

# 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.



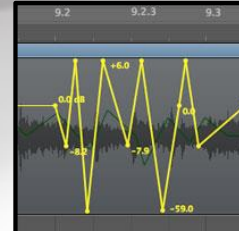
**Underscore** – music playing quietly in the background of the film that sets the scene  
**Ambience** – sounds in the background that represent the surroundings (e.g. wind, rain, traffic noise etc..)  
**Voice over** – voice of a narrator off-screen  
**Foley** – the art of adding in sound effects using every day objects



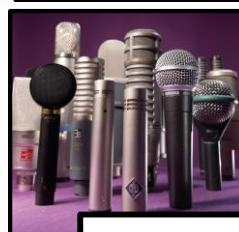
Foley (in action)

**MP4** – a digital file that can store audio & video

**Automation** – controls the volume in Logic



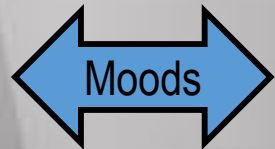
**Tempo** – make sure your track is at the right speed to reflect your chosen mood



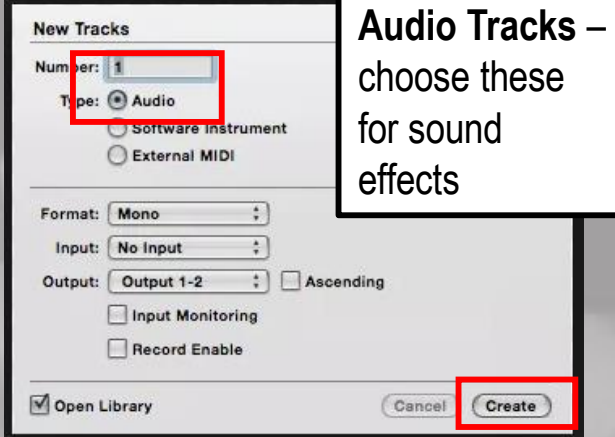
**Microphones** to record your sound effects/voice



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



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