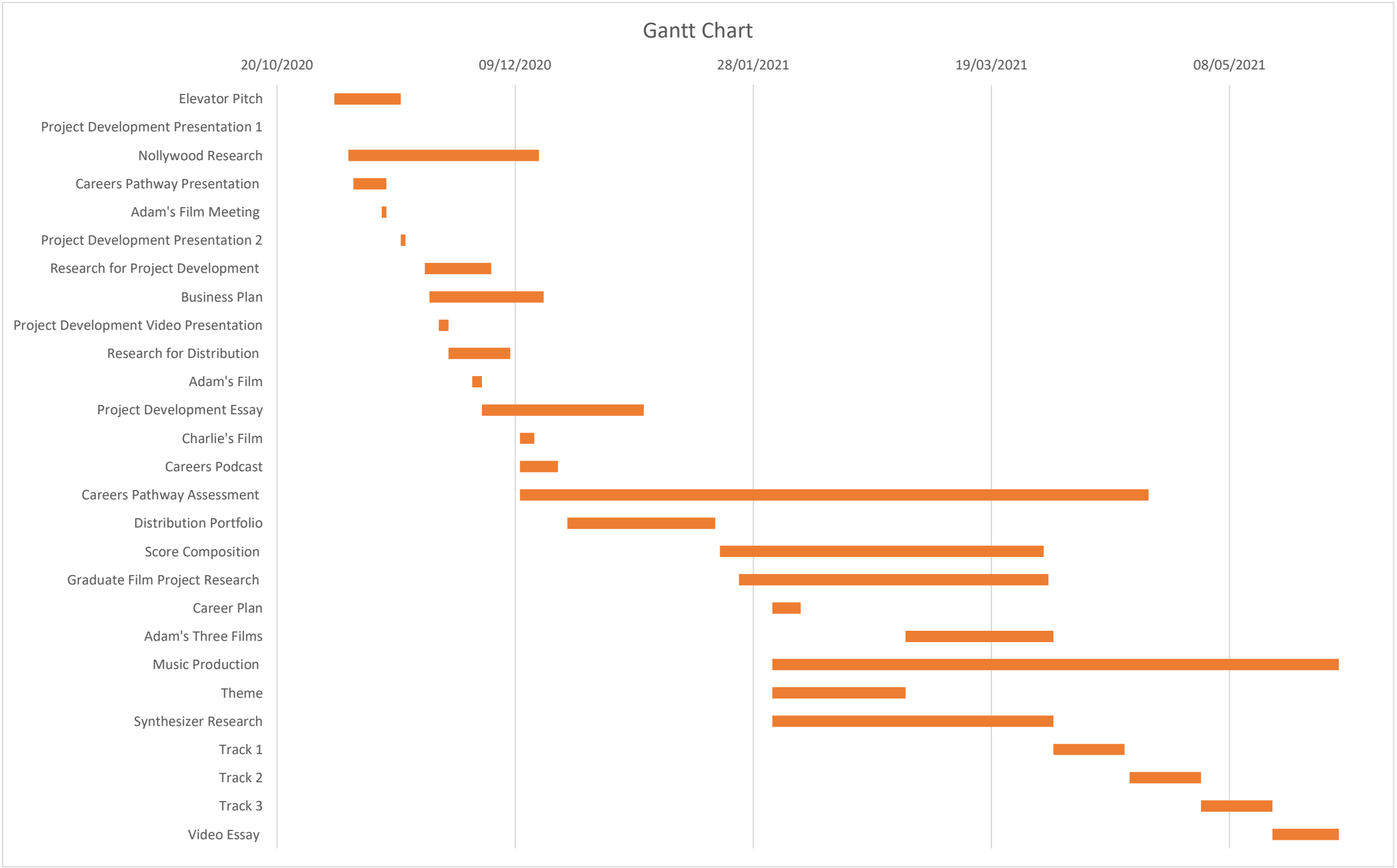
Gantt Chart
20/10/2020
09/12/2020
28/01/2021
19/03/2021
08/05/2021
Elevator Pitch
Project Development Presentation 1
Nollywood Research
Careers Pathway Presentation
Adam's Film Meeting
Project Development Presentation 2
Research for Project Development
Business Plan
Project Development Video Presentation
Research for Distribution
Adam's Film
Project Development Essay
Charlie's Film
Careers Podcast
Careers Pathway Assessment
Distribution Portfolio
Score Composition
Graduate Film Project Research
Career Plan
Adam's Three Films
Music Production
Theme
Synthesizer Research
Track 1
Track 2
Track 3
Video Essay

PROJECT PROPOSAL TEMPLATE

STUDENT NUMBER:

s5108309

WORKING TITLE AND PROJECT LOGLINE: *Briefly summarise your project (25 words or less.)*

My project is to make an original film score for a series of three short films.

