

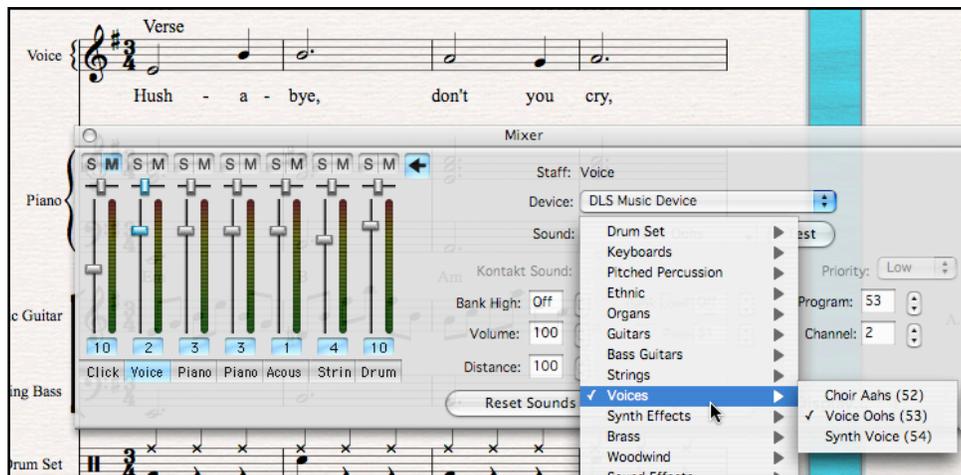
Sibelius Guidesheet 2: Modifying “Pretty Little Horses” to Use With Groovy

October 10, 2007

Task: Export the “Pretty Little Horses” arrangement in a form that can be imported in Groovy and used to customize Groovy menus

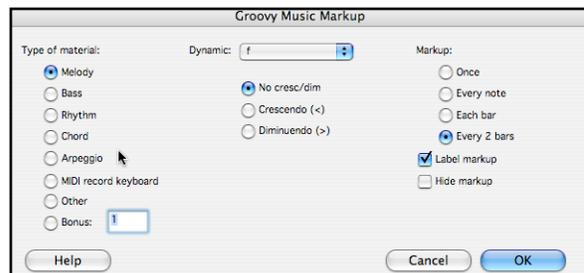
Resources: “prettyHorses.sib” from Guidesheet1 project, special markup plug-in from the Sibelius website. You will need Sibelius and at least one of the Groovy’s: Shapes, Jungle, or City.

1. Install the GroovyMusicMarkup plug-in from the Sibelius website. See <http://www.sibelius.com/download/plugins/index.html?plugin=97>
2. Open the “prettyHorses.sib” file you created in Sibelius or one provided with the Guidesheet project.
3. Preparing for running the Groovy markup plug-in. You need to make sure that each staff is on a different MIDI channel and has a unique instrument. You can check this and make adjustments from the Sibelius “Mixer” found under the “Windows” menu. Below you can see where we have changed the vocal line label to say “Voice” and have changed the MIDI channel and instrument to Voice “oohs.” Notice that each staff has a unique MIDI channel: 2, 3+3, 1, 4, and 10. We will use only the left hand of the piano part.



4. Run the Groovy Plug-in. (This is available from the Sibelius website and must be installed.) We are going to run this plug-in on each staff in turn: voice, piano, guitar, bass, and drums. The plug-in puts some magic coding on each staff that Groovy will use to assign the music to its objects: melody, arpeggios, harmony, bass, and rhythm. You will see it show up as light blue text. You don't have to understand what this is, just make sure it's there.

- 4.1. Select all of the measures of an instrument or a staff (e.g., Voice).
- 4.2. Choose Plug-ins > Groovy Music Markup and then Groovy Jungle or City. The dialog on the right appears. Chose “Melody” to put the voice in the Groovy melody object. Selecting “Every 2 bars” for the Markup will chunk the melody into two bar patterns in Groovy.



- 4.3. Do this same process for each instrument as follows: Right-hand Piano as “Chord” (Each bar), Guitar as “Arpeggio” (Each bar), Bass as “Bass” (Each bar), and Drum Set as “Rhythm” (Every two bars). Notice I didn’t use the left-hand piano as it is doubled in the bass.
- 4.4. You are done. For more details on using the Plug-in, check out the “Help” button on the plug-in window.
5. Export the file as a MIDI file. File > Export > MIDI File
6. Open up the song in Jungle: ALT+click on the Open Song icon (Option+Apple key on Mac). Once in Jungle play it back. Notice that Groovy has “chunked” the bars and staves into its symbols automatically.
7. Customize Groovy Menu. Then fill up the menu with the objects to create your custom workspace. On Mac Option+Shift an object in the PlaySpace up to one of the menus (ALT+Shift on PC). Below is a view of Jungle with the Pretty Little Horses imported. Note the arpeggio objects in the menu space above.



Can you see the possibilities for customizing Groovy and creating your own sets of music objects for student activities?

PROJECT COMPLETED!