

Scoring Definitions:

<b>8</b>	Top Quality / Outstanding
<b>7 - 7.9</b>	Very Good
<b>6 - 6.9</b>	Above Average / Good
<b>5 - 5.9</b>	Average / Standard / Satisfactory
<b>4 - 4.9</b>	Below Average / Sub-Standard
<b>3 - 3.9</b>	Unsatisfactory
<b>2 - 2.9</b>	
<b>1 - 1.9</b>	Poor
<b>0 - 0.9</b>	

Awards (badges) by category:

(the highest scoring entry in each category will be awarded the corresponding badge)

Melodies Themes	Harmony Chords Textures	Form Development Structure	Originality Creativity	Score Presentation	Instrumentation Orchestration	Execution of Given Challenge	Taste
"Tune Smith"	"Ingenious Harmonizer"	"Musical Architect"	"Musical Explorer"	"Immaculate Engraver"	"Outstanding Orchestrator"	Theme Winner - "From Bits to Bangers"	"Impeccable Taste"

Player: Tónskáld  
Entry A - "Blast Off!" by @Eickso  
Category: Jazz, Band, Pop, Rock

8-Bit Track used

Track 2 - Treasure Master World 2 - "The Moon"

Melodies Themes Motives	Harmony Chords Textures	Form Development Structure	Originality Creativity	Score Presentation	Instrumentation Orchestration	Execution of Given Challenge	Taste
6.5	7.5	5.5	7	8	7.5	6.5	7

Average Score: 6.94

Review: I enjoyed this for what it was: an arrangement of a video game soundtrack for an eclectic ensemble. As a whole, the piece struggled with overcoming a sense of sameness, attempting to create a few vibrant strokes amid the backdrop but just falling short. It was akin to finding a book with beautiful leather binding, only to discover upon reading that the contents were dry and unmoving. I could not connect to the work. There was not enough pause, neither phrasally nor literally, and I felt that was detrimental to the work's structure. The treatment of harmony here was tasteful; an interspersion of secundal, tertian, and quartal species helping to keep the piece colorful. And while the rhythm was certainly adventurous, according to my taste it did not quite settle into a groove—certainly not the groove the composer was aiming for (though, admittedly, a live rendition of this could make all the difference in the world in that regard). I felt that there were too often competing tuplets that detracted from the cohesiveness of the piece's drive. The part-writing was very well executed, and although doubling was present throughout the composition, it did not seem overly excessive. The score was immaculate: clear and concise, detailed and expressive.

Player: Thatguy v2.0  
Entry A - "Blast Off!" by @Eickso  
Category: Jazz, Band, Pop, Rock

8-Bit Track used

Track 2 - Treasure Master World 2 - "The Moon"

Melodies Themes Motives	Harmony Chords Textures	Form Development Structure	Originality Creativity	Score Presentation	Instrumentation Orchestration	Execution of Given Challenge	Taste
7	7	7	6	8	6	7	6

Average Score: 6.75

Review:

First of all, the judging for this judge will be a little bit different. If you relisten to all of the 8-bit tracks we posted, they're all bangers. They were just limited by the technology offered. I was a bit disappointed tbh, as this competition turned into "From Bits to Ballades". I hoped for powerful rockin tunes inspired by these pieces, and although some of you captured what I felt was so important to this particular competition, most failed my bangers test. These scores are out of 8 bits, but if your piece isn't a "banger" by what I've held dear as the definition, I have no choice but to slice off the top layer of the maximum score down to 7 bits for each category.

Congratulations, your piece passed my Banger test! You'll be awarded a maximum of 8 bits per category instead of 7!

Wow, this piece was a treat to listen to. For one, I feel like you captured the essence of the track you derived your music from. There's so much color and playful tossing around of the main material. Your score was immaculate, and is the standard I'll be judging the others from.

I really liked the treatment of the material, as well as the use and detailed instructions for playability of the synths. Creative touch, and one well executed. Your piece was one of my favorites.

Player: PeterthePapercomPoser  
Entry A - "Blast Off!" by @Eickso  
Category: Jazz, Band, Pop, Rock

8-Bit Track used

Track 2 - Treasure Master World 2 - "The Moon"

Melodies Themes Motives	Harmony Chords Textures	Form Development Structure	Originality Creativity	Score Presentation	Instrumentation Orchestration	Execution of Given Challenge	Taste
7.5	7.9	7.25	8	8	8	8	6

Average Score: 7.58

Review:

Your composition is perhaps the only one that went into the heart of the original 8-bit retro sound, using the unique 8-bit palette to your advantage. You also used the most unique and creative instrumentation, but which quite conveniently can also be played using a regular piano if a synthesizer isn't available. Your minimalistic approach really shines in your transformation of this Treasure Master track. I know it's difficult in a notation program, but I felt your drum set writing lacked realism and there were no much needed drum fills in between sections. But I think that this would easily be remedied with a live performance where the drummer wouldn't even realistically expect a fully written out part. You might not have wanted or indicated a drum fill anywhere in your music, but that doesn't give the drummer any chance to really let loose and play idiomatically to a drum set.