RESEARCH QUESTION: *What research question does it aim to explore?*

The research question I have decided to choose is *The Challenges of Composing Music for a Series of Three Short Films*. I aim to explore the experience of making film music for three short films and explain the process of how I create the music. I also want to discuss any challenges that arose during the production as I have never before made music that will be used in a film. I want to be able to identify and learn from any problems that appear as "We have to learn from our mistakes, and have the right to make them" (McKee 2003). Ultimately I want to make something that I am passionate about, something that I can show and be proud of. I want a project that will test my ability and prove that I have learnt something because that is what university is all about.

PROPOSAL: *Expand on your project idea. Why should this project be made? Why should you make this? (500 words approx.)*

The project I am working on is a series of three short films. These three films each tell a separate story but they share similar themes and genres. I aim to create three original tracks as well as a theme. With each individual track I plan to convey an emotion that is akin to the film it is featured on. So for example one track might be about love, another anger and the last about sadness. I want each track to be as different from the last, this is so I have a wide range in experience. I also will compose a theme for the three films that will tie them all together. This is an important part of the project because the director wants these three films to be connected. One of the best ways to do this is with theme music. I will compose a theme for the project that will then be featured on all of the three films. I will create a leitmotif for the theme which is a "short, uncomplicated musical phrase or theme" (Bribitzer-Stull, 2015). This means I can change the instruments and elements of the theme so it sounds refreshing yet still recognisable each time you hear it. Despite having this all planned out, creating music can be a very unpredictable process. From my own experiences I have learnt that you can try to make a track sound a certain way, only to find it ends up sounding completely different. This is the type of example I wish to discuss in my video essay.

After I have finished making the music for the project I will create a short video essay explaining my processes and experiences. As I have said, I have never made music that will be used in a film before, so I expect to learn a great deal of the process of making film music. It is this learning that I will discuss in my video essay. I will discuss the challenges that met me in my process, if I overcame them or not, and how I did so. Challenges such as temp music, synchronization and emotional impact are some just to name a few. I have made music before just for myself and like with most new things, you learn from other examples. I plan to compare historical examples of film music to that of my own in my video essay, and say how they helped me in creating my own original score. I decided making a video essay instead of a written one, would be far more practical. This is because I can play the music in the video so the viewer can just simply listen to it, instead of me having to describe it in writing. I am excited to learn how to make film music and I will talk about all of my experiences in the video essay.

"Music has the power to open the frame of reference to a story and to reveal its inner life" (Burt, 1994). This quote by George Burt best puts into words the strength music has on a story. It is the influence it has that makes me so fascinated and obsessed about film music. Storytelling and music are my two prevailing passions, and there is nothing I want to do more than to create something which involves the both of them. At the beginning of university, I was not sure what I wanted to do, but with time I started to find my own path

through sound, and with that came film music. The main reason why I want to do this is because it is something I do not know how to do. I want to learn something that is new to me and excites me. This is the best project I could have picked for my final year at university.

CONTEXT: *What has influenced your idea? How does your idea relate to the things that already exist in the wider world? Why should this be made now? (500 words approx.)*

From the beginning of this unit, I knew I wanted my project to be based on sound. Since the sound unit in second year, I found that my interests in the department grew stronger and with that I developed new skills. Unfortunately, the Corona Virus brought a quick end to the unit and I was not able to learn as much as I wanted to. So I began teaching myself and in the first lockdown I taught myself how to use *Abelton Live*, a music production software. As I started making more and more music, the idea of creating my own original film score brewed in the back of my mind. It was not until I heard one of my peer's project proposal, that brought the idea in the back of my mind to light. The thought of interconnecting three different films through the use of music is amazing and it is perfect for my project.

As my project is about music it only made sense to listen to film scores. I started with Hans Zimmer as he has one of the best, and largest discographies. After doing some research into Hans I discovered that one of his firsts pieces of music was *Driving Miss Daisy* (1989). This soundtrack is entirely digital and that got me to think that if just one person can make a sound track in the late 80s, what could I make today where technology has developed even further. Thinking back to the project I am making music for, it is three films that are connected. Now there are other ways in which these films link with one another but the main way in which they do so is through music. There is no better way in achieving this then creating a music theme. An amazing example I found was the theme music from *Cloud Atlas* (2012). Composed by Tom Tykwer, Johnny Klimek and Reinhold Heil the theme of *Cloud Atlas* is a sextet. In the film there are six characters, all on a separate time era and narrative yet they are all interconnected through fate and reincarnation, and the music encapsulates this beautifully. This inspires me to do the same with my project, as before I just wanted to make three separate tracks without a theme. Now after listening to the theme music of *Cloud Atlas* it has made me want to achieve more and test my abilities.

