Category of the Epic as a Part of the Theoretical Paradigm of Contemporary Musicology

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Abstract: *The article is devoted to the question of the categories of the epic as part of the theoretical paradigm of contemporary musicology. It is proven that nowadays there are many books, magazines and articles about the epic genre of music. The concept of a soundtrack that appeared in the 1950s is highlighted of XX century. The compilation of songs "Carmina Burana", which became the reason for the appearance of the music for the trailers was investigated. It has been established that since the 90s of the XX century, the first companies that were engaged in the creation of music for trailers began to appear - "Globus" and "Inmediate Music". It is determined that the first studio album of the group "Globus" was "Epicon". It is noted that video games belong to epic music. It has been studied that epic soundtracks are most often used in video games with the plot of war, confrontation and battles. It is noted that Jeremy Soule, who gained fame thanks to the game series "Elder Scrolls" and "Harry Potter" is the most famous composer of orchestral music video games. The importance of music is emphasized for the video games of the famous American composer Garry Schyman. Emphasis is placed on the talented works of German instrumentalist Hans Zimmer. It is noted that the music is epic and cinematic. Samples of the musical epic of Ukrainian composers are highlighted. Explored Japanese anime style animation. Revealed that talented artists receive the MTV Video Music Awards every year.*

Keywords: *Contemporary music art, postmodernism, epic music, orchestral music, soundtrack, trailer, video games, anime.*

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Introduction

The contemporary intensive development of computer technologies and the development of electronic tools for searching for a new sound of music, experimenting with sound with its timbre and spatial quality have provided an opportunity for composers to reveal creative and aesthetic principles in the genre of epic music.

First, let's find out the meaning of the words: "contemporary music art", "postmodernism", "epic music".

Contemporary music art is a concept that denotes the compositional and performance activities of composers of the second half of the XX - early XXI century. As an integral part of the spiritual culture of society, contemporary musical art is characterized by an intensive search for new means of expression, experiments and a large number of stylistic trends. To define musical creativity, three concepts that are similar in meaning but they are not identical are used: "new music", "contemporary music" and "actual music" O. Serova (2019).

Postmodernism is a set of stylistic currents and artistic movements of the second half of the 20th - early 21st centuries, which denied in their aesthetically pleasing worldview positions, worldview principles and artistic ideals of modernism. The postmodernist author interacts with the text as with an integral separate world, O. Serova (2019). A characteristic feature of postmodern art is the freedom of the artist and the absence of restrictions on self-expression. There was a clear separation of professional art from mass culture in previous eras, but the art of postmodernism actively enters into a dialogue with it, rethinking it and giving the culture advanced tasks, for example, in the field of fashion, music, dance, advertising, etc (Nerubasska, Palshkov, & Maksymchuk, 2020; Nerubasska & Maksymchuk, 2020).

Defining the term "epic music" is not easy to find. In many forums, fans of art consider epic music to be the one created for the soundtracks of some films, because they are the arguments of legends about warriors, about historical characters, the production of which are great battles. Epic music is a contemporary classical music genre, primarily music with trailers, that comes from a wide range of genres (Manning, 2019). More it is a series of sounds, rhythms and melodies associated with scenes of battles between armies, wars, etc. Separated from the trailer music genre, epic music is a genre in its own right that creates many tracks that can be used in trailers. Epic music is similar to the music of neoclassicism, which is characterized by touching, dramatic and emotional melodies. Since the 2010s, epic music has

become increasingly popular on the Internet, thanks to YouTube channels. These mixes tend to feature cinematic, fantastic cover arts reminiscent of, and sometimes directly derived from, video games and movie graphics. Epic music usually uses present-day production techniques such as sound wall, reverberation and complex layers.

Epic music in the musical practice of fiction cinematography

The literature review proves that the information on development of an epic genre of music in postmodernism can be found in the articles of Ukrainian and foreign researchers, in posts on information sites on the Internet.