On the other hand, a strength of this banger is the unique textures afforded by your heterophonic treatment of the melodic material. Also, the relation to the original "Treasure Master" 8-bit track is mostly in tempo, figuration and atmosphere. I think you used mostly original melodic content which is a testament to your creativity and originality. Your harmony is also very non-derivative and original. You take the opportunity, in a track as heavily influenced by ostinati, to use interesting polyrhythms. Your formal sections ebb and flow and transition well into each other, and there is a clear build to a satisfying conclusion.

Player: Henry Ng Tsz Kiu  
Entry A - "Blast Off!" by @Eickso  
Category: Jazz, Band, Pop, Rock

8-Bit Track used

Track 2 - Treasure Master World 2 - "The Moon"

Melodies Themes Motives	Harmony Chords Textures	Form Development Structure	Originality Creativity	Score Presentation	Instrumentation Orchestration	Execution of Given Challenge	Taste
7.9	7.8	7.6	7.8	8	7.8	8	8

Average Score: 7.89

Review: I enjoy your arrangement very much. Your minimalistic and polyrhythmic approach fits very well to the original repetitive rhythmic patterns with melodies on top of it. You add some modern approach here with more rigid sounding harmony, e.g. in section 7 the piccolo is a great addition to the existing rhythmic pattern and they mix very well. This greatly enhanced the flavour of the piece and shows how creative you are despite faithfully following the features of the original track! You really grasp the essence of the original track and transform it to something your own!

Instructions are clearly provided in the score and the engraving is excellent with plenty of details to follow.

Reviewer: Omicronrg9  
Entry A - "Blast Off!" by @Eickso  
Category: Jazz, Band, Pop, Rock

8-Bit Track used

Track 2 - Treasure Master World 2 - "The Moon"

Melodies Themes Motives	Harmony Chords Textures	Form Development Structure	Originality Creativity	Score Presentation	Instrumentation Orchestration	Execution of Given Challenge	Taste
5.5	4	3	5	5.5	5	6	5.5

Average Score: **4.94 out of 8**

Review:

First of all you transform a ~1:30 theme that loops into a >3 min one that doesn't rely on looping (*which of course was useful and made much sense in the context the original theme was made*). Some may consider that a miscalculation, or simply a mistake; I would say the opposite in this case: these pieces are not meant to be put in any game and thus, despite some abrupt and/or unconvincing transitions to silence or sections that seem unfitting to me, I consider this a decent cover of the original tune.

However, most of the power that the original piece had and still has, got lost in your version, blurred by some of these transitions and other sections. I would dare to say that your very first measures have the peak of strength of the whole piece. At some passages the music is too focused in the arpeggios, up to the point other voices end up obscured, blurred too. Some sounds (*strings*) are questionable but since there's not a category for production value I just want to make clear that this aspect has not influenced the final score.

Now regarding the score itself. What is that (blank) text in the program notes? Is it a placeholder that you left there? I mean, this tells me you have further plans for the piece but I would say either erasing the placeholders before presenting it or making a different text for the performance you are planning would have been better approaches. It is nothing but a detail, though. More details: I think you have space to make instruments names bigger (*even staff commentary seems bigger*), everything else seems fine but I'm not sure if marking every measure (*instead of doing so each 3-5*) is either needed or convenient. The rest of the score—where the music lies—has no issues to my knowledge: all instruments seem within their range, good phrasing indications, some detailed indications in dynamics... Perhaps the only thing that was strange is that you didn't accompany the transposition with a key change in the corresponding instrument voices and thus likely reducing the number of accidentals in said voices.

All in all, a nice job with some improvable stuff here and there both in the music and in presentation.

Player: chopin

Entry A - "Blast Off!" by @Eickso

Category: Jazz, Band, Pop, Rock

8-Bit Track used

Track 2 - Treasure Master World 2 - "The Moon"

Melodies Themes Motives	Harmony Chords Textures	Form Development Structure	Originality Creativity	Score Presentation	Instrumentation Orchestration	Execution of Given Challenge	Taste
7	8	7	7	6.5	8	7	8

Average Score: 7.31

Review:

You had a very clear melody / motif throughout this piece, and you executed that nicely. The rhythm of your piece is awesome and really reminded me of an old school style video game theme. I think the piccolo was a really nice touch. Towards the end, the piccolo sounded like birds tweeting, changing up the atmosphere a bit. I also think your instrumentation worked really well for this challenge, really giving your piece a nice retro feel to it. I'm not sure if your score could have been condensed, but I did have to scroll through your score fairly quickly as I went through the recording (making it hard to keep up). I think the best way to deal with that is to output your score to tabloid layout and further "zoom". Very minor criticism, but it would be easier on the eyes and would make your score way easier to follow.