

## Chapter 1 : The Legend of Zelda: Ocarina of Time - Wikipedia

*The secrets of ocarina making revealed! Although ocarina making is simple in theory, there are numerous subtleties involved which general tutorials do not reveal.*

Resources How to make a Xun The Xun - pronounced shoon - is an ocarina related instrument of Chinese origin. They are technically similar to ocarinas being an air-reed vessel flute, however they lack a ducted windway. The task of focusing the air stream is taken by the players lip embrasure similar to the western flute. This allows for greater control over the instruments tone. Due to there lack of a windway Xuns are easier to make than ocarinas. The tricky aspects of ocarina creation such as slot stick creation and labium alignment do not exist with the Xun. This tutorial assumes that you have a basic understanding of the physical process by which air reed instruments operate, the basics of clay work and the tuning of vessel flutes. As there is very little information about the Xun online, this guide is based on my interpretation of the instrument. The methods described here may well vary from the traditional process. This tutorial demonstrates the form and cut method.

Step 1 To start with, grab yourself a lump of clay the size of a decent apple. You should use an ungrogged or finely grogged stoneware or earthenware clay, depending on the firing and finishing methods you intend to use. Xuns can be played in an unfired state.

Step 2 After it has been stored for a period of time the water content of clay loses its uniformity, which makes the clay difficult to work with. Fresh clay may also contain air pockets which can cause the work to explode when fired. You may avoid both of these problems by thoroughly wedging your clay before use. The cylinder method is shown below. Start with a clay ball and place your hands above it. Force your hands together, down into the lump and away from your body. Roll the clay back onto its tail and repeat at least 20 times. Keep going until you no longer see air bubbles if you cut the lump in half with a wire.

Step 3 Hold the ball of clay in one hand and slap it with your free hand. As you do so, transfer the ball to this hand, rotating it slightly. Continue slapping the clay, passing it from one hand to the other, until it is balled up and has a smooth surface.

Step 4 Form the clay ball into an egg shape with your hands. You can refine the shape by smoothing it with a plate or kidney tool held at a shallow angle to the clay.

Step 5 Put the form to one side and let it go leather hard, it should be stiff and only move a little when pressed with a finger. Exactly how long this will take depends on the room temperature and humidity, the clays make up and thickness. It can take anywhere from a few hours to more than a day, so do keep an eye on it. Do not skip this step in an effort to save time, the following steps are difficult to preform with plastic clay as it dents and deforms very easily. Plastic clay will also drag on cutting tools which makes cutting a clean blow hole and labium very difficult.

Step 6 Once the clay is leather hard, use a clay cutting wire to cut the form in half. Mount the Xun on your work board with some fresh clay and use a clay cutting wire to cut the form in half down its widest point. This cut should be made in a single action. Avoid creating multiple cuts as they may trap air in the clay, or cause it to crack later.

Step 7 To help you maintain a uniform wall thickness across both halves of the chamber, use a bent out paper-clip to create a guideline. Hold the paper-clip between your thumb and index finger, using your index finger as a guide. Try to avoid repositioning the paper-clip in your hands between marking the two halves of the chamber.

Step 8 Hollow out the chamber with a wire loop tool. You may use a brought tool, but a paper-clip bent into a scoop works almost as well. Start with heavy cuts to get things moving but as you approach the walls be more careful - you do not want to cut through. Use your fingers in a vice-grip to gauge the wall thickness at different points, then use light scraping cuts to make any final adjustments. Do not cut out the blow hole at this stage.

Step 9 Bring the two halves of the chamber together and correct any misalignments between them.

Step 10 On its own, leather hard clay will not readily stick together, to join the two parts slip is used as a glue. To give the slip something to bind to, heavily score the mating faces of both halves using the corner of a knife, needle tool or similar. Liberally apply slip to one half of the chamber. Get a big glob of slip on your fingers and smear it onto the clay.

Step 11 Drill a small mm hole where the blow hole will be to let the air out of the chamber, then bring the two halves together. Firstly align the two parts using a slight ribbing motion to help bond the slip, then work around the parameter carefully pressing the join closed. Put it to one side for a few minutes so the slip can dry.

