

# 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.

## Texture



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

## Tempo



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

## Form



Form is the overall structure of a piece of music.

## Pitch



Pitch is how high or low a note sounds.

## Dynamics



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

## Duration



Duration is how long or short a note is.

## Silence



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



# Year 7 Film Music and Music Notation

New Tracks

Number:   Multi-timbral

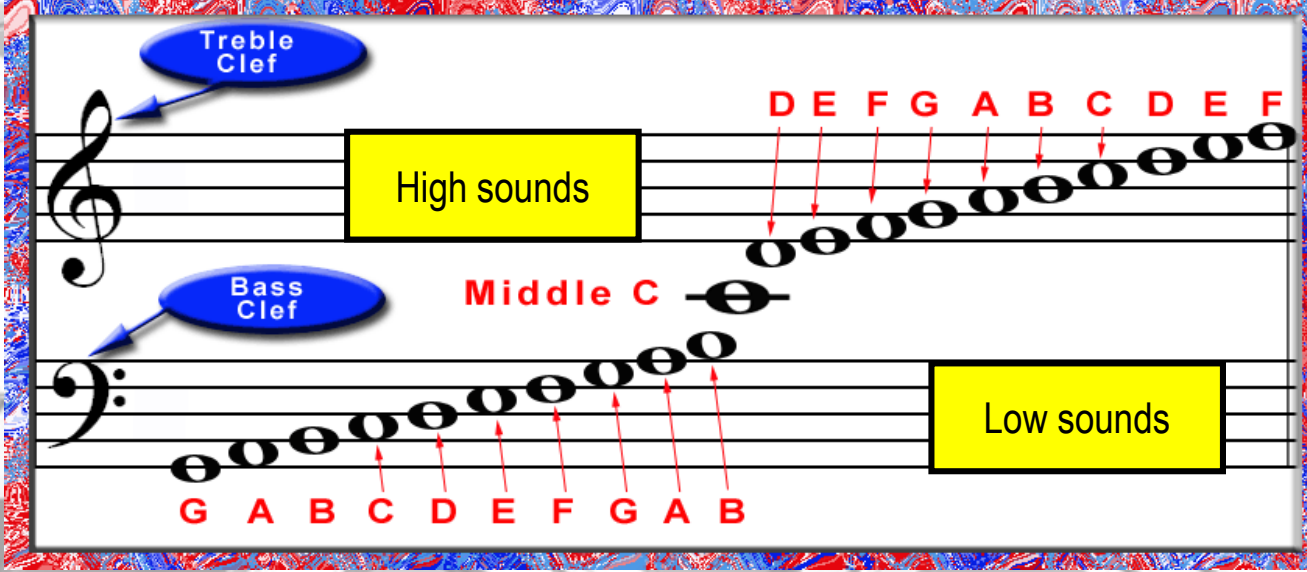
Type:  Audio  Software Instrument  External MIDI

Output: Output 1-2  Ascending

Open Library

## Select Software Tracks

American / German note names	British note names	Note symbols	Note value
Whole note	Semibreve		4 beats
Half note	Minim		2 beats
Quarter note	Crotchet		1 beat
Eighth note	Quaver		1/2 of a beat
Sixteenth note	Semiquaver		1/4 of a beat

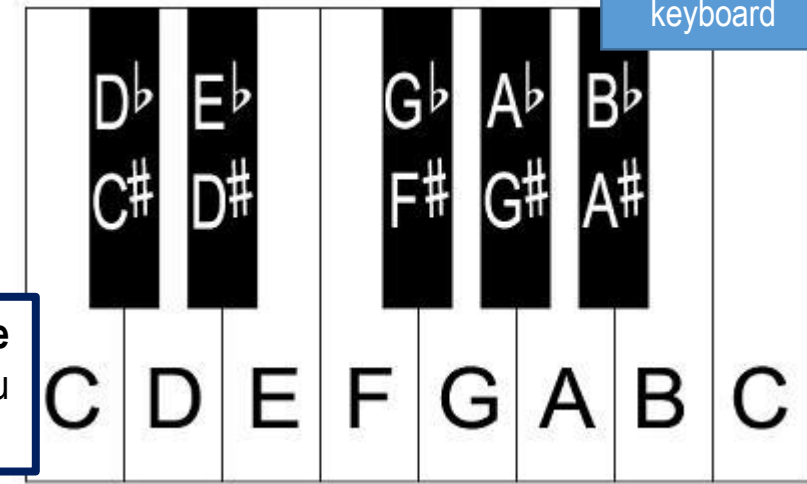


**Sharp** – makes the note a little higher

Sharp Sign  Flat Sign

**Flat** – makes the note a little lower

Piano keyboard



**Metronome** – keeps you in time

**Tempo** – set your speed here



120.0000 1/8 No In Ctr |

1033 /16 No Out NO

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

**Ostinato** – a repeating music pattern