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## Project: Gogi

Joshua Allen Joseph Aguiar  
*University of Nebraska-Lincoln*

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PROJECT: GOGI

by

Joshua Allen Joseph Aguiar

A Doctoral Document

Presented to the Faculty of

The Graduate College at the University of Nebraska

In Partial Fulfillment of Requirements

For the Degree of Doctor of Musical Arts

Major: Music

Under the Supervision of Professor Thomas Larson

Lincoln, Nebraska

May, 2024

## PROJECT: GOGI

Joshua Allen Joseph Aguiar, D.M.A.

University of Nebraska, 2024

Advisor: Thomas Larson

“Project: Gogi” is a fully playable video game in the style of Japanese Role-Playing games (jrpgs) from the late 1980s through the early 1990s. This project is available for consumption with either Windows PC or Mac systems. This project features an original score, sound design, art, story, and gameplay systems. Three acts serve as the organizational structure, the first “character prologues” features a collection of stories introducing the playable characters and setting to the player. The second is an adventure though a dense unexplored forest culminating in a visit to a wise wizard. The third and final section is a long “dungeon” in which the party fights their way through a monster infested mine. The short epilogue has the party end in a new town deep in the woods where they can find some respite before embarking on future adventures. The game is playable at the following address in a web browser.

<https://joshaguiarmusic.itch.io/progetct-goji>

## ACKNOWLEDGEMENTS

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## OVERVIEW

Project: Gogi weaves together different compositional approaches in service of gameplay and storytelling choices. Project Gogi uses the JavaScript-based engine “RPG-Maker MZ,” a specialized engine used to create games in the style of old-school role-playing games such as the early Final Fantasy games, Chrono Trigger, Golden Sun, Wild Arms, and others. This engine was selected due to its specialization as a platform for creating video games in the classic jrpg style.

Three distinct compositional approaches served as the conceptual starting point for music in this project. The first is labeled Art Music and is used as a palette cleanser to break up some of the lively, supporting music. Challenging harmonic content, experimental form, orchestration, and synthesis techniques seen in older video games are explored in these moments. These art pieces are most often featured during voiced text scrolls that set the stage for new areas before gameplay, though they are sprinkled in during other fitting moments as well. The second approach is environmental music, used most often to create a backdrop for gameplay scenes or in sections where the player needs to focus on something else, such as story or dialogue. In general, this music is less formal, mixing aspects of *musique concrète* and sound design, including recorded and found sounds which were then arranged into a supporting soundscape. The last style is utility music; often following tropes of the style, utility music can be everything from a jingle that plays when the player wins a battle to a sleeping theme that depicts the party falling asleep for the night. These short form utility pieces are a middle ground between composed music and smaller sound design elements. Notation of the score for Project: Gogi has taken many forms from fully notated music fit for live performance, to sketches

realized in a DAW environment, lead sheets, improvisation, and non-notated electronic productions which need to be experienced by playing the game.

Sound design in this project is used to enhance scenes and moments such as when a character throws a coin to the barkeeper, when they swing a sword in battle, and even when the player enters a menu. Sounds are recorded, performed using foley techniques, or synthesized digitally with synthesizers. Project: Gogi also features recorded voice work for many characters and moments. Production of the voice recordings required its own unique workflow due to differing recording capabilities of the actors involved. Visual art for this project was produced using a variety of mediums and techniques before being adapted digitally for game integration.

## Battle Theme

**Con fuoco**  $\text{♩} = 160$

The musical score consists of seven staves. The top three staves are woodwind instruments: Flute (G clef), Clarinet in B-flat 1 (G clef), and Clarinet in B-flat 2 (G clef). The fourth staff is a Suspended Cymbal (percussion, no clef). The fifth staff is a Drum Set (percussion, no clef). The sixth staff is a Bass Guitar (C clef). The bottom two staves are grouped under a brace and labeled 'Synthesizer' (G clef and bass clef). The score is in common time (indicated by a '2' over a '4'). Measure 1 starts with a rest for all parts. Measure 2 begins with a forte dynamic (f) for the Flute and Clarinets, followed by eighth-note patterns. Measure 3 continues the eighth-note patterns. Measure 4 features a melodic line for the Bass Guitar. Measure 5 begins with a forte dynamic (f) for the Synthesizer, followed by eighth-note patterns. Measure 6 concludes with a melodic line for the Bass Guitar.

Flute

Clarinet in B $\flat$  1

Clarinet in B $\flat$  2

Suspended Cymbal

Drum Set

Bass Guitar

Synthesizer

2

## Battle Theme

Fl.

Cl. in B<sub>b</sub> 1

Cl. in B<sub>b</sub> 2

Sus. Cym.

Dr.

B. Gtr.

Synth.

## Battle Theme

3

Musical score for the Battle Theme, page 3. The score consists of six staves:

- Fl.**: Plays eighth-note pairs with slurs. Measure 7 starts with a dynamic *p*.
- Cl. in B♭ 1**: Plays eighth-note pairs with slurs. Measure 7 starts with a dynamic *p*.
- Cl. in B♭ 2**: Starts with a rest. Measures 7-8 feature eighth-note patterns with dynamics *p*, *f*, and *p*.
- Sus. Cym.**: Plays sustained notes.
- Dr.**: Plays eighth-note patterns with accents (*>*) and rests.
- B. Gtr.**: Plays eighth-note pairs with slurs. Measures 7-8 feature dynamics *p* and *p*.
- Synth.**: Features two staves. The top staff plays sustained notes. The bottom staff plays sustained notes.

4

## Battle Theme

11

Fl.

Cl. in B $\flat$  1

Cl. in B $\flat$  2

Sus. Cym.

Dr.

B. Gtr.

Synth.

## Battle Theme

5

15

1.

Fl.

Cl. in B $\flat$  1

Cl. in B $\flat$  2

Sus. Cym.

Dr.

B. Gtr.

Synth.

6

## Battle Theme

18 [2.]

Fl.

Cl. in B $\flat$  1

Cl. in B $\flat$  2

Sus. Cym.

Dr.

B. Gtr.

Synth.

## Battle Theme

7

21

Fl.

Cl. in B<sub>b</sub> 1

Cl. in B<sub>b</sub> 2

Sus. Cym.

Dr.

B. Gtr.

Synth.

8

## Battle Theme

24

Fl.

Cl. in B $\flat$  1

Cl. in B $\flat$  2

Sus. Cym.

Dr.

B. Gtr.

Synth.

5

## Battle Theme

9

Musical score for the Battle Theme, page 9, measure 27.

The score consists of six staves:

- Fl.**: Flute, Treble clef, B-flat key signature. Playing sustained notes.
- Cl. in B<sub>b</sub> 1**: Clarinet in B-flat, Treble clef, B-flat key signature. Playing sustained notes.
- Cl. in B<sub>b</sub> 2**: Clarinet in B-flat, Treble clef, B-flat key signature. Playing sustained notes.
- Sus. Cym.**: Suspended Cymbal, Common time. Playing sustained notes.
- Dr.**: Drum, Common time. Playing eighth-note patterns.
- B. Gtr.**: Bass Guitar, Bass clef, B-flat key signature. Playing eighth-note patterns.
- Synth.**: Synthesizer, Treble and Bass clefs, B-flat key signature. Playing sustained notes.

Measure 27 starts with sustained notes from Flute, Clarinets, and Sus. Cym. The Drum and Bass Guitar provide rhythmic support with eighth-note patterns. The Synthesizer joins in with sustained notes at the end of the measure.

10

## Battle Theme

Fl. *ff*

Cl. in B $\flat$  1 *ff*

Cl. in B $\flat$  2 *ff*

Sus. Cym.

Dr. > > >

B. Gtr. > >

Synth.

This musical score page shows six staves of music. From top to bottom: Flute (Fl.) playing a rapid sixteenth-note pattern with dynamic *ff*; Clarinet in B-flat (Cl. in B $\flat$ ) 1 playing a sustained note with dynamic *ff*; Clarinet in B-flat (Cl. in B $\flat$ ) 2 playing a sustained note with dynamic *ff*; Suspended Cymbal (Sus. Cym.) with a single stroke; Drum (Dr.) with a continuous eighth-note pattern and dynamic markings > > >; Bass Guitar (B. Gtr.) with a continuous eighth-note pattern and dynamic markings > >; Synthesizer (Synth.) with sustained notes. Measure 29 begins with a dynamic *ff* for the Flute and Clarinet 1, followed by a sustained note for Clarinet 2, the Suspended Cymbal, and the Drum. The Bass Guitar and Synthesizer provide harmonic support. The score is set against a grid of measures, with measure 29 starting on the first measure of the grid.

