

Final Battle

2M3 Fight Scene

Jon Newton

START

Villain burst into room

Chair smash

Chandelier swings -----,

A piano roll for measures 1 through 6. The staff is a single line with a 4/4 time signature. It contains a sequence of 24 quarter notes, all on the same pitch, representing a simple rhythmic accompaniment.

Chase theme?

Piano accompaniment for measures 1 through 6. It consists of two staves, treble and bass clef, both in 4/4 time. The staves are currently empty, indicating that the musical notes for this section have not yet been written.

1

2

3

4

5

6

Hero hits villain

Villain reacts

blink
blink

Villain falls

A piano roll for measures 7 through 12. The staff is a single line. Measures 7-9 are in 4/4 time and contain 24 quarter notes. At measure 10, the time signature changes to 2/4, and the staff contains 4 quarter notes. At measure 11, the time signature changes back to 4/4, and the staff contains 8 quarter notes. Measure 12 is empty.

Fight theme faster

Piano accompaniment for measures 7 through 12. It consists of two staves, treble and bass clef. Measures 7-9 are in 4/4 time. At measure 10, the time signature changes to 2/4. At measure 11, the time signature changes back to 4/4. The staves are currently empty.

7

8

9

10

11

12

END

2nd villain strangles hero

hero dying -----,

Zeus smites villains

A piano roll for measures 13 through 18. The staff is a single line. Measures 13-16 are in 4/4 time and contain 48 quarter notes. At measure 17, the time signature changes to 2/4, and the staff contains 4 quarter notes. At measure 18, the time signature changes back to 4/4, and the staff contains 8 quarter notes.

Piano accompaniment for measures 13 through 18. It consists of two staves, treble and bass clef. Measures 13-16 are in 4/4 time. At measure 17, the time signature changes to 2/4. At measure 18, the time signature changes back to 4/4. The staves are currently empty.

13

14

15

16

17

18