METHODOLOGY: *Outline your research design and techniques e.g. data-collection, analysis or approach to practice. Why choose this approach over others? (500 words approx.)*

My research approach for my project will be a practice based methodology, as I am exploring a new creative process. When I start my project I am not going to know exactly how the final artefact will end up, having a clear predicted outcome is going to be difficult. I mist first go through the creative process of making music in order to answer my research question. So what I will be doing is making note of every challenge, mistake, breakthrough and any other observation along my creative journey. It is important for me to recognise useful new knowledge whilst I develop my project, then come back to my field notes after the final artefact is completed, "it is only possible to recognise the full extent of the value of the outcome once the value has stabilised over time" (Makri & Blandford, 2012). This is what Lev Vygotsky calls *internalization*, which is a developmental and creative process of appropriating social interactions and cultural tools. "Internalization is not just copying but rather a transformation or reorganization of incoming information and mental structures based on the individual's characteristics and existing knowledge" (Moran & John-Steiner, 2003). So as I work on and develop my project, new experiences and information will be recognised based on what I already know. This will be how I make note of my learning experiences.

Initially my type of methodology was practiced-led research. My previous research question focused more on the developments of technology used to make film music, rather than the actual creative process. So making music would have helped me to gain insights to new knowledge however, it did not directly link into my research question. After thinking about

what it is I really want to discuss, I changed my question to the one I have now and with that so did my methodology. My final artefact will be an original creative act, experimenting with music and seeking new knowledge as to how music for film is made.

CHALLENGE: *How will this project test and challenge you? What skills do you hope to develop? How will this be intellectually stimulating? (i.e. what new knowledge do you hope to learn that is new to you?) (250 words approx.)*

I am very excited to start this project as it is something I have always wanted to do. As I have said before I learnt how to produce basic music on *Ableton* over the lockdown however, I have never made music for film. Making film music is something that I will learn and have to teach myself. There are two main skills I wish to develop with this project. The first being Autodidacticism, my ability to learn new knowledge through self-teaching. The other, my knowledge of producing music. Autodidacticism is a skill that started when I wanted to learn how to play the piano. I was only 14 at the time and I taught myself with the internet. The same way I learnt guitar, bass and *Ableton* which is a music production software.
I only know the basics of *Ableton* and some of the effects. However, I wish to learn how to make and use synthesizers. This stimulates my creative thinking as you can learn to make so many different sounds with synthesizers. I have only a few experiences with synths, I have a basic understanding but I want my knowledge of synthesizers to be great by the end of my project. I will learn how to use synths the same way as I learnt guitar and piano, I will teach myself. It is important to me that I learn new knowledge like this as I wish to pursue a career in sound. Learning how to use technologies like synths and sound editing software's will help boost my knowledge and understanding of this career path.

FEASIBILITY: *What has been the outcome of your feasibility testing? (250 words approx.)*

The technical resources required for my project are instruments and a music production software. The software I am using is *Ableton* and I own this myself on my laptop. This means I can work from home which is a huge help as I can spend more time on my project. As for the instruments I own serval guitars and my housemate has a few synthesizers that he will happily let me borrow.
The economic side of this project would be fairly low cost. The price of *Ableton* cost me around £300 however, I have already owned this for a few months now. However, VST-Plugins, which are third party units can cost anywhere from nothing to the hundreds. The budget for my project is £100, so I can spend no more than this. I was considering paying musicians who play instruments that I cannot like the violin and saxophone. However, I can always consult with people in the university or ask my friends who I know can play for free. This will help keep the cost of the project to a minimum.
My project is perfectly legal it does not violate any laws or codes. Ethnically speaking the only thing that I am aware of is asking the musicians to play for free. It is a big deal to ask for someone's skills for free, and I understand this as we do it all the time on this course. So knowing this I will always ask them if they are okay with performing free of charge. Most likely I will find someone who is interested in the project and is happy to help out. Furthermore, university is about learning and experience so I am sure most student musicians will be more than happy to help.
My project addresses well to my research question as this is a new learning experience for me and my question is addressing the challenges that occur in the process. It is through the challenges that I learn new knowledge and the ability to acquire new skills.
I have scheduled my project to give me as much time as possible for the music production. In the gantt chart you can see my research overlaps my production, this is because I learn whilst I am producing. For example, if a problem occurs and I do not know how to fix it I will research there and then for the answer. After all my gantt chart is an estimate at the end of the day and predicting how long it will take to make music is difficult. However, I have given enough leverage for each section of my project so that I have as much time as possible.

ALTERNATIVE: *What will you do if this cannot happen? Can the research question be looked at in a different way? Consider what your plan B is. (250 words approx.)*

It would be very unfortunate if the three short films were not able to go ahead as I would not have a film to make music for. I cannot just make music anyway without any picture as I won't have the full experience. Learning how to deal with temp music and how to synchronize music to picture will all be lost. So I have come up with an idea that means despite the films not being made, I will still have all the learning experience I need to answer my research question.

I will ask my peers to select three scenes from films they have done in the past and send it to me with temp music. This is means I still have the same process as before but with old yet original content. It is important that the content is original and of their own work as it means the person who I am making the music for will be more critical and inspired by the music I make. It will be more difficult to connect the three films together as each scene would be from a different film, made by a different person. So to overcome this problem I will select scenes that are similar in genre or theme. This way all the scene will be like the ones I would have done originally. So overall I think no matter what happens, I will still be going through the same creative process however, all what has changed is the content.

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