## Battle Theme

11

Musical score for the Battle Theme, page 11, measure 32. The score consists of six staves:

- Fl.**: Flute part, in G clef, B-flat key signature. Notes: - (rest), - (rest), - (rest).
- Cl. in B♭ 1**: Clarinet in B-flat part, in G clef, B-flat key signature. Notes: - (rest), - (rest), - (rest).
- Cl. in B♭ 2**: Clarinet in B-flat part, in G clef, B-flat key signature. Notes: - (rest), - (rest), - (rest).
- Sus. Cym.**: Suspended Cymbal part, in F clef, B-flat key signature. Notes: - (rest), - (rest), - (rest).
- Dr.**: Drum part, in F clef, B-flat key signature. Pattern: | x > x > x > | x > x > x > | x > x > x > |
- B. Gtr.**: Bass Guitar part, in F clef, B-flat key signature. Pattern: | b e . b e . b e . | b e . b e . b e . | b e . b e . b e . |
- Synth.**: Synthesizer part, in G clef, B-flat key signature. Chords: 8 (B-flat major), vii (G major), 8 (B-flat major). The bass staff shows notes: o, o, o, o.

12

## Battle Theme

35

Fl.

Cl. in B<sub>b</sub> 1

Cl. in B<sub>b</sub> 2

Sus. Cym.

Dr.

B. Gtr.

Synth.

## Battle Theme

13

38

Fl.

Cl. in B<sub>b</sub> 1

Cl. in B<sub>b</sub> 2

Sus. Cym.

Dr.

B. Gtr.

Synth.

vii

14

## Battle Theme

Fl.

Cl. in B♭ 1

Cl. in B♭ 2

Sus. Cym.

Dr.

B. Gtr.

Synth.

41

*mp*

## Battle Theme

15

Musical score for the Battle Theme, page 15. The score consists of six staves:

- Fl.**: Playing eighth-note patterns with grace notes, dynamic *f*, and trills.
- Cl. in B<sub>b</sub> 1**: Playing eighth-note patterns with grace notes, dynamic *f*.
- Cl. in B<sub>b</sub> 2**: Playing eighth-note patterns with grace notes, dynamic *f*.
- Sus. Cym.**: Playing eighth-note patterns with grace notes, dynamic *f*, and ending dynamic *mp*.
- Dr.**: Playing eighth-note patterns with accents and dynamic >.
- B. Gtr.**: Playing eighth-note patterns with grace notes and dynamic >.
- Synth.**: Playing sustained notes, dynamic *mf*.

The score is in 4/4 time, key signature is B-flat major (two flats), and includes measure numbers 43 and 44.

16

## Battle Theme

Musical score for the Battle Theme, page 16. The score consists of six staves:

- Fl.**: Flute, Treble clef, key signature of B-flat major (two flats). Playing eighth-note patterns with dynamic *tr*.
- Cl. in B<sub>b</sub> 1**: Clarinet in B-flat, Treble clef, key signature of B-flat major (two flats). Playing eighth-note patterns.
- Cl. in B<sub>b</sub> 2**: Clarinet in B-flat, Treble clef, key signature of B-flat major (two flats). Playing eighth-note patterns, ending with a dynamic *f* and a sixteenth-note cluster.
- Sus. Cym.**: Suspended Cymbal, Bass clef. Playing eighth-note patterns with dynamic *f*.
- Dr.**: Drum, Bass clef. Playing eighth-note patterns with dynamic *f*.
- B. Gtr.**: Bass Guitar, Bass clef. Playing eighth-note patterns with dynamic *f*.
- Synth.**: Synthesizer, Bass clef. Playing sustained notes.

The score is in common time. Measures 47 are shown, starting with a measure of eighth-note patterns from the Flute and Clarinets. The Suspended Cymbal and Drum provide rhythmic support, while the Bass Guitar and Synthesizer provide harmonic foundation. The overall style is energetic and dramatic, fitting the title "Battle Theme".

## Battle Theme

17

51

Fl.

Cl. in B<sub>b</sub> 1

Cl. in B<sub>b</sub> 2

Sus. Cym.

Dr.

B. Gtr.

Synth.

18

## Battle Theme

Fl. 55

Cl. in B♭ 1

Cl. in B♭ 2

Sus. Cym.

Dr.

B. Gtr.

Synth.

b2

b2

b1

## Battle Theme

19

58

A musical score for the Battle Theme at measure 58. The score consists of six staves. From top to bottom: Flute (Fl.) in G clef, B-flat key signature, playing eighth-note patterns; Clarinet in B-flat (Cl. in B♭) in G clef, B-flat key signature, playing eighth-note patterns; Clarinet in B-flat (Cl. in B♭) in G clef, B-flat key signature, playing sustained notes and eighth-note patterns; Suspended Cymbal (Sus. Cym.) with a sustained note; Drum (Dr.) with sixteenth-note patterns and dynamic markings (>); Bass Guitar (B. Gtr.) in F clef, B-flat key signature, playing eighth-note patterns; Synthesizer (Synth.) in G clef, B-flat key signature, playing sustained notes. The score is divided into measures by vertical bar lines.

20

## Battle Theme

Musical score for the Battle Theme, page 20.

The score consists of six staves:

- Fl.** (Flute) in G clef, B-flat key signature. Measures 61-5: Rests, then a sixteenth-note pattern starting at measure 5.
- Cl. in B<sub>b</sub> 1** (Clarinet in B-flat 1) in G clef, B-flat key signature. Measures 61-5: Rests.
- Cl. in B<sub>b</sub> 2** (Clarinet in B-flat 2) in G clef, B-flat key signature. Measures 61-5: Rests.
- Sus. Cym.** (Suspended Cymbal) in F clef. Measures 61-5: Rests.
- Dr.** (Drum) in F clef. Measures 61-5: Sixteenth-note patterns with accents and dynamic >.
- B. Gtr.** (Bass Guitar) in F clef. Measures 61-5: Sixteenth-note patterns.
- Synth.** (Synthesizer) in G clef. Measures 61-5: Notes and rests.

Measure numbers 61 and 5 are indicated above the staves. Dynamic markings include *f* and *ff*.

## Battle Theme

21

Musical score for the Battle Theme, measures 65-68.

**Fl.** (Flute) plays a sustained note from measure 65 to 66, followed by a long held note in measure 67, and another long held note in measure 68.

**Cl. in B<sub>b</sub> 1** (Clarinet in B-flat) rests in measures 65-66, then plays a sustained note in measure 67, and another sustained note in measure 68.

**Cl. in B<sub>b</sub> 2** (Clarinet in B-flat) rests in measures 65-66, then plays a sustained note in measure 67, and another sustained note in measure 68.

**Sus. Cym.** (Suspended Cymbal) plays a single stroke in measure 65, rests in measure 66, and then plays a dynamic **f** (fortissimo) with a trill in measure 68.

**Dr.** (Drum) plays a rhythmic pattern of eighth notes with accents in measures 65-67, and a sixteenth-note pattern with accents in measure 68.

**B. Gtr.** (Bass Guitar) plays eighth-note patterns with slurs and grace notes in measures 65-68.

**Synth.** (Synthesizer) plays sustained notes in measures 65-66, rests in measure 67, and then plays sustained notes again in measure 68.

22

Battle Theme  
*tr*

Fl. *ff*

Cl. in B $\flat$  1 *ff*

Cl. in B $\flat$  2 *ff*

Sus. Cym.

Dr. *v*

B. Gtr. *v*

Synth.

## Battle Theme

23

71

Fl.

Cl. in B<sub>b</sub> 1

Cl. in B<sub>b</sub> 2

Sus. Cym.

Dr.

B. Gtr.

Synth.

8  
vii  
8  
8

24

## Battle Theme

75

Fl.

Cl. in B<sub>b</sub> 1

Cl. in B<sub>b</sub> 2

Sus. Cym.

Dr.

B. Gtr.

Synth.

# Celestine

Bassoon solo  
for Cole Kirchenbauer

# Celestine

Josh Aguiar

*L. = 48*

Sneaky, in the shadows

Bassoon

6

Bsn

pp      mp      mf      mp      p

10

Bsn

mp      mf      mp      mf

15

Bsn

rit.

20

Bsn

f

## Forest spotlight

4/4

Soprano      Alto      Tenor      Bass

4/4



## Forest spotlight

S.

A.

T.

B.

*13*

S.

A.

T.

B.

## Forest spotlight

3

19

S. A. T. B.

p

p

f

p

24

S. A. T. B.

ff

## Forest spotlight

A musical score for four voices (Soprano, Alto, Tenor, Bass) on page 28. The score consists of four staves, each with a clef (Soprano: G-clef, Alto: F-clef, Tenor: C-clef, Bass: C-clef), a key signature of one flat, and a common time signature. The vocal parts are labeled S., A., T., and B. from left to right. The music features various note heads, stems, and rests, with some notes connected by horizontal lines. There are also vertical bar lines and a repeat sign with a circled '2' at the end of the first section.

## {Geomancy}

## 1. I

Earthy, churning and slow

♩ = 72

Organ

Org.

Org.

2

I

The Cave...

13

Org.

The Cave...

18

Org.

3

21

Org.

$\frac{1}{2}$   $\frac{1}{2}$   $\frac{1}{2}$

I

3

Musical score for organ, page 33, measures 24-25. The score consists of two staves. The top staff shows a treble clef, a key signature of one sharp, and a common time signature. The bottom staff shows a bass clef and a common time signature. Measure 24 begins with a sixteenth-note pattern in the treble clef staff, followed by a sustained note with a grace note. The bass staff has sustained notes with grace notes. Measure 25 continues with similar patterns, ending with a dynamic marking **p**.