The research of composer technologies in the musical practice of American fiction cinematography was conducted by Leontyev (2019). The author highlights the topic in detail: he draws attention to the development of composer skills and technologies of the Hollywood cinematography, studies the essence of Ukrainian cinema musicology. Obviously, the rapid development of digital technologies was influenced by creation of the cinema musicology of postmodernism.

Noteworthy is the report of Manning (2019) that epic music evokes extreme feelings. For example, the track "Heart of Courage" makes the listener feel unnaturally courageous and triumphant, this kind of music creates an amazing journey into a new world. Another striking example of another composer Howard Shore is the composition "Lothlorien" from the first film "The Lord of the Rings". Music helps to reveal the events of the story: the society falls into the realm of Celeborn and Galadriel, which is a very good place filled with etheric light and magic. The author provides a realm of tense, otherworldly beauty through the use of various modes, increased 2 intervals, chorus, strings and tepid percussion instruments, possibly with the use of tubular bells.

The authors of the article (Sider & Power, 2008) reveal in detail the concept of "soundtrack". Literal sounds that make us believe in what we see and emotional sounds that make us feel what we see. A soundtrack is the sound design of any material: a movie, a cartoon or a computer game, moreover, information on this design is recorded on a tally. First, dialogues, sound effects and music are recorded on separate audio tracks, which are then mixed and recorded on one common track, which is what we hear when watching a movie. Soundtrack is a term that appeared in the early 1950s and referred to the type of music album. Originally, the soundtracks

were called "music from the original soundtrack of the movie". Later, this expression was reduced to "soundtrack to the movie" Carey S. (2019).

Many classical symphonies, which are also called epic music, because they are known to be the basis for the creation of soundtracks of the battle genre in cinema. Among the most famous compositions is "CarminaBurana", (Dotsey, 2019) - a collection of songs called "goliards" and has medieval tones. This selection of songs and poems from the early 13th century was discovered in Borena in 1803. But there are suggestions that the collection comes from the Sekkau Abbey in the country of Austria. The German composer selected 24 poems and arranged them into several sections: "In Springtime", "On the Green", "In the Tavern", "The Court of Love" and "Blanziflor et Helena". Arranged them in "O Fortuna" – the most famous part of "CarminaBurana".

As the author of the article, Vilaghy (2010) notes, the famous composition "CarminaBurana" inspired the music for the trailers. The "O Fortuna" choir accompanied the Excalibur video, which director John Burman created in 1981, revolutionizing the musical style of trailers. Hollywood's most famous studios, seeing the popularity and rapid spread of trailers, noted high composer skills. As a result, there was a desire to license music like "O Fortuna".

Since the 90s. XX century the first companies began to emerge to create "trailer music" that would become epic music. "Globus" and "Inmediate Music" are examples of these groups are.

From the article by Vilaghy (2010) we learn that the album "Epicon" was released by the group "Globus". It contains 14 compositions performed mainly in the epic style of orchestral music. The Globus group was created by Yoav Goren in 2006 with composers, producers and singers. Dunne Percy is the co-founder of "Globus", the lead soloist of "Prelude", "Orchard of the Mines" and "Europe". Anneke von Hirsbergen performed the songs "Mighty River Runs" and "Diem Ex Dei". In addition, the band "Globus" also joined the famous vocalist, Lisbeth Scott. The album begins with the following epic songs: "Diem Ex Dei" comes from "Lucius Dei", "Europa" from "Electric Romeo", "Orchard of the Min" from "Serenata" and "Preliator" from "Lacrimosa". "Globus" songs tell a story about God, heaven, stars, homeland, prayer and heroic masculinity. "Globus" has a long history backed by very talented people.

It is worth paying attention to the monograph of Kushch (2015), in which the author considers functioning of electronic musical instruments in contemporary musicology. The manual emphasized that progressive development of technical means significantly affects creation of a musical

work: new genres, styles start up. In addition, the postmodern musicology has accumulated key features: dynamism, polycentricism, diffuzziness.

