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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 a common formula. Attached is one I wrote. And at 7:47 in the link below is one that Hans Zimmer wrote for a video game, Modern Warfare 2.

<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 16th notes.

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

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

*Use lots of offbeat accents

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

*Use minor keys or ambiguous keys which avoid thirds

*Layer in slower moving themes in horns and strings

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

*Use dissonant harmonies, but nothing complicated. E.g., use tritones

*Use note clusters (close harmonies)

*No woodwinds

*Insert a break where everything but drums drops out. The drums never stop.

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