

# 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.



Treble Clef

Bass Clef

High sounds

Middle C

Low sounds

DEFG ABCDEF

G A B C D E F G A B

New Tracks

Number: 1  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

D<sup>b</sup> E<sup>b</sup> G<sup>b</sup> A<sup>b</sup> B<sup>b</sup>

C<sup>#</sup> D<sup>#</sup> F<sup>#</sup> G<sup>#</sup> A<sup>#</sup>

C D E F G A B C

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

**Ostinato** – a repeating music pattern

**Tempo** – set your speed here



120.0000 1/8 No In CPU II

1033 /16 No Out

**Metronome** – keeps you in time