Another sector where epic music is increasingly used is video games. Many teenagers prefer leisure time on the screen of a gadget or laptop than walking on the street. Therefore, in order to increase gamers, developers are working not only on the quality of graphics, but also on high-quality equipment with musical accompaniment. Most often, epic soundtracks are used in games with a plot of war, confrontation and battles, but strategy and role-playing video games do not lose popularity.

An interesting post by Greening (2009) about the Japanese composer and pianist Yoko Shimomura. "Kingdom Hearts" album was a huge success as it sold over four million copies worldwide. After writing soundtracks the Japanese composer is considered one of the most famous video game composers in the world.

For "The Elder Scrolls V: Skyrim" Jeremy Soule wrote epic symphonic music in 4 discs with 53 songs, the total duration of melodies is 3 hours 38 minutes, Noma (2011).

Noteworthy is the article by Donelson (2021) about Jeremy Soule - a talented composer who makes music to computer games and movies, reached the peak of fame by working with the game series "Elder Scrolls" and "Harry Potter". The composer worked with the company developing video game "Square", in 1995 he wrote score for the film "Secrets of Evermore". He found a music production company, "Soule Media" ("Artistry Entertainment"). He developed "Icewind Dale" in 2000 and the first "Harry Potter" game, "Harry Potter and the Wizard" in 2001, for the works: "Star Wars: Knights of the Old Republic", "Total Annihilation", "The Old Scrolls", "SOCOM: Navy Seals" and "Dungeon" in addition he received the "BAFTA Games" Award for "Harry Potter and the Chamber of Secrets", written with J. Soul, founded company "DirectSong", for game and film projects, he developed the 2013 TV mini-series "The Burdens of the Shaohai Prelude: A Vision" and the 2014 surfing adventure film "Ideal Wave".

According to Panimash (2019), it is interesting that the game "Max Payne" is one of the most powerful and truly Hollywood stories in the world of computer technology. While playing, you enjoy the melodic performances of Finnish composers KärtsyHatakka and KimmoKajasto and the beautiful Late Goodbye from the Finnish band "Poets of the Fall".

An American composer Garry Schyman (Tong, 2011) has created for "BioShock", "BioShock 2", "BioShock Infinite" an anxious, tense, hopeless melody, which is sometimes filled with hope, although immediately

disappears. He became famous for his adventure games "Middle-earth: Shadow of Mordor" (nominated for a BAFTA award) and "Middle-earth: Shadow of War", "Resistance: Retribution" and "Dante's Inferno", "Voyeur". The composer successfully expressed the atmosphere of a metaphysical paradise, which turned into hell with mutants.

Special attention should be paid to Hans Zimmer - German instrumentalist, renowned and successful film composer of the 21st century, who has enormously influenced the history of Hollywood cinema and culture in general, Donelson (2021). He was awarded a star on the Hollywood Walk of Fame and ranked 72nd on the "100 Geniuses of Our Time", multiple Academy Award and Golden Globe nominees. Among his works: tracks for films – "Interstellar Main Theme", "Solomon" (OST 12 Years of Slavery), "Davy Jones" ("Pirates of the Caribbean", "Treasure of the Dead"), "Kung Fu Fighting" ("Kung Fu Fu Panda"), and computer games –" Call of Duty: Modern Warfare 2 ","Crysis 2". Hans Zimmer took the symphony orchestra as the basis for all his works.

In addition, epic music is popular among animated films - anime. This style of animation, originating in Japan, is characterized by colorful graphics depicting vivid characters in rich plots, often with fantasy or futuristic themes, Ashcraft (2021)

The editors of British Encyclopedia claim anime popular in Japanese films (Wallenfeldt, 2021). Early anime films were targeted primarily at the Japanese market. The big eyes of anime characters talk about the inner state, they are sort of "windows to the soul". Modern anime began in 1956 and succeeded in 1961 with the founding of the novelistic Japanese style of comics, which significantly contributed to the aesthetic anime. The Japanese cartoon "Princess Mononoke" by Miyazaki Hayao (Ray, 1997) is a present-day example of music epos. The Japanese director Miyazaki (Ray, 1997) became the winner and received the Oscar for the best animated film "Gone".

