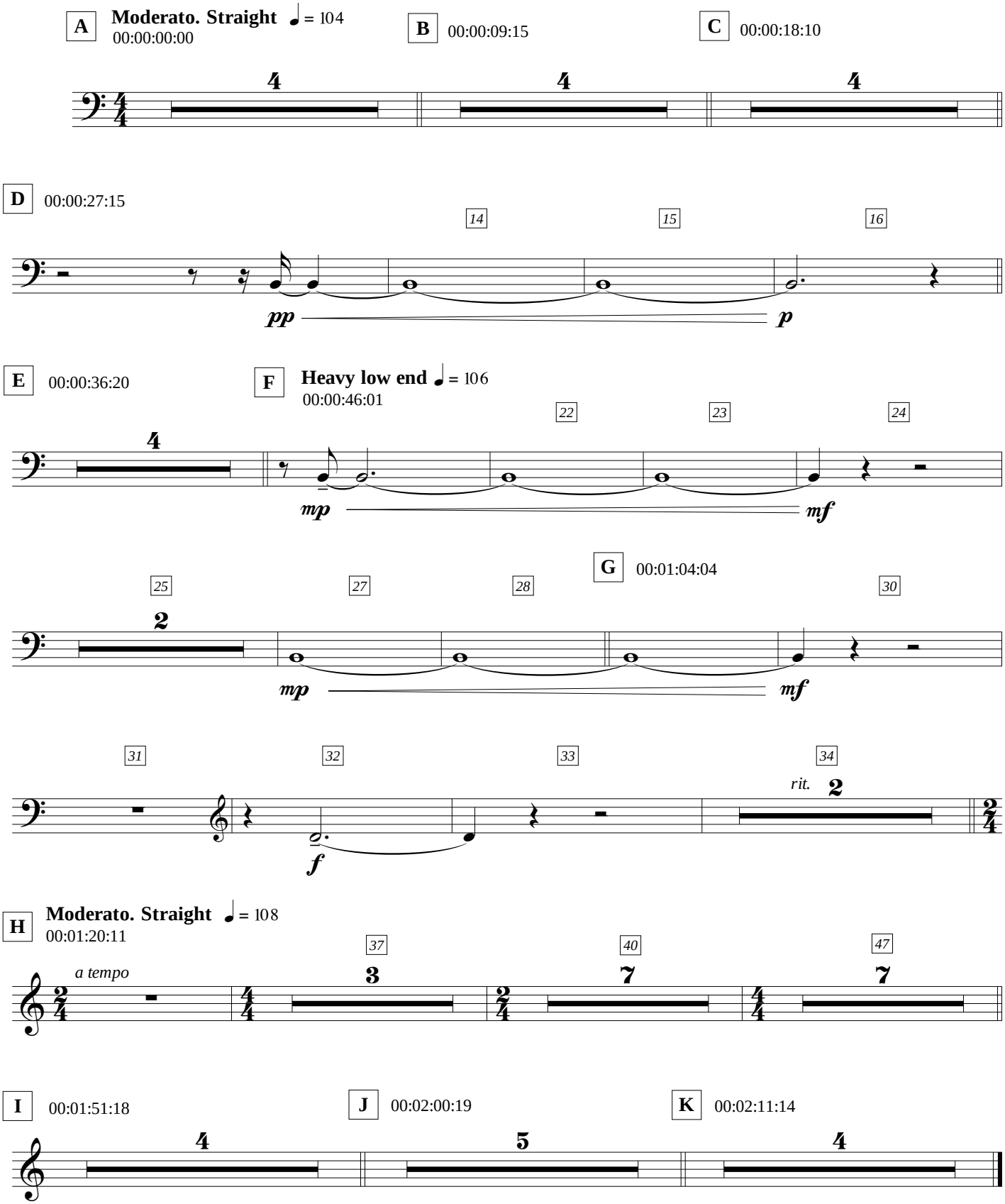
(8va)

Scream FX

Escena 2: Night City

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

Jordy Nunez Guerrero



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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

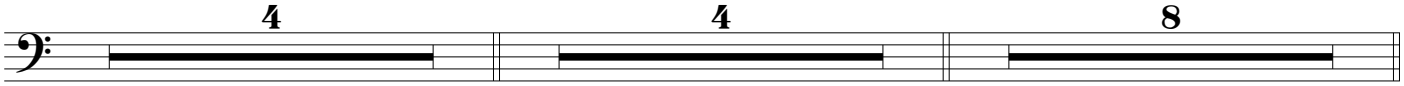
B 00:00:09:15

C 00:00:18:10

D 00:00:27:15

E 00:00:36:20

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



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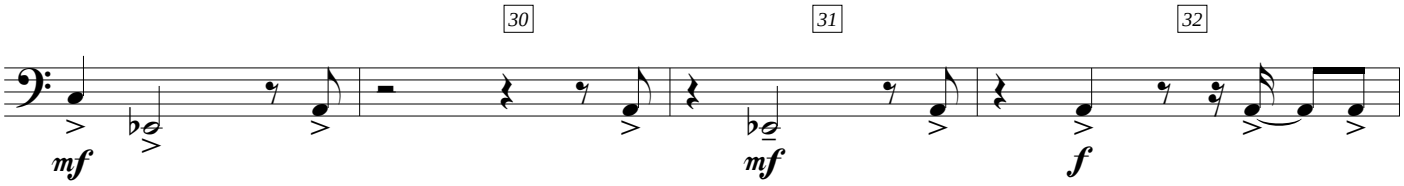
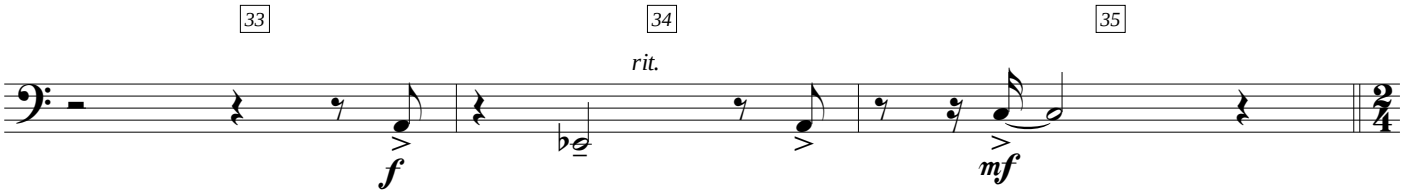
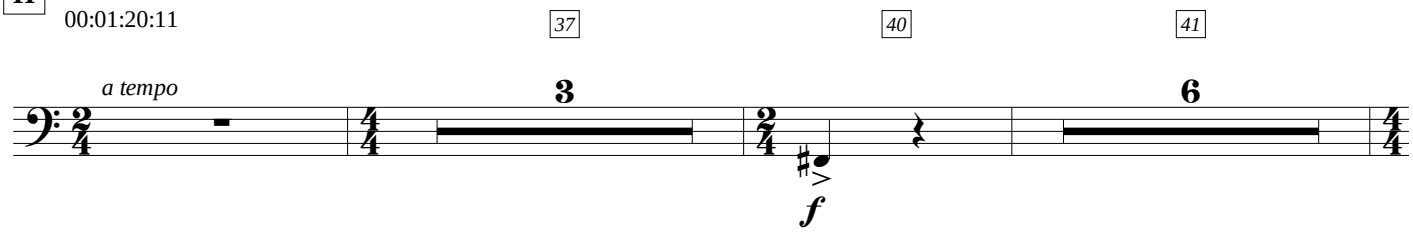




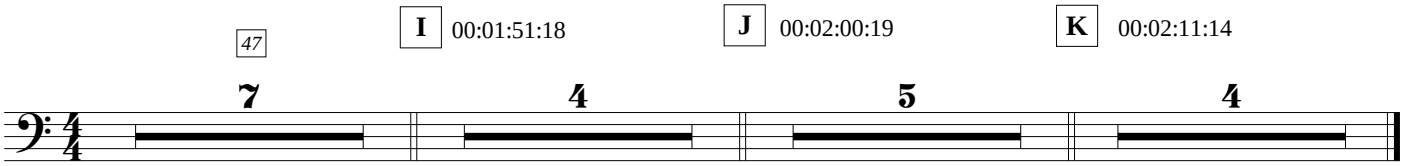
H **Moderato. Straight** ♩ = 108
00:01:20:11



I 00:01:51:18

J 00:02:00:19

K 00:02:11:14



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Kinetic Metal

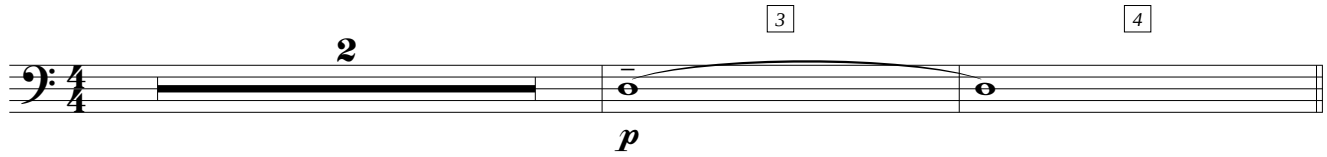
Escena 2: Night City

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

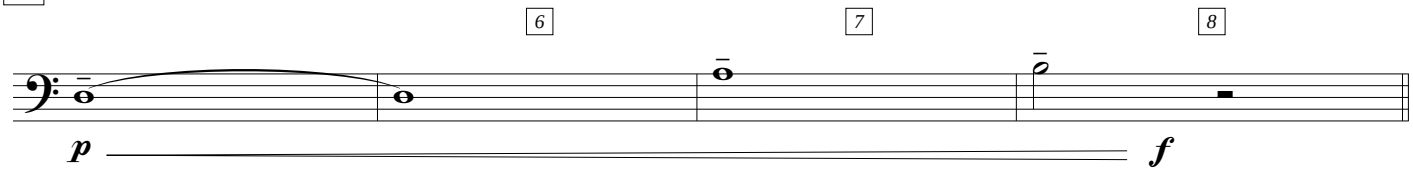
Jordy Nunez Guerrero

A **Moderato. Straight** ♩ = 104

00:00:00:00



B 00:00:09:15



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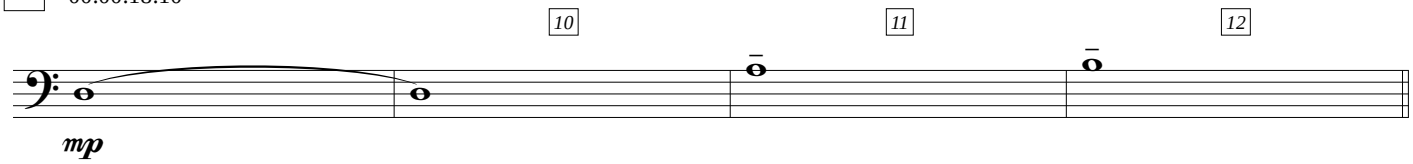
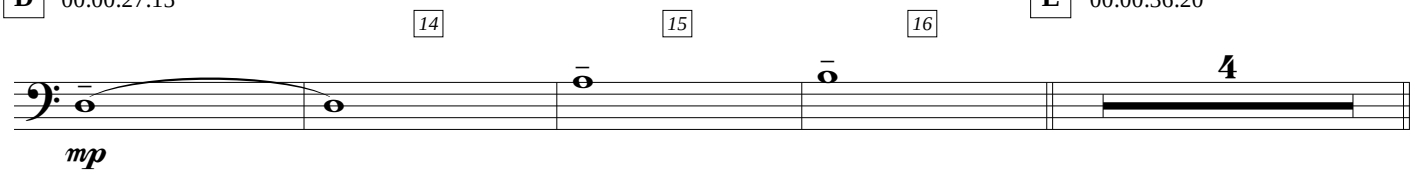


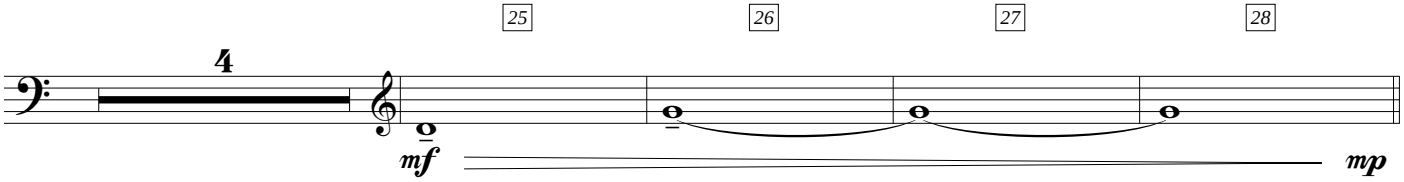
D 00:00:27:15

E 00:00:36:20



F **Heavy low end** ♩ = 106

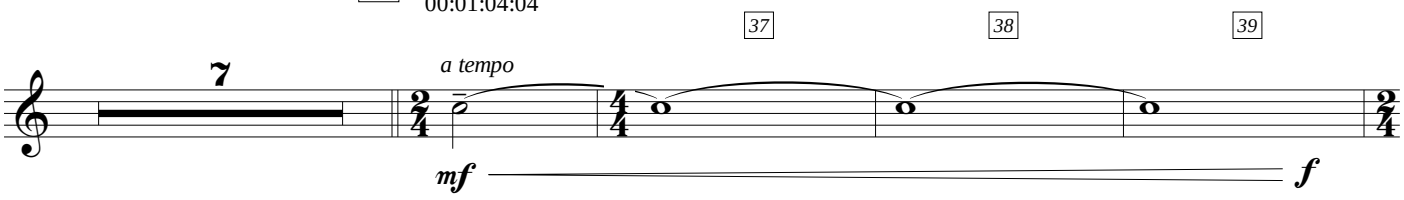
00:00:46:01



G

H **Moderato. Straight** ♩ = 108

00:01:04:04



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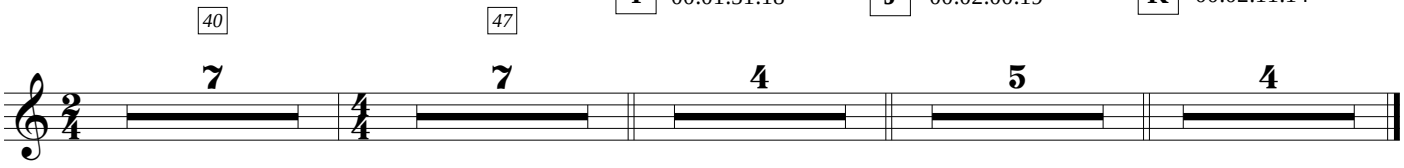
K 00:02:11:14



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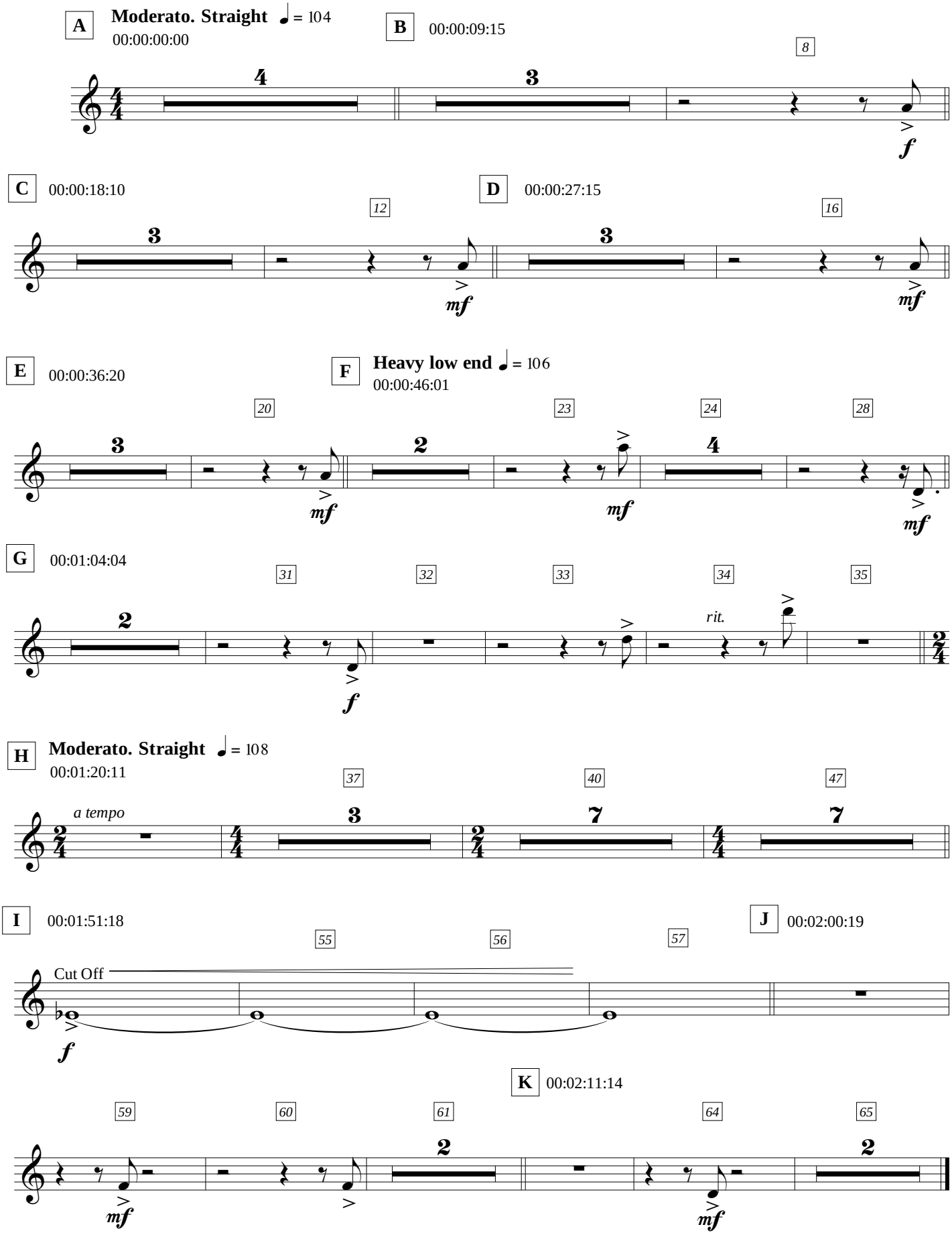
Robot FX

Escena 2: Night City

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

Jordy Nunez Guerrero



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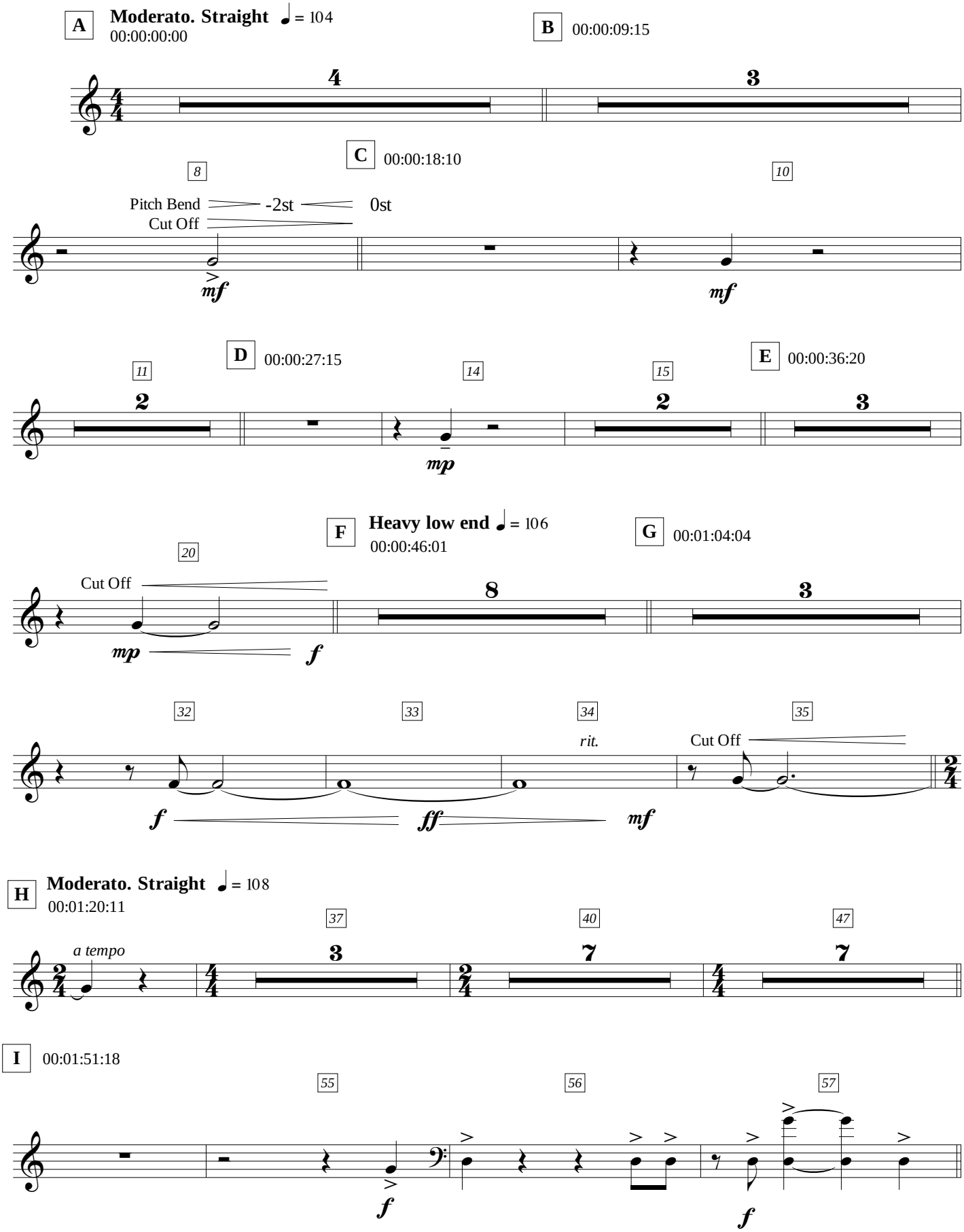
Error FX

Escena 2: Night City

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

Jordy Nunez Guerrero



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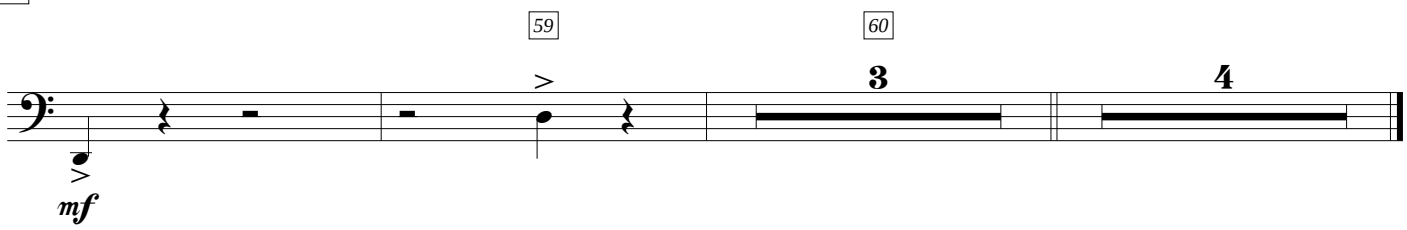
J 00:02:00:19

K 00:02:11:14



Reverse FX

Escena 2: Night City

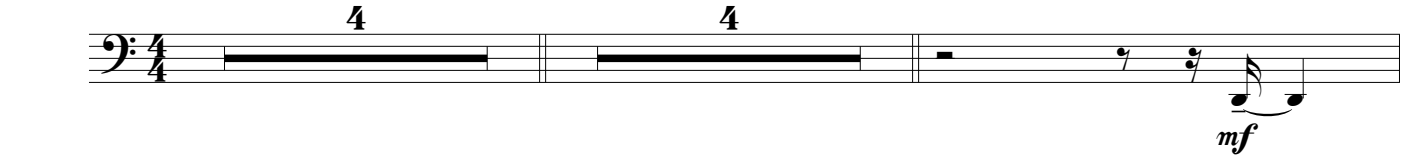
00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

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

B 00:00:09:15

C 00:00:18:10



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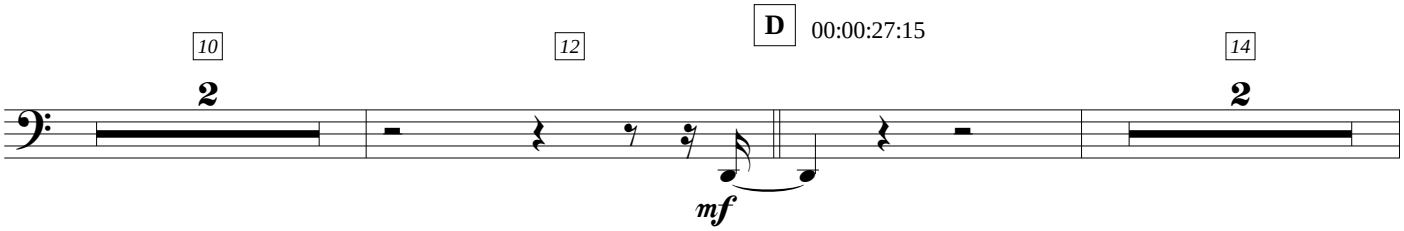

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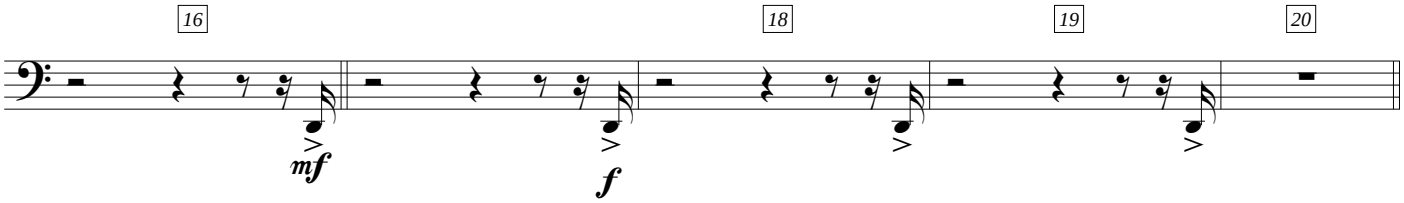
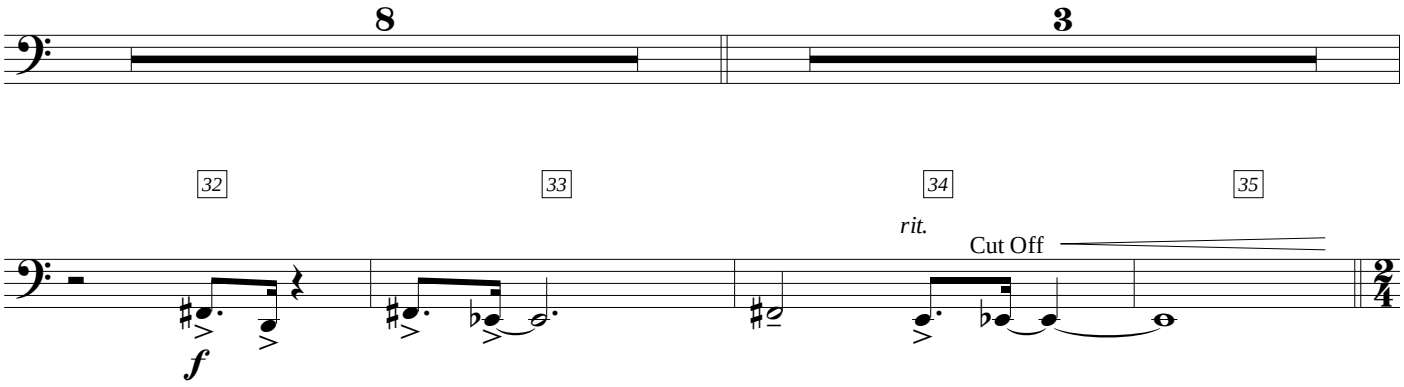