Step 12 Clear off the

excess slip then smooth over the join with a plate or kidney tool. Step 13 Drill out the blow hole, it is best to use a hole cutter for this as they cause little burring inside the hole, however a drill bit will also work. The exact size of this hole depends on the relative volume of the chamber. Start with a small hole around 6 millimeters in size, cut the labium see next step then try playing the instrument. If no sound is produced slightly enlarge the hole then try again. Keep enlarging the hole until you get a strong sound, it may be necessary to tweak this when you start tuning. As a general guideline, a hole between 8 and 11 mm works for instruments around the alto C range. This is shown in the diagram below. While the instrument may produce a weak tone with a parallel blow hole, much like blowing across the top of a bottle, to play well through its whole range it is necessary to cut a labium edge opposite from where the instrument will be blown. The process of creating this internal ramp is much the same as undercutting a hole for tuning. Cut away at the bottom edge of the hole using a small knife or the cutting edge of a hole cutter. To play the instrument, embassage is important, you need to create a focused air stream directed against the labium edge. Hold the Xun below your lips against your chin, create a small aperture between your lips and smile slightly to flatten the air stream. Angle the air downwards against the labium edge, approximately as shown by the dashed line in the diagram below. You will need to experiment with the angle of the air, your lip aperture and blowing pressure to get a good tone. Step 15 The next step is to tune your Xun. This is reflected by the instruments standard fingering system. This system uses a total of 8 holes, 6 front holes and 2 thumb holes, offering a total range of 9 diatonic notes. The following chart shows the fingerings for the main octave. You can find a complete Xun finger chart here. As you can see, these fingerings generally follow a linear pattern, however there are a few exceptions. After 3 of the finger holes are opened the 3rd is closed. This ensures the instrument is always supported. This system highlights the shear flexibility which is possible in vessel flute fingering systems. The pitch of a Xun, like that of an ocarina, is controlled by the total area opened by the finger holes, there physical location is mostly unimportant. Start by marking the positions of the finger holes. Hold the Xun as you would to play it, then lift your fingers one at a time and mark the positions with a small drill. These are the notes you will tune to. Step 17 The actual tuning process is a simple matter of opening out holes one at a time using a chromatic tuner to check the pitch. Then tune your xun following these steps: Tune holes 1 to 3 2 to 4 scale degrees by drilling them out one at a time, checking the pitch with your tuner and adjusting as need be. Continue this process for holes 4 to 6, but keep hole 3 covered as you open them. Finally tune the last two holes while keeping both holes 3 and 6 closed. Opening all the finger holes will give you the highest note. As you open holes, you will find that it becomes more difficult to get a sound out of your Xun. To keep the instrument playing you need to tighten your embassage and lower the angle of the air stream and increase your blowing pressure. The latter may be achieved by tilting the Xun towards your torso. Playing the Xun takes practice You can also use a short section of drinking straw as a make-shift windway. As an alternative to the Xun finger system, it is also possible to tune to the 4 hole system if you prefer.

### Chapter 2 : The Art Of Ocarina Making von Robert Hickman (Paperback) â€™ Lulu DE

*The Art Of Ocarina Making [Robert Hickman] on racedaydvl.com \*FREE\* shipping on qualifying offers. The ocarina is a flute of hauntingly pure sound and great technical simplicity, easy to make and easy to play.*

