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**From:** Barry J. Cohen [REDACTED]  
**Sent:** Tuesday, February 2, 2016 1:46 PM  
**To:** jeffrey E.  
**Subject:** Chase scene formula  
**Attachments:** Action.mp3

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.=o:p>

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

\*Set metronome at 130-150

\*Start with percussion ostinato using 16=h notes.

\*Use high, low and medium percussion pitches,=but avoid too many lows, as they can conflict with sound effects in the fi=m, like explosions

\*4/4 rhythm, but occasionally throw in odd me=er measures

\*Use lots of offbeat accents

\*Mimic rhythm with a string ostinato, startin= with violas playing 16th notes

\*Use minor keys or ambiguous keys which avoid=thirds

\*Layer in slower moving themes in horns and s=rings

\*Use brass in melody or chords. Rising fifths=work well too.

\*Use dissonant harmonies, but nothing complic=ted. E.g., use tritones

\*Use note clusters (close harmonies)

\*No woodwinds

\*Insert a break where everything but drums dr=p out. The drums never stop.

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