Musical score for organ, page 33, measures 26-27. The score consists of two staves. The top staff shows a treble clef, a key signature of one sharp, and a common time signature. The bottom staff shows a bass clef and a common time signature. Measure 26 features a sixteenth-note pattern in the treble clef staff. Measure 27 continues with a sixteenth-note pattern in the treble clef staff, followed by sustained notes in both staves.

Musical score for organ, page 33, measures 29-30. The score consists of two staves. The top staff shows a treble clef, a key signature of one sharp, and a common time signature. The bottom staff shows a bass clef and a common time signature. Measure 29 begins with a sustained note in the treble clef staff, followed by a sixteenth-note pattern. Measure 30 continues with sustained notes in both staves. The text "The Descent..." is written above the treble clef staff in measure 29.

4

I

33

Org.

36

Org.

accel. .... nervous  $\text{♩} = 92$

39

Org.

I

5

42

Org.

46

Org.

Slightly more calm  $\text{♩} = 82$   
Flutes, softer mix with slight edge

48

Org.

6

I

50

Org.

52

Org.

54

Close shutter -----

Org.

I

7

Musical score for Organ (Org.) consisting of two staves. The top staff begins at measure 58, featuring a treble clef, a key signature of one flat, and a common time signature. It contains three measures of rests followed by a measure with a dotted half note and a quarter note. The bottom staff begins at measure 61, featuring a bass clef, a key signature of one flat, and a common time signature. It contains measures with various note heads and rests, including a measure with a dotted half note and a quarter note.

# Prelude

JAM

**Andante  $\downarrow = 80$**

Violin 1      *mf*

Violin 2      *pizz.*  
                *mf*

Viola

Violoncello      *p*

4

Vln 1      *p*

Vln 2      *p*

Vla      *p*  
                *pizz.*  
                *mp*

Vc

2

## Prelude

10

Vln 1

Vln 2

Vla

Vc.

14

Vln 1

Vln 2

Vla arco

Vc.

18

Vln 1

Vln 2 pizz. *mf*

Vla

Vc. *p*

*p*

## Prelude

3

Musical score for strings (Vln 1, Vln 2, Vla, Vc) at measure 22. The key signature is four flats. The score consists of four staves:

- Vln 1: Starts with a half note, followed by a whole note, a half note, a half note, a half note, and a whole note.
- Vln 2: Starts with a half note, followed by a half note, a half note, a half note, and a whole note.
- Vla: Starts with a half note, followed by a half note, a half note, a half note, and a whole note.
- Vc: Starts with a half note, followed by a half note, a half note, a half note, and a whole note.

Measure 22 starts with a dynamic of **p**.

# Sodden Forest

J.Aguiar

**A**

Cold, distant, and  
foggy  $\text{♩} = 80$

sul pont, flautando  
non vib.

Violin  $\text{♩} = 80$

Violin II

Viola

Cello

*mf* — *p*      *mf* —  
*sul tasto, flautando*  
*slow vib.* —  
*non vib.* — *mp* — *f* —  
*sul pont, flautando*  
*non vib.* —  
*ord. slow &*  
*wide vib.* —  
*mf* — *mp* — *f* —

rit. —  
*ord.* — *slow vib.* — *fast vib.* —  
*slow vib.* — *ord.* —  
*mp* — *mf* — *p* — *mp* —  
*dampen string* — *ord.* —  
*mp* — *p* — *f* — *mf* —  
*dampen string* — *sul pont* —  
*ff* — *mf* — *f* —

2

Sodden Forest)

**B** *a tempo*

9      > *pp*

10     *p*      non vib.

11     > *pp*      *mp*      vib.

12     > *pp* (*poco*)      *f*      vib.      ord.      sul tasto      ric.

13     > *pp*      *mf*      > *p*      *mf*      > *mp*      *mf*

14      *f*      *mp*

Slow vib.

*mf*

*f*

ord.

*mf*

Slow vib.  
(accel.)

vib.

vib.

Slow vib.  
(accel.)

*f*      *mp*

Sodden Forest)

**C** Cold and precise

sul pont

vib. - - - - -

18

fast vib.

mp

sul pont

vib. - - - - -

f

mf

sul pont vib. - - - - -

vib. - - - - -

f

sp

3

Slow vib.

21

f

mp

p

f

f

mp

p

mf

sul tasto

ord.

vib. - - - - -

f

ric.

ric.

vib. - - - - -

f

Sodden Forest)

Slowing

ord. Slow vib. fast vib. vib.

non vib.

**D** with a sluggish  
feeling

$\text{♩} = 69$

slow vib. slow but not counted trem

pizz.

Sodden Forest)

5

*rit.*

30

a tempo

33

E

Slow vib.

## Sodden Forest)

37

ric. ....

*mp*

harmonic gliss  
then press e

*p*

*pizz.*

*mf*

*f*

*mp*

*sul pont*

*ord.*

*mf*

*p*

*p*

*ric. ....*

*mf*

*p*

Sodden Forest)

7

42

pizz.

arco

sul pont.

*mf*

*p*

arco

pizz.

arco

*p*

vib.

*mf*

*p*

non vib.

*mf*

*p*

pizz.

arco

*mf*

*p*

vib.

*p*

vib.

*p*

vib.

*p*

non vib.

*mf*

*p*

*mf*

*mp*

vib.

*p*

vib.

*p*

vib.

*p*

*mf*

*p*

*mf*

*p*

*p*

*mf*

*p*

*p*

*p*

*p*

8

## Sodden Forest)

**F**

pizz.

flautando (until end) arco

fast vib.

Slow vib.

flautando (until end)

half flautando (until end) vib.

Slowing -----

52

Slow vib.

pizz. arco sul pont

ric.

Slow vib.

mp

vib.

Sodden Forest)

9

Musical score for string quartet (Violin 1, Violin 2, Cello, Bass) showing measures 55-56. The score includes dynamic markings (vib., sul pont, p, pp, mp), performance instructions (wavy lines, horizontal dashes), and measure numbers.

Measure 55:

- Violin 1: vib., sul pont,  $p$ ,  $pp$
- Violin 2:  $p$ ,  $pp$
- Cello: sul pont,  $pp$
- Bass:  $mp$ ,  $pp$

Measure 56:

- Violin 1:  $p$ ,  $pp$
- Violin 2: sul pont,  $pp$
- Cello:  $pp$
- Bass:  $mp$ ,  $pp$

## The Wizard's Grounds

JA

Con brio  $\text{♩} = 120$

Clarinet in E $\flat$  1

Clarinet in E $\flat$  2

Clarinet in E $\flat$  3

Bass Clarinet

Contrabass Clarinet

Marcia moderato  $\text{♩} = 92$

2

**The Wizard's Grounds**

A musical score for five brass instruments: Clarinet in E♭ (Cl. in E♭), Clarinet in B♭ 1, Clarinet in B♭ 2, Bass Clarinet (B. Cl.), and Contrabass Clarinet (Cb. Cl.). The score consists of five staves, each with a clef (G-clef for the top four staves, F-clef for the bottom staff) and a key signature of one sharp (F#). The music is in common time. The first measure shows dynamic *f* for the first three clarinets and dynamic *mp* for the Bass and Contrabass Clarinets. The second measure shows a melodic line in the first three clarinets. The third measure shows a melodic line in the first three clarinets. The fourth measure shows a melodic line in the first three clarinets. The fifth measure shows a melodic line in the first three clarinets.

**Cl. in E♭**    **Cl. in B♭ 1**    **Cl. in B♭ 2**    **B. Cl.**    **Cb. Cl.**

## The Wizard's Grounds

3

13

**Cl. in E**

**Cl. in B<sub>b</sub> 1**

**Cl. in B<sub>b</sub> 2**

**Cl. in B<sub>b</sub> 3**

**B. Cl.**

**Cb. Cl.**

*p*

*mf*

*pp*

*p < mf*

*pp*

*p < mf*

*pp*

*p < mf*

*pp*

*p < mf*

*pp*

*mp*

*mp*

*p*

*mf*

*p*

4

**The Wizard's Grounds**

20

**Cl. in B $\flat$  1**      **Cl. in B $\flat$  2**      **Cl. in B $\flat$  3**      **B. Cl.**      **Cb. Cl.**

*p*      *p*      *p*      *p*      *p*

*p < mf*      *p < mf*      *p < mf*      *p < mf*      *p < mf*

*p < mf*      *p < mf*      *p < mf*      *p < mf*      *p < mf*

*p < mf*      *p < mf*      *p < mf*      *p < mf*      *p < mf*

5

**The Wizard's Grounds**

Agitato  $\text{♩} = 144$

**Cl. in E $\flat$**       **Cl. in B $\flat$  1**      **Cl. in B $\flat$  2**      **Cl. in B $\flat$  3**      **B. Cl.**      **vi**      **vii**      **iv**      **vi**      **v**

Measure 26: The first staff (Cl. in E $\flat$ ) starts with a forte dynamic (f) and a grace note. The second staff (Cl. in B $\flat$  1) has a dynamic (mf) and a grace note. The third staff (Cl. in B $\flat$  2) has a dynamic (mf) and a grace note. The fourth staff (Cl. in B $\flat$  3) has a dynamic (mf) and a grace note. The fifth staff (B. Cl.) has a dynamic (mf) and a grace note. The sixth staff (C b. cl.) has a dynamic (sfz) and a grace note.

