

Fireflower: Composer's Plan with Director's comments

Original Composer's plan in black

Director's Comments in red

Composer's responses in blue

Director's Comments on New Score in green

00-27 Disaster scene

No music, or potential a sustained and drawn out version of a musical theme developed later in the film

28-1:32 Title-Bus Scene

"Happy new day" music kicks in to queue the title as we hear the last siren fade. There's some fun irony to the happy music playing as the fire in the title card flares up. Currently your music comes in at 00:36. We want the new mood fully established before the fade in/bus intro.

I'm getting a little more "peter and the wolf" that "happy new day" from the current musical tone though it does pick up bit. 00:53 starts a nice little beat that could work well when the march off to the left (about 10:06)

The high percussion you introduce at 21:21 is a Perfect intro to the robot! And the rest of the scene plays out beautifully. If we could marry the changes at the front end to the way this plays out from 21:21 on we'd be golden.

Happy birthday music starts and continues throughout the scene

Piano arrangement. Maybe some pizzicato strings and brass

March comes in when the kids get more fully into their walk.

Music comes to a suspended climax

I'm not sure how directly we want to hit the Happy Birthday theme. More like "special princess day" theme or. "happy new day" theme with an allusion to "special princess celebration".

Oh totally. I don't mean literally "Happy Birthday." I think it's famously copywritten anyway. :P

1:33-1:38 Flower focus

A note or two is left suspended from the previous music and at the focus shift to the flower, a harp flourishes a bit, the previous notes continue to sustain.

38:09 I'm not sure if the flourish comes from the score or we play it up a bit as a sound effect. Tis works for now but we may want to keep our options open.

1:40-1:50 Kids walk through

An abbreviated version of the theme developed for the bus scene, very light and now a bit more tense with excitement

1:50-1:54 Robot enters

Sustained notes continue and a small drawn out, wondering melody plays maybe on a horn as the robot drives through, a flourish of harp interrupts the melody and stops the robot in its tracks.

I may be misreading this but if you're suggesting the robot has his own theme music that goes from wonder/curiosity to disaster that could be very effective. . . and really funny as it builds to the final disaster.

Totally

1:58-2:14 Wow, Flower

Harp, piano, string pizz, etc, start playing the Flower Theme (whatever I develop to signify that the robot finds something enticing)

2:15-2:19 Inspecting flower

Music continues but becomes bit-crushed and sounds digitized and videogamey like it's being heard inside the robot's head.

2:19-2:22 Glitching!

Digital music starts to really glitch out and stops at the laser shooting

2:22-2:34 Oh, no

Maybe no music here. Especially if there's good vocal sfx for the robot to show that it's upset and shocked about what happened etc. **yes**

2:35-2:39 What'd you do?

As kid walks in, music starts to pick up lightly but stops when they see the mess

There's a possibility that the "upset robot" sounds will carry the scene until "there's more where that came from"

Cool. That can be easy to tweak either way.

2:42-3:09 That's okay, there's more where that came from

Music picks back up slowly and starts picking up moment and comes to a full climax of wonder and beauty with harp, lush full strings, piano, etc.

3:09-3:14 Look at this!

Music continues but digitized and videogamey again but maybe starts to glitch out before the cut back to the real world

3:15-3:35 Not again

This part is tough for me. I'm almost hearing this large, almost monster movie like music while the kids scream and cry. It could be a funny juxtaposition to the previous music.

LET ME KNOW WHAT YOU THINK ABOUT THIS ESPECIALLY

3:15--3:40 Hmmm. . . my read on this sequence, once the slug erupts and the kids freak out is that of impending chaos/danger. Maybe a darker chaotic version of "wonder/curiosity gone very bad". Almost as if the room is filling with gunpowder and the last thing we need is a sparkler to set thing off. . . enter cupcakes.

I'm reluctant to get too overbearing or dark but we may need to go there and pull it back. Also, robot freaking out noises will add to the chaos.

This sounds about right. Once I write the happy greenhouse music, I'll go from there to see how it naturally segways.

3:35 Oooooo cupcakes!

Previous music stops with a note or two sustaining in excitement/suspense

3:36-3:40 Robot tunnel vision

Harp flourishes that turn into arpeggios that move gradually upward in scalar motion (think Zelda when link is opening a chest) **only a slightly more dangerous?**
Sure! I'll make the harmonic scale a bit more crunchy maybe.

3:41-3:45 Through robot's eyes
Music continues but digitized and videogamey as before

3:46-4:00 The blowout
I'm hearing either a new version of that epic monster movie orchestral idea from before in the greenhouse, or absolutely no music here...
YOUR INPUT HERE WOULD BE GREAT TOO
My guess is that the glitchiness escalates over the cut, as magnified in the twitchy visual effects, then silence sets up the BOOM!
Oh good idea. That's much easier too. Hahahaha

4:00-4:05 Black
Sirens fade out as if we were cutting to the opening devastation scene.. Just silence, maybe with the EKG blip slowly filtering in
Princess Birthday melody comes in lightly when she enters with cupcakes.
Beat filters in with ekg speed up.
Full Beat

4:05-End You're not dancing?!
EKG blip slowly becomes the pulse of a happy dance track with elements of the birthday theme from the bus scene sprinkled in.

I like the idea of this music being really dancey and big by the end, especially when she's screaming and wriggling. Then maybe the music continues through the credits to keep the humor and absurdity in the minds of the viewers through the credits. **YES!**

TODO for FINISHING

1: Intro music: Do a response to the Birthday Girl Glock melody. So, double the time and do a response to the call. Then the music kicks in after that.

2: Flower! - draw out the flourish to the moment of impact to emphasize the phases of the rack focus.

3: transition into the greenhouse, beef up the volume and if needed, fill it out a bit more.
Add flourish like the first Flower! Moment as the first note of the harp part of the music.
Thicken the moments entering the greenhouse with harp/chimes/etc to add beauty to the flowers themselves.

4: Start party music when camera comes in full to the hospital. Make the music cut to suspense strings with lighting of cupcakes. Bring drums later in a bit later.

Final exports - more consistent levels to work with