

## Music - Film music

This unit explores the music used in film to accompany action and create atmosphere.

### Examples of scenes and types of music



#### TENSE music

- Long notes followed by short notes or pauses.
- Melody switching between two notes (e.g. the theme from 'Jaws').
- Useful for making the viewer think something bad is going to happen.



#### PURPOSEFUL music

- Military drum sounds.
- A major key (happy sounding music).
- A medium tempo.
- Useful for characters getting a job done, or planning to defeat an enemy, etc.



#### ROMANTIC music

- Slow, long notes.
- Sweeping melodies (getting higher and lower very smoothly and quickly).
- High, twinkly notes.
- Useful for showing which characters are the love interest.



#### DANGER music

- Getting higher and faster.
- Using lots of instruments to create a chaotic sound.
- Useful for building a sense of impending doom.

### Vocabulary

#### chromatics

Notes played from the chromatic scale which can make the music sound 'creepy'.

#### composition

A creative work, such as a piece of music.

#### evoke

To suggest a particular feeling or thought.

#### graphic score

A way of writing down music on the page without using traditional stave notation, instead using images to represent the music.

#### imagery

Visually descriptive music.

#### improvise

Making up music as it is played or performed.

#### major key

A tonality where the music sounds happy or bright.

#### minor key

A tonality where the music sounds sad or tense.

#### modulate

Changing from one key to another (e.g. major to minor).

#### notate

To write symbols to represent music.

#### pitch

How high or low a note sounds.

#### sound effects

Effects made that imitate real sounds.

#### soundtrack

The background music, together with the main songs, create the soundtrack to a film.

#### tremolo

A trembling effect, achieved by creating a loud and then quiet sound with a single note.

#### unison

Playing or singing notes at the same pitch, at the same time.