Measure 5: The first staff (Cl. in E $\flat$ ) starts with a forte dynamic (f) and a grace note. The second staff (Cl. in B $\flat$  1) has a dynamic (mf) and a grace note. The third staff (Cl. in B $\flat$  2) has a dynamic (mf) and a grace note. The fourth staff (Cl. in B $\flat$  3) has a dynamic (mf) and a grace note. The fifth staff (B. Cl.) has a dynamic (mf) and a grace note. The sixth staff (C b. cl.) has a dynamic (sfz) and a grace note.

6  
**The Wizard's Grounds**

Musical score for "The Wizard's Grounds" featuring six staves:

- Cl. in E♭**: Staff 1, treble clef.
- Cl. in B♭ 1**: Staff 2, bass clef.
- Cl. in B♭ 2**: Staff 3, bass clef.
- Cl. in B♭ 3**: Staff 4, bass clef.
- B. cl.**: Staff 5, bass clef.
- Cb. cl.**: Staff 6, bass clef.

Measure 31 starts with a dynamic ***mp***. The score includes various dynamics such as ***f***, ***sfz***, and ***mp***. Harmonic symbols are placed above the notes, including **i**, **ii**, **vii**, **vi**, and **iv**.

7

**The Wizard's Grounds**

Musical score for "The Wizard's Grounds" at measure 37. The score consists of six staves, each representing a different instrument:

- Cl. in E $\flat$ :** Playing eighth-note chords in common time.
- Cl. in B $\flat$  1:** Playing eighth-note chords in common time.
- Cl. in B $\flat$  2:** Playing eighth-note chords in common time.
- Cl. in B $\flat$  3:** Playing eighth-note chords in common time.
- B. Cl.:** Playing eighth-note chords in common time.
- Cb. Cl.:** Playing eighth-note chords in common time.

Dynamic markings include **p** (piano), **f** (fortissimo), and **pp** (pianissimo). Measure numbers **vi**, **vii**, and **3** are indicated on the right side of the score. Measures 37 through 40 are shown.

**The Wizard's Grounds**

44

Cl. in E<sup>#</sup>

Cl. in B<sub>b</sub> 1

Cl. in B<sub>b</sub> 2

Cl. in B<sub>b</sub> 3

B. cl.

Cb. cl.

p

pp

mf

mp

3

## The Wizard's Grounds

9

Musical score for "The Wizard's Grounds" at measure 54. The score consists of six staves, each with a treble clef and a key signature of one sharp (F#). The instruments are:

- Cl. in E<sup>b</sup>: Playing eighth-note pairs.
- Cl. in B<sup>b</sup> 1: Playing eighth-note pairs.
- Cl. in B<sup>b</sup> 2: Playing eighth-note pairs.
- Cl. in B<sup>b</sup> 3: Playing eighth-note pairs.
- B. Cl.: Playing eighth-note pairs.
- Cb. cl.: Playing eighth-note pairs.

Performance instructions include dynamic markings *p* and *mp*, and a 3:2 time signature change. Measure numbers 54 and 55 are indicated at the bottom of the page.

## New Serene Theme

JA

**Marcia moderato  $\dot{\text{d}} = 82$**

**Suspended Cymbal**

**Tambourine**

**China Cymbal**

**Piano**

**Accordion**

The musical score consists of six measures. Measures 1-4 feature three staves: Suspended Cymbal (two staves), Tambourine, and China Cymbal. Measure 1 starts with a forte dynamic. Measures 2-4 show rhythmic patterns involving eighth and sixteenth notes. Measure 5 begins with the Piano staff, featuring a melodic line with grace notes and slurs. Measure 6 begins with the Accordion staff, which continues the melodic line from the Piano.

2

## New Serene Theme

Sus. Cym.

Tamb.

Ch. Cym.

Pno

Accord.

## New Serene Theme

3

12

Sus. Cym.

Tamb.

Ch. Cym.

Pno

(R20.)

(R20.)

Accord

## New Serene Theme

4

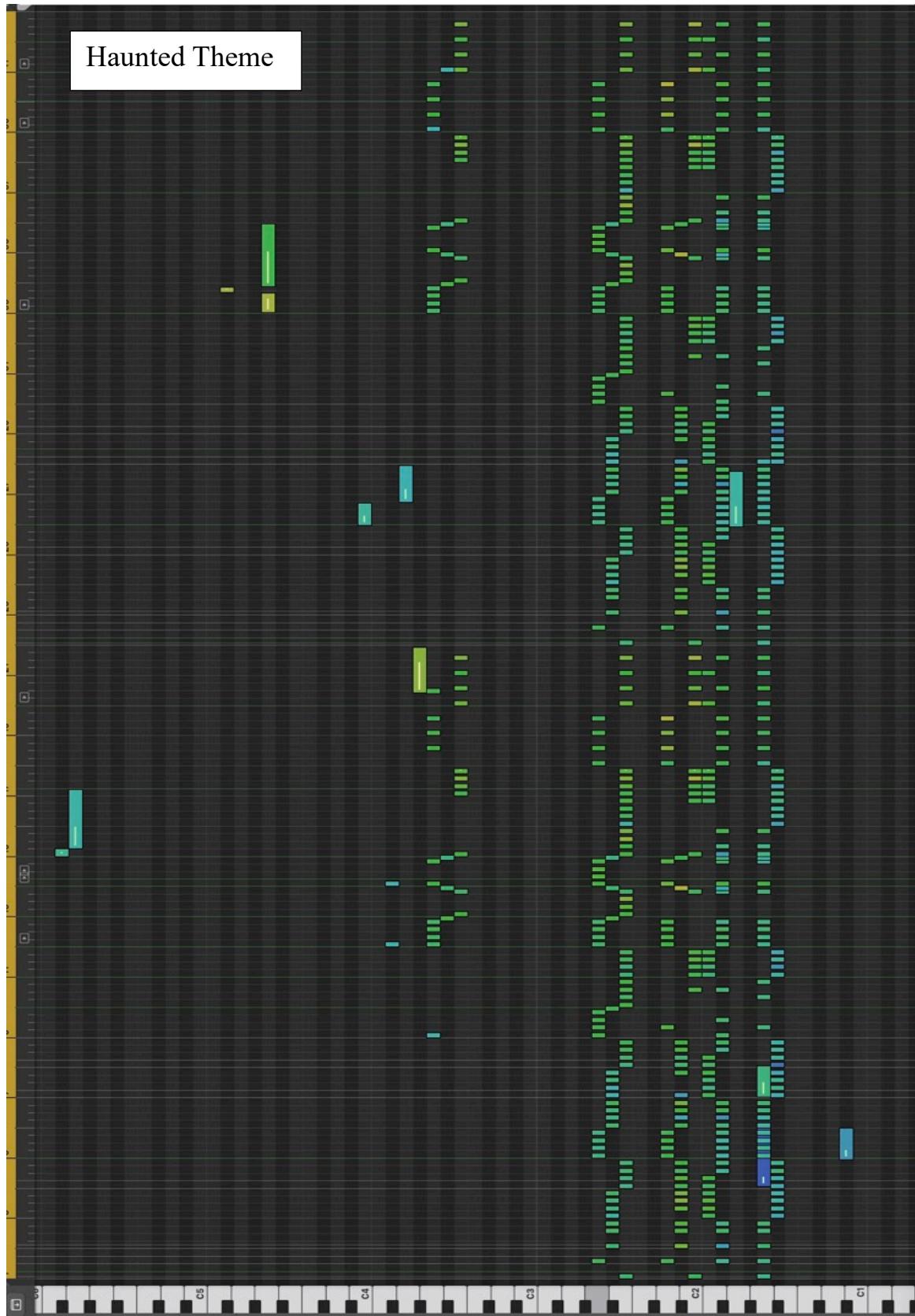
Musical score for the New Serene Theme, page 4, measures 18-21.