Thus, the epic music of the postmodern era is characterized by wonderful panoramic shots, huge fierce battles, brave heroes and fantastic heroes. Such videos provide a tense atmosphere and are commonly used in historical and science fiction films, video games, blockbusters and movie trailers.

Therefore, music in a postmodern society is music that impresses with its appearance and, obviously, has many fans.

Epic Genre Category: historical and theoretical dimension

A noteworthy article by Alex Brown (2020), where the author emphasizes the mission of epic music - accompanying in moments of courage and tension, hope and determination. So it's no surprise that epic music has become a huge trend in 2020. Let's remember what an epic is? Homeric epics are poems that told about the feats of the heroes of Greek myths and legends. Therefore, amazing epic music tries to express that very sense of scale and grandeur of these Bronze Age blockbusters. As a genre, it is inextricably linked with the silver screen and the audacious actions of its characters. These are epic songs that increase energy and tension, giving a sense of importance to events.

Epic music is great for cinematography, so the best examples of the genre can be found on both small and large screens. A good example is the series "Game of Thrones" Ramin Djawadi's Emmy Award, Rachel Brodsky (2019). Here the knock on drums and the sound of the cello carry the mind into the world of ice kings, dragons and nobles. Not so much magical travel is presented with hip-hop, in comparison with the epic nature of bloody battles, the music fan has the opportunity to imagine himself in a fictional world, having got to the top at the cost of great danger and hardship. These stories inspire rappers who see it as an echo of their own journey into the slums of major American cities to fame and fortune.

From the post by Tereshchuk (2019) we see that the Ukrainian film "Zakhar Berkut", which was screened in 2019, is related to the series "Game of Thrones", giving high marks to the musical epic. The author of the soundtrack to the film was Svyatoslav Vakarchuk, and the song is called "Pass". The video for the track of the band "Ocean Elsa" was shot on the site of the studio FILM.UA- in the scenery of a huge mountain gorge, created specifically for the film. The story of Zakhar Berkut and the brave Tukholts is a story about one of the main things in the world: the courage of men, women, children, which has repeatedly helped to overcome more than one sharp turn of fate and more than one pass. The song became the main part of the film's soundtrack.

In order to realize the main idea of the director Oles Sanin - to create the "Mamai" movie it was the sound palette that became its basis. Epic folklore became the basis for the film drama with the help of an innovative and exclusive sound score, created by the Ukrainian composer AllaZagaykevich. The piece is built on three levels - verbal, musical and visual. The verbal folklore text, which sounds almost all the time behind the scenes, characterizes the two main ethnic images - the Ukrainian epic

"Thought of the Azov Brothers" and the Crimean Tatar epic "Dervish Song about three brave Mamluks". Verbal folklore text sounds in the frame, this is Crimean Tatar children's folklore - nursery rhymes, counting-out rhymes, as well as a parable told by Umai. The musical folklore text is the main one in the creation of the musical drama of the film and has a multidimensional sense of fulness. The composer chose for himself the path of constructing a sound scale with the help of the use of personally created simpliced timbres based on ethnic phonemes, intonational structures such as (second messages, melodic constructions of eastern thirds, which are inherent in oral tradition, in particular, crying intonation, lullaby). The chosen stylistics of the musical folklore text helps to clearly distribute functionally different figurative spheres. Thus, Ukrainian images are illuminated by the Ukrainian singing and instrumental tradition (voices of the members of the folklore ensemble "Drevo", synthesized sounds of the Polissya trumpet, kobza, lyre, drymba and percussion), Crimean Tatar images - stylized by the author of the instrumental "Eastern" tradition (music for percussion instruments was recorded composer in a kind of co-authorship with the "Ars – nova" ensemble). The folklore text is reflected in visual images symbolizing the key demonstrations of the ethno consciousness of the main characters (for example, an episode of Mamai's criticism of a new name or an episode of Mamai's creation of a kobza) and the main signs - symbols of the general drama of the film (display of the steppe, sea, golden cradle). The visual level is closely related to the musical level. In particular, we can identify complex episodes of a ritual nature, which are the main semantic sense of fulness. These are episodes of theater, film, television, choreography "prayer", "witchcraft" (treatment of Mamaia), "folk holiday" (ritual dances by the fire Umai), "wedding" (combination of two worlds for life and love).

