

Sound Map

Objects Actions Environment Emotions Transitions	Descriptive Adjective	Time	Sound Ideas	Music Ideas
Introduction	working energy	-4	music only	regular optimistic steady homey
Environment Work Camp	working energy	0	Grunts clanks machinery	regular optimistic steady homey
Emotions	mighty vital	0	straining laughing clanks	
Environment Men working	victorious army	6	marching feet	fife and drums - civil war
Environment Railroad build	steel driving	9	clanks railroad sounds	
Emotions	strongest	13	grunts breathing hard hammer sounds	back to first music regular optimistic steady homey
Objects	energetic	20	big steel spikes	steady marching beat
Objects	faithful	25	"there you go" "that's it"	
Object	giving up	29	sigh	
Emotion	a little ominous	35	steam engine	add a steady low tone
Emotion	excitement	42	men excitedly talking	move music up a half step
Objects	big and strong	50	add clanking hammers	
Object	excited onlookers	55	howling and cheering	move music up a whole step
Object	excited onlookers	1:02	cheering	music slows is calm and major
Object	excited onlookers	1:11	another big cheer	
Emotion	something wrong	1:16		music stops on minor chord
Emotion	transition	1:20	body hitting ground or John Henry's last sigh	music drops 1/2 step - still minor
Object	shock	1:20	crowd gasping	
Object	sad	1:23	hammers hit ground	only two notes - 2nd
Emotion	grief	1:25	men murmur	only two notes - flatted 2nd
Emotion	lost forever	1:30	men's murmurs fade out	only one low note held
Emotion	somber	1:35		three slow notes G E# C