F **Heavy low end** ♩ = 106
00:00:46:01

G 00:01:04:04



H **Moderato. Straight** ♩ = 108
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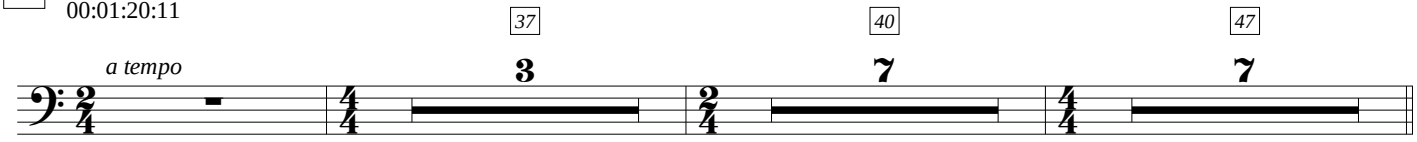

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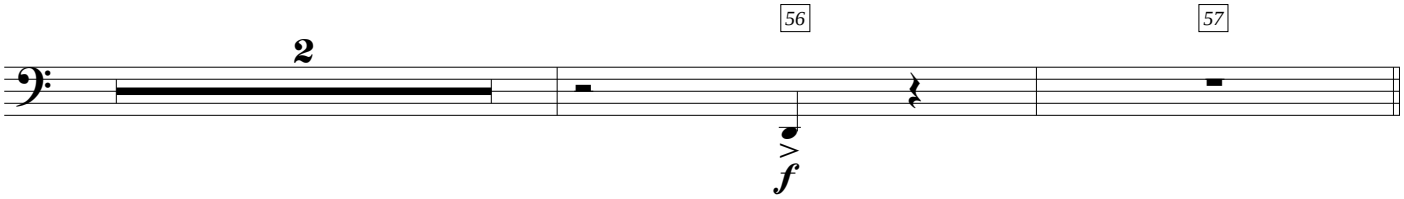

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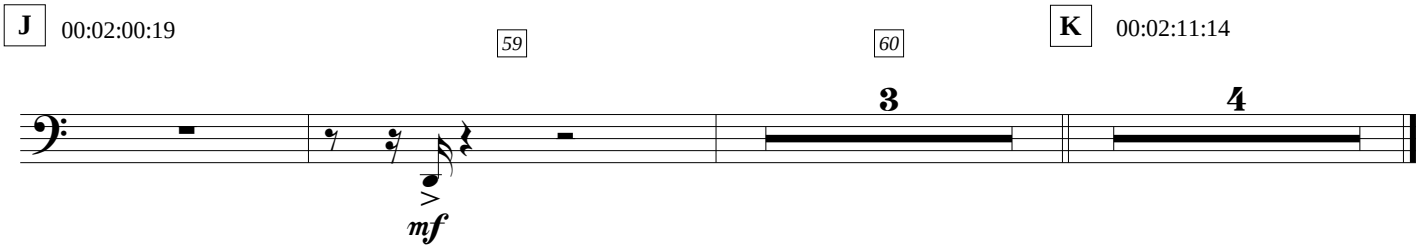
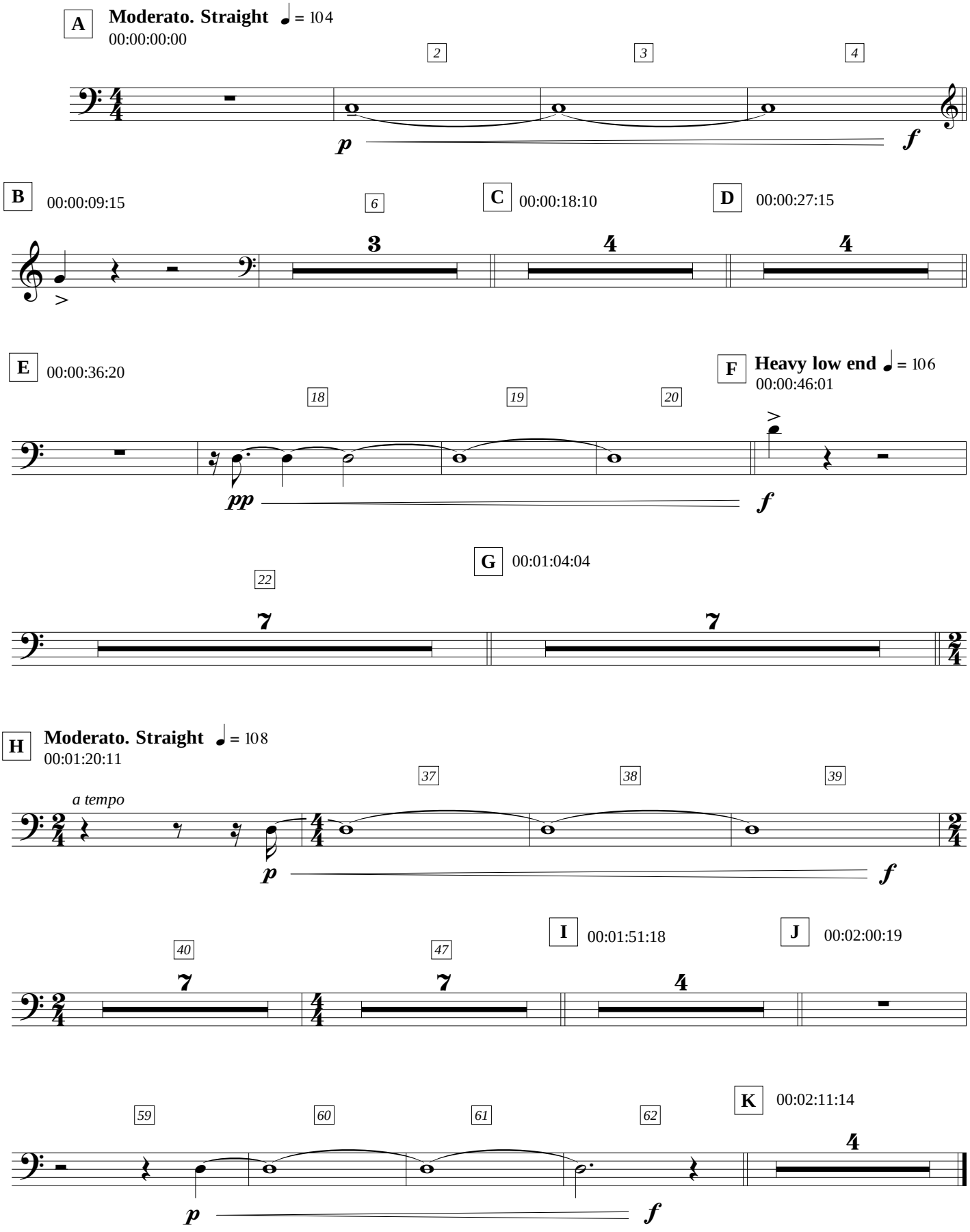

J
00:02:00:19
59
60
K
00:02:11:14
3
4
mf

Rising FX

Escena 2: Night City

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

Jordy Nunez Guerrero



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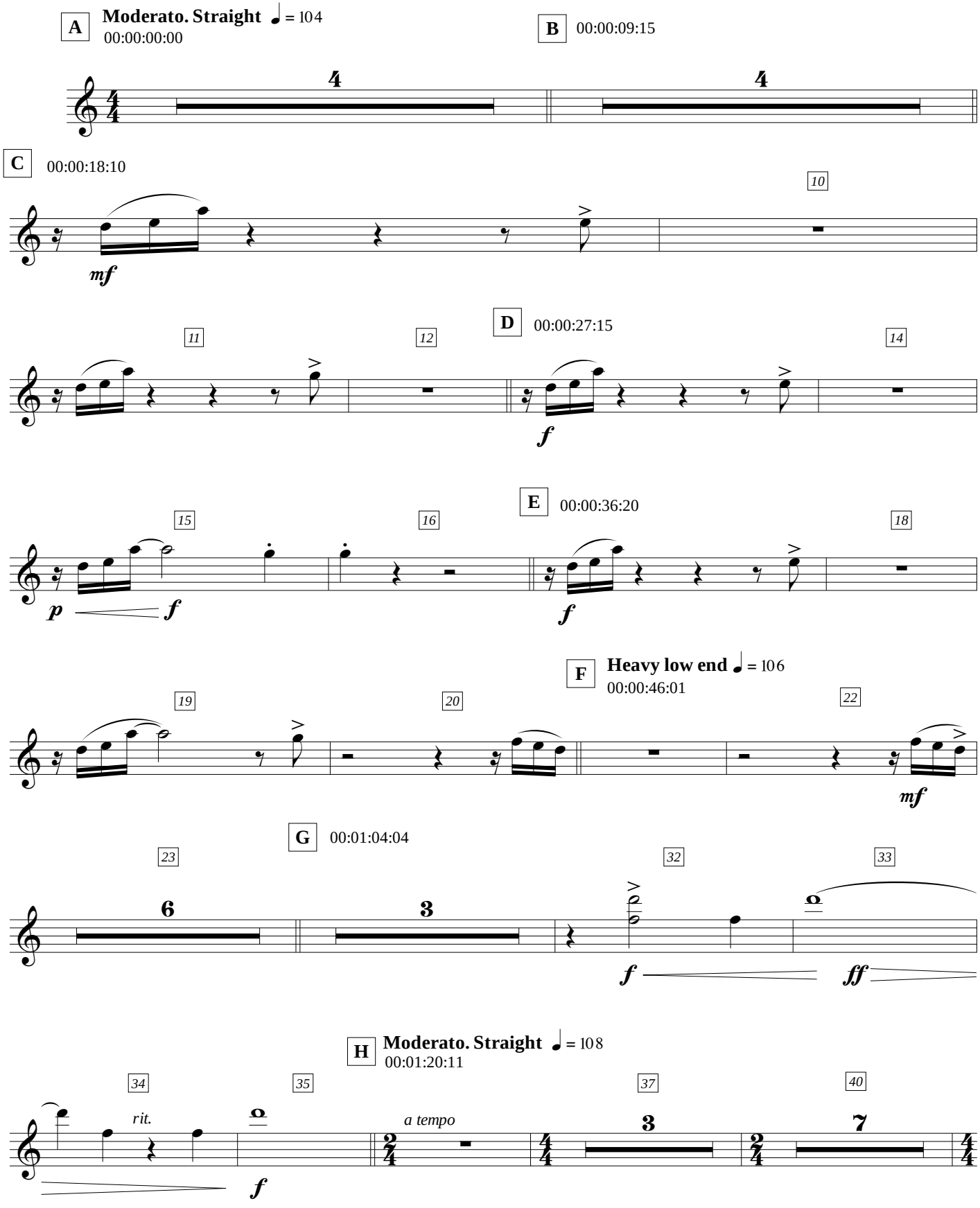
Escena 2: Night City

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

Jordy Nunez Guerrero



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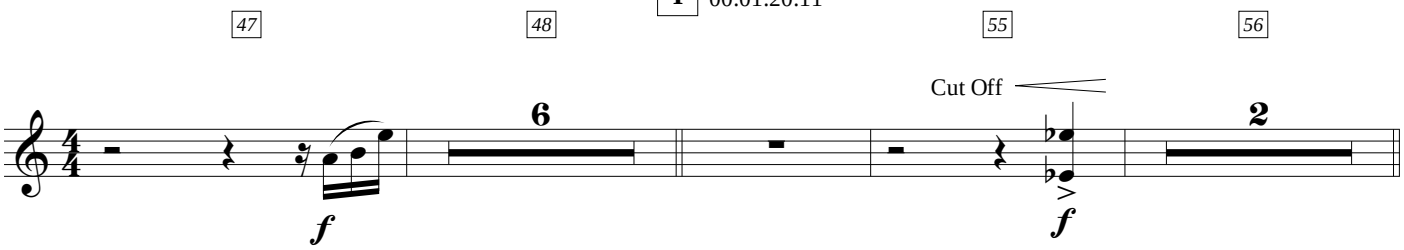

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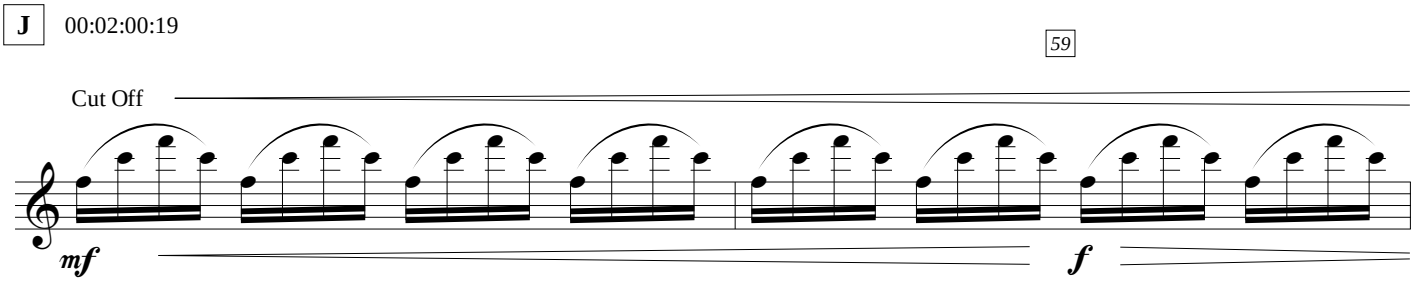

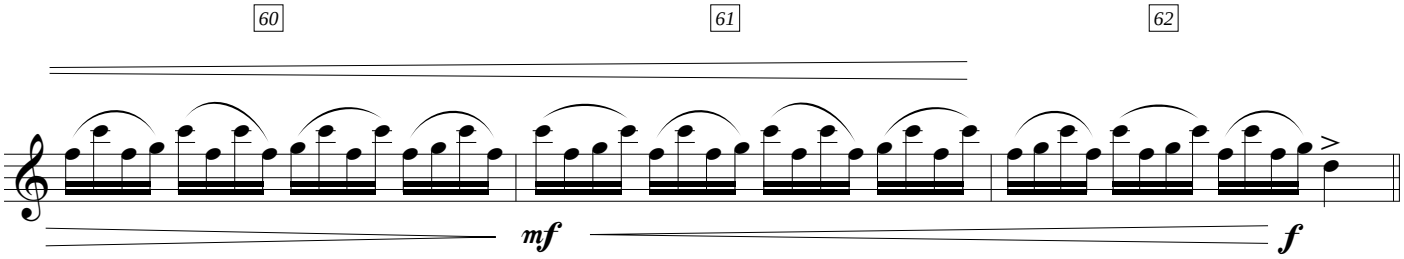

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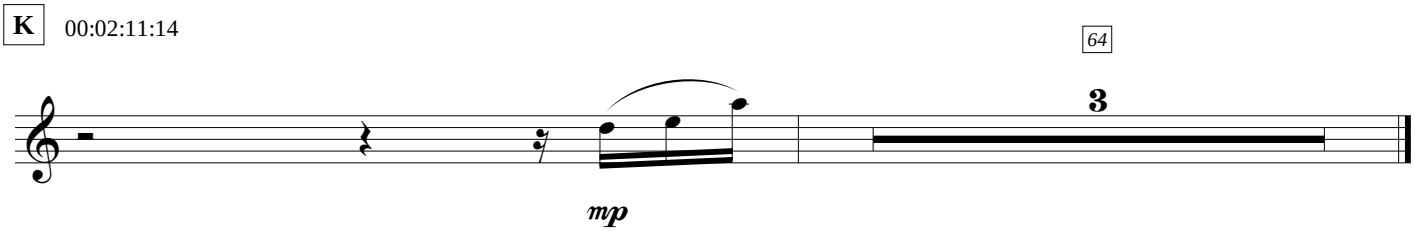
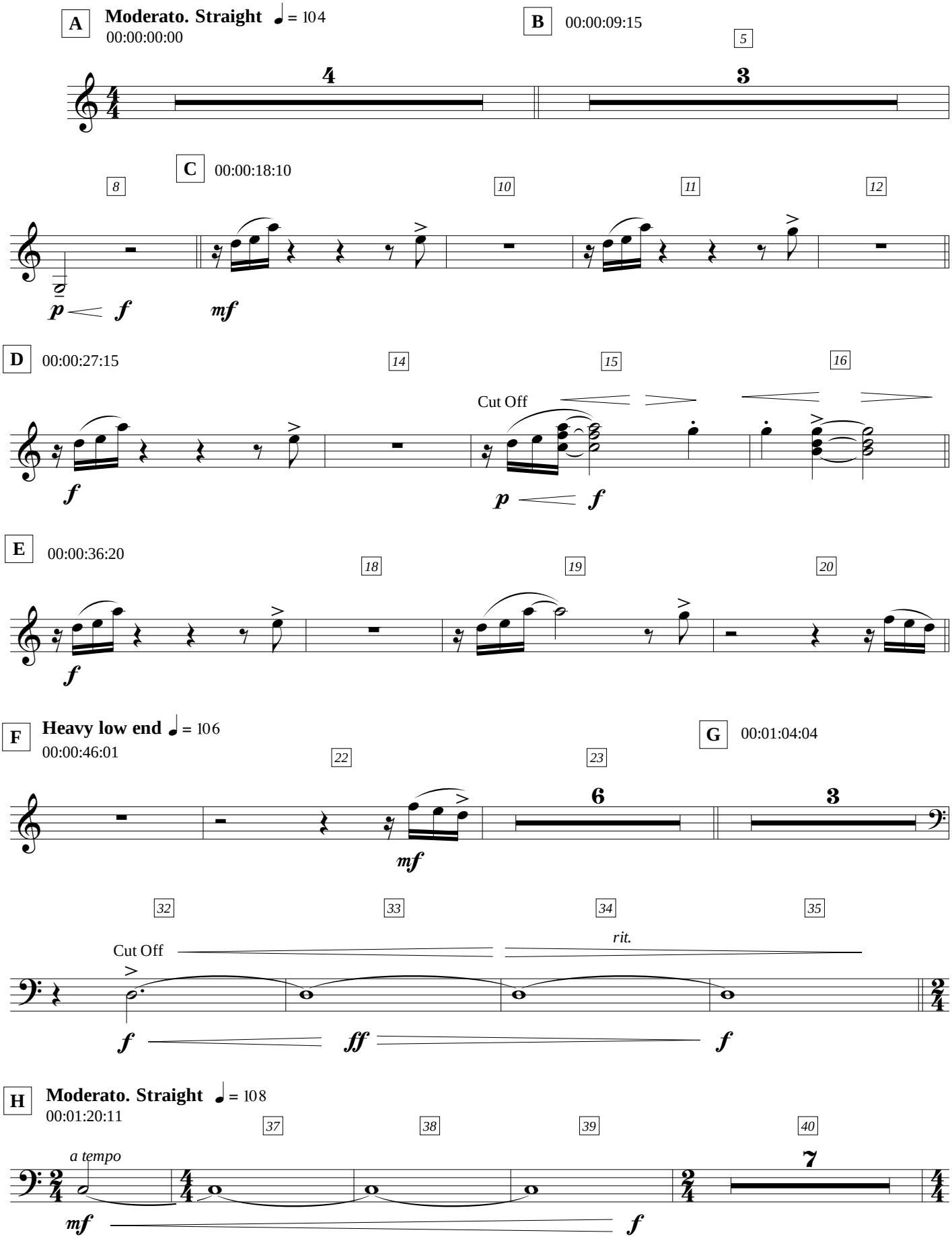


Lead 2

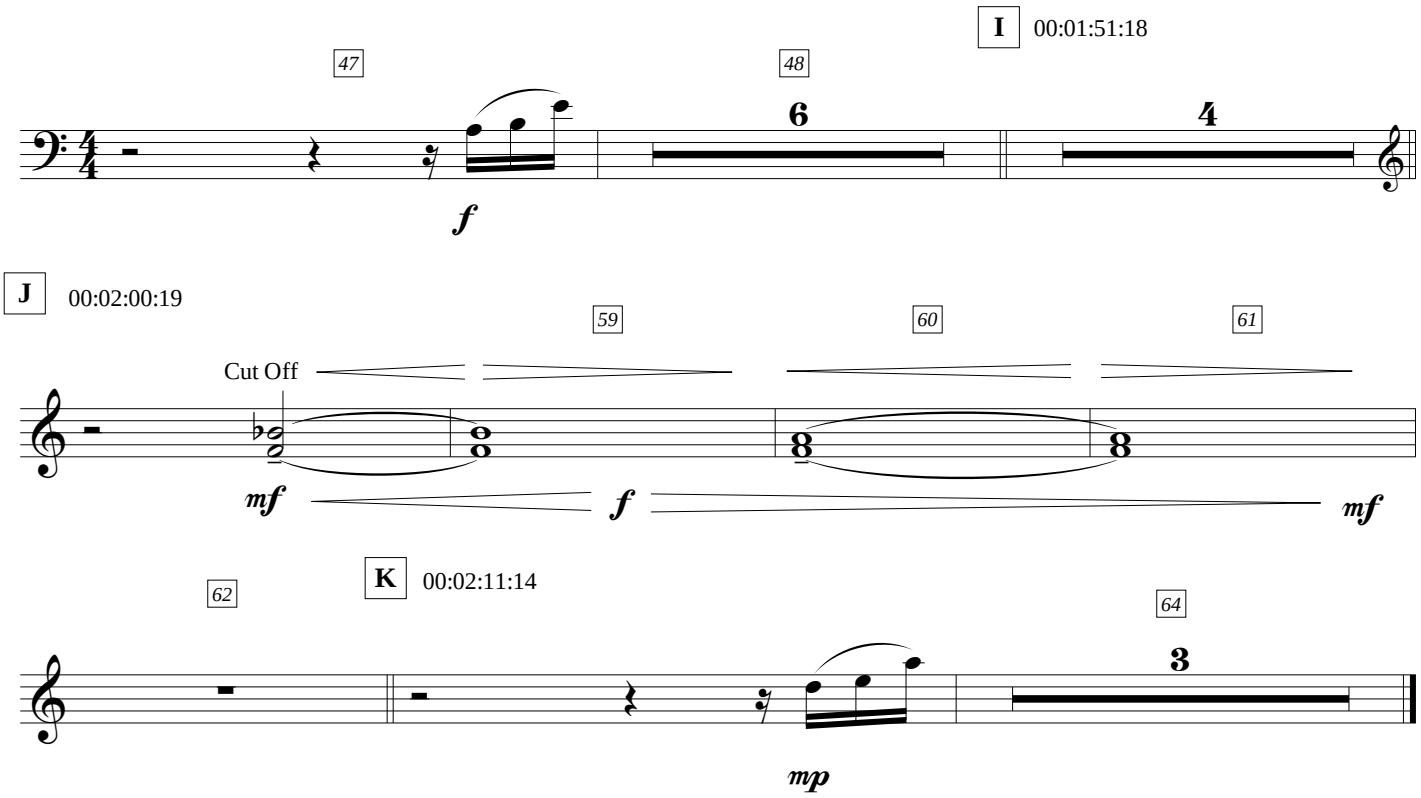
Escena 2: Night City

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

Jordy Nunez Guerrero



©2022 Nunez Guerrero

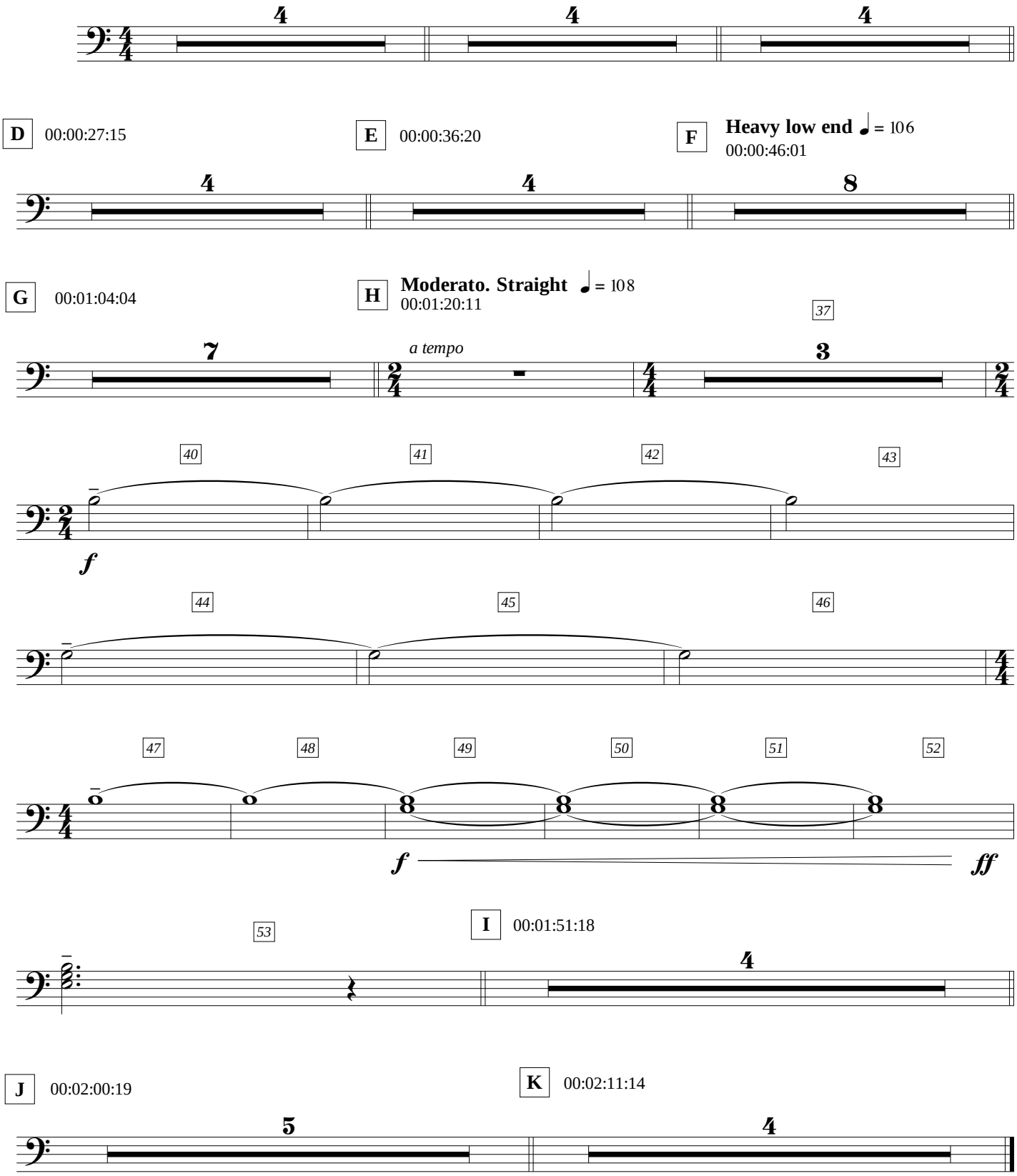

I
00:01:51:18
47
48
6
4
f
J
00:02:00:19
59
60
61
Cut Off
mf
f
mf
K
00:02:11:14
62
64
3
mp