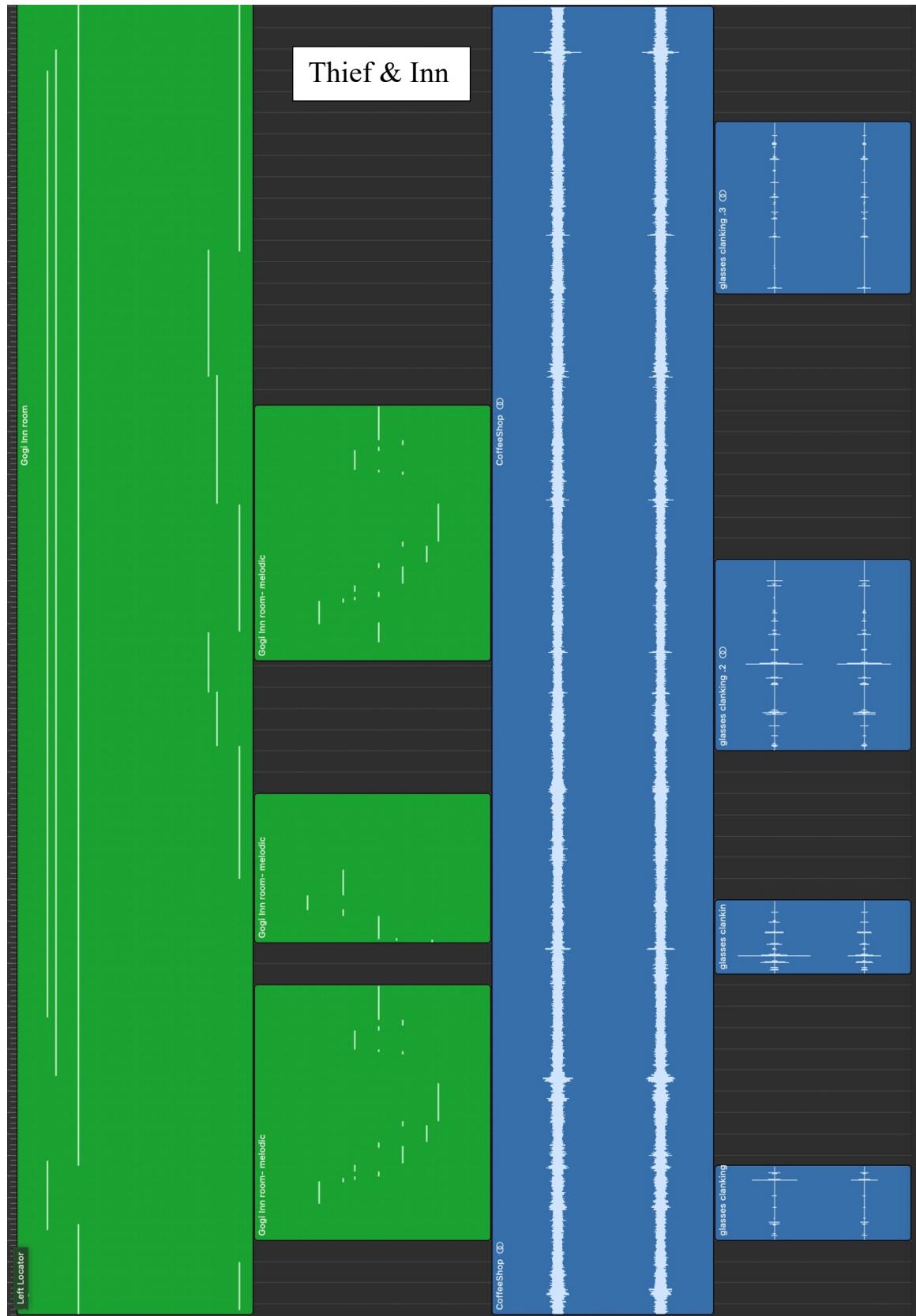
The score consists of three staves:

- Sus. Cym.**: A single staff with a bass clef. It features vertical bars at the beginning and end of each measure, with a fermata over the first bar. Measures 18-20 have a key signature of two sharps, while measure 21 has a key signature of one sharp.
- Tamb.**: A single staff with a bass clef. It features vertical bars at the beginning and end of each measure, with a fermata over the first bar. Measures 18-20 have a key signature of two sharps, while measure 21 has a key signature of one sharp.
- Ch. Cym.**: A single staff with a bass clef. It features vertical bars at the beginning and end of each measure, with a fermata over the first bar. Measures 18-20 have a key signature of two sharps, while measure 21 has a key signature of one sharp.

**Pno**: A piano staff with a treble clef and a bass clef. It shows a melodic line with eighth-note patterns. Measures 18-20 have a key signature of two sharps, while measure 21 has a key signature of one sharp.

**Accord.d.**: An accordion staff with a treble clef and a bass clef. It shows a harmonic line with eighth-note patterns. Measures 18-20 have a key signature of two sharps, while measure 21 has a key signature of one sharp.