Try Deal Learn More About stlocarina. Louis Ocarina is an organization with a mission to help revive the interest in the art of ocarina playing. Ocarinas are an oval shaped wind instrument that exists for over Many ancient civilizations had an instrument similar to modern day ocarina, and it has risen and fallen in popularity throughout history. Louis Ocarina is dedicated to bring back the popularity of ocarina through promotion and event organizing. They also have an online shop that sells ocarinas for anyone interested in purchasing and learning how to play one. Their ocarinas have appeared in major symphonies in recent years, even performing under world famous conductors such as Pierre Boulez and Michael Tilson Thomas. They produce instruments of the highest quality and provide resources and means you need to master such a unique instrument. Dennis Yeh and Laura Yeh. The purpose of the company is to raise awareness about all the benefits of the ocarinas, and to make them accessible to the wider audience. Besides a webstore, you can find an entire section with free educational resources you need to learn how to play this interesting instrument. Their ocarinas come in various decorations, patterns shapes and sizes, from the classic twelve hole ocarina to an ocarina necklace and one shaped like a tea cup. If you are a fan of Legend of Zelda, where the ocarina played a crucial role, you can fine specialized ocarinas from that video game in offer. Shipping is free if your order exceeds or equals 99 dollars internationally, and 80 dollars within the United States of America. You can subscribe to a newsletter that will grant you special discounts inform you of sales and keep you connected with the wondrous world of ocarina players. They say picking up a hobby has numerous physical and psychological benefits on you, and especially if the hobby you decided to pick up has something to do with music. Ocarinas have a lovely sound and are not that hard to learn how to play. Register on STL Ocarina and dive head first into the world of ocarina enthusiasts. It is a small instrument you can carry with you at all times, and will prove especially useful if you are on a hiking or a camping trip as its melodious sounds complement the sound of nature perfectly. Keep in touch with the website and pick up the ocarina that best suits your personality, soon enough you will be proficient with it and you will feel much more confident. If you already are in a band, try implementing the unique ocarina sound to it, maybe it will freshen up your sound and shower you with new, creative ideas!

## Chapter 3 : How to make a Xun | The Art Of Ocarina Making

*In 4/4 time you count 1,2,3,4. The note that has a rhythmic value of 1 beat is called a quarter note because it takes up a quarter of a bar. Here you have 1 bar of G notes.*

Gameplay[ edit ] The on-screen display shows actions mapped to context-sensitive buttons. The Legend of Zelda: Ocarina of Time is a fantasy action-adventure game with role-playing and puzzle elements set in a large, expansive environment. Link primarily fights with a sword and shield, but can also use other weapons such as projectiles, bombs, and magic spells. Projectile attacks are automatically directed at the target and do not require manual aiming. Context-sensitive actions allow multiple tasks to be assigned to one button, simplifying the control scheme. The on-screen display shows what will happen when the button is pushed and changes depending on what the character is doing. For example, the same button that causes Link to push a box if he is standing next to it will have him climb on the box if the analog stick is pushed toward it. Exploration is another important aspect of gameplay; the player may notice inaccessible areas and return later to find them explorable after obtaining a new item, such as the bomb, to blast through walls, or the hookshot, to reach distant places. When the player uses Z-targeting, the view shifts to a letterbox format and arrows indicate the targeted enemy. The player can then circle strafe around the enemy to keep their sight on them. Link collects items and weapons throughout the game, whose abilities allow him to access, navigate and complete dungeons to advance the story. Each dungeon and its boss share a major item and common theme; for example Link must use the Fairy Bow to complete the Forest Temple and defeat its boss, Phantom Ganon , both of which involve trickery and misdirection. Ocarina of Time has several optional sidequests that the player can choose to complete or ignore. Completing the side-quests usually results in rewards, normally in the form of weapons or abilities. In one sidequest, Link trades items he cannot use himself among non-player characters. This trading sequence features ten items that must be delivered within their individual time limits, and ends with Link receiving an item he can use, the two-handed Biggoron Sword, the strongest sword in the game. In another side-quest, Link can acquire a horse named Epona. This allows him to travel faster and jump over fences, but attacking while riding is restricted to arrows. Part way through the main quest, Link claims the Master Sword in the Temple of Time; when Link takes the sword, he is sealed for seven years, until he becomes an adult, and therefore strong enough to wield the Master Sword. Young Link and adult Link have different abilities, and are restricted to certain items and weapons. For example, only adult Link can use the Fairy Bow and only young Link can fit through certain small passages. After completing the Forest Temple, Link can travel freely between the two time periods by replacing or taking the sword. This can grant Link access to new areas: Link is given the Fairy Ocarina near the beginning of the game, which is later replaced by the Ocarina of Time, given to him by Princess Zelda. Throughout the game, Link learns twelve melodies that allow him to solve various puzzles and teleport to previously visited locations in the game. Hyrule Field serves as the central hub connected to several outlying areas with diverse topography and the races of Hyrule. Navi brings Link to the Great Deku Tree , who is cursed and near death. The Deku Tree tells Link a "wicked man of the desert" cursed him and seeks to conquer the world, and that Link must stop him. Zelda asks Link to obtain the three Spiritual Stones so he can enter the Sacred Realm and claim the Triforce before Ganondorf reaches it. Link returns to Hyrule Castle, where he sees Ganondorf chase Zelda and her caretaker Impa on horseback, like in his nightmare, and unsuccessfully attempts to stop him. There he finds the Master Sword, but as he pulls it from its pedestal, Ganondorf, having snuck into the Temple after Link, appears and claims the Triforce. Seven years later, an older Link awakens in the Sacred Realm and is met by Rauru, one of the seven sages who protects the entrance to the Sacred Realm. After the five sages awaken, Sheik reveals herself to be Zelda in disguise, and the seventh sage. The other six sages help Link infiltrate the stronghold; Link frees Zelda after defeating Ganondorf, who destroys the castle in an attempt to kill Link and Zelda. After they escape the collapsing castle, Ganondorf emerges from the rubble and transforms into a boar-like monster named Ganon using the Triforce of Power. The seven sages seal Ganondorf in the Dark Realm; still holding the Triforce of Power, he vows to take revenge on their descendants. The concept was abandoned once the