Arpeggiator

Escena 2: Night City

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

Jordy Nunez Guerrero



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Pulsun Sun

Escena 2: Night City

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

Jordy Nunez Guerrero

A **Moderato. Straight** ♩ = 104
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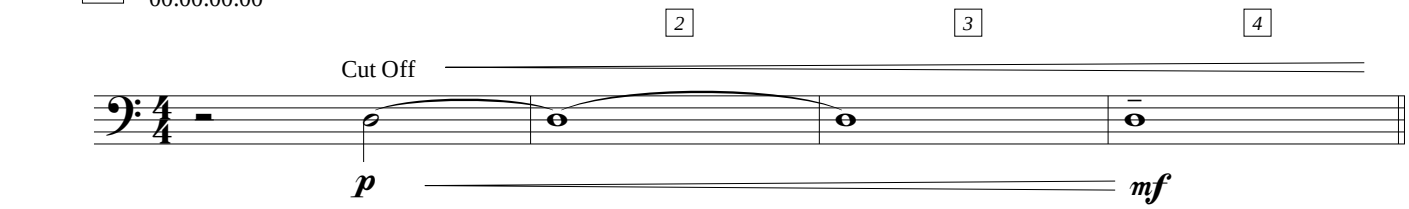

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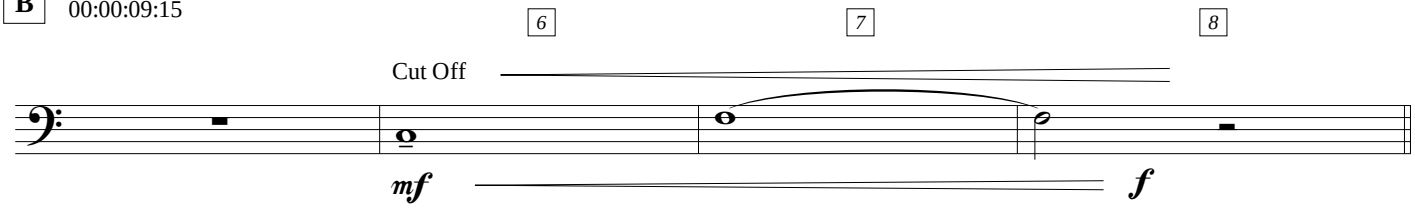
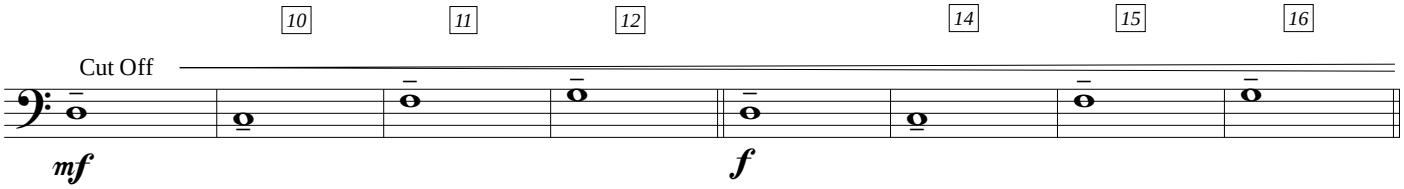


C 00:00:18:10

D 00:00:27:15



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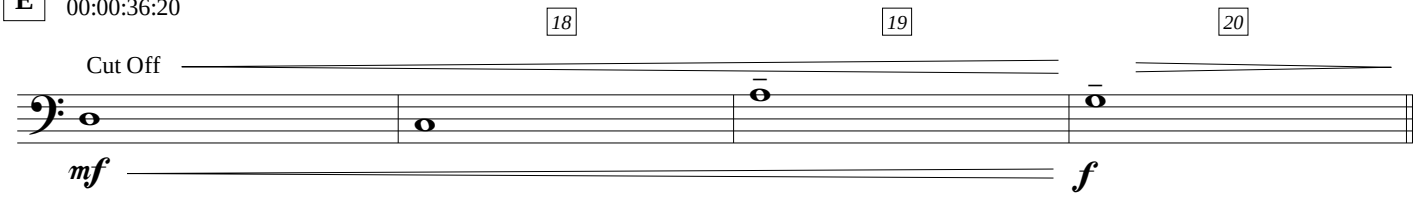

F **Heavy low end** ♩ = 106
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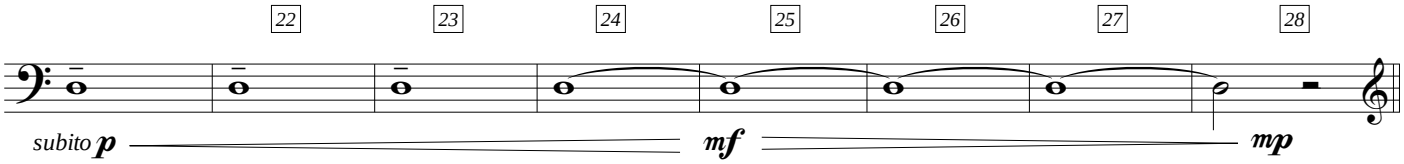

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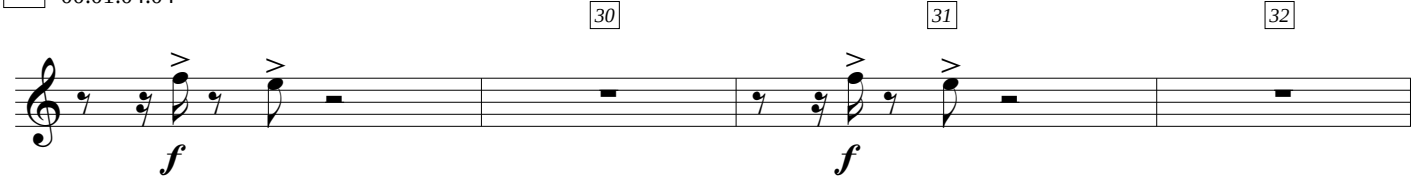

H **Moderato. Straight** ♩ = 108
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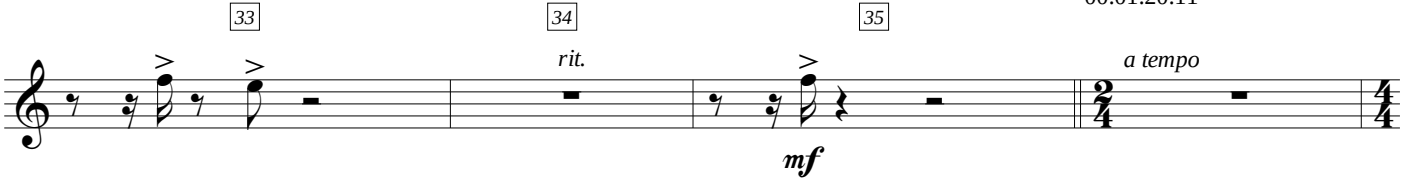

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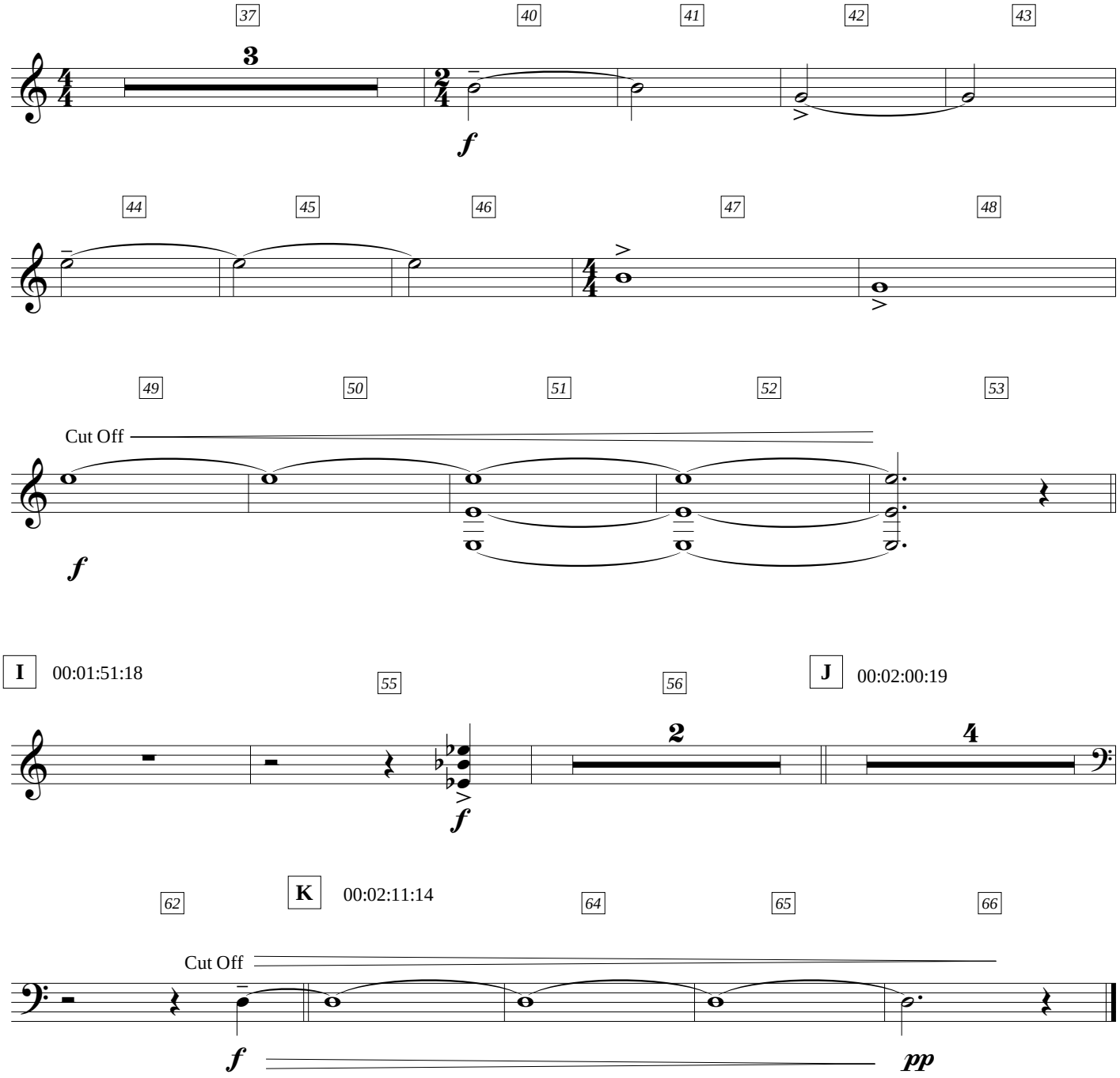


I 00:01:51:18

J 00:02:00:19

K 00:02:11:14

Vice City

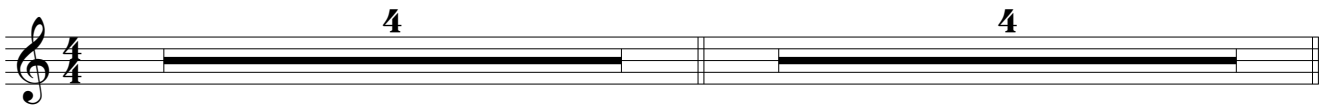
Escena 2: Night City

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

Jordy Nunez Guerrero

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

B 00:00:09:15



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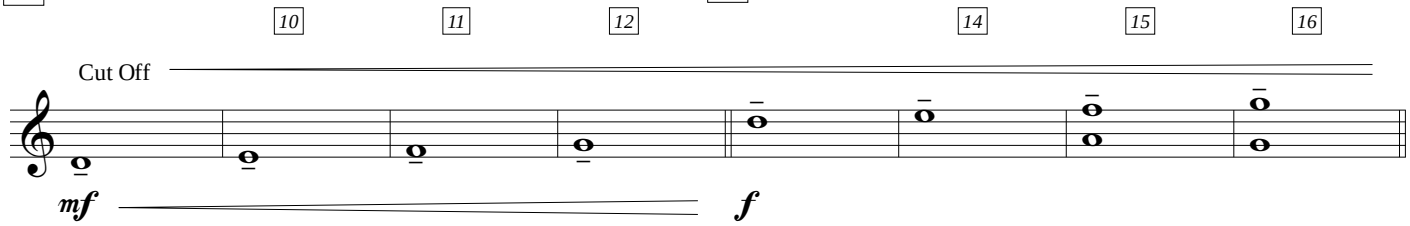
D 00:00:27:15



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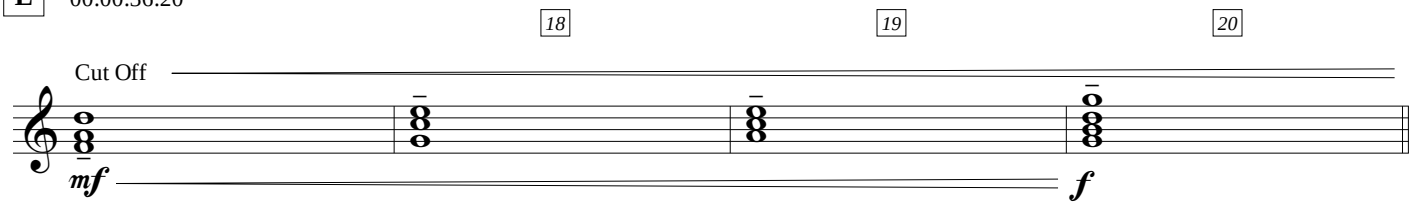

F **Heavy low end** ♩ = 106
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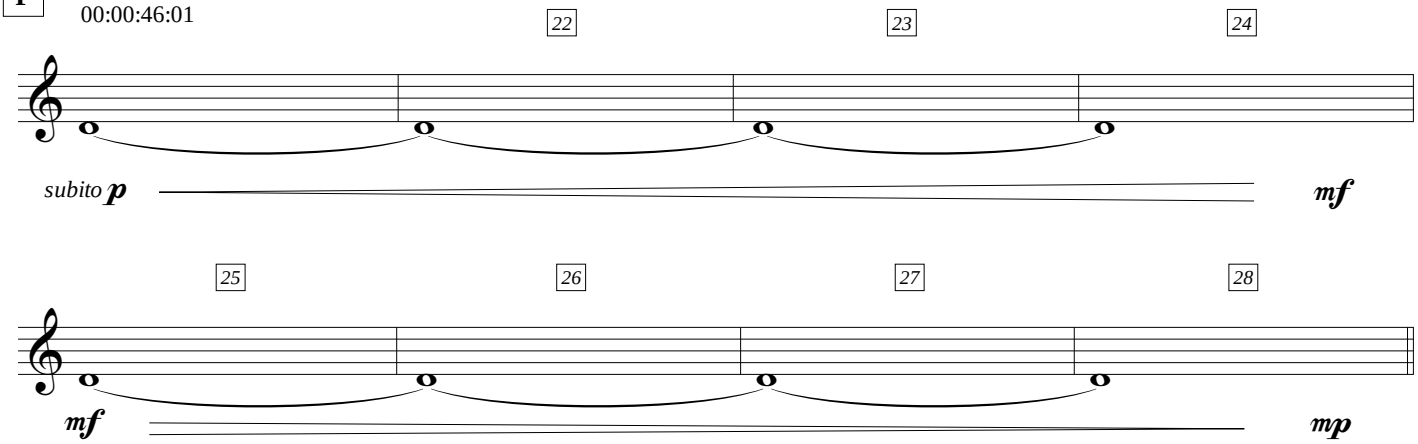

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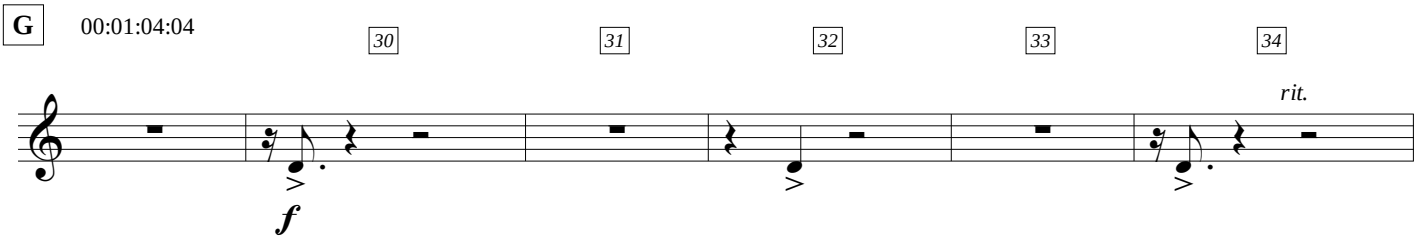

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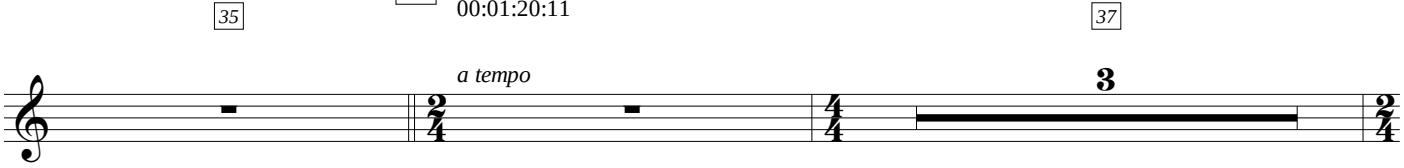

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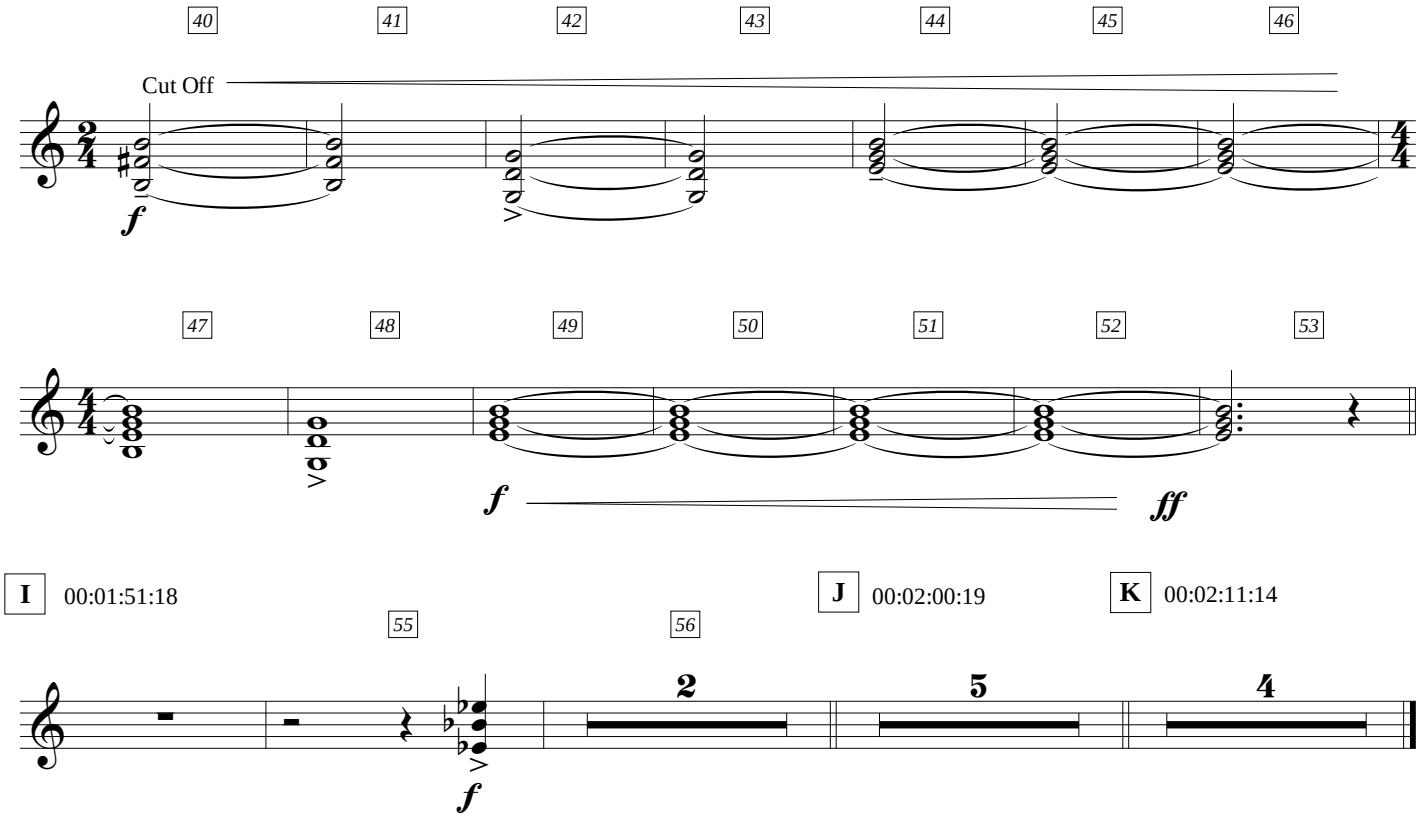

I 00:01:51:18

J 00:02:00:19

K 00:02:11:14

Swell

Escena 2: Night City

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

Jordy Nunez Guerrero

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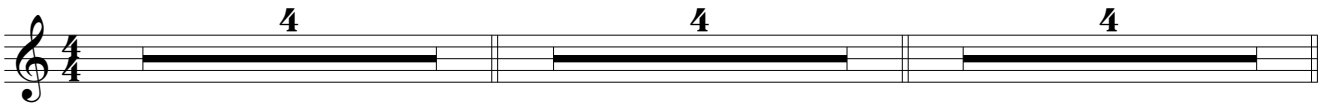
B 00:00:09:15

C 00:00:18:10



D 00:00:27:15

E 00:00:36:20

F **Heavy low end** ♩ = 106
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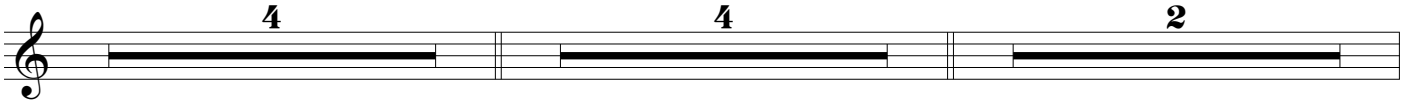

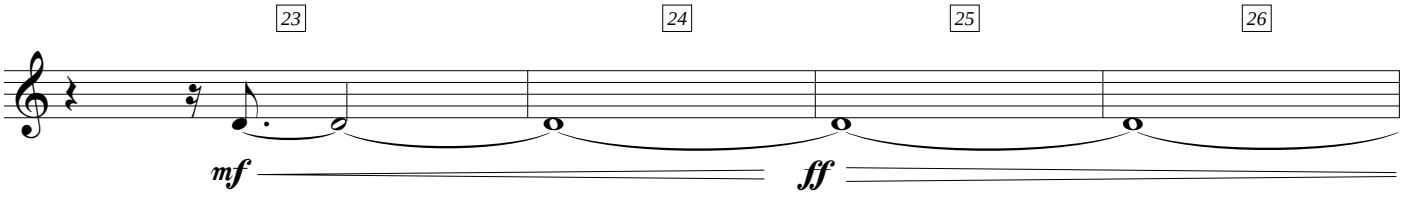

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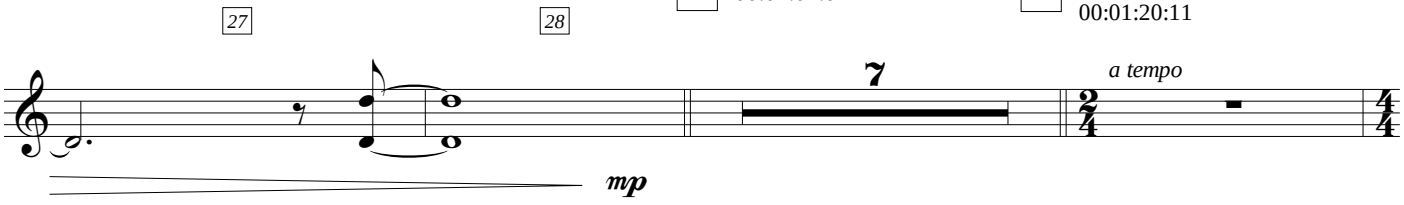

