The piece I have chosen to create for my composition has a futuristic, eerie and foreboding feel. My inspiration came from music in sci-fi action and horror films, delivering a high sense of suspense and intensity. I wanted to create an elevated suspenseful experience for the audience, dramatic, dark and tormenting, depicting a villain, unpredictable, feared, and revered. I have manipulated a variety of music elements and compositional devices, including texture, expressive techniques, pitch, and tonality to create characterization and mood.

It begins with a chord played by a heavy synth pad. Immediately establishing an eerie, creepy atmosphere. A polyphonic texture from 0:06-0:18sec adds intensity as the guitar and drums are heard generating dissonance and discomfort for the audience. At 0:16sec an additional synth sound is added thickening the texture and intensity. Following a glissando at 0:19sec the texture becomes homophonic as all the layers align and play the same rhythm and melodic contour. This not only reduces tension but provides variation. Glissandos are used again at 0:37-0:40sec and 0:59-1:20 sec to depict a sense of falling followed by a descending melody at 0:18-0:20sec reducing the intensity so that it can slowly build up again, establishing a wave of tension and release. The texture returns to polyphonic from 1:03-1:05sec with a descending glissando note bringing the piece to an end. I have carefully chosen the instrumentation of my composition to generate my desired timbre. To establish a futuristic dark eerie mood and evil character I have used electronically produced sounds as in Spider-Woman. I purposely wanted to generate a thick rich tone with a mixture of bright and deep colours. A synthesized pad with high pitch sounds produced the bright crisp notes in contrast to the dark muddy sounds of the bass and drums. Moments of dissonance were created as various instruments clashed against each other. To help convey a scary villain, I based my composition on a minor tonality. The pitch is a mixture of both high and low register notes which not only support the malicious characterisation but also, the mood. The high register creates an eerie discomfort, while the lower register creates suspense.

Overall, though careful manipulation of various music elements and concepts such as texture, expressive techniques, pitch, and tonality, I have created a unique eerie, creepy, and intense composition inspired by sci-fi action and horror film music.