The article by Polyvach (2021) about the American of Ukrainian origin Yu. Fedinsky, who is now restoring the musical tradition of epic songs-dumas, is of interest. Bandurist, composer, sound director, producer of folk ensembles is engaged in the kobza tradition - sings the kobza repertoire and makes musical instruments with his own hands. Yuri is actively reviving the Ukrainian torban - he reconstructed the fretless kobza of OstapVeresai, plays the bandura of Gnat Goncharenko, enjoys playing bass and tambourine, piano and electric guitar.

The article by Fiorino (2020) is important and helpful in creating a successful soundtrack, it notes that thanks to such stunning cinematography in present-day films and TV series, it is easy to overlook the work done by the sound engineers to create the soundtrack. From huge explosions into gentle sighs and steps, it is the sound design that transfers into history and

makes it possible to feel the realities of that time. The soundtrack plays an important role in the viewer's perception of the key moments of the story, giving decisive signals to the inner thoughts and experiences of the characters. Today, the most innovative filmmakers think about sound even at the script stage of a project, which will further help in the vision of a film or series. Making an animated film is one of the most interesting examples of sound that takes precedence over visual. American-style animated features usually begin with radio plays, as the only visual effects are storyboards and drawings of characters and places. In addition, directors are all out for having sound and music at the beginning of a tape. Sound engineers agree that when designing sound, the best practice is to record real sounds, if possible. The publication emphasizes that the sound design and musical score of a film or series must work in harmony to achieve the desired feeling of the cadre.

It is worth noting that every year talented artists from around the world receive the MTV Video Music Awards (VMA). This is a show for honoring the best trailers, which is filled with spectacular performances, memorable speeches, impressive outfits, unforgettable moments, brilliant successes (Rosenblatt, 2019). The winners are presented with a statue made in the form of an astronaut.

Conclusions

As you know, epic music first appeared as music created for movie trailers in the 1990s. At first, mainly foreign companies worked on this genre, so music was available mainly to clients of companies and the film industry.

Epic music has certainly become more popular on the Internet thanks to the mix and collections of the genre. "Globus" was the first group to release an epic album, later "Immediate Music" did it. The first studio album by "Globus" was "Epicon".

In addition, video games belong to epic music. Epic soundtracks are proven to be used most often in video games with a plot of war, confrontation and battles. The most famous composer of video game orchestral music is Jeremy Soule, who rose to fame through the "Elder Scrolls" and "Harry Potter" series. The importance of music for video games by the famous American composer Garry Schyman has been clarified. Talented German instrumentalist Hans Zimmer has greatly influenced the history of Hollywood cinema through famous tracks and computer games.

It is because of the musical epic that the Ukrainian film "Zakhar Berkut" received high marks. Epic folklore became the basis for screenwriting created by AllaZagaykevich. At the beginning of the XXI century, anime became widely popular. It has been found that talented artists receive the MTV Video Music Awards each year.

Thus, the epic music of the postmodern era is characterized by wonderful panoramic shots, huge fierce battles, brave heroes and fantastic heroes. Such videos provide a tense atmosphere and are commonly used in historical and science fiction films, video games, blockbusters and movie trailers.

Therefore, many outstanding postmodernist composers have found their place in "epic music".

Acknowledgement

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