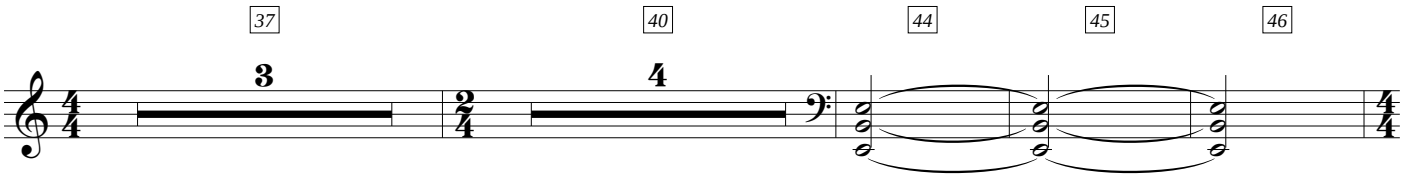

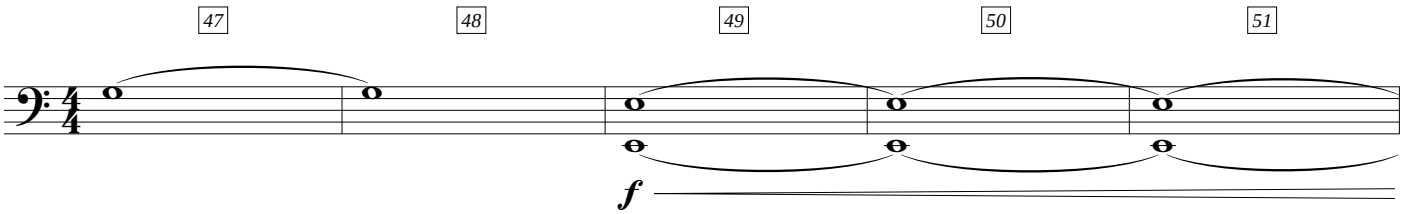

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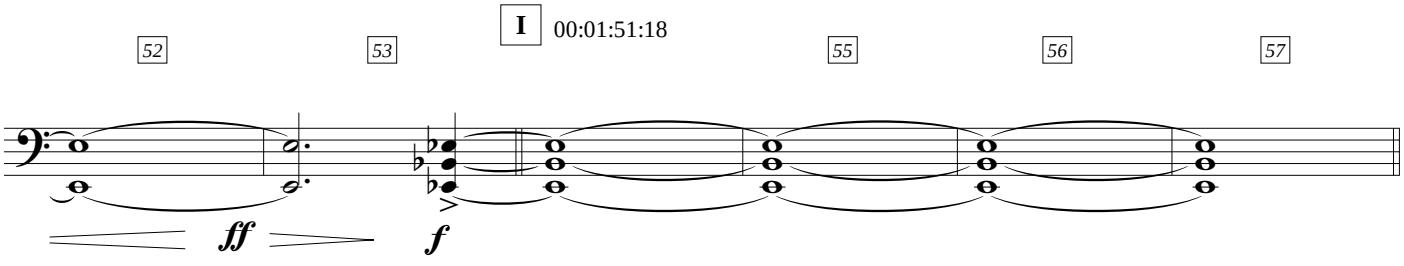
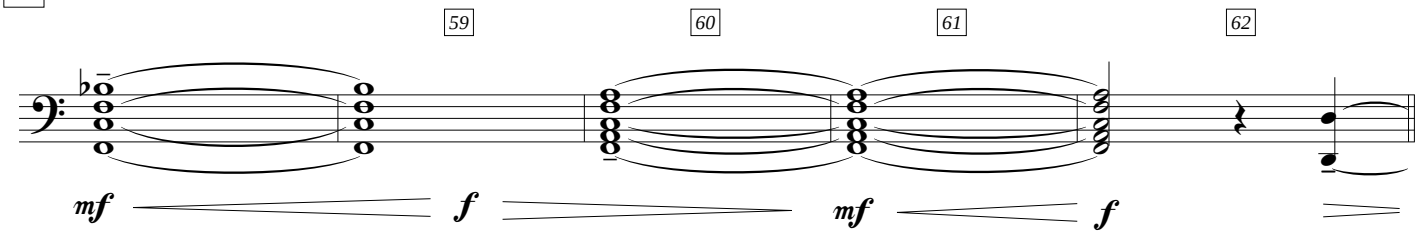


©2022 Nunez Guerrero

J 00:02:00:19



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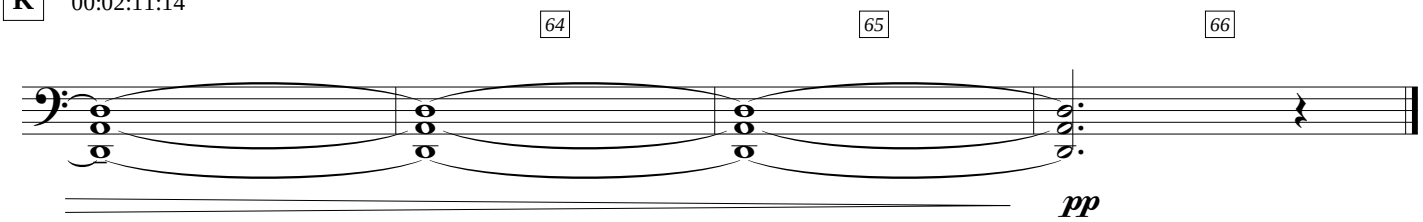

Escena 2: Night City

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

Jordy Nunez Guerrero

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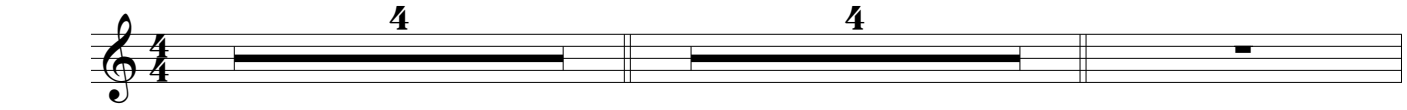
B 00:00:09:15

C 00:00:18:10



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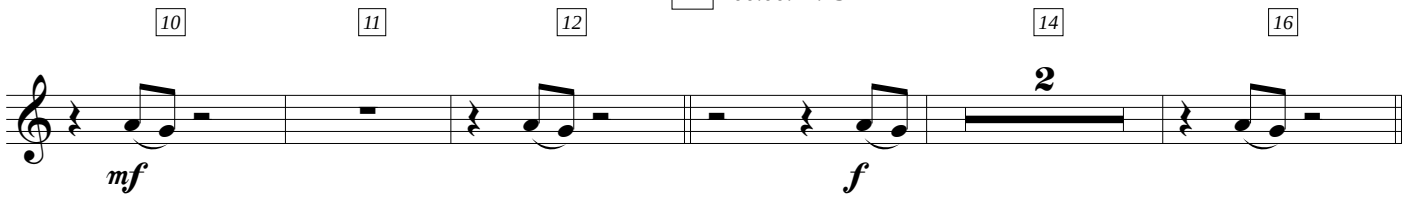

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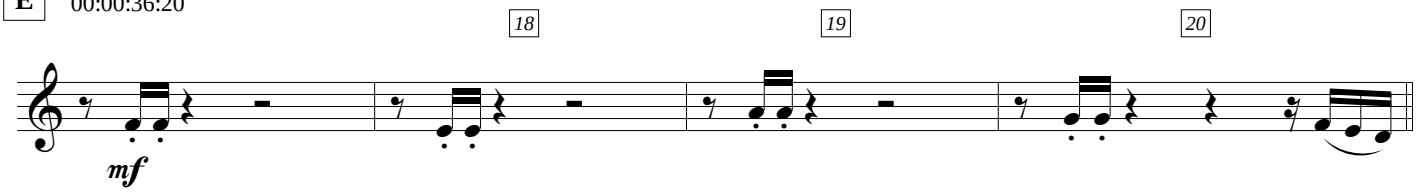

F **Heavy low end** ♩ = 106
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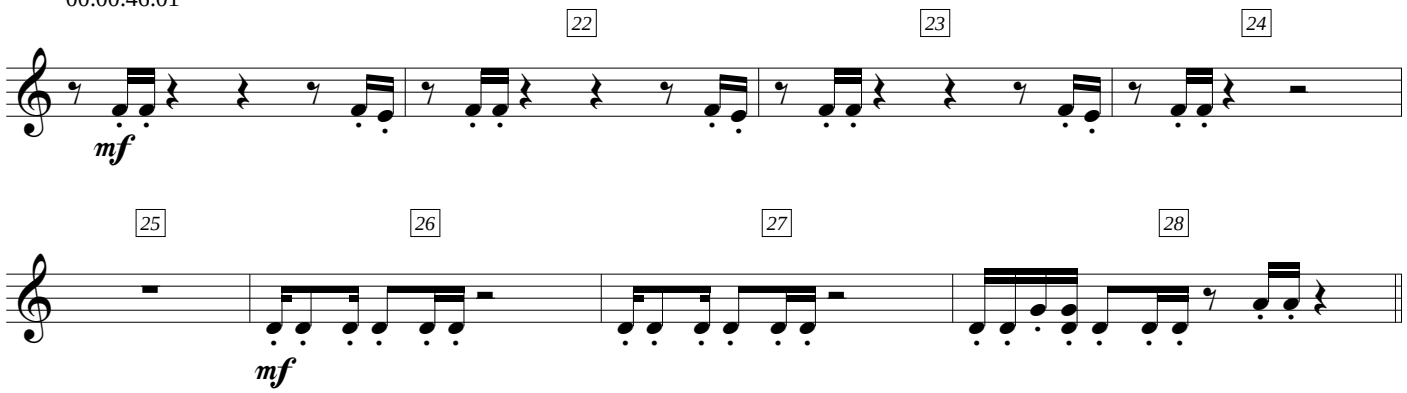

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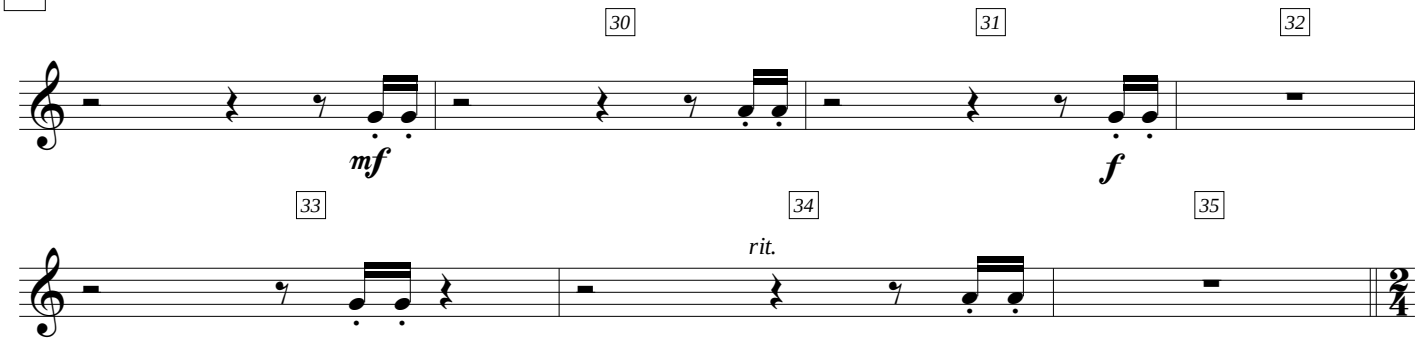

H **Moderato. Straight** ♩ = 108
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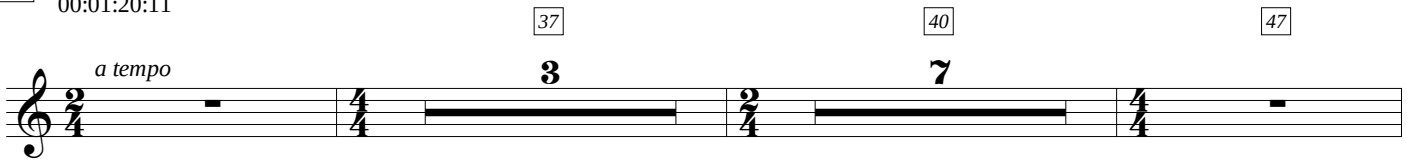
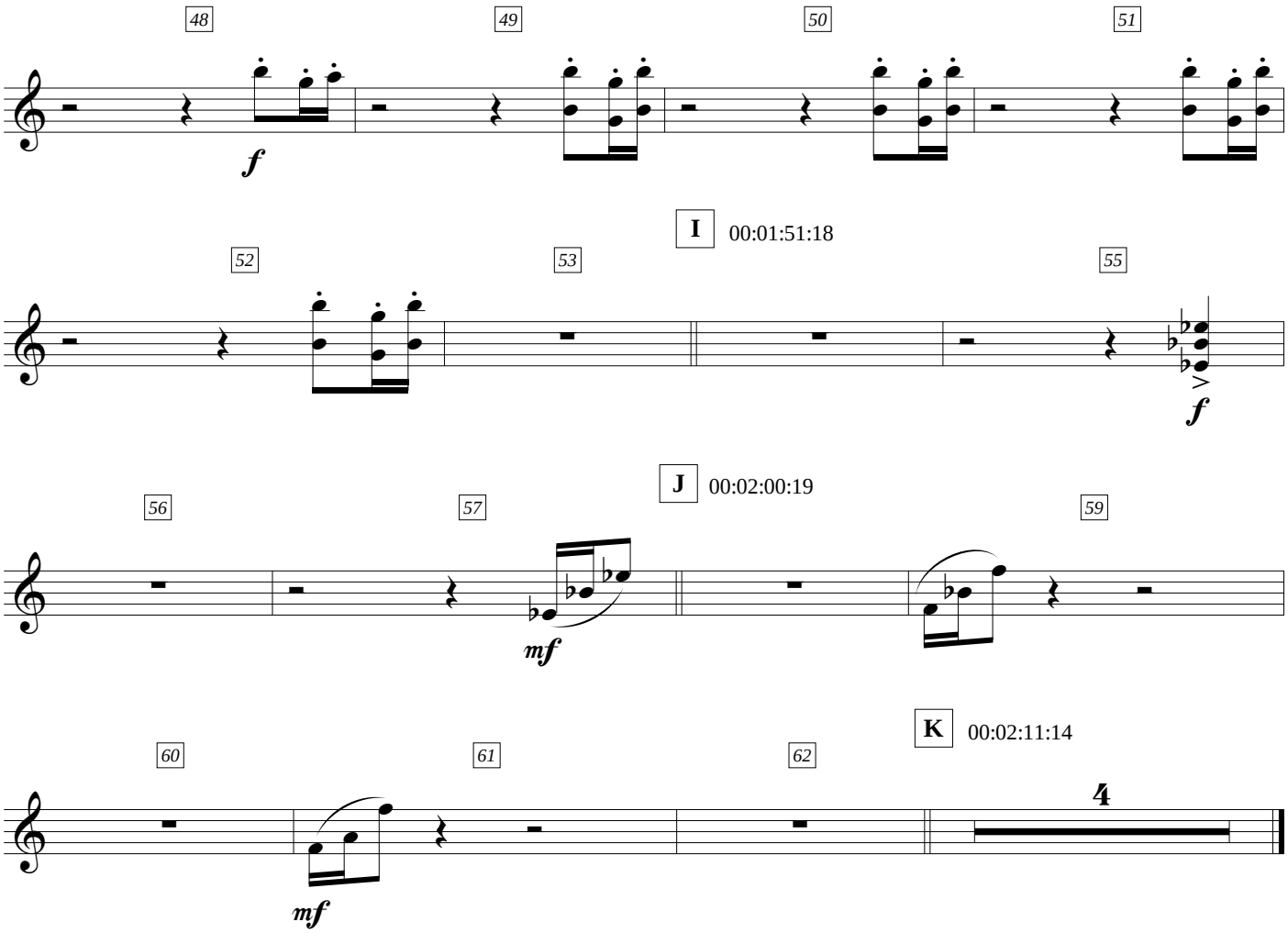


©2022 Nunez Guerrero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mf
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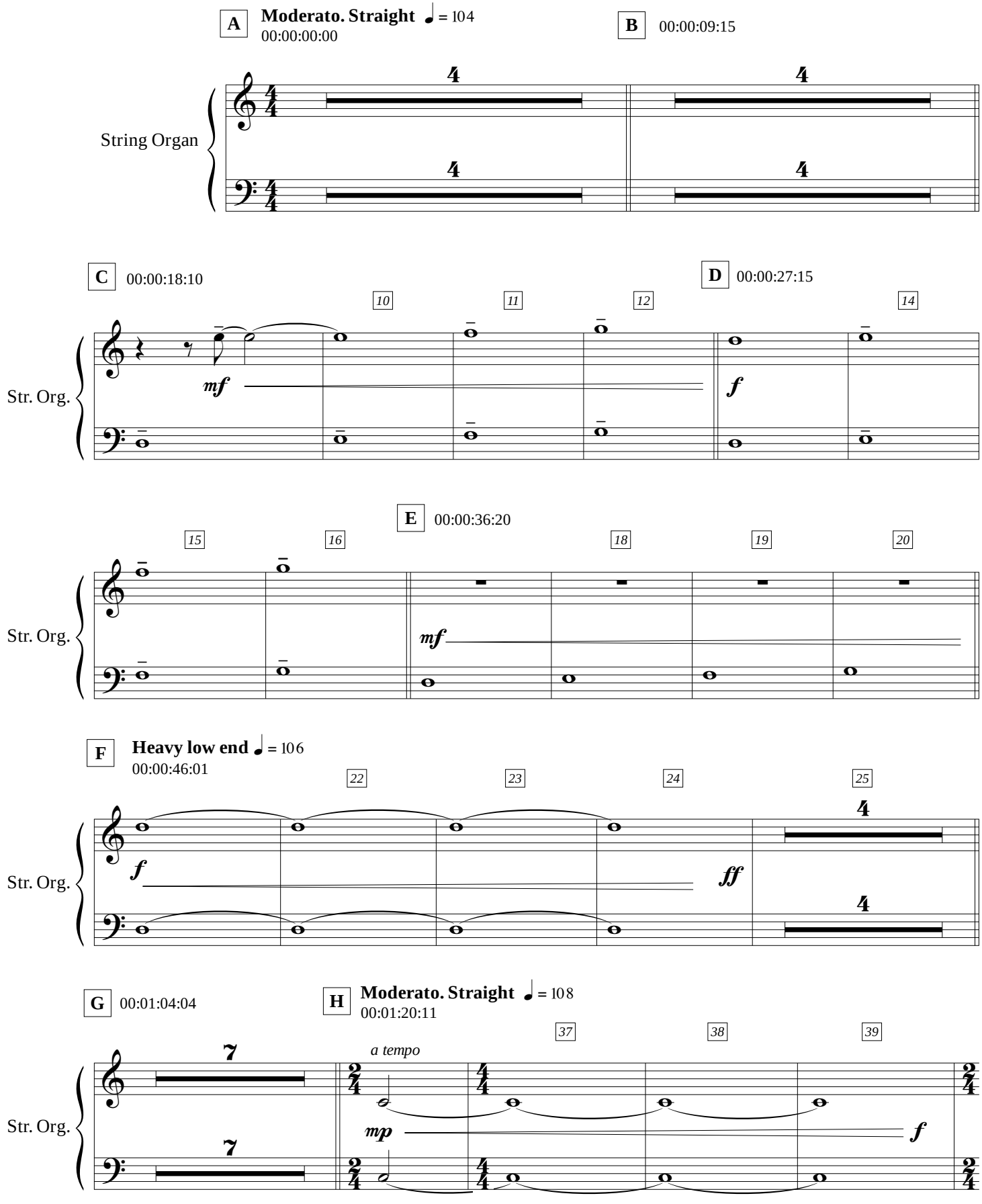
mf

String Organ

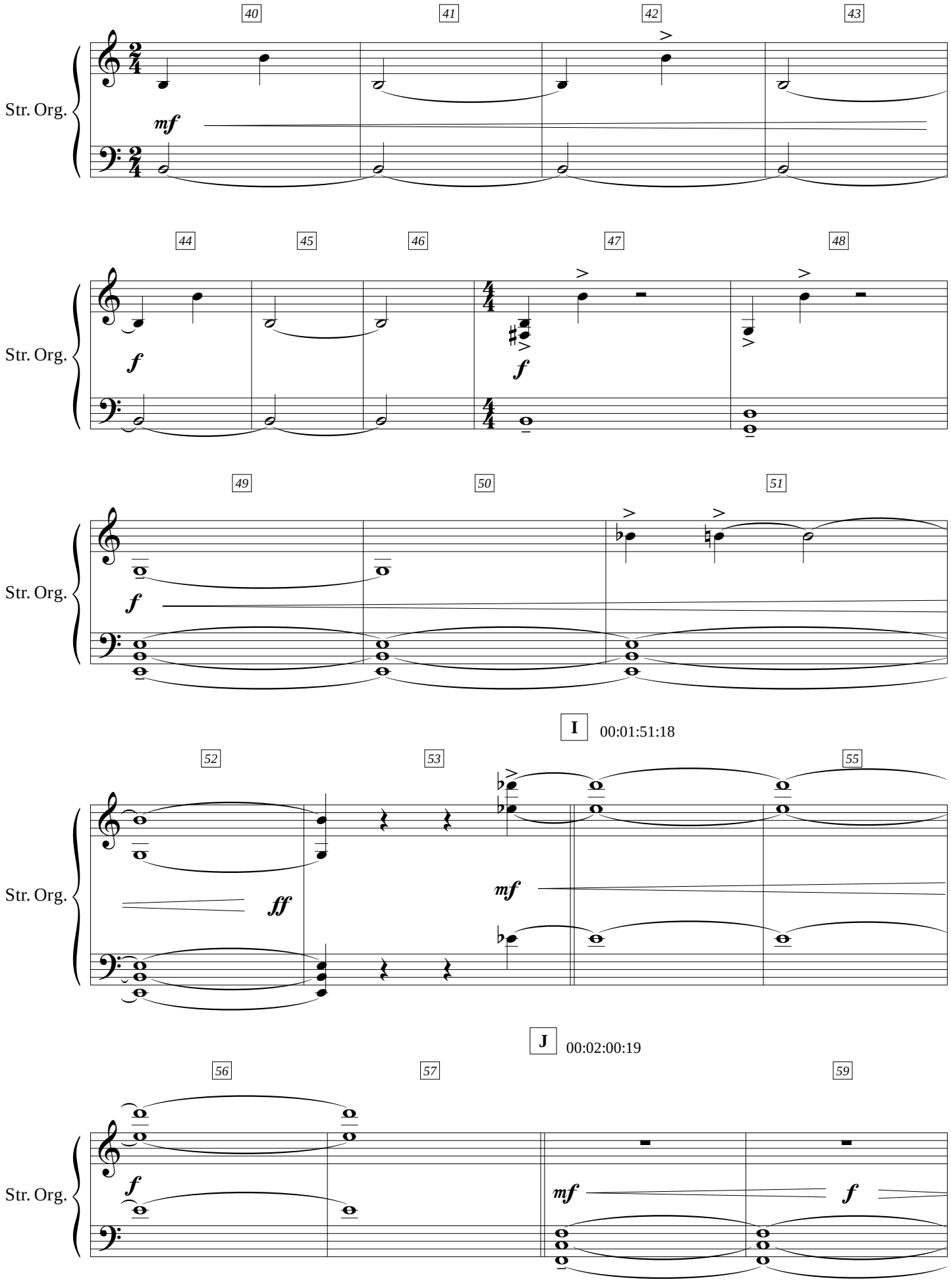
Escena 2: Night City

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

Jordy Nunez Guerrero



©2022 Nunez Guerrero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f
I
00:01:51:18
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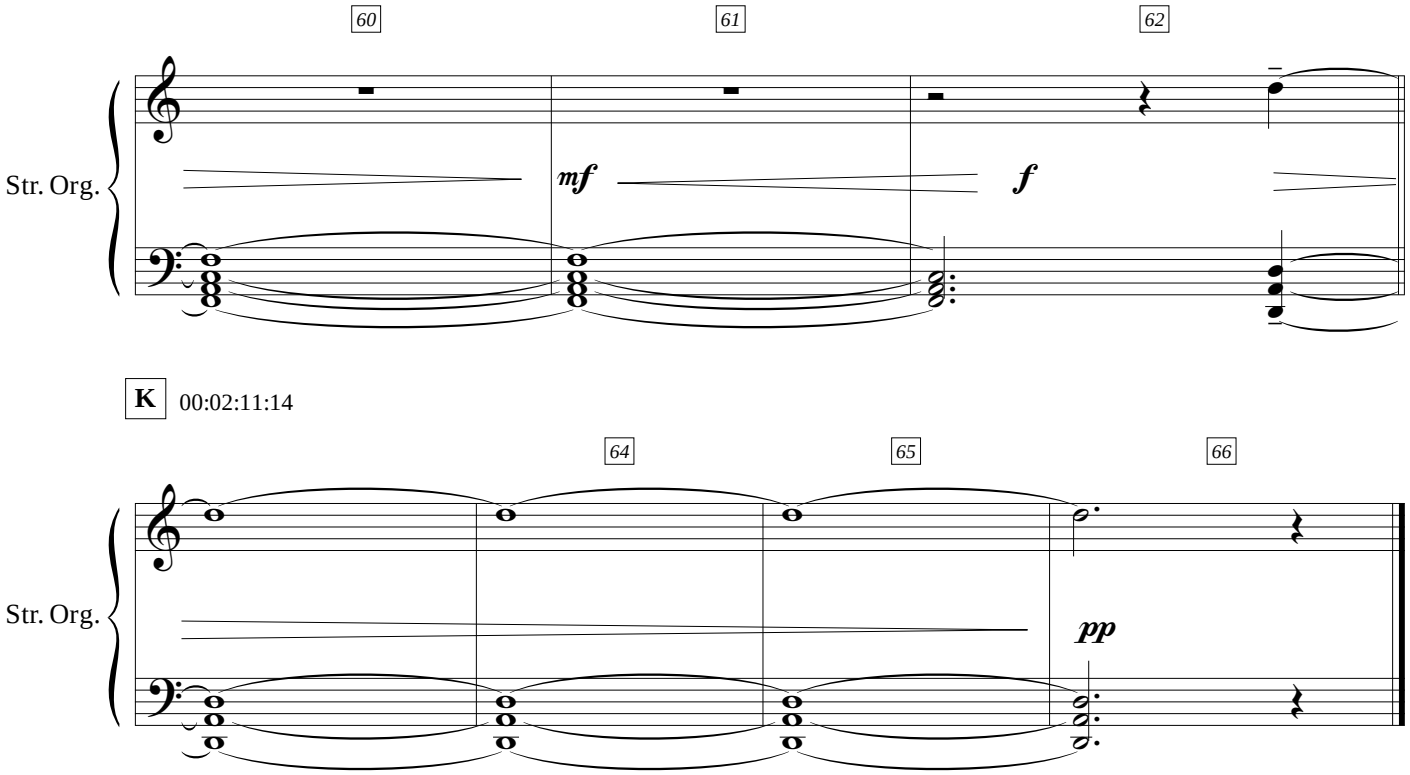


