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Music Score for Sticky

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Music Score for *Sticky*

A thesis submitted in partial satisfaction  
of the requirements for the degree Master of Arts  
in Music

by

Enguang Zhao

2015

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ABSTRACT OF THE THESIS

Music Score for *Sticky*

by

Enguang Zhao

Master of Arts in Music

University of California, Los Angeles, 2015

Professor David Samuel Lefkowitz, Chair

The thesis is a film composition scoring for the animated documentary film *Sticky* directed and produced by Jill Rose, 2013. The film is 20 minutes long and talking about an expedition to the Ball's Pyramid Island, Australia, and the discovery of the stick insect—a type of phasmid which has disappeared on the Lord Howe Island, Australia since 1920, and how to rescue it and preserve it.

The music is mainly composed based on orchestra and combining some electronic synthesis instruments with effects produced by DAW. The total duration of all cues is about 15 minutes. The thesis consists of two parts: 1) audio files, which is produced by the combination of recorded music and virtual instruments; 2) the full score of all the cues.

The thesis of Enguang Zhao is approved.

Lily Chen-Hafteck

Ian Krouse

Peter Richard Golub

David Samuel Lefkowitz, Committee Chair

University of California, Los Angeles

2015

## Contents

Cue 1	Lights Up in The Library and The Growth of the Island	1
Cue 2	Destroy The Island	3
Cue 3	Soul of The Sticky	9
Cue 4	The Extinction	9
Cue 5	Plan to The Island	10
Cue 6	Twinkling Light in The Bush	12
Cue 7	We Found The Phasmid	13
Cue 8	Save the Sticky	14
Cue 9	Baby Sticky	14
Cue 10	If We Can Turn Back Time	15
Cue 11	Credits	16

# Sticky

Cue 1  
Lights Up in The Library  
and  
The Growth of The Island  
00:19:20.10

Music by Enguang Zhao

Flute

Shakuhachi

Sogo

Harp

Pad 1 (New Age)

Violin I

Violin II

Violoncello

Tempo markings: ♩=66, ♩=70, ♩=76

Dynamic markings: mf, f, mf, f, ff, pp, p, mf, Pizz, p, mp

The first system of the score includes parts for Flute, Shakuhachi, Sogo, Harp, Pad 1 (New Age), Violin I, Violin II, and Violoncello. The music is in 4/4 time. The Flute and Shakuhachi parts are mostly rests, with the Shakuhachi playing a melodic line starting at measure 16. The Sogo part has a rhythmic pattern. The Harp part has a few notes. The Pad 1 part has sustained chords. The Violin I and II parts have melodic lines with dynamics pp and mf. The Violoncello part has a pizzicato line with dynamics p and mp.



Shak.

Sogo

Hp.

E. Pno.

Pad

Synth(Glass)

Vln. I

Vln. II

Tempo markings: ♩=58, ♩=58

Dynamic markings: mf, f, ff, mf, mf, mf, mp

The second system of the score includes parts for Shak., Sogo, Hp., E. Pno., Pad, Synth(Glass), Vln. I, and Vln. II. The Shak. part has a complex melodic line with dynamics mf, f, ff, and mf. The Sogo part has a rhythmic pattern. The Hp. part has a melodic line with dynamics mf. The E. Pno. part has sustained chords with dynamics mf. The Pad part has sustained chords. The Synth(Glass) part has a melodic line with dynamics mf. The Vln. I and II parts have melodic lines with dynamics mp.

25

Sogo

Shk.

Hp.

Pad.

Vln. I

Vln. II

Vla.

Vc.

Cb.

mf

pp

f

mf

f

mf

f

mf

f

mf

mf

pizz

mf

tr



Cue 2  
Destroy the Island  
02:07:20.38

Musical score for Cue 2, "Destroy the Island" (02:07:20.38). The score is written for a full orchestra and includes the following instruments and parts:

