

Musical Elements

A number of elements affect how a piece of music is played and sounds.

Timbre/Tone Color



Timbre (or tone color) is the term used to describe the particular sound quality of an instrument or voice.

Pitch



Pitch is how high or low a note sounds.

Texture



The effect of melodies and harmonies together. A lot of sounds playing close together is a thick texture.

Dynamics



Dynamics are how loudly or quietly a piece of music is played.

Tempo



Tempo refers to how quickly or slowly a piece of music is played.

Duration



Duration is how long or short a note is.

Form



Form is the overall structure of a piece of music.

Silence



Silence (the gaps, rests and breaks) is also part of a piece of music.



Underscore – music playing quietly in the background of the film that sets the scene

Ambience – sounds in the background that represent the surroundings (e.g. wind, rain, traffic noise etc..)

Voice over – voice of a narrator off-screen

Foley – the art of adding in sound effects using every day objects

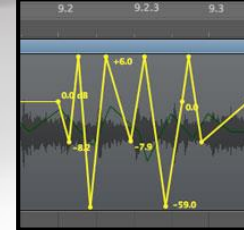
Foley (in action)



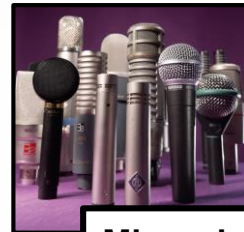
<https://www.youtube.com/watch?v=GrbgY6ajTgo>

MP4 – a digital file that can store audio & video

Automation – controls the volume in Logic



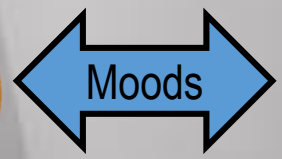
Tempo – make sure your track is at the right speed to reflect your chosen mood



Microphones to record your sound effects/voice



Minor - Sad



Major - Happy

Audio Tracks – choose these for sound effects

Software Tracks – choose these to create your own sounds using the midi keyboard

Leitmotif – a musical theme/tune that represents a film character

Ostinato – a repeating music pattern