## Rest themes 1,2,3

**Adagietto  $\text{♩} = 72$**

Harp

**Adagio  $\text{♩} = 66$**

4 Hp

**Lento  $\text{♩} = 60$**

8 Hp

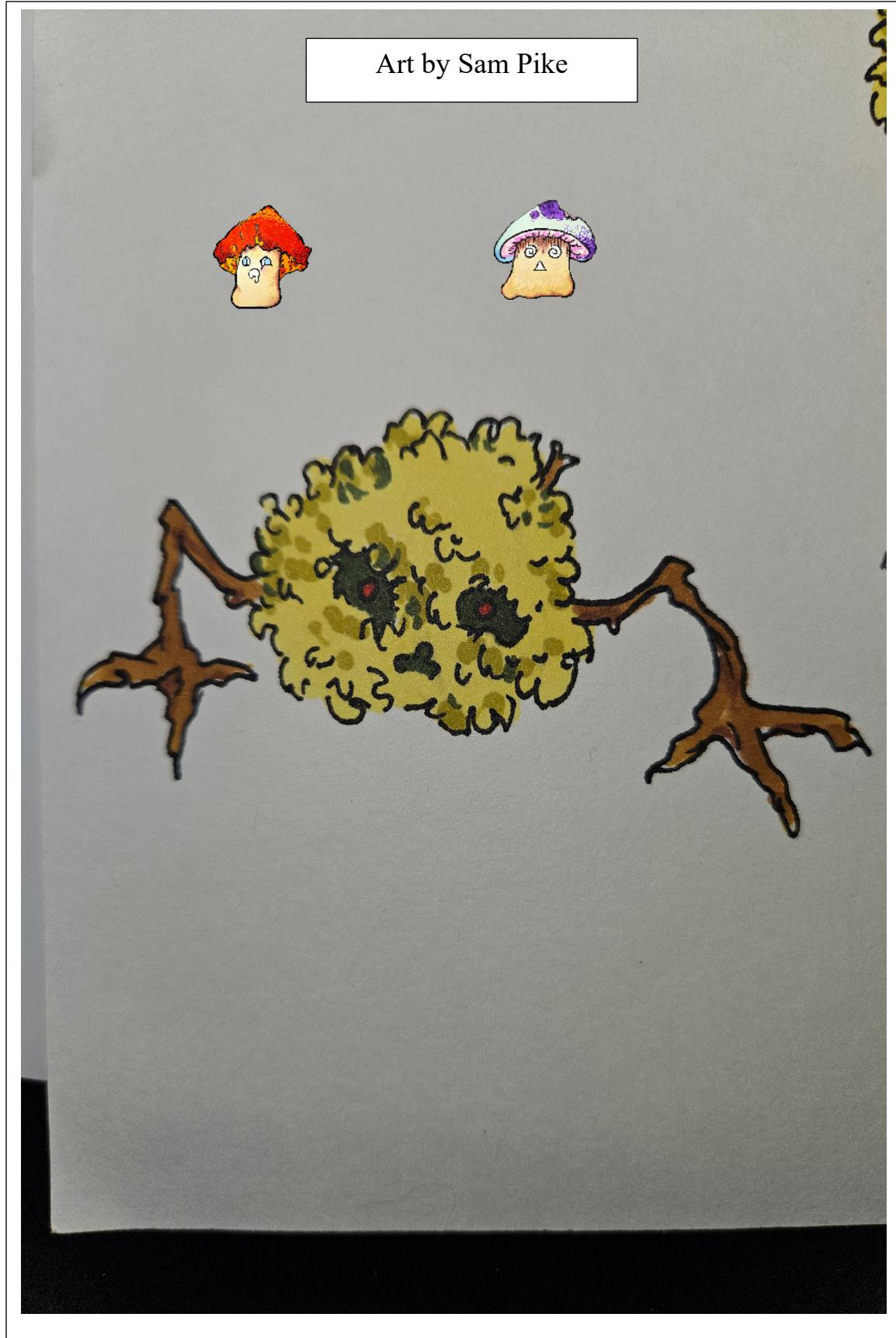
## Title Screen/ prelude

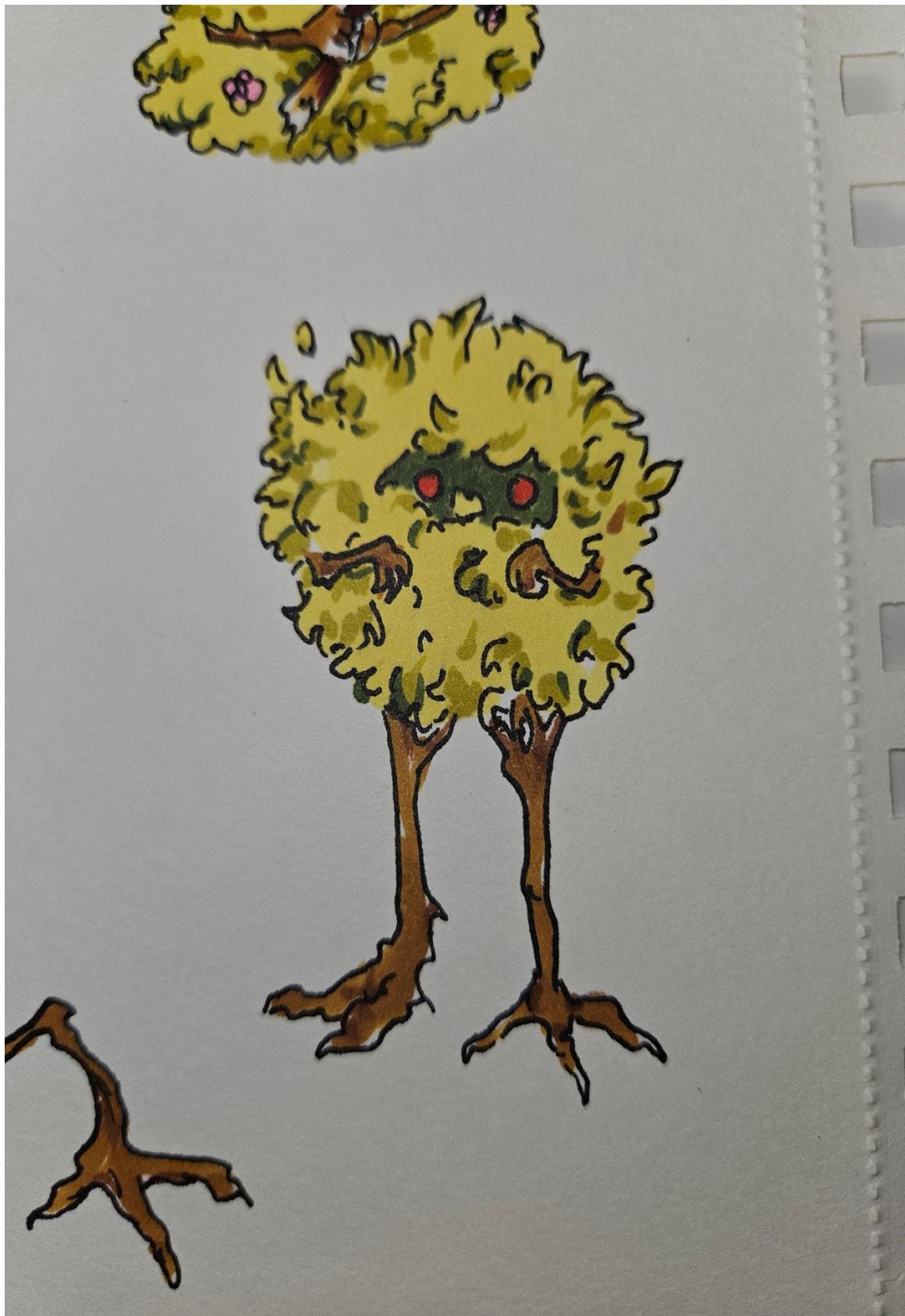
