

Melody Notes- Bronson and Holly

Tranquil opening music - peaceful beginnings
Followed by deep horn sounds - symbolise bad maybe?
Eerie music during text and field scene + child laugh
See his face and there was a wee tune
You can hear wind
Strumming intensifies as we entered the war scene
Hear sound of horses and soldiers moving
Music is quite bold and heroic
Diegetic sounds become louder than non diegetic sounds
Inspiring speech has trumpets that build up, they are kinda negative
Sad music as they're losing
Sinistar music as -evil man- arrives
Sad music in the medical ward with Max to show empathy
Revealing family life / home: put on eerie sad music. Music is foreshadowing
Whistling winds when talking to the chick
Mysterious music when lady is hinting towards their past
Talks about family again and there is hopeful music - Imao they finna die
No music when something bad is going to happen - tension
Suspenseful music as he bout to get the yeet - sounds like jaws - crescendo
Music gets more twisted as he is more smothered
Silence follows then a wolf howl
Lack of music makes us hang on edge
Lightning strikes as his anger happens
Loud booming diegetic sounds as Maximus is travelling - hoofs
Dun dun dun dun music and Max escapes
Guitar ballad that's quite heroic and cool
Music makes us think he will win, it's fast paced, hoods are in time with the tempo
Builds tension, suspense & hope
Haunting music returns as the fam gets rekt
Humming female singer as family hit the boof
Sharp sound

Scene 2:

Horror noises due to max in an unfamiliar place
Music that kind of shows potential and hope
Jiggy music at Zuccabar - we in for a good time
There's like Arabian Music, helps establish setting
Ominous music as Maximus keeps getting hit - establishing strength
Max goes from the loudest person and now he is the quietest (reversal of fortune)
Loud smacking of tools on stone and stuff, kindof used as music to build up

Music builds up to be triumphant to make Maximus a more powerful hero
Honourable, horns and drums play as Commodus is getting power
This music also has dark edges
Music is triumphant to show how powerful Bad Boi is
Uneasy sounds coming from Commodus spinning the sword
No music when he is finally speaking
Light music comes on followed by a dark edge when girl and baddie are talking
Loud overwhelming horns play over the birdseye shot of the new arena
Recognition occurs and there's this noble sounds
Music sounds like some good spicy shit gonna happen
Loud triumphant music with Max then we go to Commodus and it's eerie, quiet, dark and edgy
Sad music to help us empathise with the villain
Virtually no sound when girl is being sneaaaaaaakkkkkkkkkky
Music loud and heroic for when we return to Maximus
Crowd noises become quieter as Max talks to the kid, shows intimacy
Clanking sounds sound like clock work
Trumpets blow
Music that fills audience with relief
Music goes away during dialogue
Light drums begin to come in
Followed by mysterious horns
Triumphant horns to make us feel like Max is safe
Name chanting
Complete silence and Commodus is hitting the statue - makes it feel dark
More music-less scene with girl and Max
Music finally comes in during the end of the convo - sad music
Building up drums during tension with Commodus and head guard
First battle scene with no music
Music trickles in as Maximus has won
The kill moment has a music build up but it dies as he drops his weapon
Music has an edge while Commodus discusses his plans
A LOT OF THE FALLING ACTION HAS NO NON-DIEGETIC SOUNDS
Big bad music when Max is saying he wants Commodus to die
Ringing bells in the background (symbolism)
Eerie horns between talk of BBG and female
Random as squeal (Alvin and the Chipmunks?) - not actually from movie
Music has a sharp edge between BBG and Lucius
Dun dun dun dun dun dun dun music
Pirates of the Caribbean music during action
Action becomes quieter as we see Max
Big slow DUN DUN when they close in on Max
Music sounds intense and crowd chants MAXIMUS, misleading.
Music slows down before Max's demise
Music sounds kinda shadow like as he gets stabbed
Slight noise as we zoom out on Max face

