

[Project Proposal]Name of Student: Wong Tsz Kwan Jackson Student No./Class: 180294687Title of the Project: Epic Orchestral Music**A. Introduction**

Is the project a collaboration project?

Yes ☐ No ☒

If yes, please provide the brief information of the classmate(s)/organization collaborated.

B. Background

Why is the project being undertaken?

(i.e. To identify the needs or problems to be addressed. Please include: length of time needs/problems have existed, impact to target population and, if possible, statistical information)

Orchestral music is pretty well known as classical orchestral symphonies and is seen as either old fashioned or 'not of our league' by pop cultures in Hong Kong. I want to break that tradition and really try to introduce people to think about what kind of cool and epic stuff you can do with modern electronic orchestral music.

I think we need to inspire more composers in Hong Kong making cool stuff so that it makes the world of orchestra more popular, and also school brass bands would play works that are more diverse and made by locals to inspire more students to become musicians, or at least become interested in such music so that we have a bigger market.

C. Objectives

What are the desired goals to address the needs/problems stated above?

(i.e. To state some measurable and specific outcomes you expect and key benefits obtained at the end of the project. You may do it in point form.)

- Make epic orchestral tracks
- Try to incorporate those orchestral tracks into a story so that it has more of an emotional impact (Optional)
- Try to make visuals for the track either with artist friends or by myself with 3D graphics (Optional) or make a video game for it (Very Optional)
- Publish the track on YouTube, share it with friends
- Make concert band sheet music version (Optional)
- Have my secondary school concert band play the thing live (Very Optional)

D. Literature Review

State three projects done previously in the industry that you think are the most suitable references for your project. Briefly describe why you choose them.

- Hans Zimmer on tour - It's epic, it's live, it combines orchestral with electronic music and sound design
- NieR:Automata Original Soundtrack - The most emotional piece of music I've ever heard mostly because of it being played in the game and I got nostalgic about it
- Final Fantasy VII Remake | Those Who Fight Further cover by Alex Moukala - This is a decent orchestral track made by someone who does tutorials on composing epic orchestral music, what's interesting about it is that I have seen his videos and understands how he come to be able to compose something like this after years of practice and knowing what techniques he used. When played along with the gameplay footage I can barely tell that it's not the official soundtrack

Would you like to follow the suggested work plan as attached (the timeline in page 5)?

Yes ☒ No ☐ (Please attach your proposed work plan)

E. Monitor and Evaluation

Describe how progress will be evaluated throughout and at the end of the project.

Formulate clear indicators for objectives and result.

(i.e. How many checkpoints do you intend to set? What will you do at each of checkpoints?

Any guideline/quality reference/standard as indicators?)

Step 1: Make piano draft ideas with chord progressions with melodies

Step 2: Arrange said ideas in a sensible order to make for every track, edit along the way

Step 3: Try them out with different instruments, find out what combinations works best, and start the arranging loop

Criteria

- Not boring
- Not overly bombastic
- Not cluttered
- Have intimate moments if possible

~~Step 4: cry about having not enough ram~~

Step 4: Stop and rest for a few days a few times, go back to step 3 with fresh ears to see if there're any improvements to be made, ask for feedback

Step 5: Add electronic sound design elements

Step 6: Write the whole thing in sheet music, go back to step 3 if new ideas come up

Step 7: Slightly mix it, ask for feedback. Mix it some more a few days later, with more bells and whistles

Step 8: Incorporate visual or gameplay elements

Approval Signatures

[Name], Student

[Name], Supervisor 1

[Name], Supervisor 2

Date

Date

Date