- Fl.** (Flute): Starts at measure 32 with dynamics *mf*, *f*, *mf*, and *p*. Tempo markings are  $\text{♩} = 50$ ,  $\text{♩} = 37$ , and  $\text{♩} = 85$ .
- Timp.** (Timpani): Dynamics *mf*.
- Sogo** (Soprano): Melodic line.
- Shk.** (Shakuhachi): Rhythmic accompaniment.
- Hp.** (Harp): Dynamics *pp*, *pp*, *pp*, and *mp*.
- E. Pno.** (Electric Piano): Dynamics *p*.
- Pad.** (Pads): Dynamics *pp* and *mf*.
- Synth(Glass)** (Synthesizer/Glass): Dynamics *p*.
- Vln. I** (Violin I): Dynamics *mf*, *f*, *ff*, *mf*, and *p*. Tempo markings are  $\text{♩} = 50$ ,  $\text{♩} = 37$ , and  $\text{♩} = 85$ .
- Vln. II** (Violin II): Dynamics *mf*, *f*, *mf*, *f*, *ff*, *mf*, and *mp*.
- Vla.** (Viola): Dynamics *ff*, *mf*, and *mp*.
- Vc.** (Violoncello): Dynamics *mf* and *mp*.
- Cb.** (Cello): Dynamics *pp*, *p*, *pp*, and *p*. Includes markings for *arco.* and *pizz.*

40

Perc. *mf* *f* *mf* *f*

E. Pno.

Pad *ppp*

Synth(Glass)

Vla. *mf* *f*

Vc. *mf* *f*

Cb. *mf* *f*

50

Hn. *mf*

Perc. *mp* *f* *mp* *f* *mf* *f*

Cora *mf*

Synth(Glass)

Vln. I *mf* *mp* *mf* *mp* *mf* *f* *mf*

Vln. II *mf* *mp* *mf* *mp* *mf* *f* *mf*

Vla. *mf*

Vc. *mf*

Cb.

57

Perc. *mp* *f* *mp* *f* *mp*

Cora

Synth(Glass)

Vln. I *f*

Vln. II *f*

Vla.

Vc.

Cb.

64

Hn. *mf*

Hn. *mf*

Timp. *mf*  $\rightarrow$  *f*

Perc. *f* *mp* *f*

S. D. *mf*  $\rightarrow$  *f*

Sogo

Shk. *f*

Hp. *f*

Cora

Synth(Glass)

Vln. I *mf*  $\rightarrow$  *ff*

Vln. II *mf*  $\rightarrow$  *ff*

Vla. *mf*  $\rightarrow$  *ff*

Vc. *mf*  $\rightarrow$  *ff*

Cb. *ff*

70

Hn. I  
 Hn. II  
 Tbn.  
 Tba.  
 Timp.  
 Perc.  
 S. D.  
 Sogo.  
 Shk.  
 Hp.  
 Vln. I  
 Vln. II  
 Vla.  
 Vc.  
 Cb.

Musical score for measures 70-76. The score includes parts for Horns (Hn. I, Hn. II), Trombones (Tbn.), Tuba (Tba.), Timpani (Timp.), Percussion (Perc.), Saxophones (S. D., Sogo.), Shofar (Shk.), Harp (Hp.), Violins (Vln. I, Vln. II), Viola (Vla.), Violoncello (Vc.), and Contrabass (Cb.). The key signature is one sharp (F#), and the time signature is 4/4. The score features various musical notations such as rests, notes, triplets, and dynamic markings like *f* and *sfz*. The Harp part includes markings for *Rit.* and *stacc.*.

77

The score consists of multiple staves for various instruments. The Shk (Shakuhachi) staff starts with a rest and then has a melodic line marked *mp*. The Hn (Horn) staves have rests followed by notes marked *sfp*. The C Tpt (Cornet/Trompete) staves have rests followed by notes marked *sffz* with accents and dynamic markings. The Tbn (Trumpet) and Tba (Tuba) staves have rests followed by notes marked *sfp*. The Timp (Timpani) staff has a rhythmic pattern with an accent of 6. The S.D. (Snare Drum) staff has a rhythmic pattern with accents of 3. The Sogo (Soprano Gong) and Shk (Shakuhachi) staves have rests followed by notes. The Hp (Harp) staff has chords with accents of 3. The Synth (Glass) staff has rests followed by notes. The Vln. I (Violin I) staff has a rhythmic pattern with accents of 3. The Vln. II (Violin II) staff has a rhythmic pattern with accents of 3. The Vla. (Viola) staff has a rhythmic pattern with accents of 3. The Vc. (Violoncello) staff has a rhythmic pattern with accents of 3. The Cb. (Cello) staff has a rhythmic pattern with accents of 3.

Shk. *mp*

Hn. *sfp*

Hn. *sfp*

C Tpt. *sffz*

C Tpt. *sffz*

Tbn. *sfp*

Tba. *sfp*

Timp. 6

S. D. 3

Sogo

Shk.