K 00:02:11:14

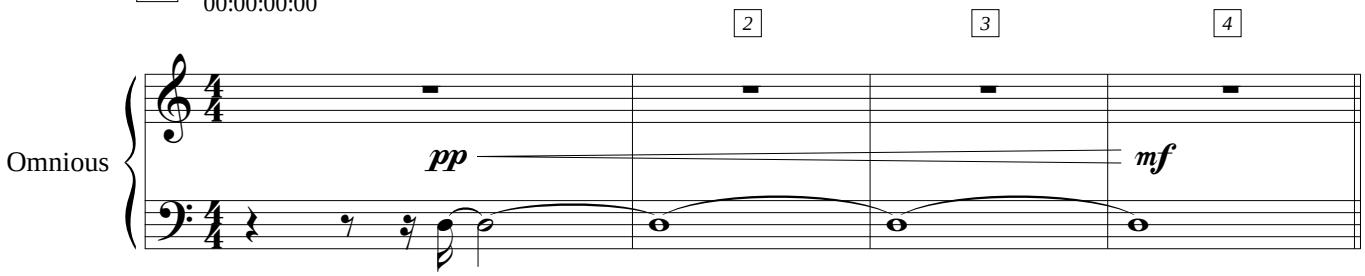
Escena 2: Night City

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

Jordy Nunez Guerrero

A **Moderato. Straight** ♩ = 104

00:00:00:00



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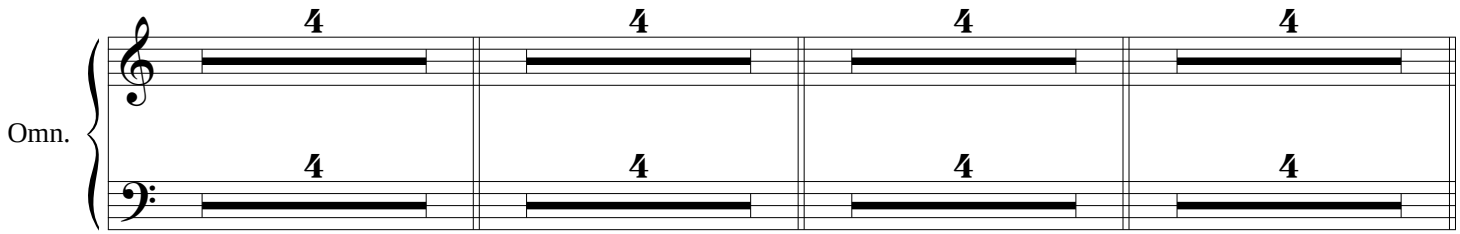
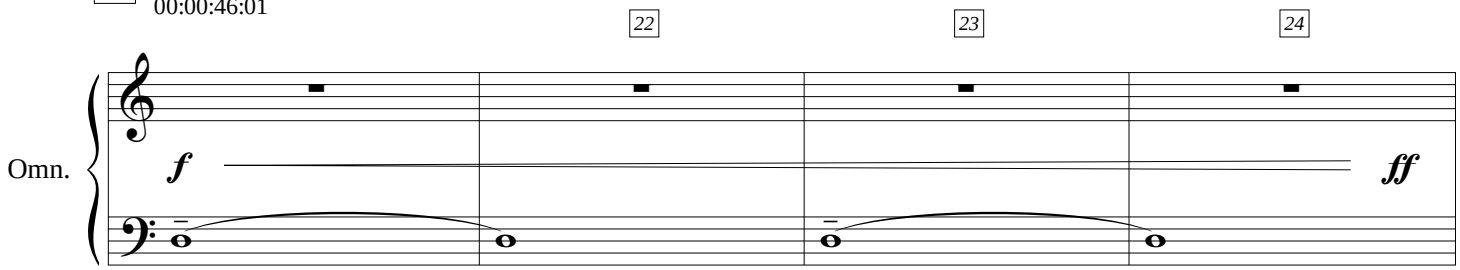


F **Heavy low end** ♩ = 106

00:00:46:01



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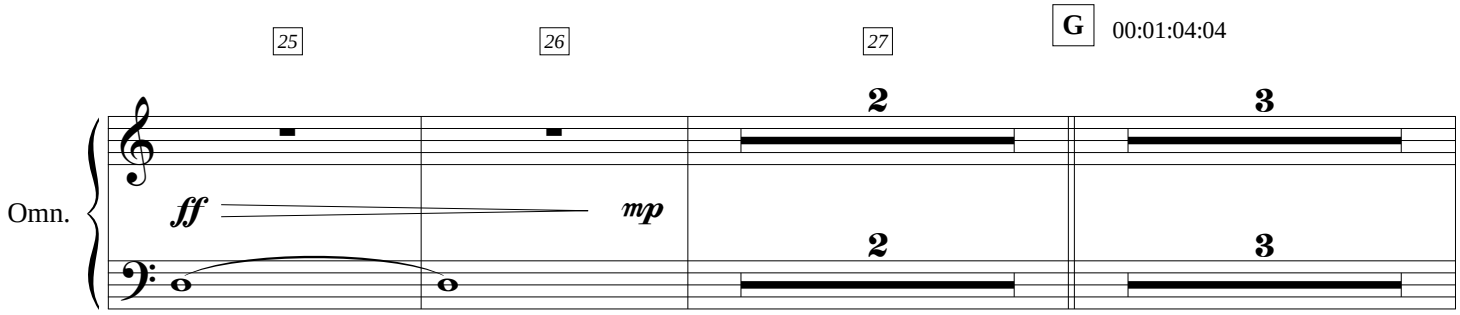

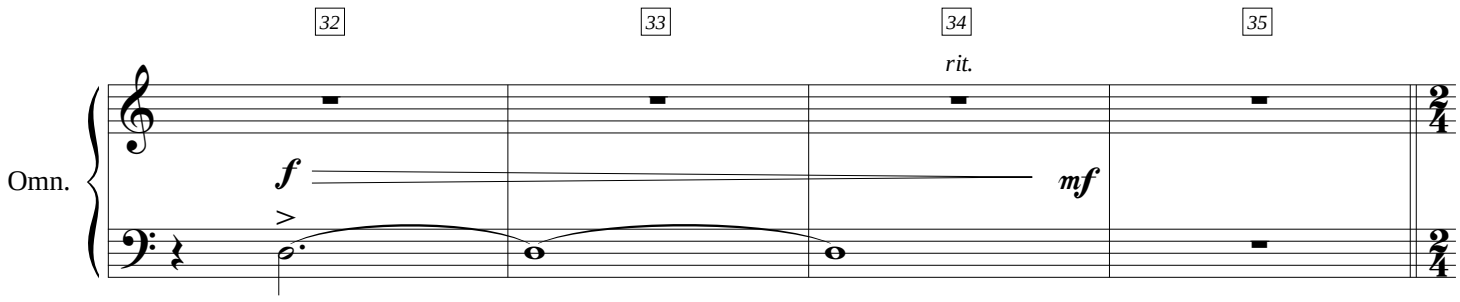

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H **Moderato. Straight** ♩ = 108
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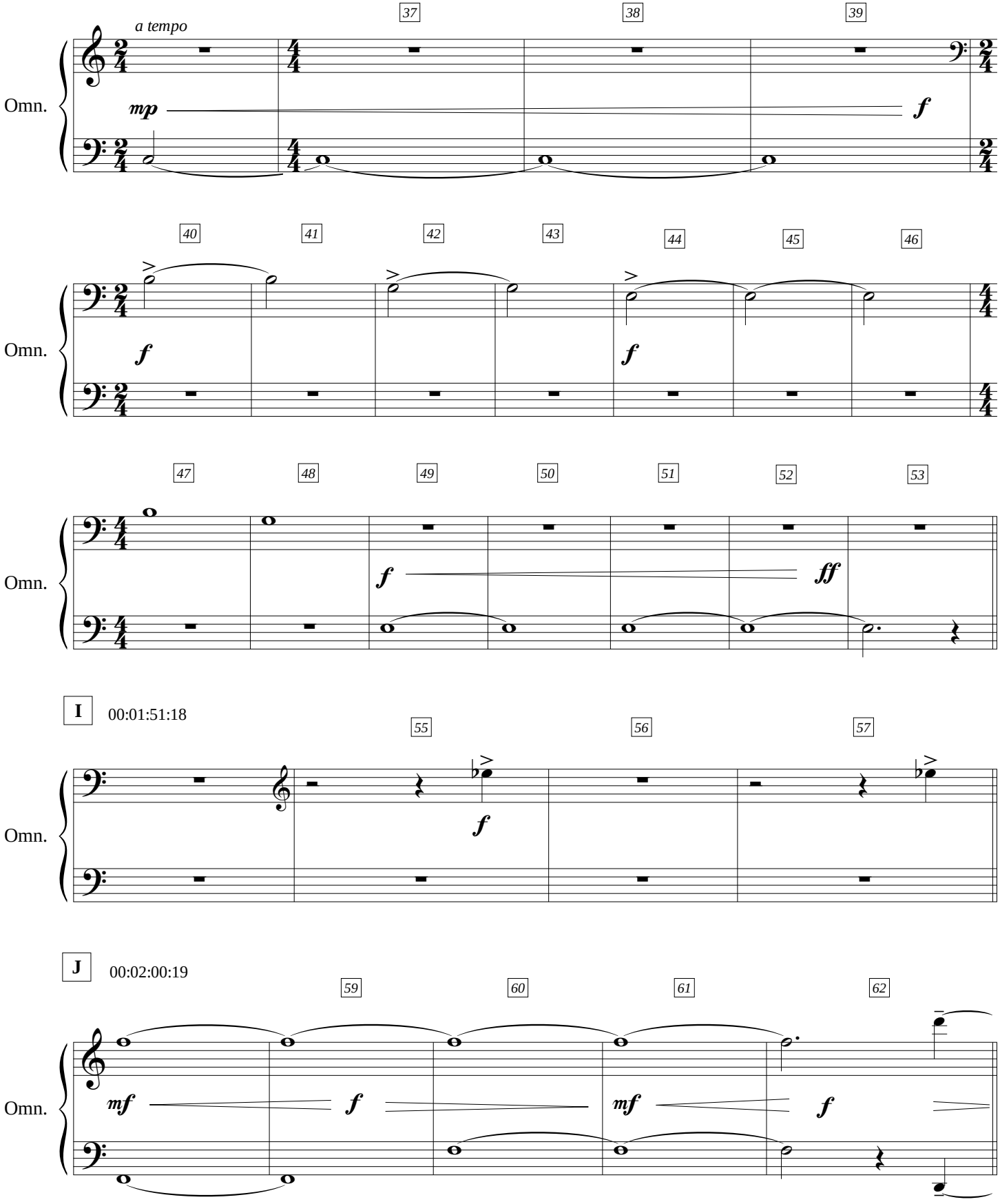
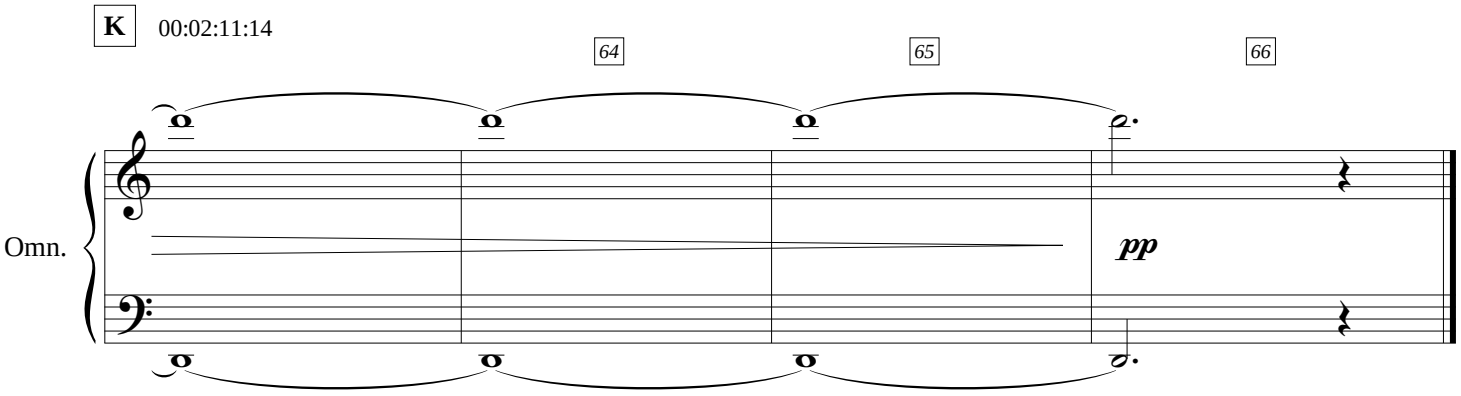



K
00:02:11:14
64
65
66
Omn.
pp

90's Synth

Escena 2: Night City

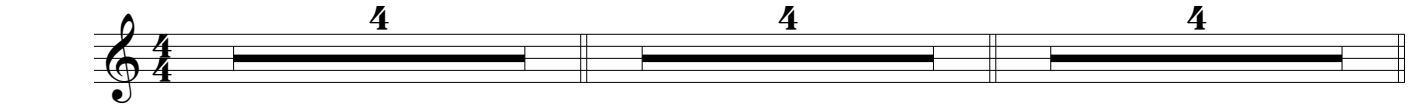
00:00:00:00 - 00:02:20:05

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
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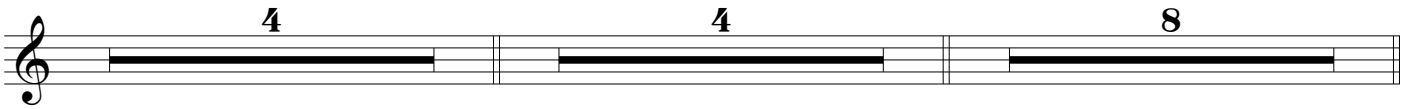

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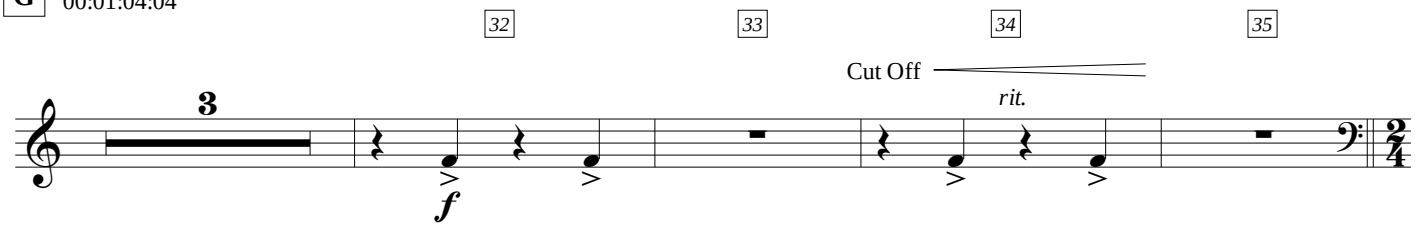

H **Moderato. Straight** ♩ = 108
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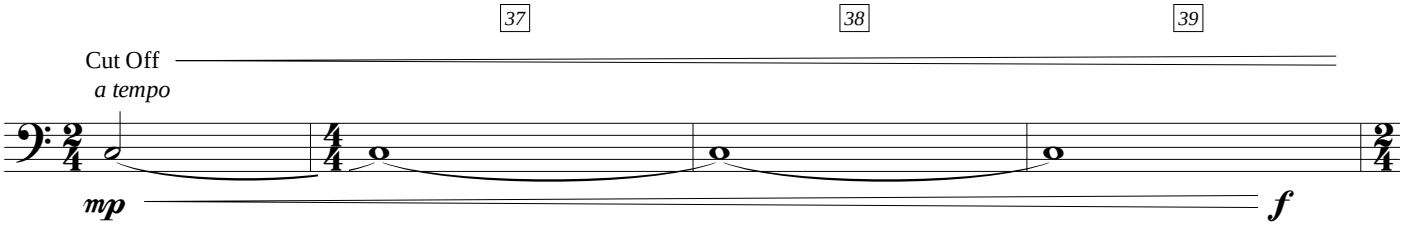

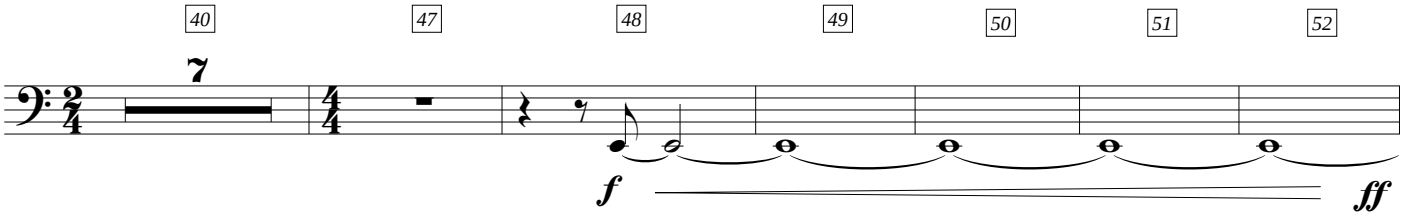

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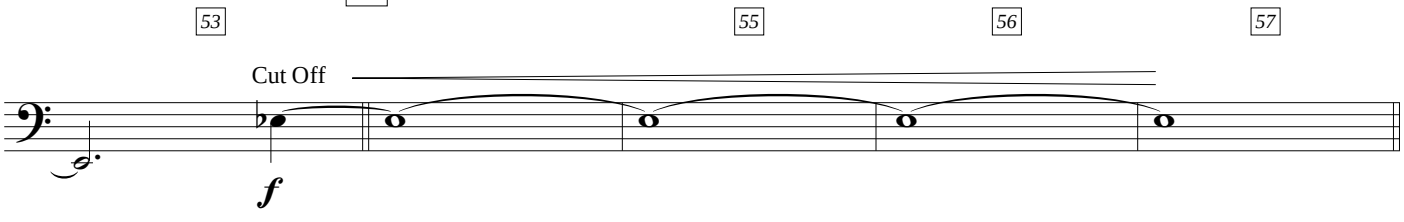
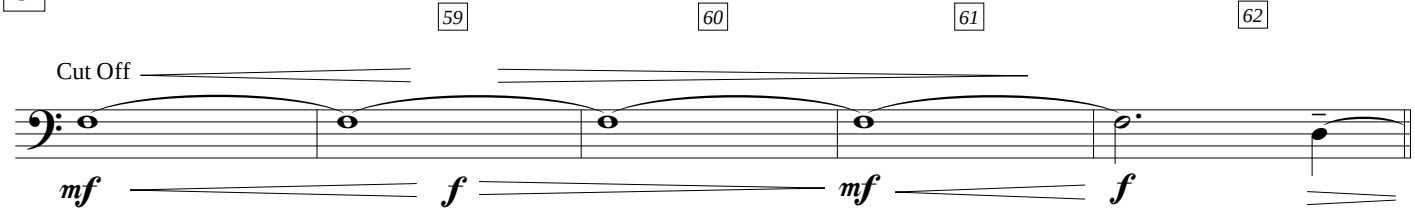


J 00:02:00:19



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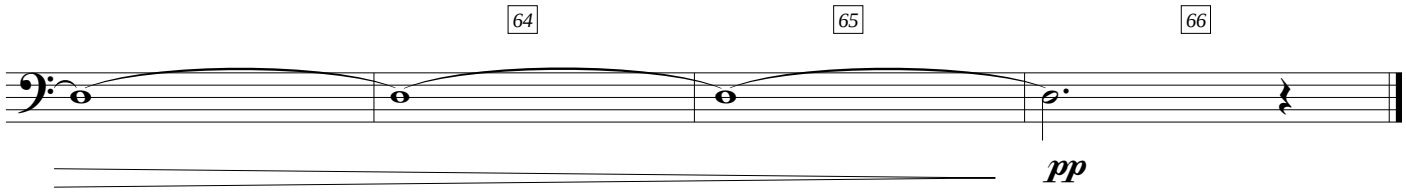
K 00:02:11:14

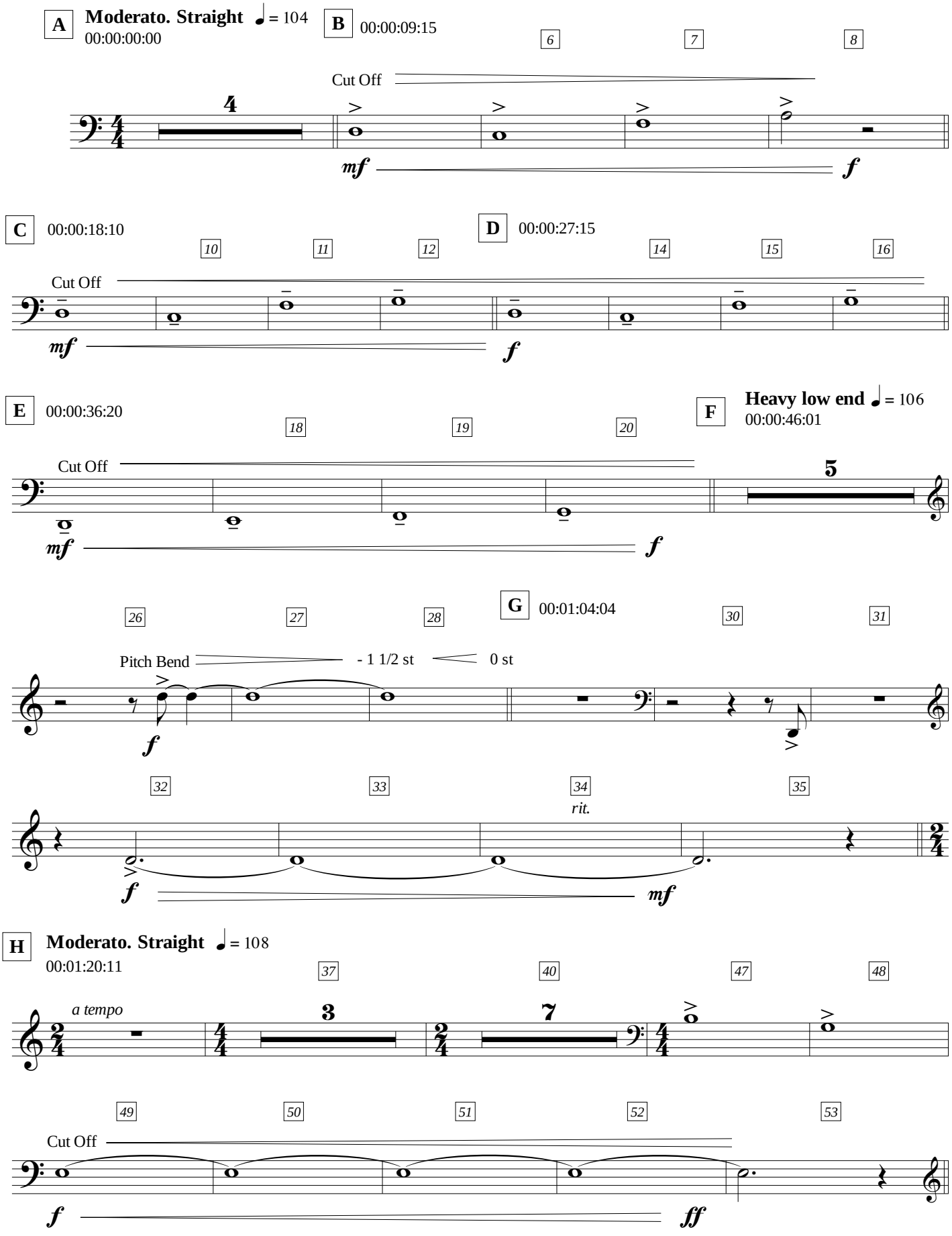


Evolve Bass 1

Escena 2: Night City

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

Jordy Nunez Guerrero



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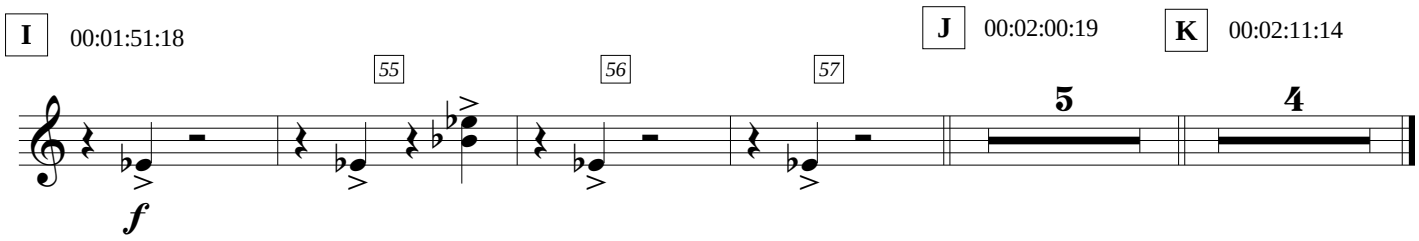

I
00:01:51:18
J
00:02:00:19
K
00:02:11:14
55
56
57
5
4
f

Evolve Bass 2

Escena 2: Night City

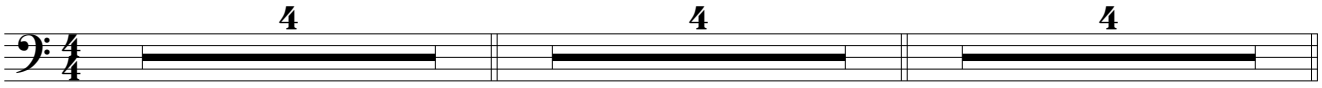
00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

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

B 00:00:09:15

C 00:00:18:10



D 00:00:27:15

E 00:00:36:20

F **Heavy low end** ♩ = 106
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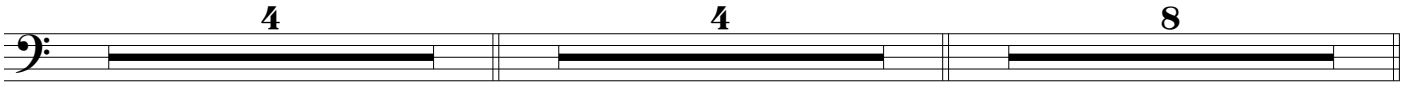

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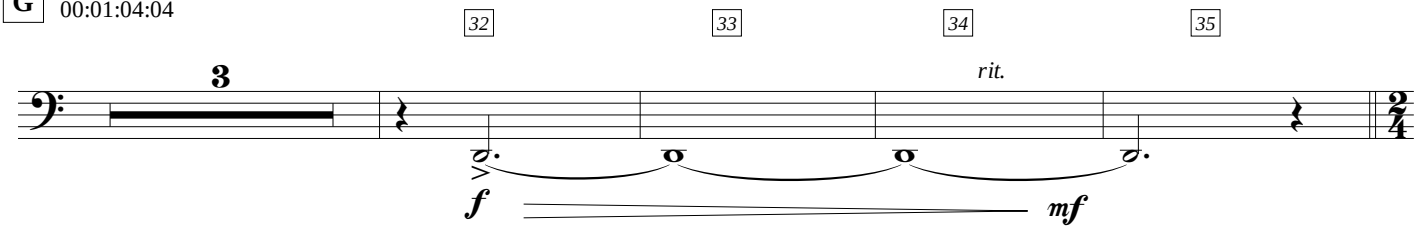

