

A BRIEF HISTORY OF MUSIC

This piece gives the listener a journey through the Medieval, Baroque, Classical, Romantic, 20th Century and Pop periods of music.

The main theme is taken from the traditional French folk melody *Clown Dance*, and changes in style with each different period of music; for instance, in the romantic section, the tune is played in a minor key, and the backing track has big orchestral instruments.

The key to this piece is locking into the tempo changes as quickly as you can.

WARRIOR

This piece was inspired by the music from epic films of Greek gods, pirates of the seven seas and tales from middle earth. Underpinned by big drum sounds and a strong rhythm, Warrior needs to be played with massive dynamics and full commitment!

G-FUNK

G-Funk is inspired by the hip hop movement of the late 90's, with a "Dre style" piano vibe. The rhythm in this piece is "swung," which means that the sixteenth notes are not played in straight time. The pairs of sixteenth notes should be played with the first note slightly longer than the second note giving the swinging feel.

NIGHTMARE

Nightmare is a short piece of program music, giving the listener a chance to imagine what and wherever their mind will take them.

Using a short phrase with longer notes, Nightmare builds on the theme each few bars, increasing the number of notes and increasing in volume, until reaching a climax and dying away.

SETTING SUN

This beautiful backing track, set on a golden sandy beach, is written in the style of the minimalist piano composers of this century. It draws on folk melodies and flowing lines, with sparse orchestration.

The focus of this piece is on long flowing phrases and delicate dynamic changes.

LONG ROAD HOME

This piece, calling on the influences of great film composers of the modern era such as John Williams and Hans Zimmer, is another piece of program music, painting the scene of a weary army, trudging back along deserted roads, dreaming of the welcome and loving arms they will receive after their long absence.

It relies on 8 chords, with the powerful and uplifting melody slowly building and building to a loud climax, and a sharp drop in volume right at the end.

YOUTUBER (Like My Page)

This piece was inspired by my youngest children watching popular YouTube channels. Just hearing the music over and over, whilst pictures of cute cats scrolled across the screen, was enough for me to run into my studio and lock the door. There I wrote a very catchy tune and backing track to play along to, and the rest, as they say, is History.

The main technical point in this piece is the “syncopated” rhythm. Syncopation is a musical technique where stress is given to the weak beats instead of the strong beats, which gives the piece its light and fun vibe.

I FEEL IT COMING

Now, this isn't what you hear every day...Drum and Bass instrumental solos! ... but that's what you've got!

In the style of modern day commercial vocal drum and bass artists (Sigma/DJ Fresh), the solo instrumental part is playing the vocal line, while accompanied by loud drums, uplifting synths and a big bassline.

As with YouTuber, the main focus is on syncopation. Syncopation is a musical technique where stress is given to the weak beats, instead of the strong beats. This piece is also quite fast, so you will have to keep up.

DOVREGUBBEN (Retro Gamer)

The strange name of this piece comes from the famous *Peer Gynt Suite* by Edvard Grieg.

“Dovregubben” is the name of the troll king. In the middle of this piece, you will recognise the famous melody of Grieg's, “In the Hall of the Mountain King.”

The fun “8-bit” backing track turns any instrumentalist into an instant retro gamer! Ready player 1!

Y.O.L.O (You Only Live Once)

This backing uses the Trance genre of music to create an uplifting and pumping soundtrack to the flowing melody in the solo part.

Strings and other orchestral elements are a massively important tool in modern dance music, and can be heard in William Orbit's *Adagio for Strings* and Massive Attack's *Unfinished Sympathy*, as well as now becoming standalone orchestral performances with Pete Tong's Ibiza Classics concerts.

The driving percussion pushes the beat on, leaving the soloist to master the fast tempo of Y.O.L.O.

In The Mix

Volume 1 (Tuba Edition)

Nick Squires

A Brief History of Music

MEDIEVAL

♩ = 70

Tuba

Piano

mf

ff

mf

6

BAROQUE

f

fmf

fmf

11

CLASSICAL

p

A tempo

rit.

p

Warrior

♩ = 150

Piano

f

7

A

f

13

19

mf

The image displays a piano score for the piece 'Warrior'. It is written in a 3/4 time signature with a key signature of two flats (B-flat and E-flat). The tempo is marked as quarter note = 150. The score is divided into four systems, each with three staves: a single bass staff at the top, and a grand staff (treble and bass) below. The first system (measures 1-6) features a strong *f* dynamic. The second system (measures 7-12) includes a first ending bracket labeled 'A' starting at measure 7. The third system (measures 13-18) continues the piece. The fourth system (measures 19-24) concludes with a *mf* dynamic. The music consists of a rhythmic bass line and a melodic line in the right hand.

