GreTi was chef more yesterday and heard viola

On Tuesday, Febr=ary 2, 2016, Barry J. Cohen ███████████████████████████> wrote:

There are several different formulas for chase scene music. Below is = common formula. Attached is one I wrote. And at 7:47 in the l=nk below is one that Hans Zimmer wrote for a video game, Modern Warfare 2.=u>

<https://www.youtube.com/watch?v=bG3fL1jF-vY>

* *=A0 Set metronome at 130-150

* *=A0 Start with percussion ostinato using 16th<=sup> notes.

* *=A0 Use high, low and medium percussion pitches, bu= avoid too many lows, as they can conflict with sound effects in the film,=like explosions

* *=A0 4/4 rhythm, but occasionally throw in odd meter=measures

* *=A0 Use lots of offbeat accents

* *=A0 Mimic rhythm with a string ostinato, starting w=th violas playing 16th notes

* *=A0 Use minor keys or ambiguous keys which avoid th=rds

* *=A0 Layer in slower moving themes in horns and stri=gs

* *=A0 Use brass in melody or chords. Rising fifths wo=k well too.

* *=A0 Use dissonant harmonies, but nothing complicate=. E.g., use tritones

* *=A0 Use note clusters (close harmonies)</=>

* *=A0 No woodwinds

* *=A0 Insert a break where everything but drums drop =ut. The drums never stop.

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W: █████████

C: █████████

*   *=A0

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=C2   please note