Adagietto  $\text{♩} = 72$

5

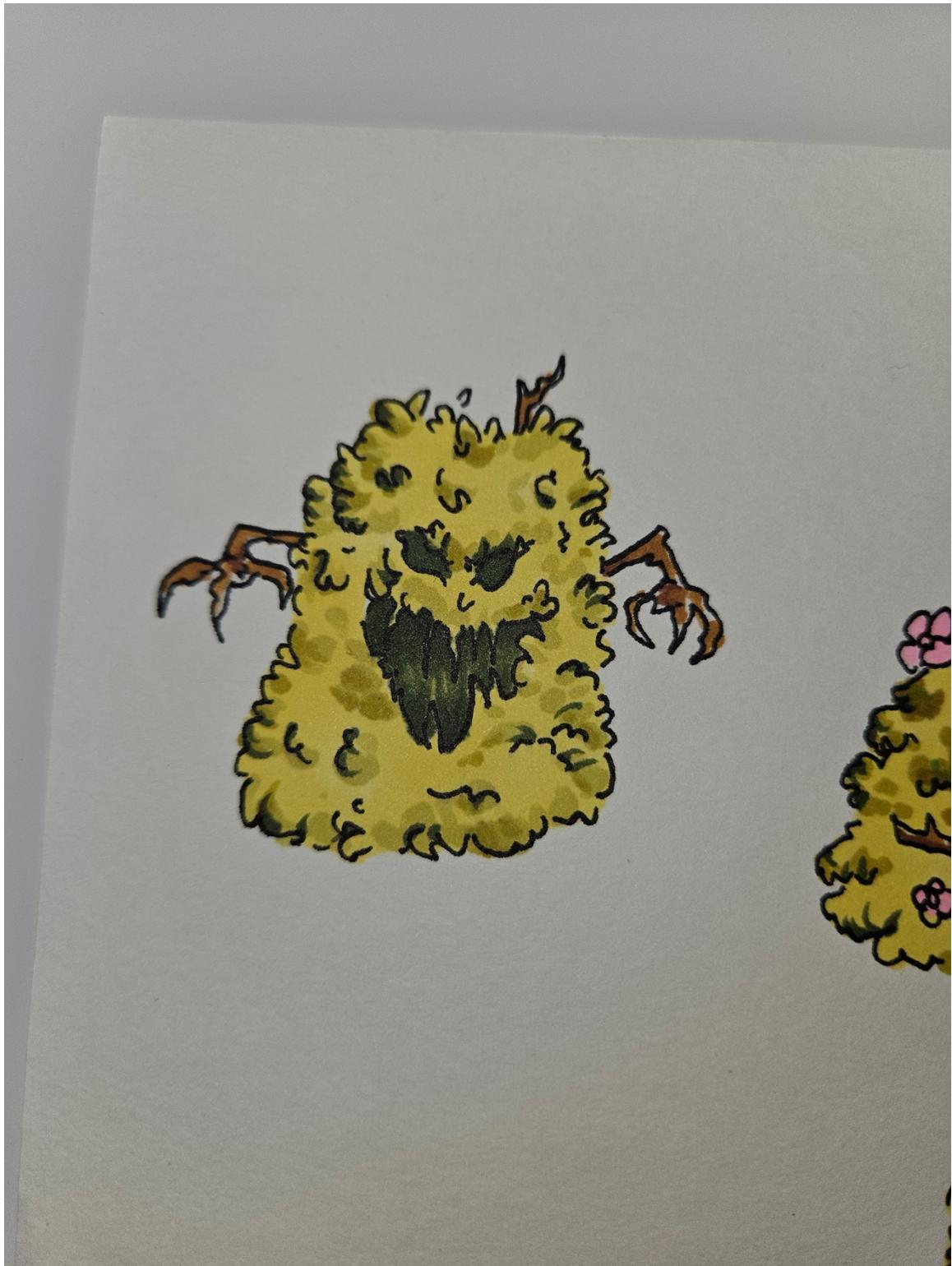
9

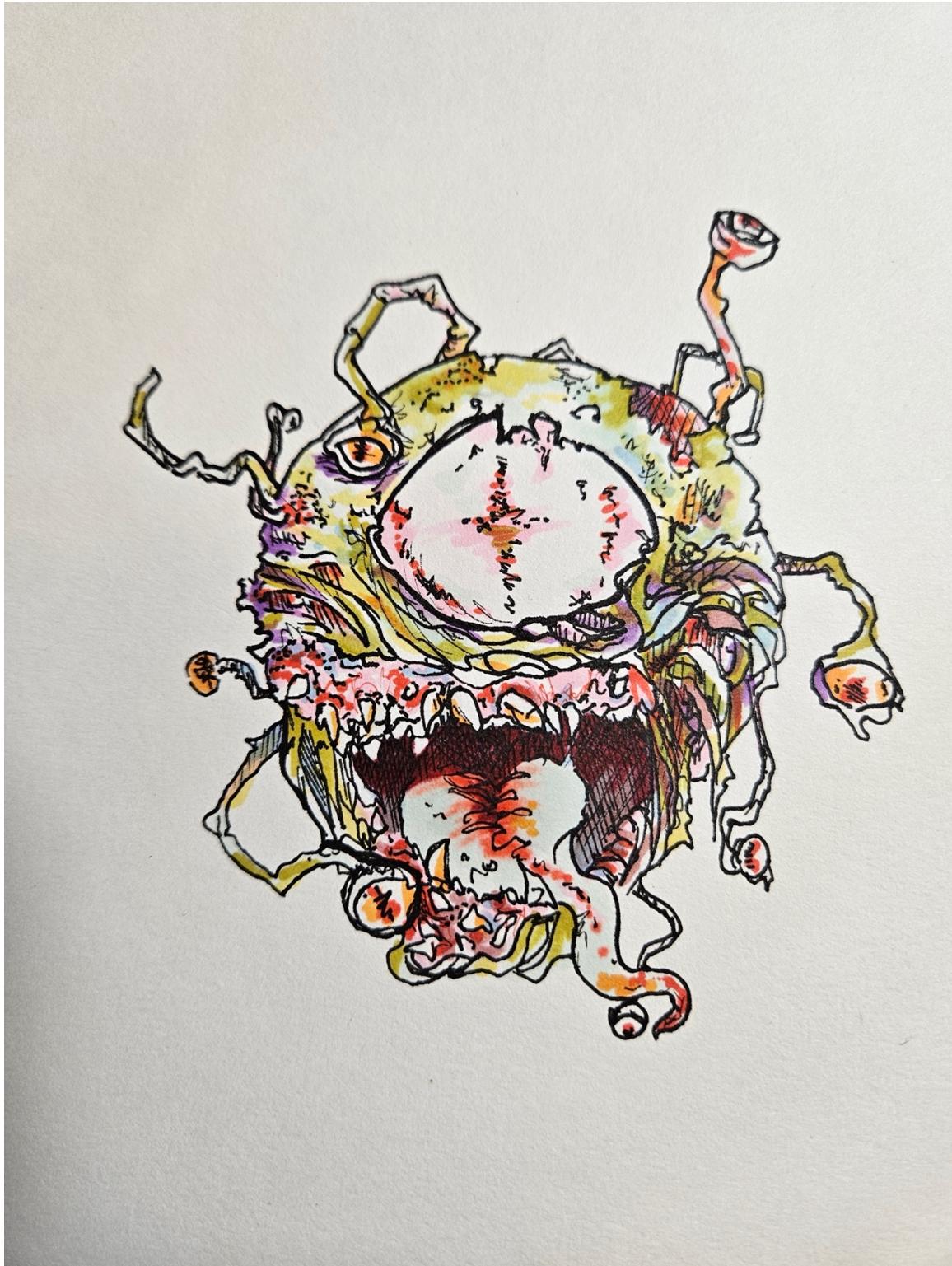
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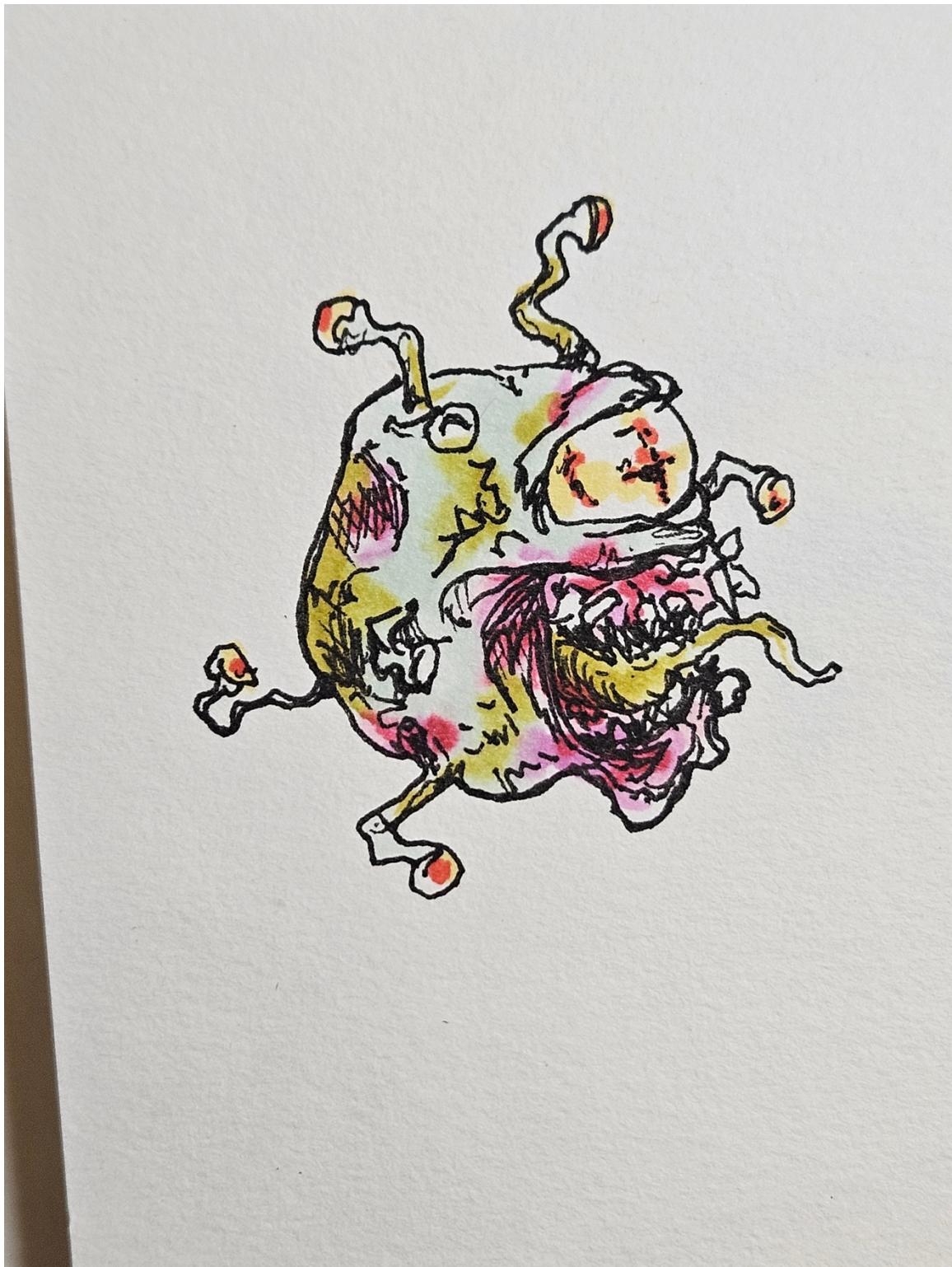




















