

What is bombastic bass?  
- Part of Free Orchestra VST

May not work for CF, as it is a happier game!

Simplify!

Lead violin may be too much try oboe.

Augmented 4th strikes again.

Instruments: Piano, strings (sustained and staccato), violin lead, choir, flute, lead synth, staccato trumpet, generic brass section, bombastic bass, hits and snares, cymbals

Minor key (obvious) - using progression i, iv, VI, V in C#m (C#m, F#m, A, G#)

Half step drop between VI and V is very sad.

Base melody is constant, and repeated on three instruments

Drums and bass add pumping feeling.

Strings following melody, but not the real melody. Piano same thing.

Lead instrument (violin) is a leitmotif. USES MOTIFS FROM PREVIOUS SONGS IN THE OST. Neat!

Just like a rock song has verse, chorus, and bridge.

Uses 3rd, perfect 4ths and perfect 5th harmonies throughout.

Augmented 4th to go to the loop.

Bridge has "call & response" between two instruments.

### Summary:

This is a good guideline, but may not actually work for CF. This example is far too "busy" for what I need to do. However, the core elements are useful: i, iv, VI, V chord progression is good, but maybe don't use minor key. The idea of a constant base melody is a key contributor to "simple." Following a standard rock song structure makes this a bit easier....