Hp. 3

Synth (Glass)

Vln. I 3

Vln. II 3

Vla. 3

Vc. 3

Cb. 3

Cue 3  
Soul of The Sticky

04:27:04:63

86  $\text{♩} = 54$

Shak.

Hn.

Hn.

Tbn.

Hp.

Synth(Glass)

Vln. I

Vln. II

Solo

ppp mp > p fp mp > p mp p mf > p mf



Cue 4  
The Extinction  
06:17:04:63

98  $\text{♩} = 54$

Hp.

Pad 6

Vln. I

Vla.

pp p > ppp

VC solo  $\text{♩} = 54$

ppp mp > p fp

115

Hr. *mp*

Vla. *mf* *ppp*

Vc. *mp* *ppp*

Vc. *mf* *ppp*

==

Cue 5  
Plan to The Island  
07:34:06:77

129 *♩=37*

Mar. *mp*

Pno. *ppp* *p*

E. Pno. *mp*

Delayed Bells *mp*

Pad *mp*

Vla. *♩=37*

Vc.



134

Mar.

Pno.

Pno.

E. Pno.

Delayed Bells

Pad



138

Mar.

Pno.

Pno.

E. Pno.

Delayed Bells

Pad

142

Pno.

Pno.

E. Pno.

Delayed Bells

Pad



146

Sogo

Pno.

Pno.

E. Pno.

Pad

Pad 6



Cue 6  
 Twinkling Light in The Bush  
 11:21:02:46

158

Sogo

Pad

Pad 6

Cue 7  
We Found The Phasmid  
12:22:23:15

Musical score for Cue 7, measures 174-180. The score includes parts for Sogo, Mar, Pno, E. Pno, Pad, Vc, and Cb. The Sogo part begins at measure 174 with a dynamic of *mf*. The Mar and Pno parts feature a complex rhythmic pattern starting at measure 174, with a dynamic of *mf*. The E. Pno part has a melodic line with a dynamic of *mf*. The Pad part has a melodic line with a dynamic of *mf*. The Vc and Cb parts have a melodic line with a dynamic of *mf* and a *Pizz* (pizzicato) marking.



Musical score for Cue 7, measures 181-187. The score includes parts for Sogo, Mar, Hp, Pno, E. Pno, Delayed Bells, Vc, and Cb. The Sogo part begins at measure 181 with a dynamic of *p*. The Mar part has a complex rhythmic pattern with a dynamic of *p*. The Hp part has a melodic line with a dynamic of *p*. The Pno part has a complex rhythmic pattern with a dynamic of *p*. The E. Pno part has a melodic line with a dynamic of *p*. The Delayed Bells part has a melodic line with a dynamic of *p*. The Vc and Cb parts have a melodic line with a dynamic of *p* and an *Arco* (arco) marking.

189

E. Pno.

Pad.

Vln. I

Vln. II

Vc.

Cb.

*p*

*42*

**Cue 8**  
**Save the Sticky**  
 14:36:15:68

210

Hn.

Pno.

E. Pno.

Vc.

Cb.

*p*

*42*

Solo VC

*p* *mf* *p* *p* *mf* *p*

*mf*

*mf* *p*

**Cue 9**  
**Baby Sticky**  
 16:18:01:45

227

Hn.

Hn.

Tbn.

Pno.

E. Pno.

Delayed Bells

Cb.

*mf* *f* *mp* *p*

*mf* *f* *mp* *p*

*mp* *f* *mp* *p*

*mf*

*mp*

*mf* *mp*

*mf* *pp*

*42* *84*

*42* *84*

244

Pno.

E. Pno.

Delayed Bells



Cue 10  
 If We Can Turn Back Time  
 17:25:05:11

259

Fl.

Hn.

Hn.

C.Tpt.

Tbn.

Pno.

Pad.

Cue 11  
Credits  
18:55:08:01

275 Picc.  
mp

Hn.

Hn.

C.Tpt.

Tbn.

Sogo

Hp.

mf

Pno.

p

Cor.

18:55:08:01

S. Solo

S.


ah


Vla.