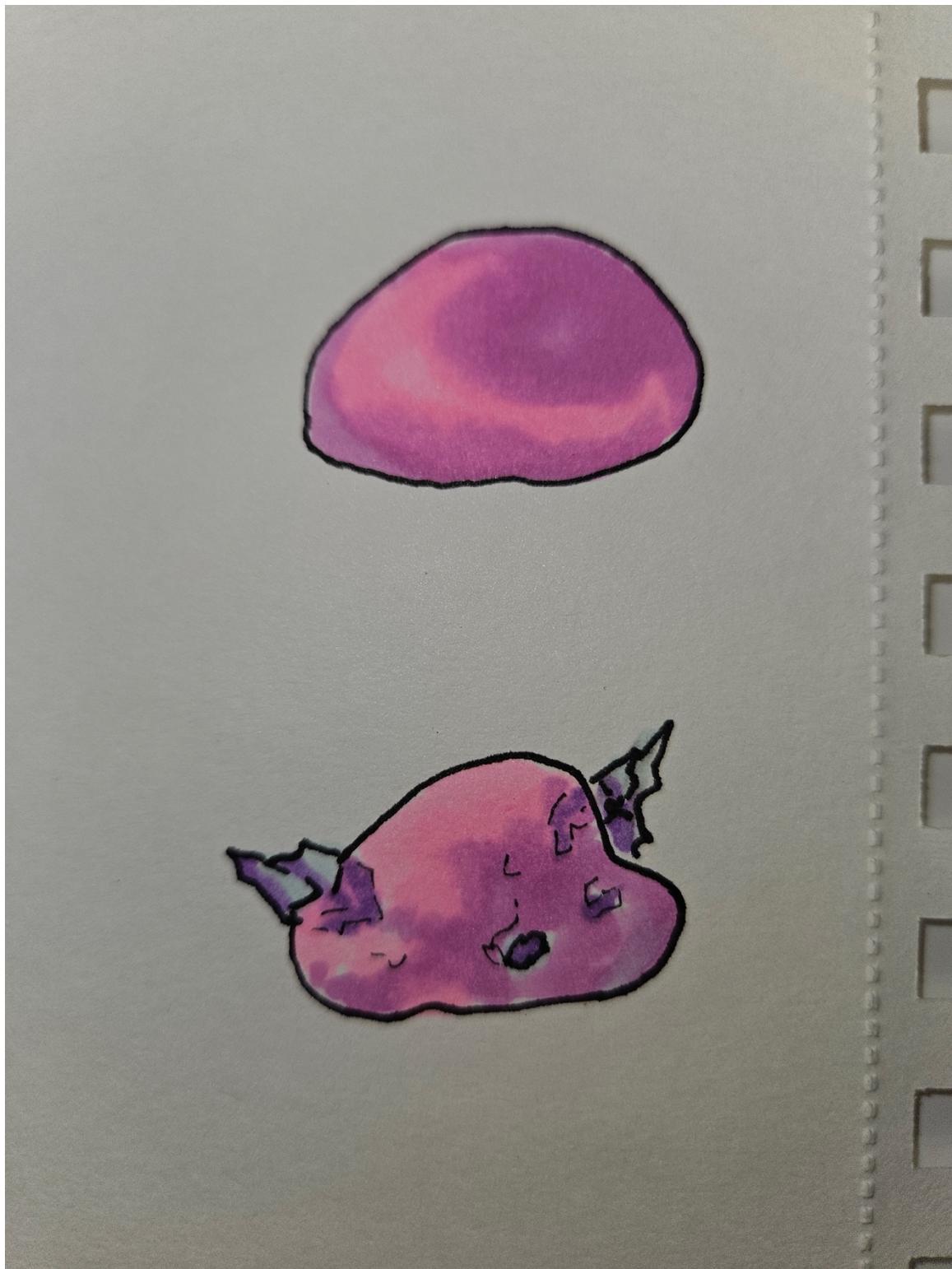






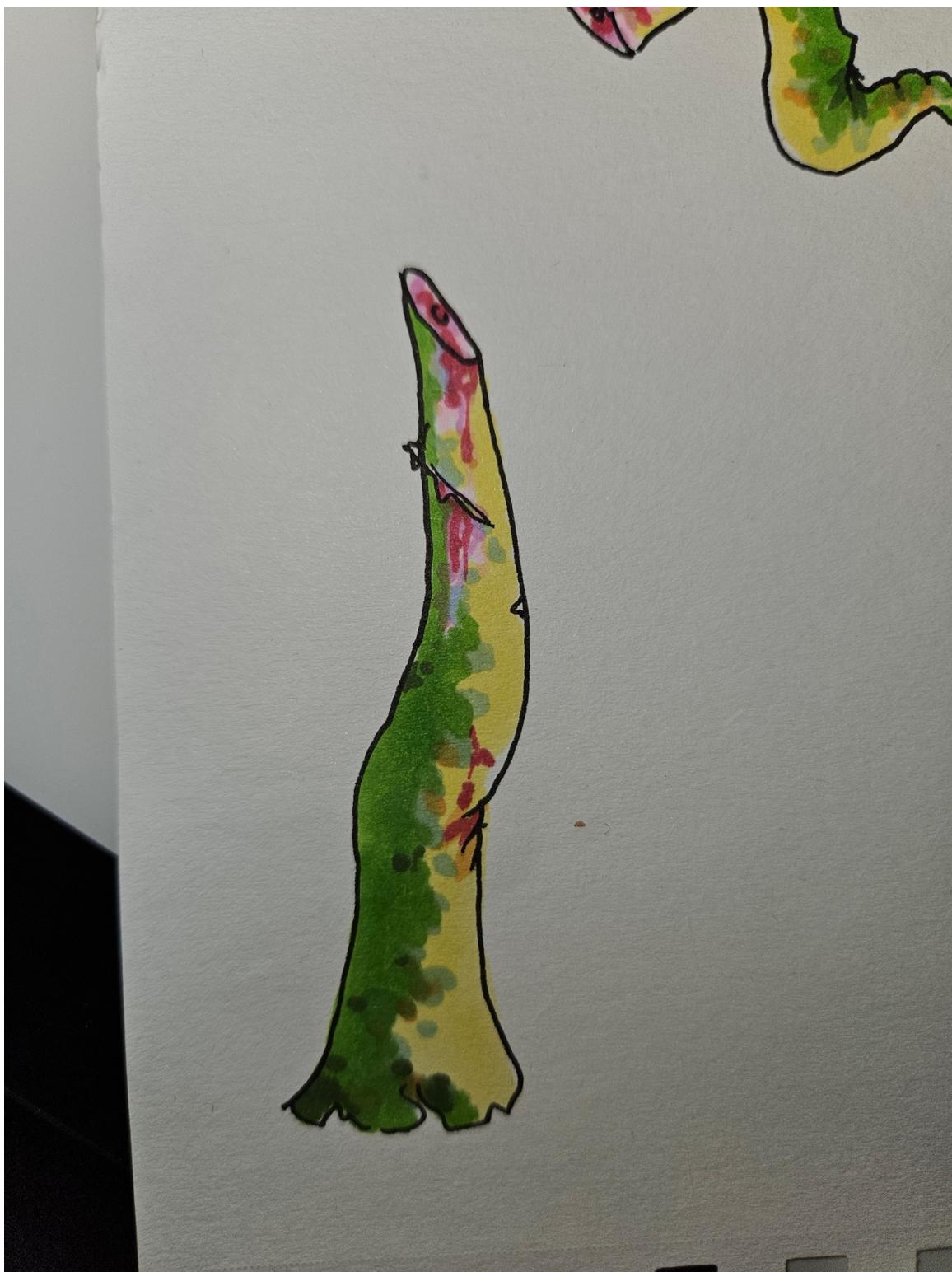




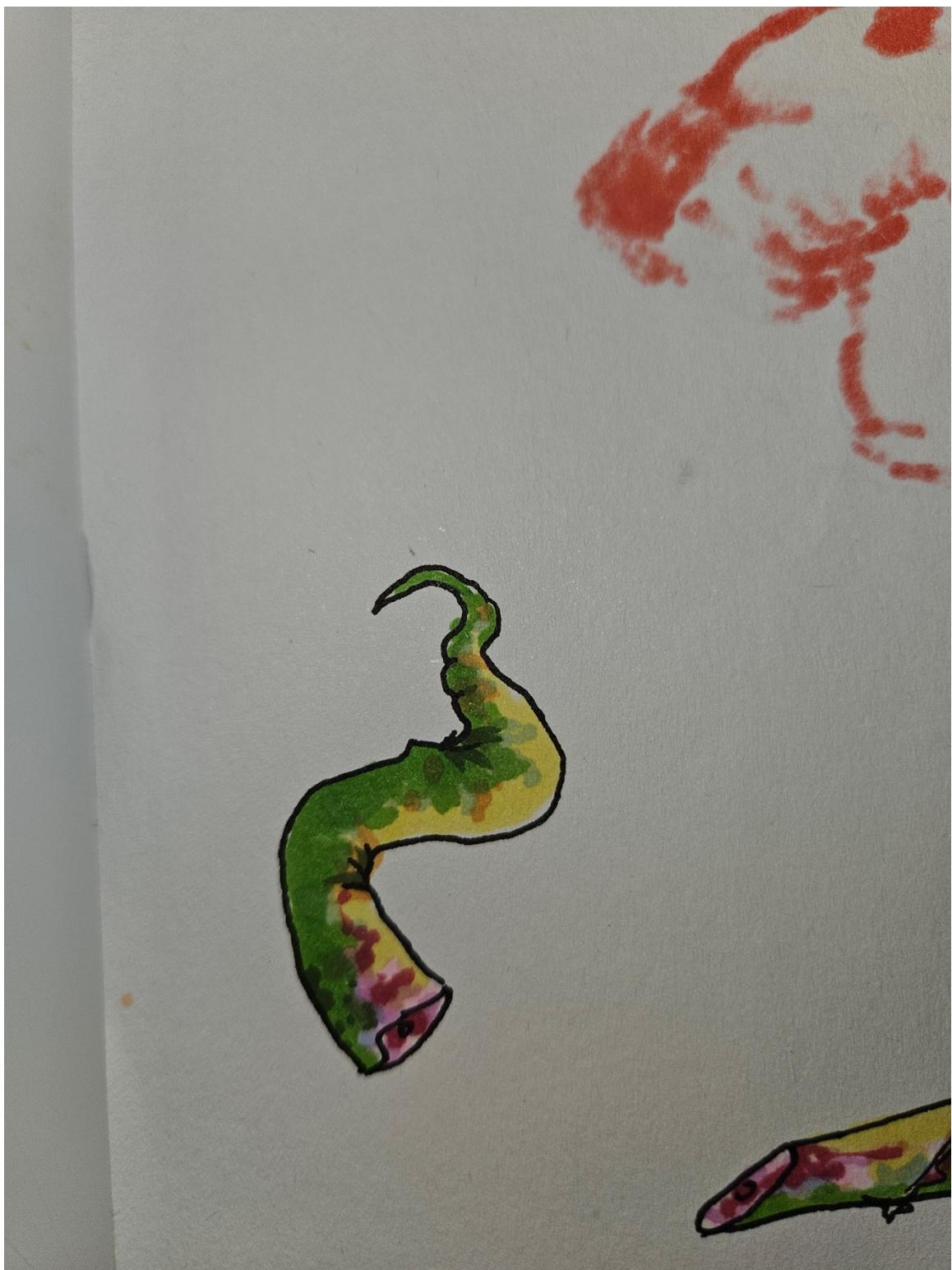










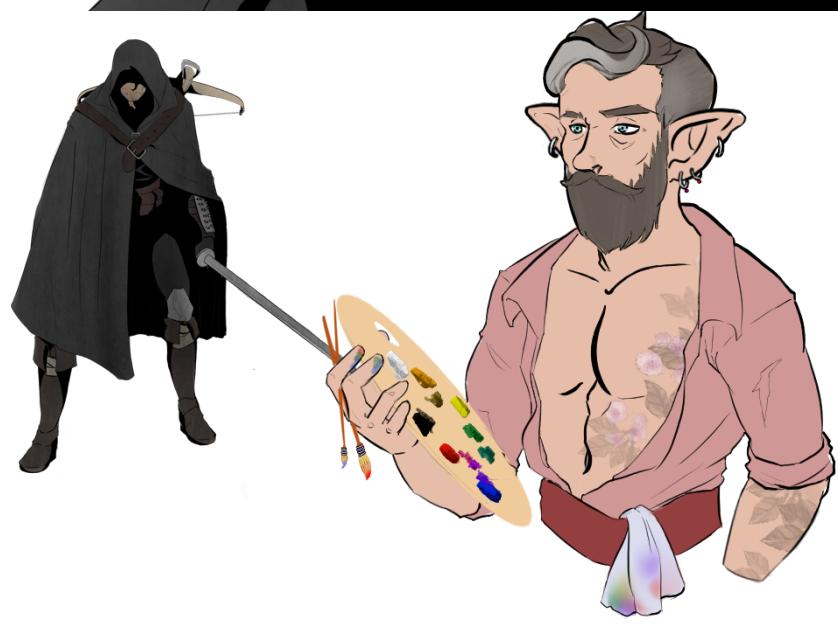








Art by Amanda Aguiar





as she  
or some kind  
of tool





Art by Alex Wolfe



Art by Casey Wolfe



Art by Emily Rose





