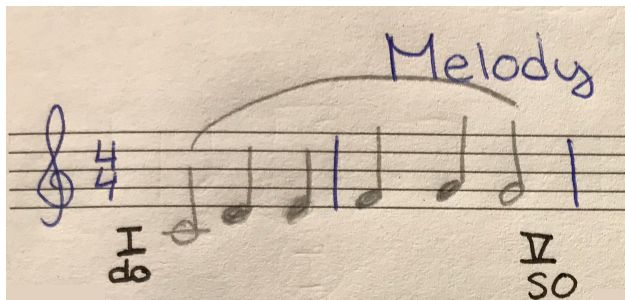


Remixing Mozart

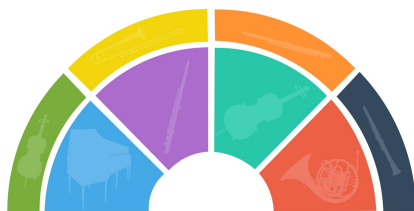
Presented by: Samuel Wright



This handout is to accompany the video entitled "Arts Integration - Mozart." It fits with a blog post available here: <https://wrightstuffmusic.com/portfolio/mozart-eresource>



eResource Mozart K581



@wrightstuffmusic (twitter)

Approach & Outcome(s)

Approach: Learning to compose and remix from a style study of Mozart's music.

Outcomes:

1. An understanding of thematic/melodic writing in both Contemporary and Classical music.
2. The reworking and taking-apart of both styles of music to then recreate them using traditional notation.
3. Use chance and technology to remix the works of both Mozart and contemporary group *Clean Bandit*.

1 Mozart's Ideas

This complete online resource (linked above) outlines each theme/melody for the Clarinet Quintet K581. Then, much like *Clean Bandit* does, students learn to write out the melody and alter it by switching around bars, changing direction of the notes and rhythms.

2 Clean Bandit

Through listening and discussing the music (and music videos) of Clean Bandit we discover patterns and major comparisons for Pop music to Classical music. Things like arpeggios, the shape of a melody and repetition are good starters.

3 Mozart's Dice

In this section (and with other handouts) I encourage you to download the notation software *MuseScore* for free [MuseScore.org](https://musescore.org) for Mac or PC. You can write and experiment with Mozart's own Dice Game (file included) to make your own music through chance!

BAIN MUSC 215
Music Theory III

Musical Dice Game Composition

INSTRUCTIONS

Using the *musical dice game* described below,¹ compose a Classical era waltz for piano. This two-step algorithm generates a German *waltz* in 3/8 time (in the key of C major). More information is available online at:

<http://in.music.sc.edu/fs/bain/vc/musc215/project/>

The Algorithm

STEP 1: Roll a pair of dice 16 times.

Each time you roll, record the *sum* (2-12) of the two dice in the 16 boxes provided below:

<i>1st Part</i>	<i>m.</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>	<i>8.1 8.2</i>
		A	B	C	D	E	F	G	H ²
	Sum								

<i>2nd Part</i>	<i>m.</i>	<i>9</i>	<i>10</i>	<i>11</i>	<i>12</i>	<i>13</i>	<i>14</i>	<i>15</i>	<i>16</i>
		A	B	C	D	E	F	G	H
	Sum								

The form of the waltz you are about to compose is: *1st Part*, 8 bars, mm. 1-8; *2nd Part*, 8 bars, mm. 9-16. Take a quick look at the *Sample Waltz* (Example 1) on the next page. This is one of the approximately 11¹⁶ possible waltzes³ the algorithm can generate. Be sure to notice that the bars in each part are labeled A–H. You will use these letters in Step 2.

STEP 2: Using the *Table of 176 Musical Figures* available on IMSLP (a link is provided on the project website), look up the pre-composed musical figure associated with each of your 16 rolls using the two tables below.

Table 1. Use this table for the 1st Part, mm. 1-8

	A	B	C	D	E	F	G	H
2	96	22	141	41	105	122	11	30
3	32	6	128	63	146	46	134	81
4	69	95	158	13	153	55	110	24
5	40	17	113	85	161	2	159	100
6	148	74	163	45	80	97	36	107
7	104	157	27	167	154	68	118	91
8	152	60	171	53	99	133	21	127
9	119	84	114	50	140	86	169	94
10	98	142	42	156	75	129	62	123
11	3	87	165	61	135	47	147	33
12	54	130	10	103	28	37	106	5

Table 2. Use this table for the 2nd Part, mm. 9-16

	A	B	C	D	E	F	G	H
2	70	121	26	9	112	49	109	14
3	117	39	126	56	174	18	116	83
4	66	139	15	132	73	58	145	79
5	90	176	7	34	67	160	52	170
6	25	143	64	125	76	136	1	93
7	138	71	150	29	101	162	23	151
8	16	155	57	175	43	168	89	172
9	120	88	48	166	51	115	72	111
10	65	77	19	82	137	38	149	8
11	102	4	31	164	144	59	173	78
12	35	20	108	92	12	124	44	131

As demonstrated in the *Sample Waltz*, say your first roll sums to 7.⁴ Look up the musical figure number associated with that roll in Table 1. Since bar 1 is **measure A**, combine the letter A with the current **roll 7** to yield Table 1 **cell A7**. Since the number in cell A7 is 104, look up **figure 104** in the *Table of 176 Musical Figures* on IMSLP and notate it in bar 1 of your score (a pdf template is available on the website). Say your **second roll** sums to 10: **B10** = 142, so notate figure 142 in bar 2. Say your **third roll** sums to 9: **C9** = 114, so notate figure 114 in bar 3, and so on.

¹ *Musikalisches Würfelspiel* (Musical Dice Game) attributed to W.A. Mozart (1756-91) and published by Nikolaus Simrock (Bonn: 1792). Available online in the IMSLP at:

<[http://imslp.org/wiki/Musikalisches_Würfelspiel_K.516f_\(Mozart,_Wolfgang_Amadeus\)](http://imslp.org/wiki/Musikalisches_Würfelspiel_K.516f_(Mozart,_Wolfgang_Amadeus))>.

² All of the bar H figures in the 1st Part have two versions: 8.1, the 1st ending; and 8.2, the 2nd ending.

³ For the exact number, see Peterson 2001.

⁴ For example, say you rolled a 3 & 4 (or any other roll that sums to 7).

Mozart's Dice Game

Music by Chance

During the Classical period in music, many composers created musical dice games in which compositions were created by chance via the throw of the dice. The most successful of these compositional games was created by Mozart. In the abbreviated version presented here, students can create a short waltz with the throw of the dice or by picking random numbers.

Directions for playing *Mozart's Dice Game*

1. Print out this document.
2. Cut each page into six individual cards, following the guide-lines.
3. Each card has a letter (A-H) and a number (2-12) in the upper left corner.
Arranged the cards into stacks by letter.
4. Roll a pair of dice. From the "A" pile, select the card which matches the number rolled.
5. Continue to roll the dice, selecting one card from each lettered stack.
6. Arrange the selected cards in alphabetical order.
7. Play your new composition.

Variation I

Instead of using dice, simply select one random card from each stack.

Variation II

Select any number of random cards, arrange them in any order you like, even up-side down!

Variation III

Using this document as a template, create your own dice game.

Have fun!

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