

DESIGNING POST-HUMAN STORYWORLDS: INTERACTIVE AUDIO NARRATIVES

# MUSIC AS NARRATION







MUSIC EXAMPLE 1

WHAT KIND OF STORY AND WHY?

MUSIC EXAMPLE 2

WHAT KIND OF STORY AND WHY?

WHAT IS THE STORY, ACCORDING  
TO THESE THREE MUSICAL PIECES?



# THE POWER OF MUSIC

## EMMERDALE FARM 3: Original Title Theme

by Tony Hatch, 1972

European pastorate tradition:  
slow, legato 6/8, oboe lead,  
accomp: "Moonlight Sonata" piano arpeggios,  
string "pad", traditional European harmonies.

## THE HISTORY OF FILM MUSIC

- Movie projector made a lot of noise.
- The myth about of the drinker cinema pianist...
- The film music concept was born.
- Piano -> orchestra.
- And a crew of foley artists.
- The cinema organ.



## STORY & NARRATIVE

- Diegetic music, part of the story
- Non-diegetic music, not part of the story, narration
- On, shows on screen
- Off, not on screen

Good Morning Vietnam, 1987



Jerry Maguire, 1996



# PRINCIPLES OF FILM MUSIC

- Invisibility
- Inaudibility
- Creator of emotions
- Narrative clues
- Continuity
- Cohesion



Interstellar, 2014

# FUNCTIONS OF FILM MUSIC

- Boosts/changes the mood
- Creates continuity and expectations
- Marks things, leads/focuses the eye
- Clarifies, defines the environment
- Places the story in the room, geographically and temporally
- Portrays characters
- Describes things that are not visible



M, 1931

Bladerunner, 1982