H **Moderato. Straight** ♩ = 108
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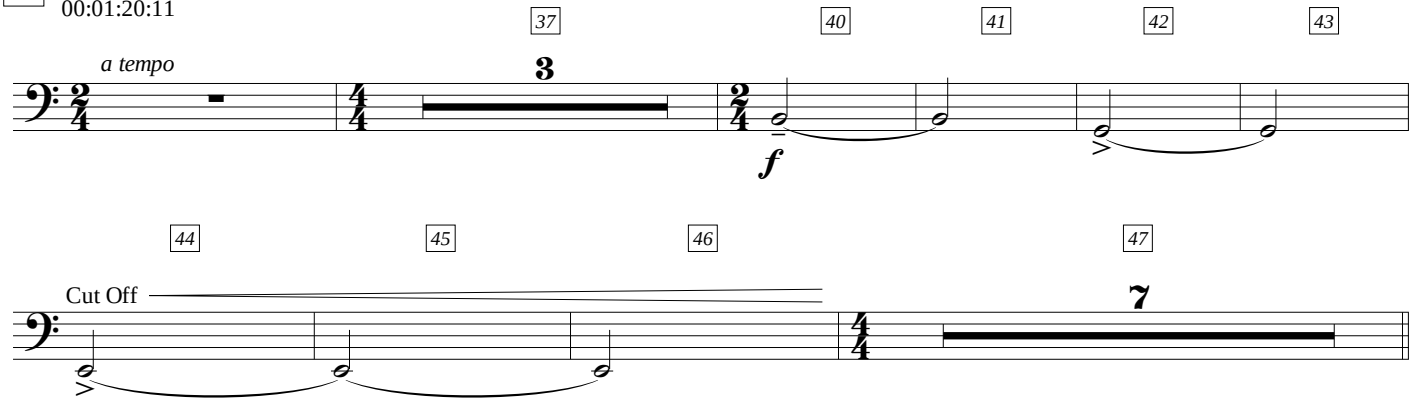

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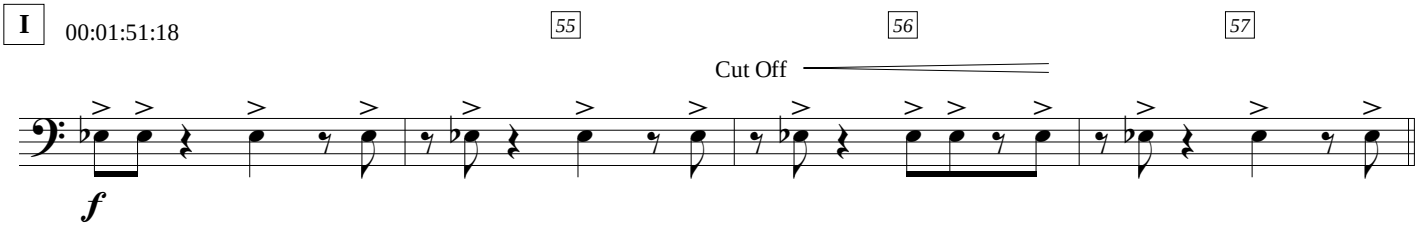

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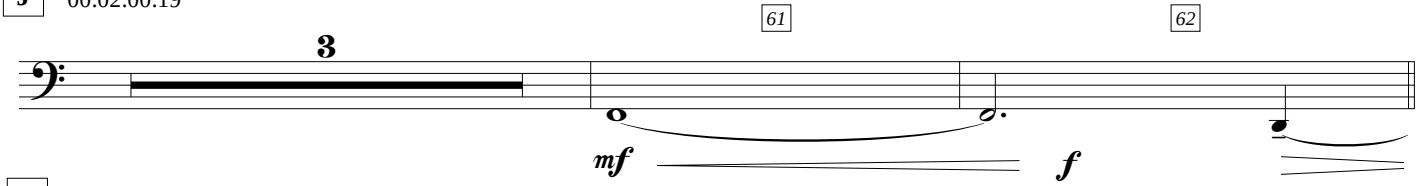

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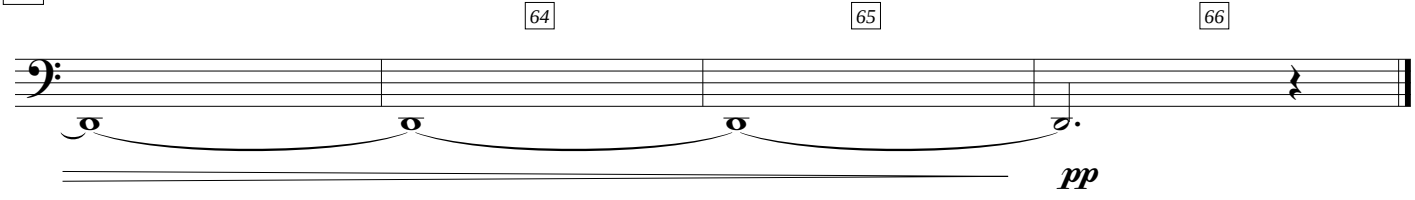

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Analog Bass

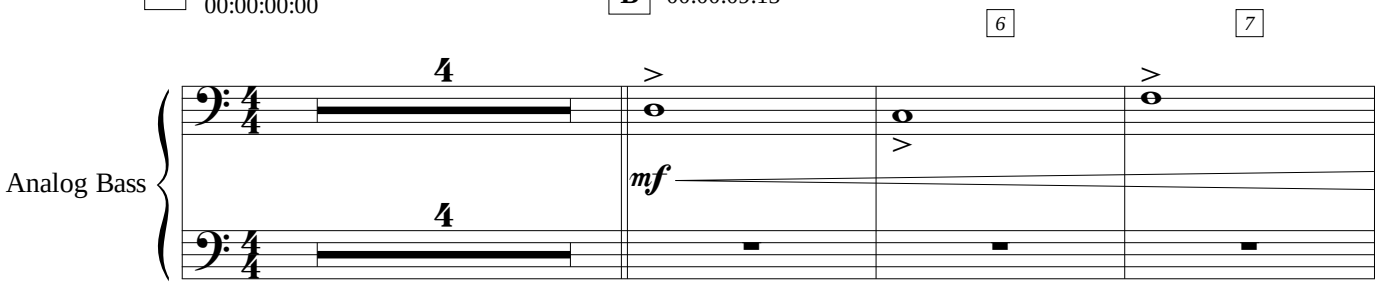
Escena 2: Night City

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

Jordy Nunez Guerrero

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

B 00:00:09:15



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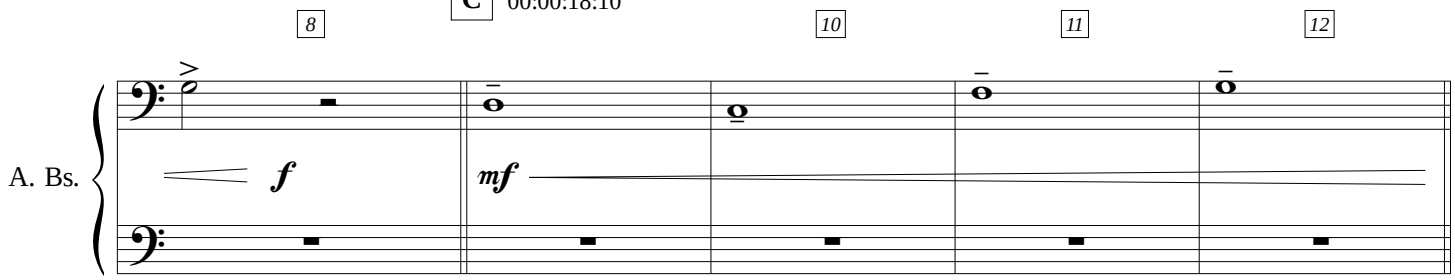

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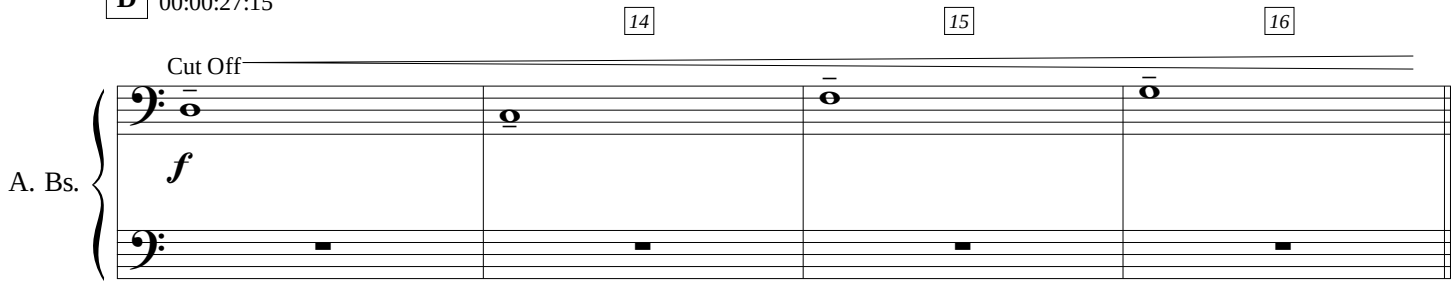

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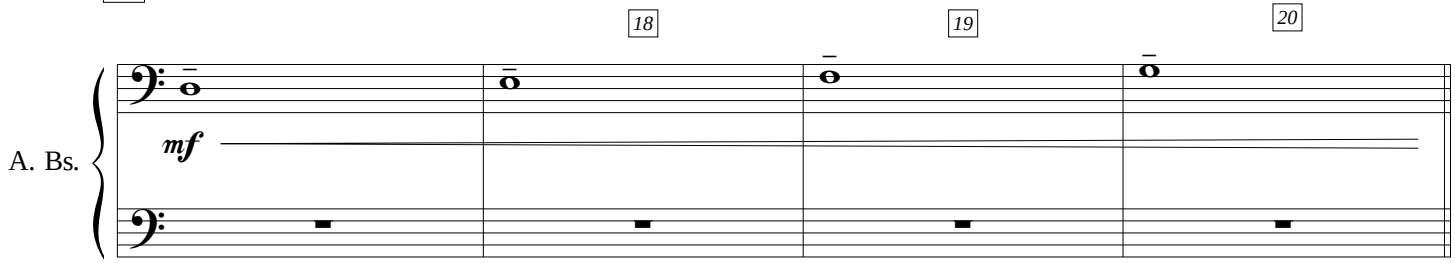
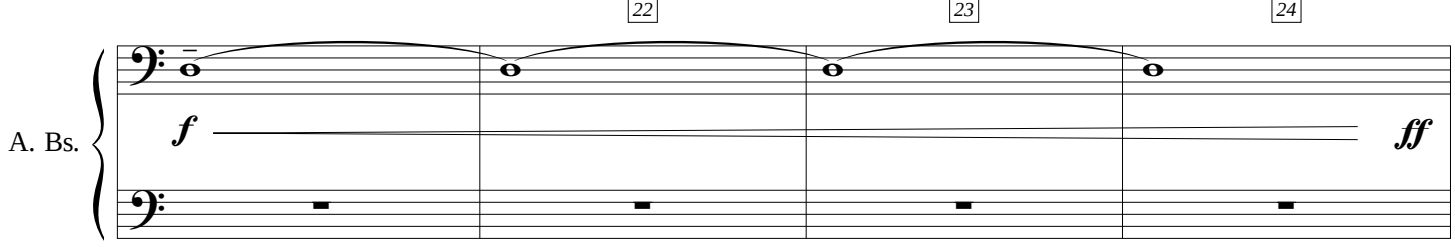


F **Heavy low end** ♩ = 106
00:00:46:01



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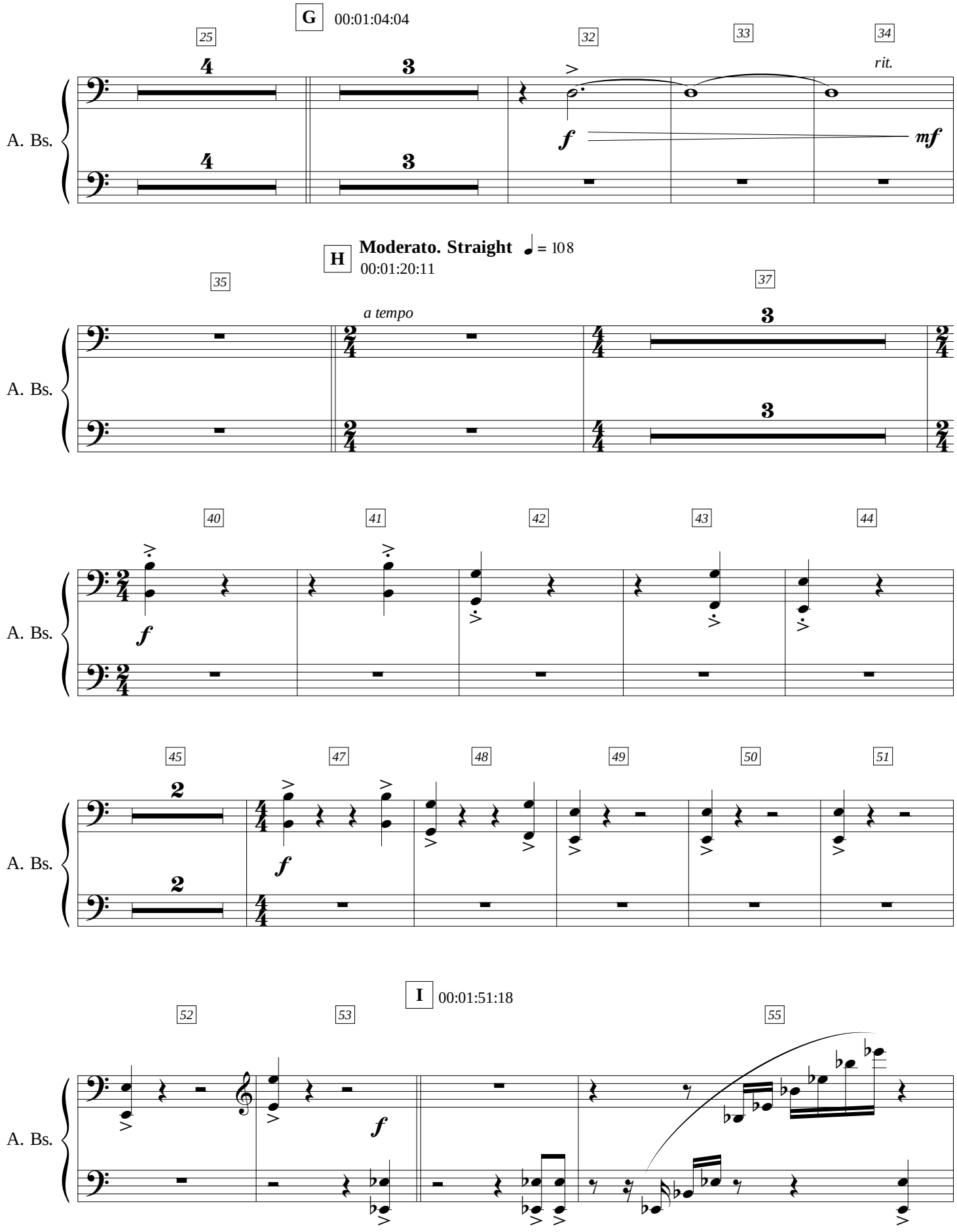
G
00:01:04:04
25
32
33
34
rit.
A. Bs.
f
mf
H
Moderato. Straight
= 108
00:01:20:11
35
37
a tempo
40
41
42
43
44
45
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48
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50
51
I
00:01:51:18
52
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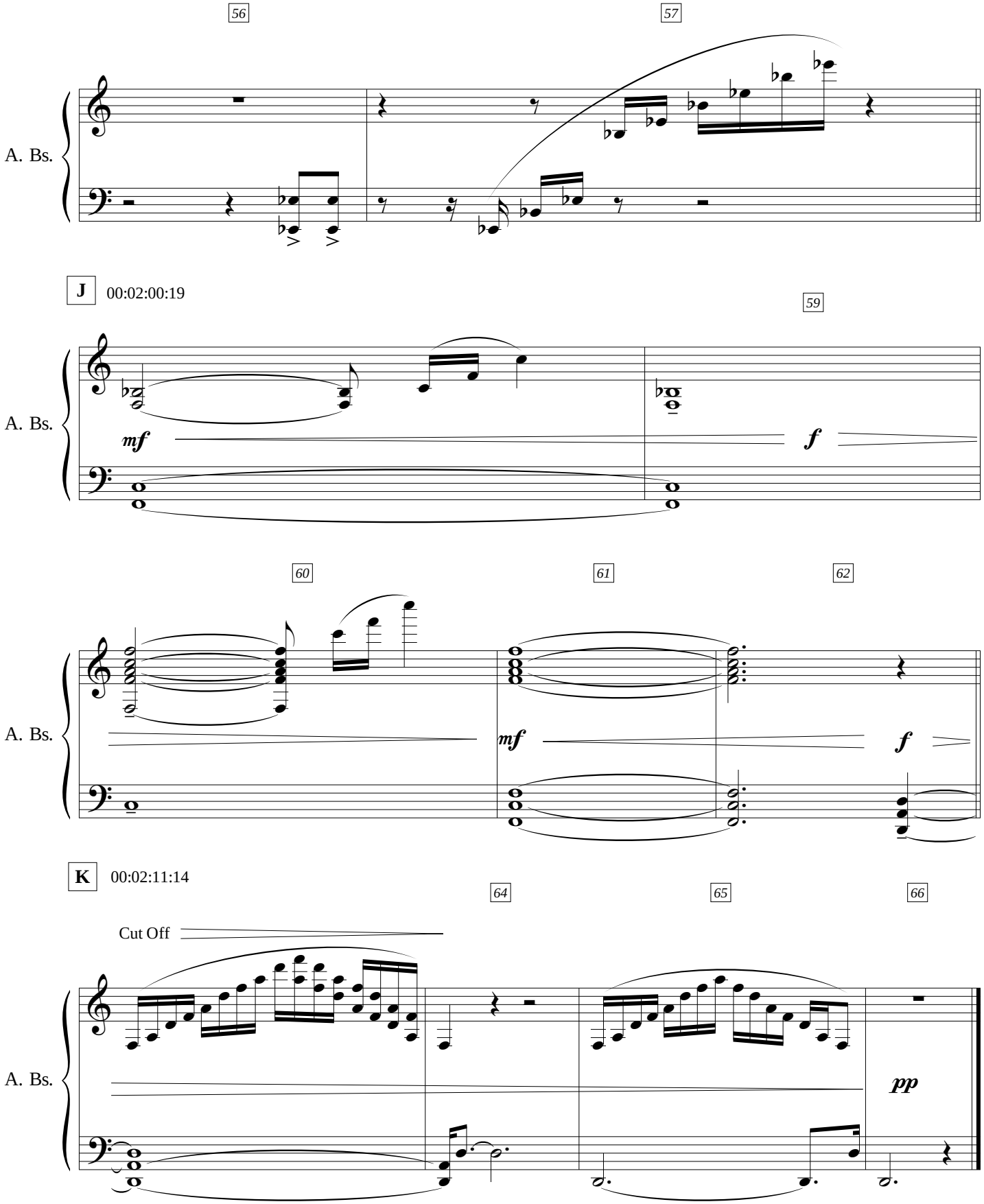
55


56
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f
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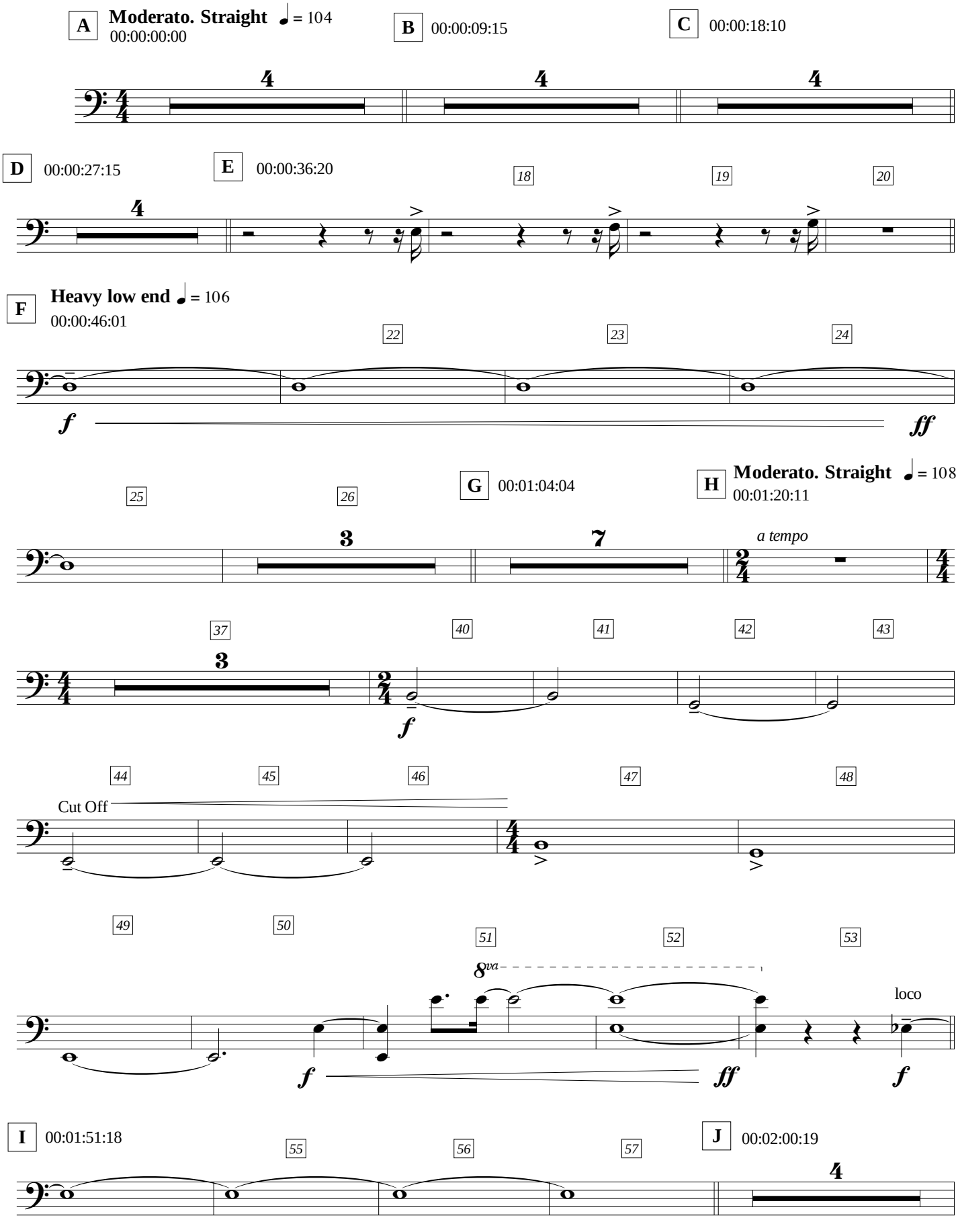
62
A. Bs.
mf
f
K
00:02:11:14
64
65
66
Cut Off
A. Bs.
pp

Warm Drone

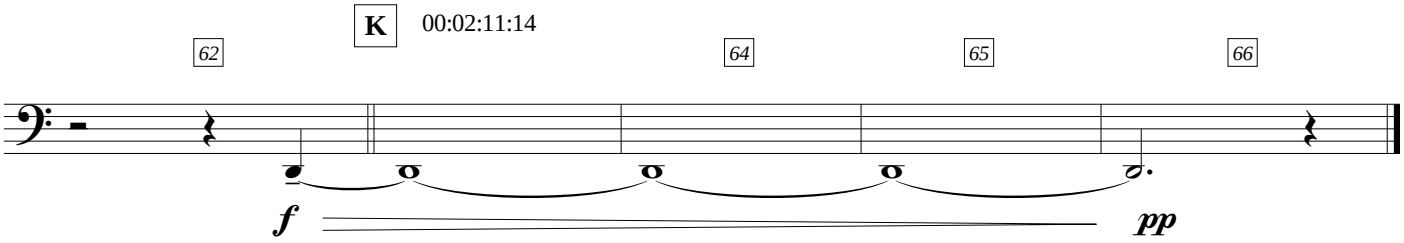
Escena 2: Night City

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

Jordy Nunez Guerrero



©2022 Nunez Guerrero


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

Sirius

Escena 2: Night City

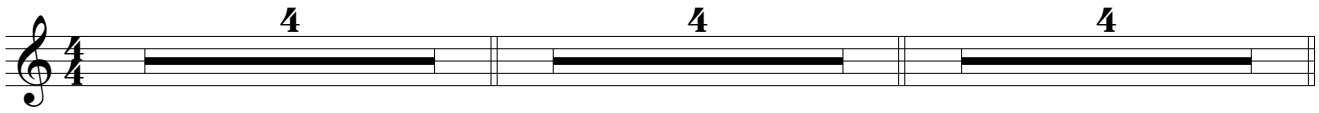
00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

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

B 00:00:09:15

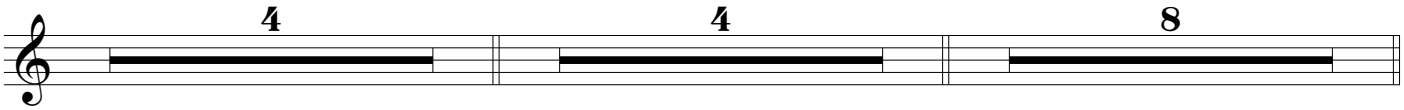
C 00:00:18:10



D 00:00:27:15

E 00:00:36:20

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



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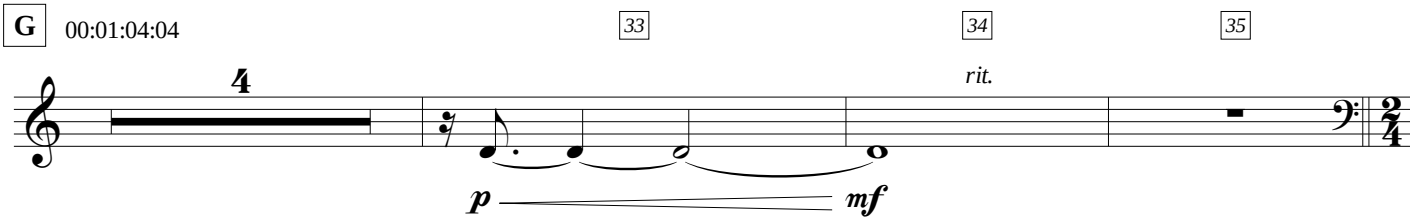

H **Moderato. Straight** ♩ = 108
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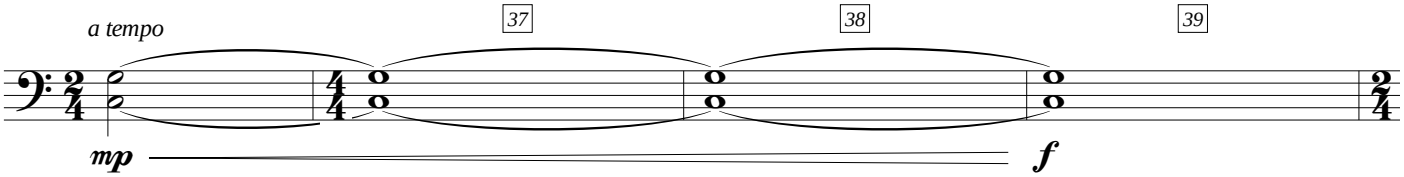