idea a child Link was introduced, and Miyamoto believed it necessary for Link to be visible on screen. Actually, I changed the scenario just a few months before completion, and although the staff was rather unhappy about taking apart something they had already created, we were able to make the fixes in a short amount of time, so that it did not cause any problems time-wise. Quite the contrary, to the greatest extent possible we were able to make use of truly cinematic methods with our camera work without relying on the kind of data typically used to make cinema scenes. This edition contained a gold-colored cartridge, [40] a tradition for the Zelda series that began with the original game for the Nintendo Entertainment System. Demand was so great that Electronics Boutique stopped pre-selling the game on November 3, It was also given to those who registered certain hardware and software or subscribed to official magazines and clubs. Ocarina of Time was rereleased on the Wii U Virtual Console worldwide on July 2, , [51] this time including the original controller vibration. Ocarina of Time Master Quest. He felt that some redesigned areas were poorer than the original Ocarina of Time, and speculated that they may have been constructed from "second choice" designs created during development. He described the port graphically improved, but "lazy", with a clumsy controller translation and no substantial frame rate improvement. Nonetheless, he summarized Master Quest as a "sweet surprise for any Zelda fan" and wrote that he would have recommended it even at full price. The button layout of the Nintendo 64 controller resembles the holes of the ocarinas in the game, [70] and players must learn to play several songs to complete the game. All songs are played using the five notes available on an ocarina, although by bending pitches via the analog stick, players can play additional tones. Many critics praised the music in Ocarina of Time, although IGN was disappointed that the traditional Zelda overworld theme was not included. In , however, a track limited edition soundtrack for the 3DS version was available in a free mail out through a Club Nintendo offer to owners of the 3DS edition, as an incentive to register the product. A vinyl version was published by iam8bit.

Chapter 4 : Sorry, this page has been removed.

*The process of creating and working with molds is in The Art Of Ocarina Making. As an alternative to the Xun finger system, it is also possible to tune to the 4 hole system if you prefer. 4 hole finger chart.*