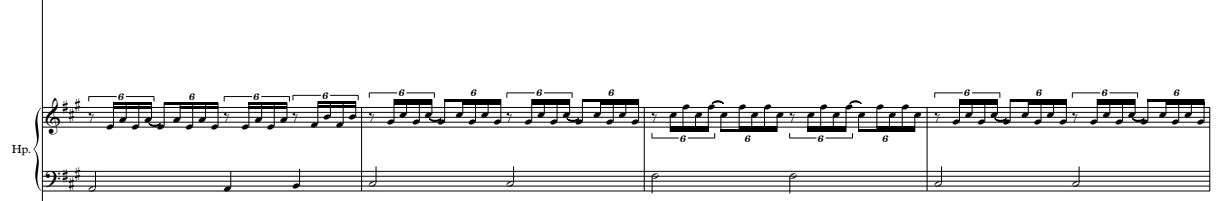
arco


mp


286

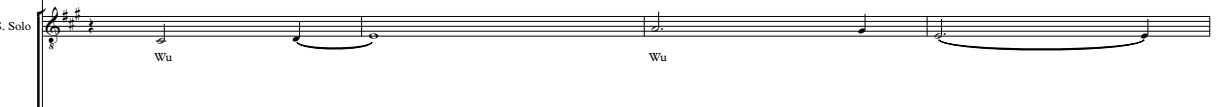
Perc. 

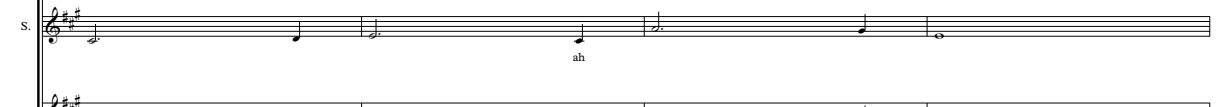
Sogo 

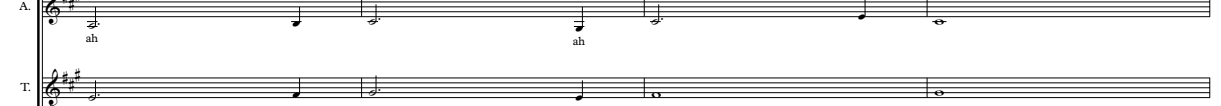
Hp. 

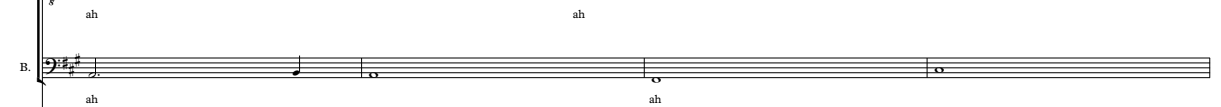
Cora 


S. Solo   
Wu Wu


S.   
ah

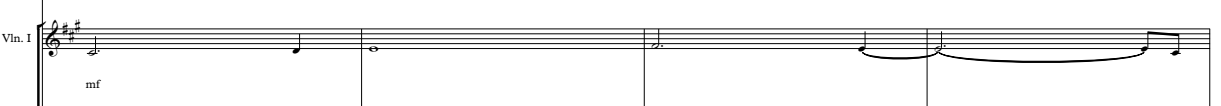
A.   
ah ah


T.   
ah ah


B.   
ah ah


Delayed Bells   
mf

Vln. I   
mf

Vln. II   
mf

Vla. 

Vc.   
pizz  
mf

Cb.   
pizz  
mf

290

Hn.  
 Hn.  
 Perc.  
 Sogo  
 Hp.  
 Cora.  
 S. Solo  
 S.  
 A.  
 T.  
 B.  
 Delayed Bells  
 Vln. I  
 Vln. II  
 Vla.  
 Vc.  
 Cb.

Wu  
 ah  
 ah  
 ah  
 ah  
 ah  
 Wu Wu Wu Wu  
 ah  
 ah  
 ah  
 ah  
 ah  
 f  
 f  
 f

Detailed description: This page of a musical score covers measures 290 to 293. It features a variety of instruments and vocalists. The woodwinds (Horn) play melodic lines, while the percussion (Sogo) provides a rhythmic accompaniment. The piano (Hp.) has a complex, textured accompaniment with sixteenth-note patterns and triplets. The vocalists (Soprano Soloist, Soprano, Alto, Tenor, Bass) sing 'Wu' and 'ah' in various parts. The strings (Violins I and II, Viola, Violoncello, and Contrabass) provide harmonic support, with some sections marked 'f' (forte). The score is written in a key signature of two sharps (F# and C#) and a 4/4 time signature.