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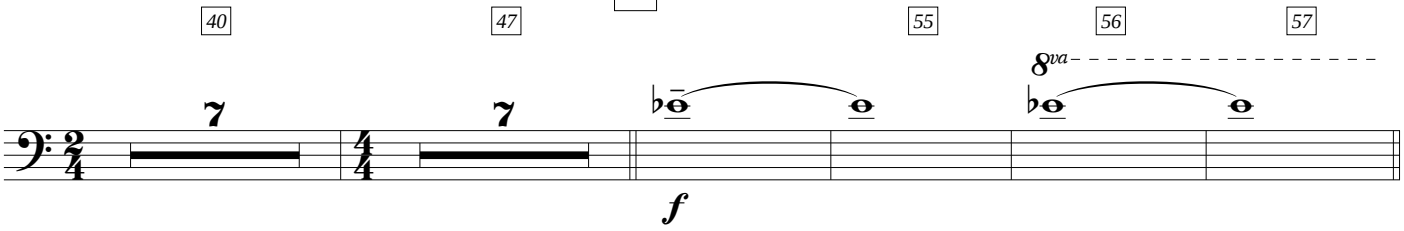

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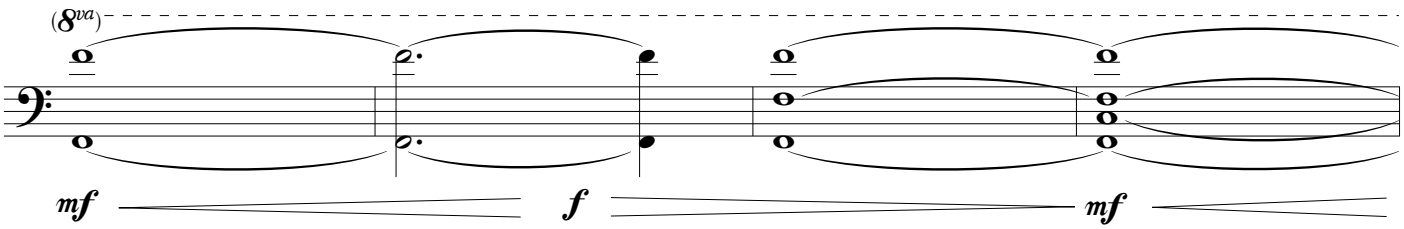

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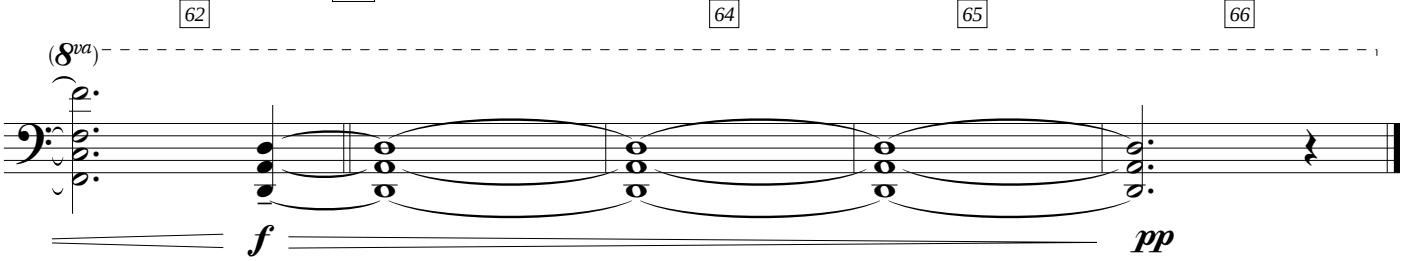

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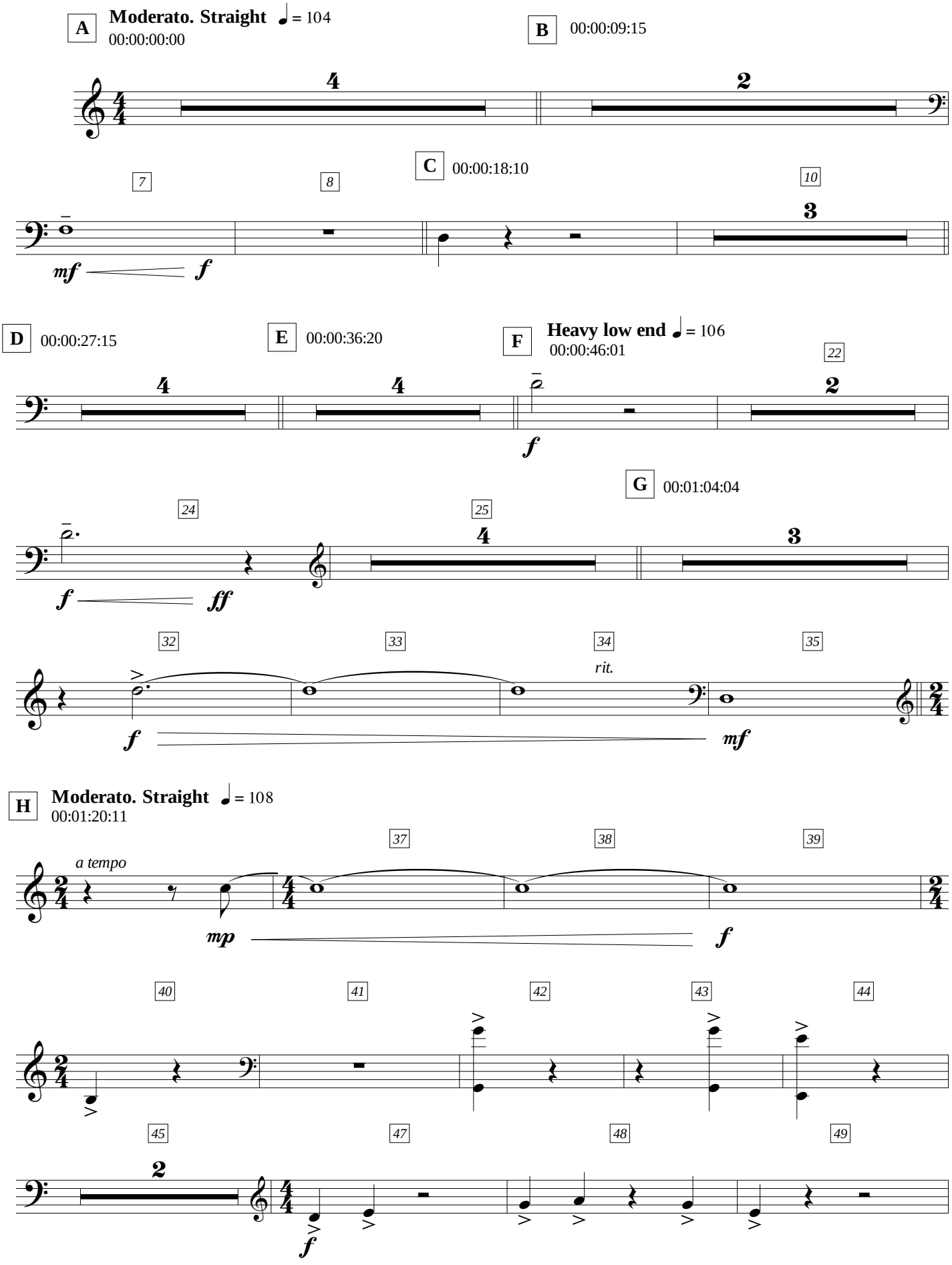
City Sounds

Escena 2: Night City

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

Jordy Nunez Guerrero



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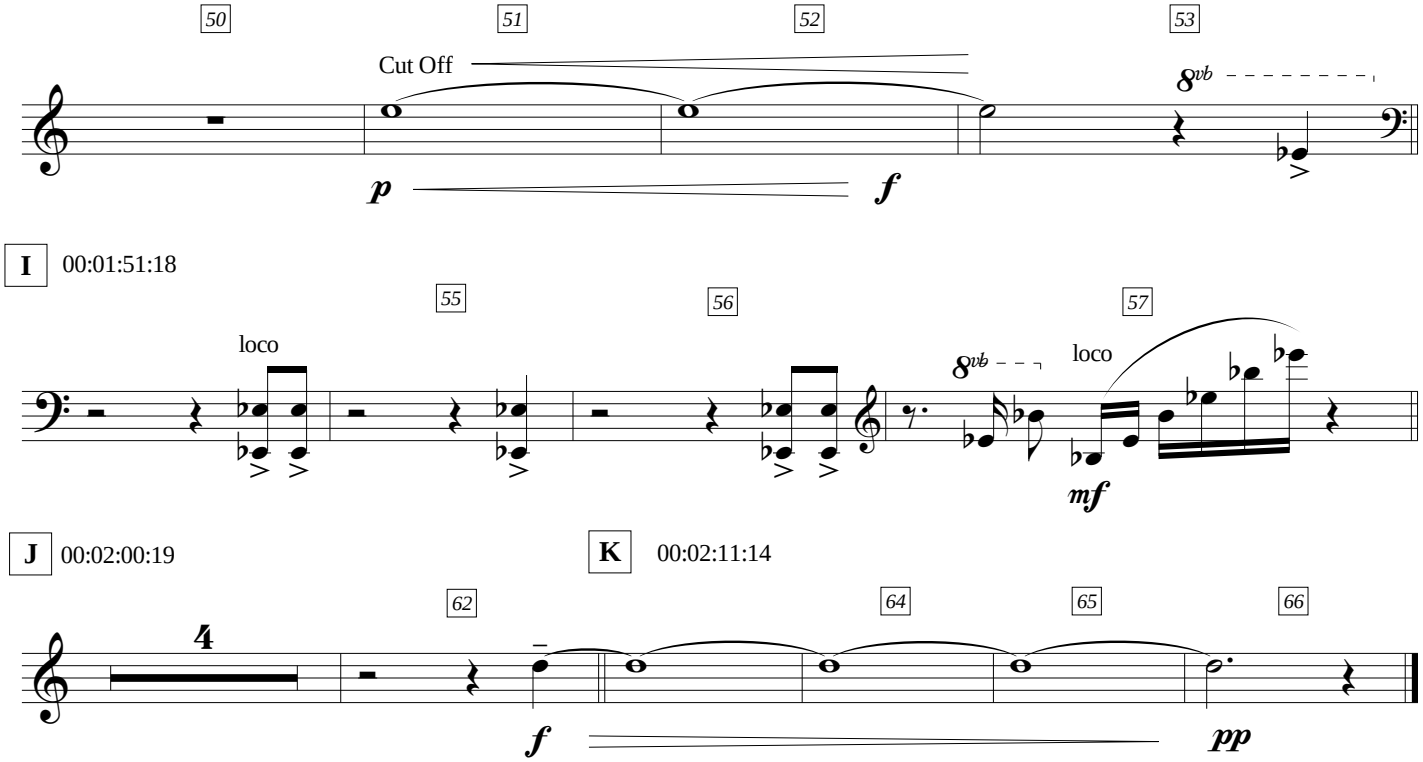

50
51
52
53
Cut Off
8vb
p
f
I
00:01:51:18
55
56
57
loco
8vb
loco
mf
J
00:02:00:19
K
00:02:11:14
62
64
65
66
4
f
pp

Approximation

Escena 2: Night City

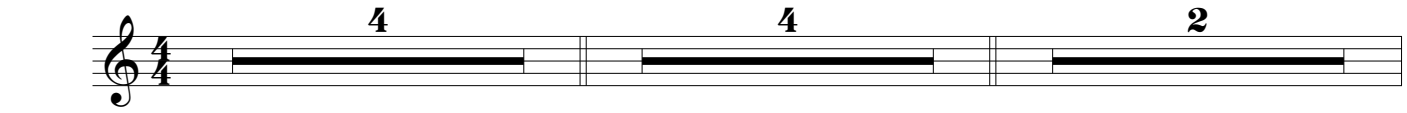
00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

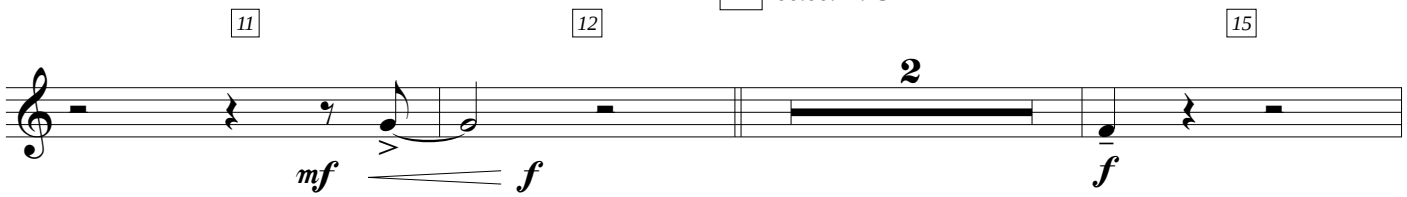
A **Moderato. Straight** ♩ = 104
00:00:00:00

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
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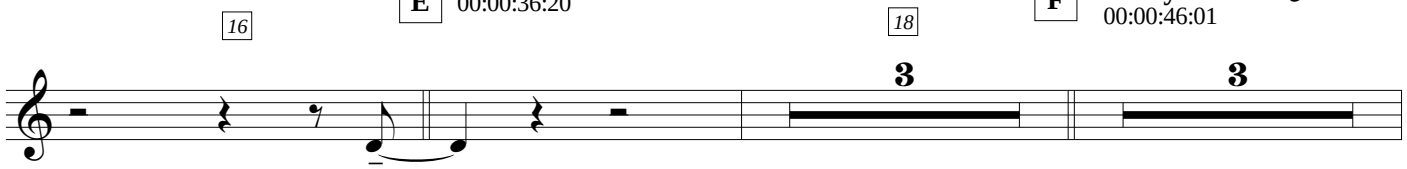

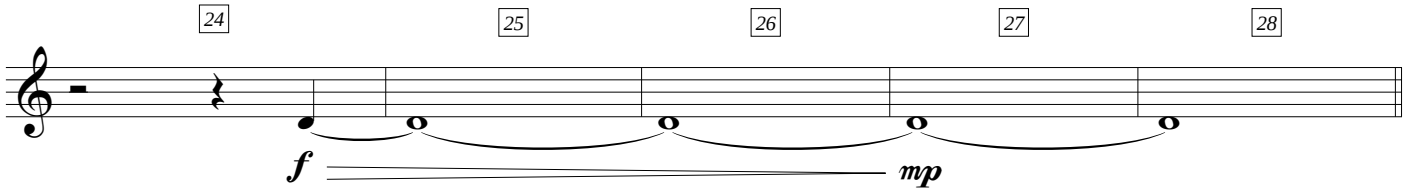

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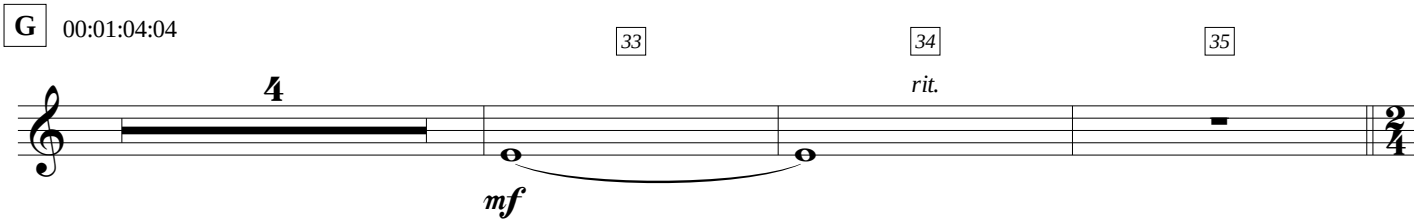

H **Moderato. Straight** ♩ = 108
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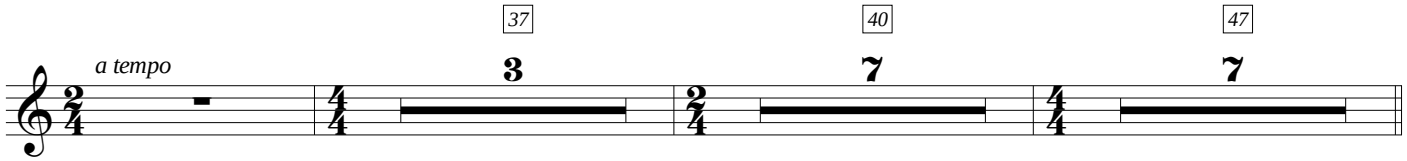

I 00:01:51:18

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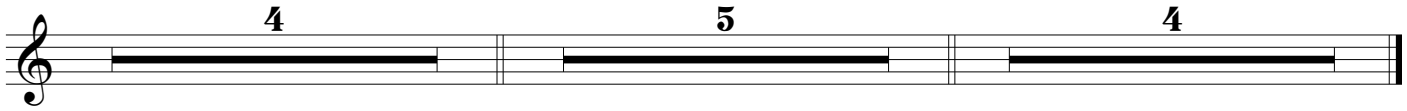

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Escena 2: Night City

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

Jordy Nunez Guerrero

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

B 00:00:09:15

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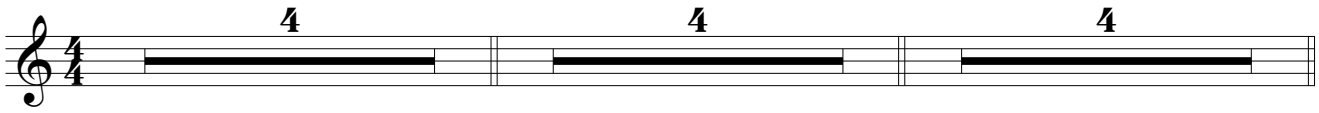

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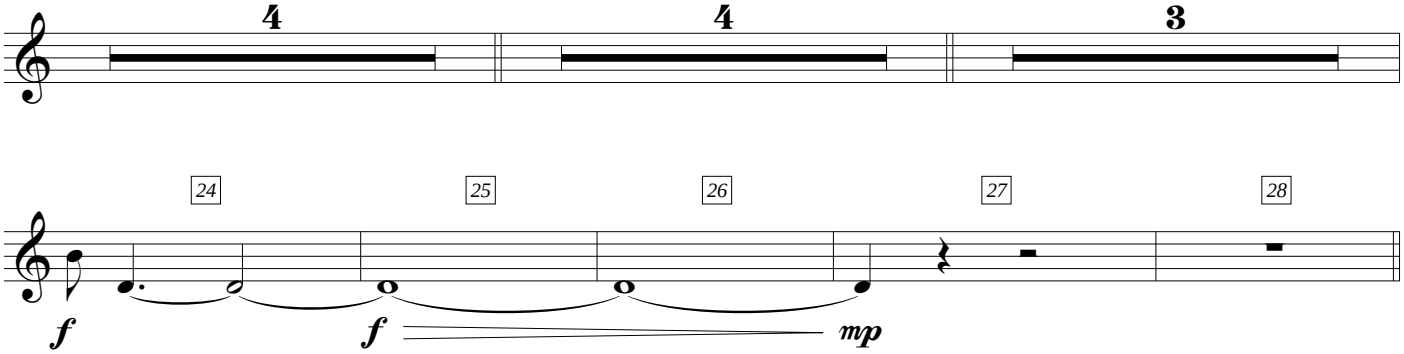
E 00:00:36:20

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



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H **Moderato. Straight** ♩ = 108
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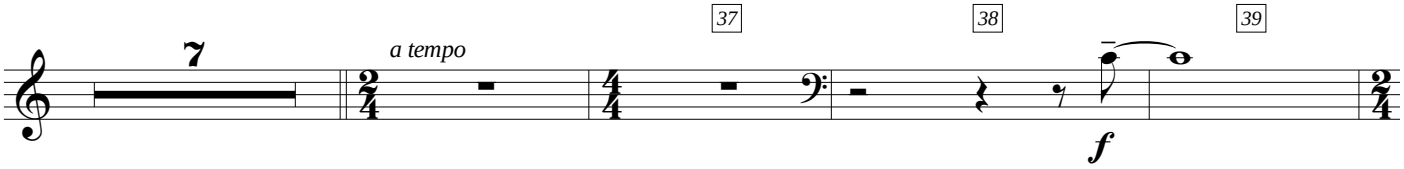

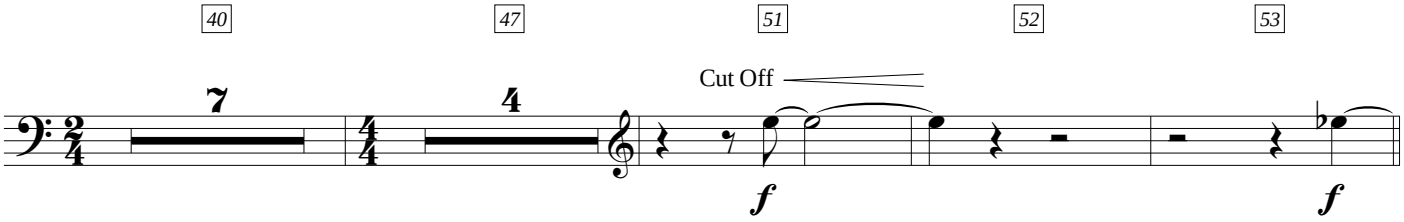

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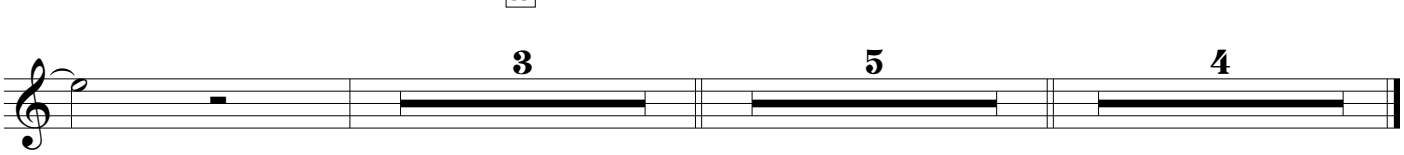

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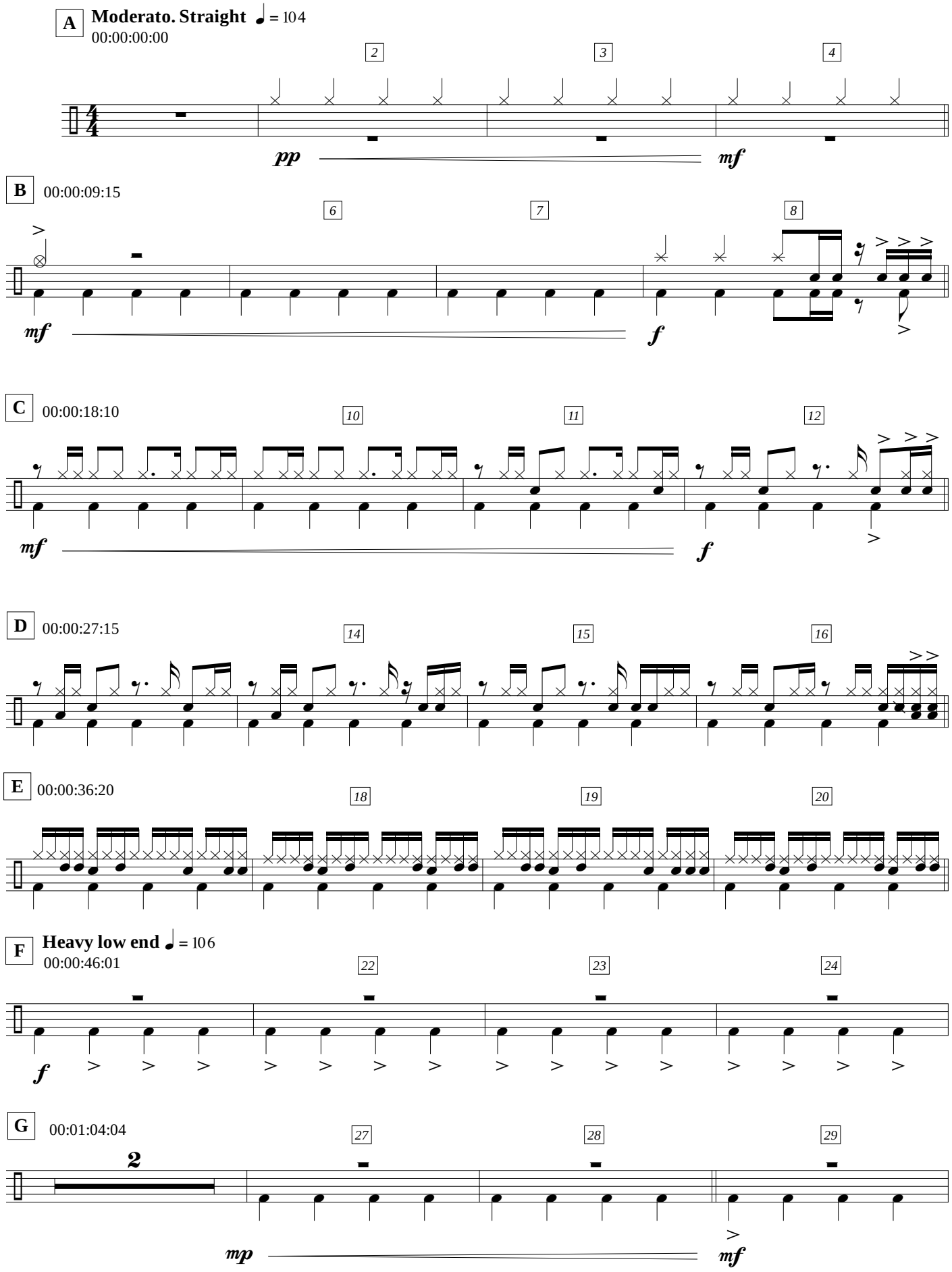
808 Detailed Kit