G-Funk

Swung ♩'s with Flava ♩ = 80

Piano

mf *sim.*

A

f

9

B

mf

Nightmare

Scarily ♩ = 60

Piano

pp

The first system of music is in 4/4 time and features a piano accompaniment. The right hand plays a continuous eighth-note pattern in the treble clef, while the left hand plays a simple bass line in the bass clef. The piece is marked *pp* (pianissimo).

3

pp

The second system continues the piano accompaniment. It includes a melodic line in the bass clef that spans across the system, marked with a slur and *pp*. The right hand continues with the eighth-note pattern, and the left hand provides harmonic support with chords.

6

A

p

p

The third system introduces a new section marked 'A'. The bass clef features a melodic line with a slur and a dynamic marking of *p*. The right hand continues with the eighth-note pattern, and the left hand provides harmonic support with chords.

8

The fourth system continues the piano accompaniment. The right hand maintains the eighth-note pattern, and the left hand provides harmonic support with chords. The piece concludes with a final chord in the bass clef.

Setting Sun

♩ = 90

Tuba

Piano

mf

rit. p

Ped. * *Ped.* * *sim.*

A

p

A tempo

12

B

p

Long Road Home

♩ = 74

A

Tuba

Piano

pp

pp

9

B

p

p

15

You Tuber (Like My Page)

Annoyingly Happy ♩ = 162

Piano

f

7

A

f

12

B

I Feel It Coming

Fast Drum and Bass ♩ = 155

Piano

f

7

A

mf

12

mf

B

mf

Dovregubben (Retro Gamer)

Piano

$\bullet = 120$

mf

4

8 A

f

12

This piano score is written in 4/4 time with a tempo of 120 beats per minute. The key signature has two flats (B-flat and E-flat). The piece is divided into four systems of music. The first system (measures 1-4) features a melody in the right hand with eighth-note patterns and chords, and a bass line in the left hand with a steady eighth-note accompaniment. The second system (measures 5-8) continues the melodic and accompanimental patterns. The third system (measures 9-12) is marked with a box labeled 'A' above measure 9 and a forte (*f*) dynamic. The melody in the right hand becomes more active with sixteenth-note runs, while the left hand maintains its accompaniment. The fourth system (measures 13-16) concludes the piece with similar melodic and accompanimental textures.

Y.O.L.O. (You Only Live Once)

Hands In The Air ♩ = 125

Piano

p

A

p cresc.

cresc.

13

f

f

B

mf

mf

Tuba

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MEDIEVAL

♩ = 70

2

Musical notation for the Medieval section, measures 1-6. The music is in 4/4 time and begins with a 2-measure rest. The tempo is marked as ♩ = 70. The dynamic is *mf*.

BAROQUE

CLASSICAL

A tempo

7

Musical notation for the Baroque and Classical sections, measures 7-12. The music is in 4/4 time. The dynamic is *f*. The tempo is marked as *rit.* and *p*.

ROMANTIC

♩ = 46

13

Musical notation for the Romantic section, measures 13-18. The music is in 4/4 time. The dynamic is *molto rit.* and *mf*.

19

Musical notation for the Romantic section, measures 19-24. The music is in 4/4 time. The dynamic is *f*.

20TH CENTURY

POP

♩ = 104

5

25

Musical notation for the 20th Century and Pop sections, measures 25-34. The music is in 4/4 time. The dynamic is *ffz* and *ff*.

35

Musical notation for the 20th Century section, measures 35-39. The music is in 4/4 time.

40

Musical notation for the 20th Century section, measures 40-41. The music is in 4/4 time.

Piano

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MEDIEVAL

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♩ = 70

Musical score for the Medieval section, measures 1-5. The piece is in 4/4 time. The right hand features a rhythmic pattern of eighth notes, starting with a fortissimo (*ff*) dynamic and transitioning to mezzo-forte (*mf*) in measure 3. The left hand provides a simple harmonic accompaniment with chords and single notes.

BAROQUE

Musical score for the Baroque section, measures 6-10. The piece is in 4/4 time. The right hand features a rhythmic pattern of eighth notes, starting with a fortissimo (*f*) dynamic and transitioning to fortissimo (*ff*) in measure 8. The left hand provides a simple harmonic accompaniment with chords and single notes.

CLASSICAL

Musical score for the Classical section, measures 11-13. The piece is in 4/4 time. The right hand features a rhythmic pattern of eighth notes, starting with a ritardando (*rit.*) dynamic and transitioning to piano (*p*) in measure 12. The left hand provides a simple harmonic accompaniment with chords and single notes. The tempo is marked *A tempo*.

ROMANTIC

Musical score for the Romantic section, measures 14-16. The piece is in 4/4 time. The right hand features a rhythmic pattern of eighth notes, starting with a piano (*p*) dynamic and transitioning to mezzo-piano (*mp*) in measure 15. The left hand provides a simple harmonic accompaniment with chords and single notes. The tempo is marked *molto rit.* and the time signature changes to 3/4 in measure 15. The tempo is marked *mp*.