

**Music and Media 11/12 – Mr. Wie**  
**12 December 2005**

## **Role-Playing Game (RPG) Soundtrack**

Over the past two months we have been exploring the features and functionality of tracker/sequencer software, and experimenting with various small “starts” in electronic music. Your major assignment, due on **Monday, 2 January 2005** in class, will be a short 2-3 minute composition using the techniques you have learned so far, written in any genre or style. You are welcome to work with a partner on this assignment, which must be turned in electronically (email) to [ochsa@solscope.com](mailto:ochsa@solscope.com) or on physical media in class on the due date. As this class is almost entirely participation based, this assignment represents a substantial part of the available grade points and it is not advised to leave it incomplete.

The class website at <http://www.solscope.com/~ochsa/> has all of the information you need to complete this assignment, including links and download/installation instructions for the different software programs (Audacity, Modplug) as well as example files and sounds that you can use to begin working. Most of the examples use sounds that will fit very well into the “character” of the RPG and it is recommended that you start working with them, then add additional sounds as you need.

You will not be without assistance during your winter break while working on your assignment. Any and all questions should be emailed either to [ochsa@solscope.com](mailto:ochsa@solscope.com) or [gene.wie@ocsarts.net](mailto:gene.wie@ocsarts.net). Please feel free to submit work in progress for review and suggestions, as frequently as you wish. If you are having issues connecting to the Internet, please let me know in class so that we can work something out for you.

Also, there will be two different outside meetings during the break where I will host a small luncheon and spend the better part of two hours demonstrating more of the electronic music processes that you might find useful in your assignment. Time and location will be announced on the class website.

We hope to have a collection of around 10-15 short pieces to send to the development team in January, and with some luck, you’ll all be seeing our own creative work in your own copy of the production when it is released!

Good luck!