Escena 2: Night City

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

Jordy Nunez Guerrero



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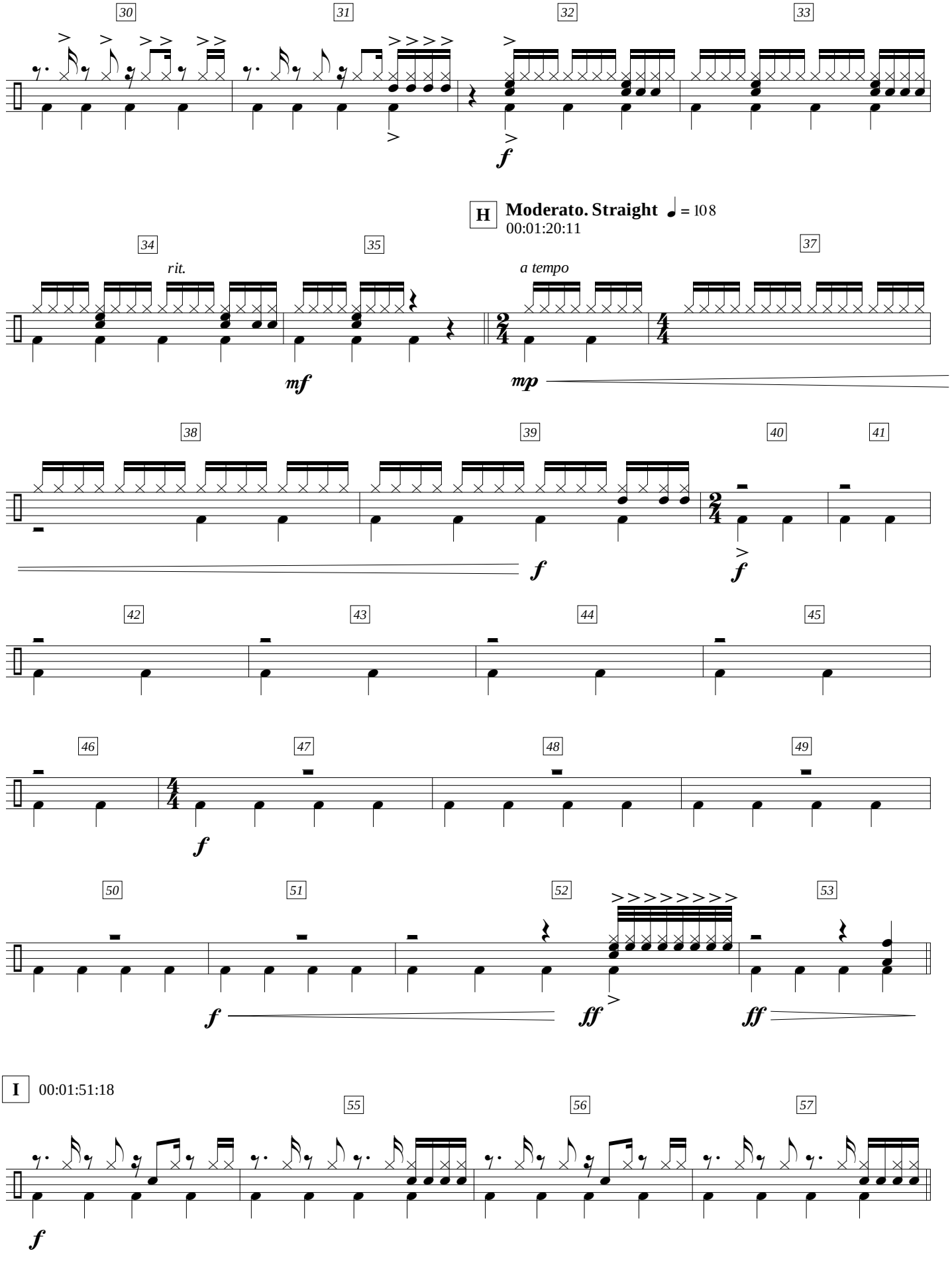
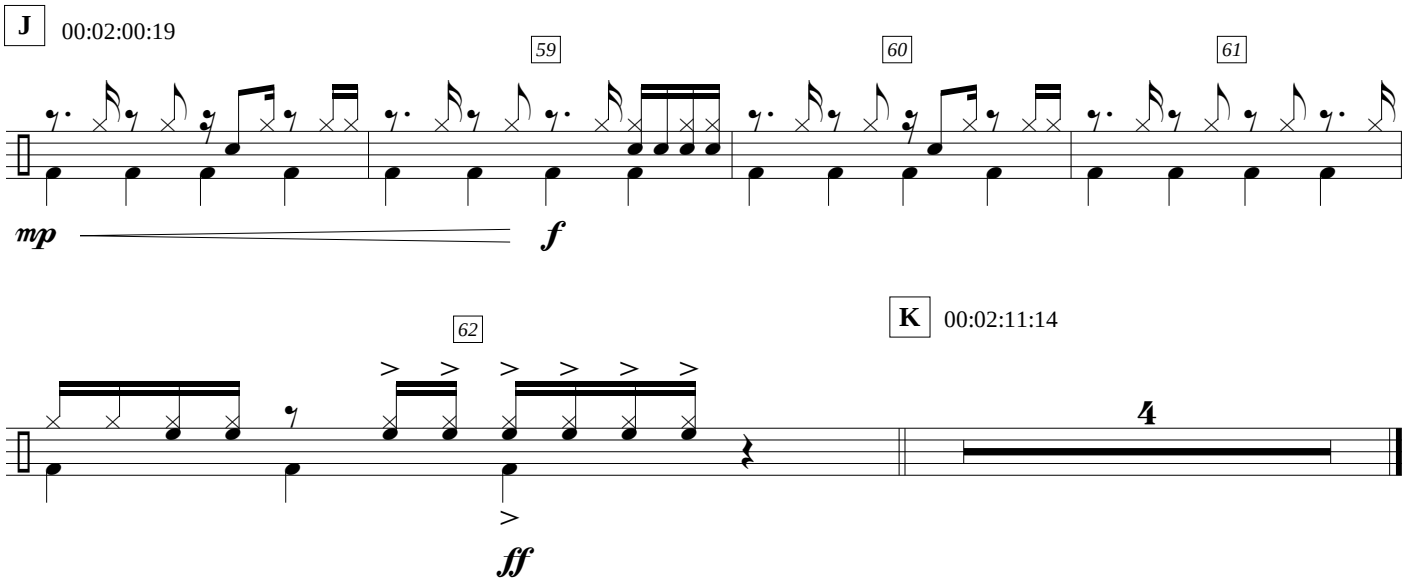

30
31
32
33
f
H
Moderato. Straight ♩ = 108
00:01:20:11
34
35
37
rit.
a tempo
mf
mp
38
39
40
41
f
f
42
43
44
45
46
47
48
49
f
50
51
52
53
f
ff
ff
I
00:01:51:18
55
56
57
f


J
00:02:00:19
59
60
61
mp
f

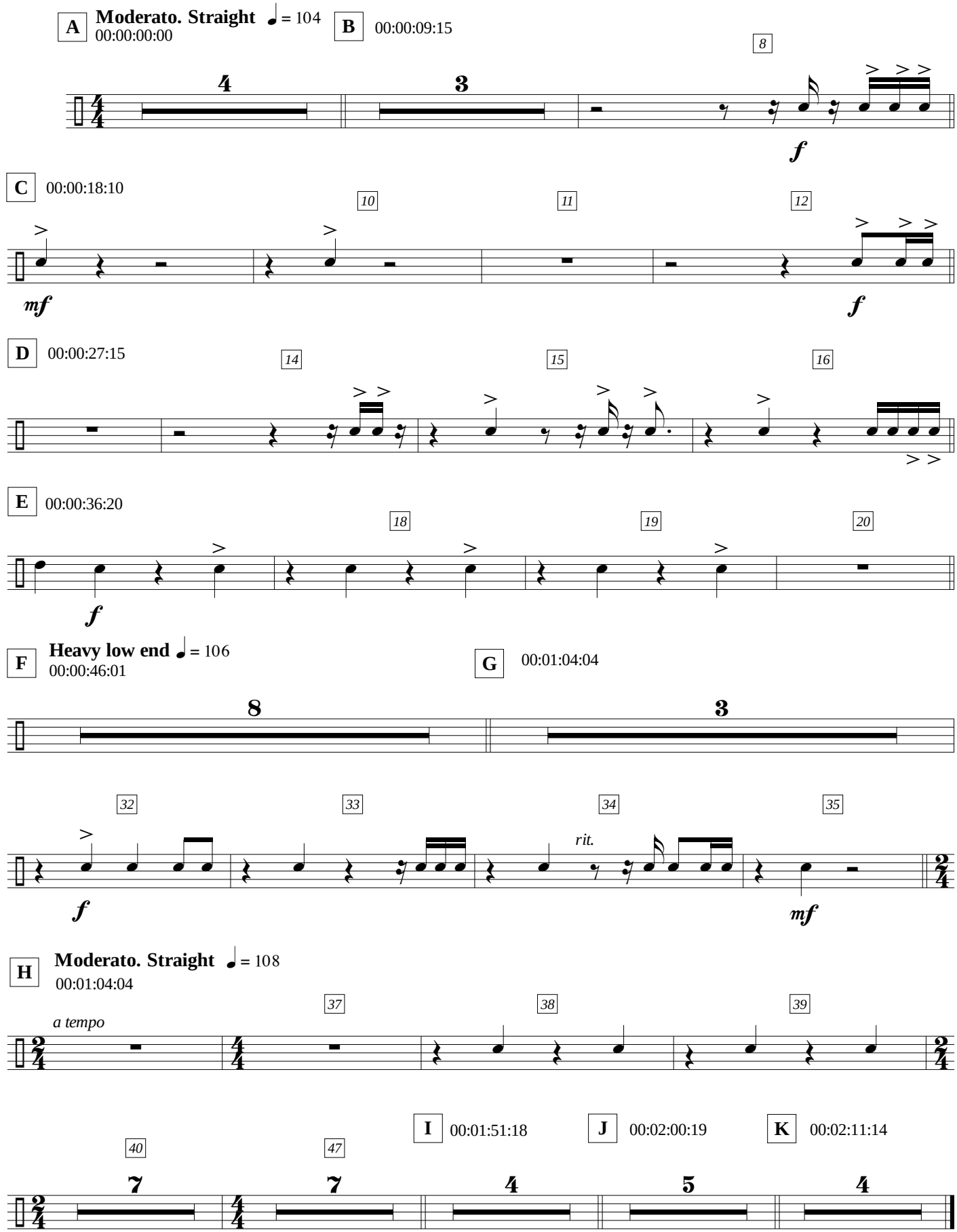
62
K
00:02:11:14
4
ff

Dirty Snare

Escena 2: Night City

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

Jordy Nunez Guerrero



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Lo-Fi Drums

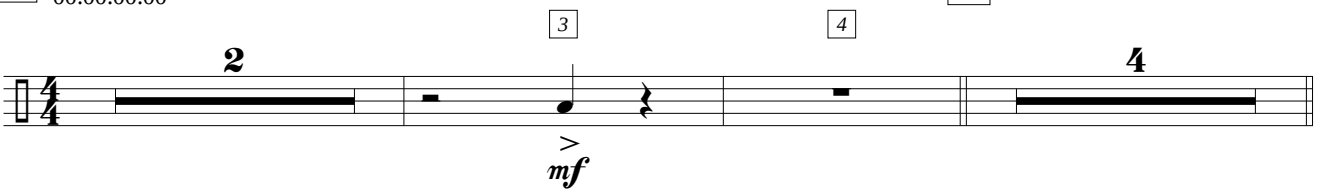
Escena 2: Night City

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

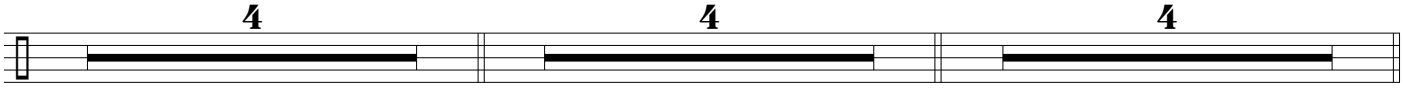
Jordy Nunez Guerrero

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

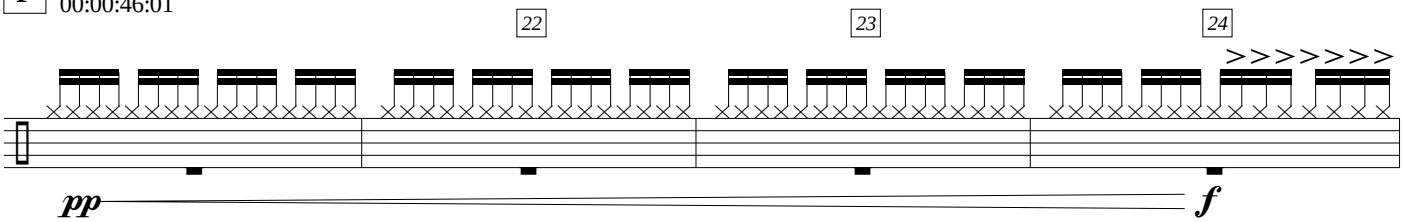
B 00:00:09:15



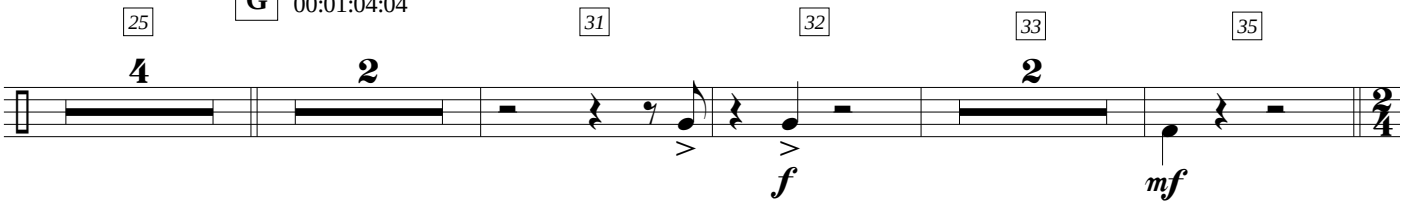
C 00:00:18:10 **D** 00:00:27:15 **E** 00:00:36:20



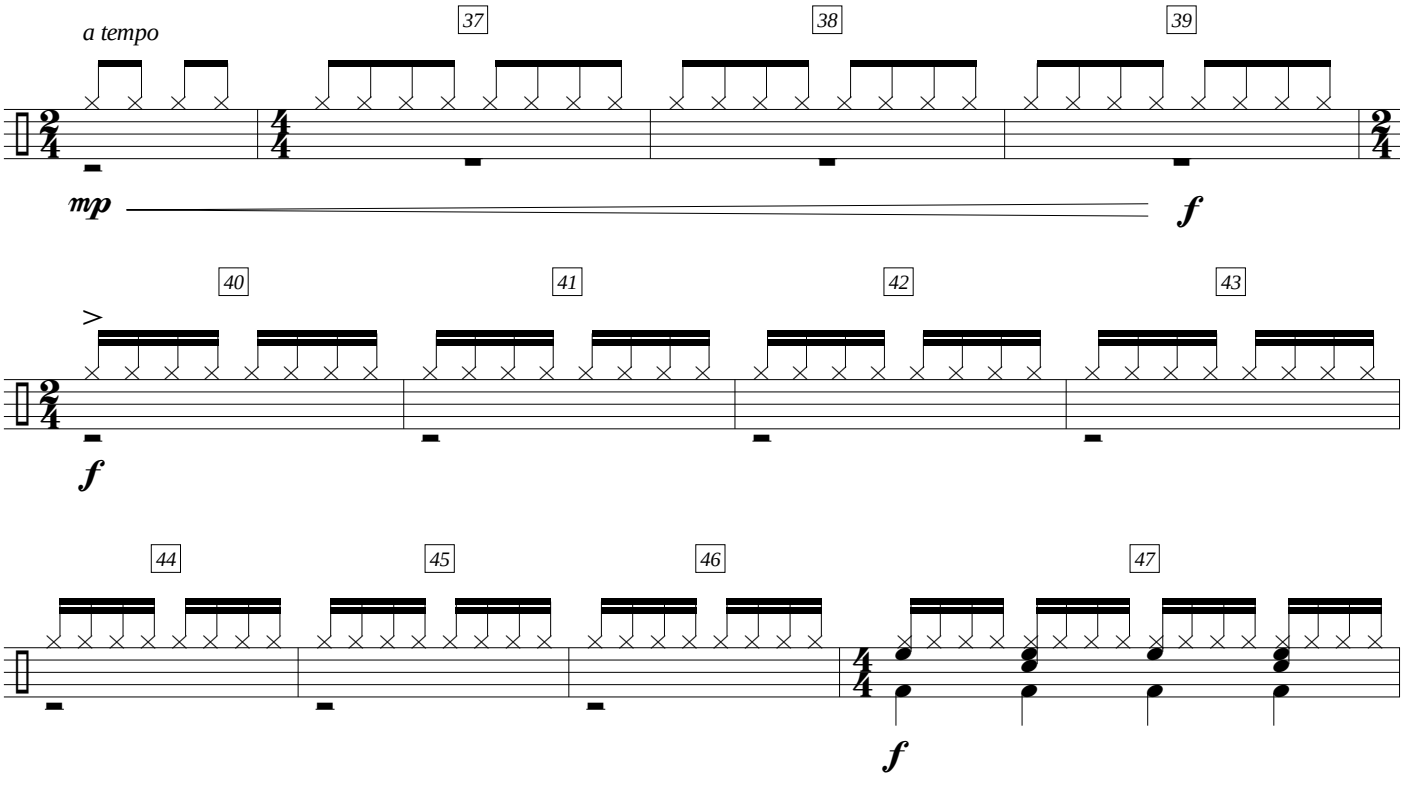
F **Heavy low end** ♩ = 106
00:00:46:01



G 00:01:04:04



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



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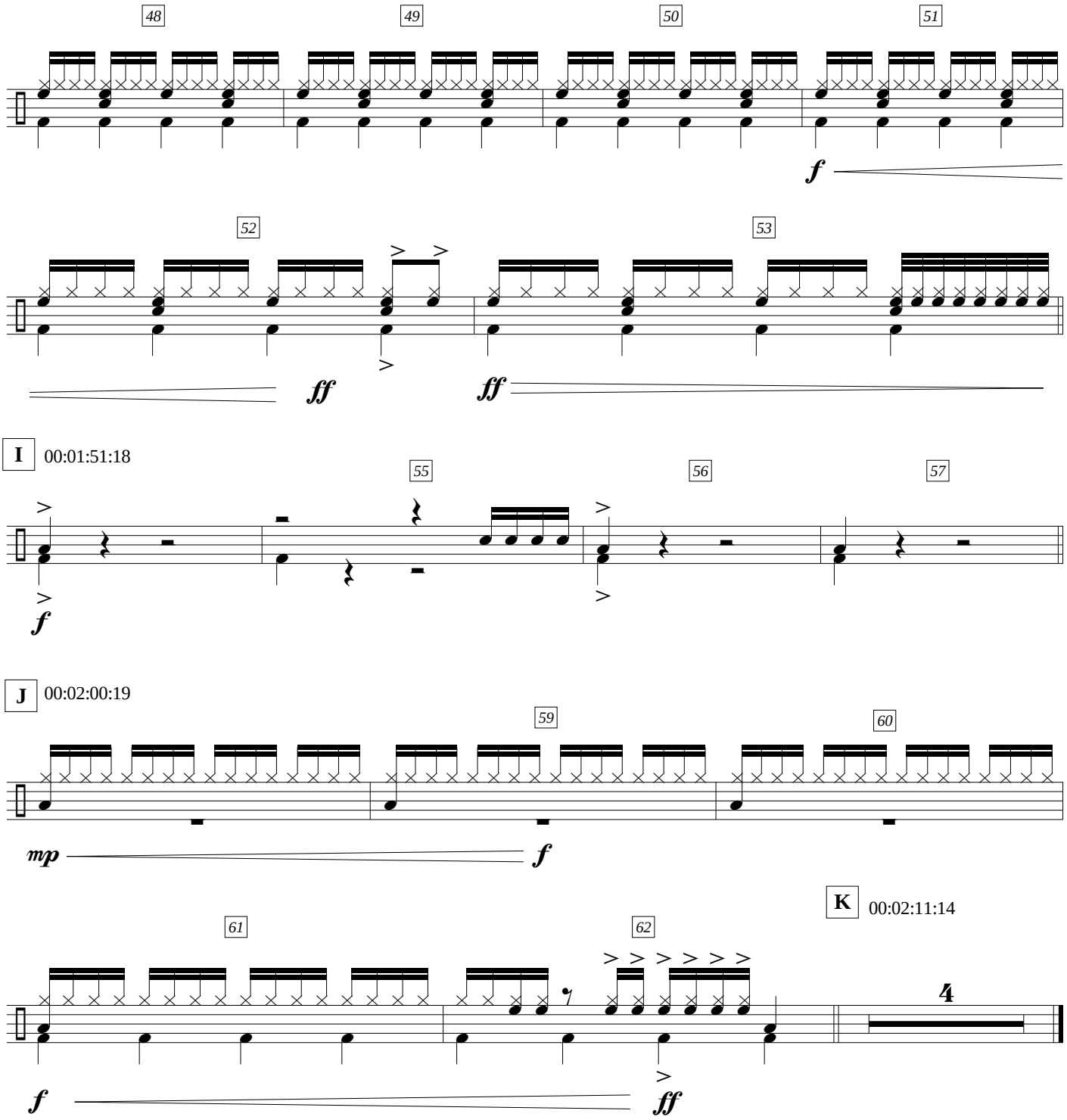

48
49
50
51
f
52
53
ff
ff
I
00:01:51:18
55
56
57
f
J
00:02:00:19
59
60
mp
f
K
00:02:11:14
61
62
4
f
ff

Damage Loop

Escena 2: Night City

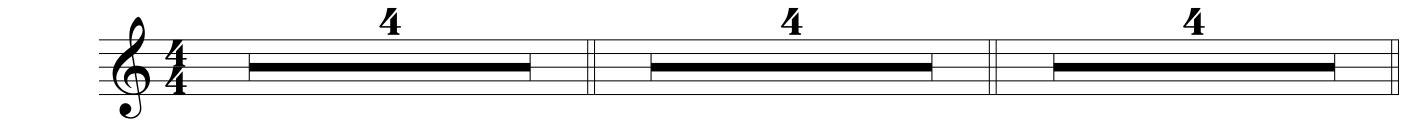
00:00:00:00 - 00:02:20:05

Jordy Nunez Guerrero

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

B 00:00:09:15

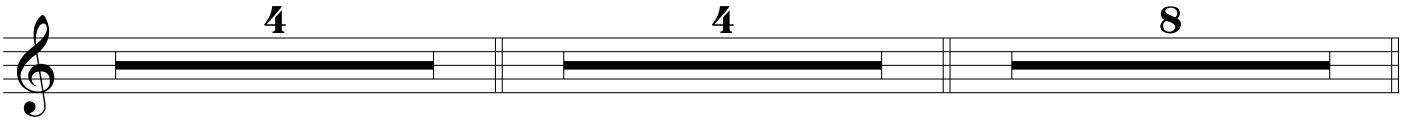
C 00:00:18:10



D 00:00:27:15

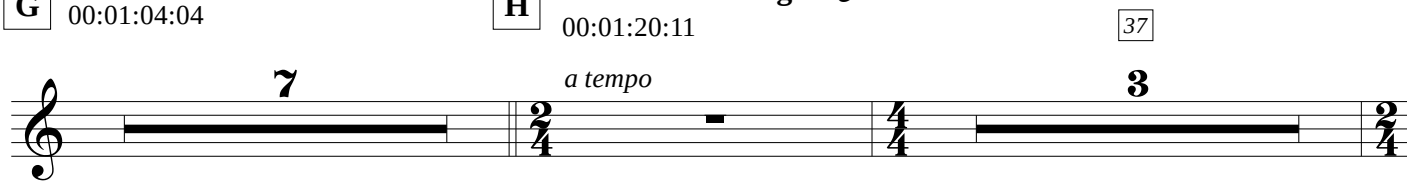
E 00:00:36:20

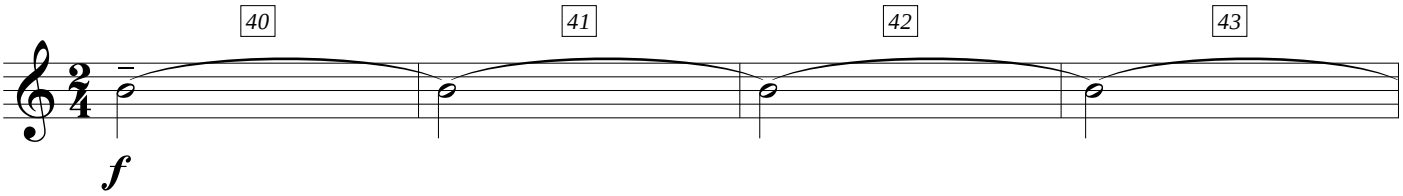
F **Heavy low end** ♩ = 106
00:00:46:01

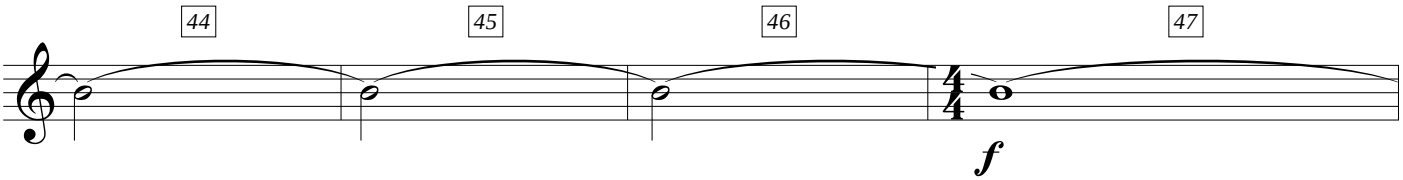


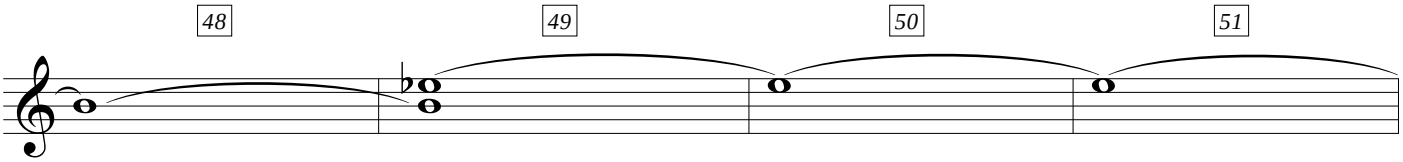
G 00:01:04:04

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





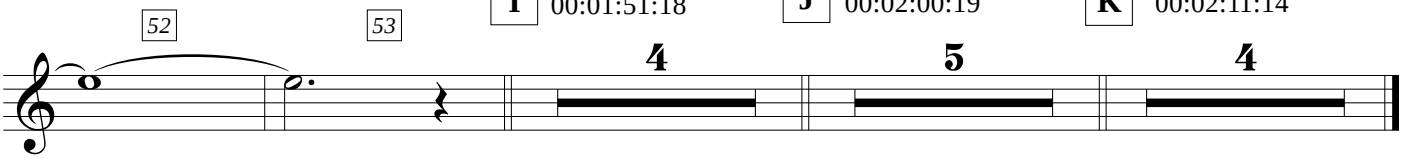




I 00:01:51:18

J 00:02:00:19

K 00:02:11:14



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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 Sessión 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 trabajó aprendí a trabajar rápidamente para un director y traducir en música lo que el quiere narrar en su película.

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