Getting started with clay work, what kind to buy Making your first playing ocarina: Avoid common mistakes and quickly make your first playing ocarina Manufacture methods: Making and using aligned plaster molds Pros and cons clearly described for each techniques The voicing: Functioning and creation of the windway, labium and sound hole How they inter-operate to create a strong sounding ocarina which plays through its entire range The technicalities of tuning ocarinas: Choosing your ocarinas chamber tonic and breath curve Common problems to avoid Methods for tuning 10, 11, 12 and 4 hole ocarinas Dealing with weak high notes in 12 hole ocarinas Finishing, firing and glazing your ocarinas: An introduction to the firing process Obtaining a smooth professional finish Glazing your ocarinas Tuning ocarinas to concert pitch Improving the tuning of cross-fingered accidentals Avoiding problem arias in your ocarina designs The ocarina debugger: An outline of all common ocarina problems and solutions How to fix your non playing, squeaking and pitch jumping ocarinas Improving your ocarinas high notes Fingering charts: The download link will be emailed to your PayPal email address. Richard Hamlett Robert Hickman has forever changed the online ocarina community with this book. We are a very small community and a good number of us eventually try our hand at making an ocarina at some point. Going forward, whenever anyone raises the question: Go buy the book, because any questions you ask before reading The Art of Ocarina Making are a waste of time. Lamae I have made it through Chapter I: The Basics, and may I just say that already, this is the most splendid guide to ocarina construction that I have ever had the pleasure of reading! I love that not only are there detailed instructions written in clear easy-to-follow English, but there are pictures illustrating every step of the process!!! Thank you so much for taking the time to write this! I look forward to reading the rest!!! Jade Everett I highly recommend that anyone interested in making ocarinas buy this - it is very thorough without being intimidating or daunting. Really well-written and plenty of pictures to provide visual examples. Geoffrey Tjakra Thank you so much for being so generous. The work is huge, the topics various, the book full of great pictures. So thanks again for your huge investment for the Oc community.

### Chapter 5 : How to Make a carrot ocarina Â« Winds :: WonderHowTo

*The ocarina is a flute of hauntingly pure sound and great technical simplicity, easy to make and easy to play. Let this book guide your ocarina journey with plain English descriptions and over detailed images.*

Shipping The Art of Ocarina â€™” Volume Two was created for intermediate ocarina players interested in mastering the double ocarina. The Art of Ocarina Volume Two for C Major Double Ocarina includes 10 step-by-step lessons that will introduce you to new fingerings and help you make beautiful music with the double ocarina. Helpful exercises and carefully selected songs are included in each lesson to help reinforce your new techniques. It even includes scales and exercises for daily practice and a repertoire section featuring 11 songs along with detailed instruction on how to practice each one for the best results. Demonstration CD and 49 classical and folk songs included. Volume One teaches fundamental ocarina techniques and correct fingerings, as well as how to read music. We have created many shipping options for the convenience of our customers. Please see below to read about what we currently offer: Please keep in mind that customs can delay the arrival of your purchase and we have no way of speeding up the process. You may use this link below to add the shipping cost to your purchase: If we choose to do so, we will notify you as soon as possible and refund you the difference. If we have trouble doing so, we will contact you immediately. We will not be responsible for your order if the address that you give us is wrong. We cannot cancel your order once it is shipped. If you refuse to accept our package when it arrives, we will not be responsible for your order and we will not give any refunds. You must also provide us with a digital photo of the damaged item s as well as your order number. Without this information, we will not process your claim. Here at STL Ocarina, we believe everyone should enjoy the chance to make beautiful music. In , STL Ocarina was established by professional musicians to provide the highest quality instruments to both the novice and experienced musician alike. Whether you are a seasoned professional or are picking up an ocarina for the first time, it is our goal to provide you with all you need to continue improving. We are committed to helping each of you in your path to mastering the ocarina.

### Chapter 6 : The Art of Making Ocarinas

*The Art Of Ocarina Making The Art Of Ocarina Making The Book Why Make Ocarinas? Resources The secrets of ocarina making revealed! Although ocarina making is simple in theory, there are numerous subtleties involved which general tutorials do not reveal.*

### Chapter 7 : The Art Of Ocarina Making

*The Art Of Ocarina Making is a book covering the intricate details of what it takes to make high quality ocarinas. It's written to be easily understood and is heavily illustrated with over photographs and diagrams.*

### Chapter 8 : Chiff and Fipple Forums â€¢ View topic - CP: The Art Of Ocarina Making

*The Art of Making Ocarinas A few years ago, Gil and Jeanne Chappell gave me the 5-hole ocarina on the right for Christmas. They bought it at the Kansas City Renaissance Festival.*

### Chapter 9 : Ocarina Fundamentals Review - The Crafty Classroom

*The Art of Ocarina A Guide for Your New Hole Ocarina. Notation There are many different types of ocarinas with different keys and fingerings. We have adopted this.*