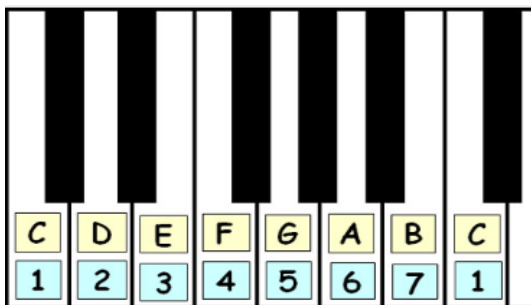


What you will learn?

You will learn about how the music in a film powerfully affects the viewers interpretation of a scene through effective use of the elements of music. You will perform a leitmotif on keyboard (or your own instrument) You will produce incidental music for a short horror scene, using a DAW You will watch and listen to a variety of film clips and learn how the composer uses the elements of music to create the scene.

Elements of Music

- **Pitch** - High/Mid range/Low notes
- **Dynamics** - Volume, loud, quiet, gradual increases/decreases
- **Tempo** - Speed, fast slow, gradual increases and decreases of tempo
- **Tonality** - Major chords CEG (uplifting/happy) and Minor chords EGB (sad/gloomy)
- **Harmony** - Blended harmony (where the notes are nicely spaced and sound nice) or clashing harmony (notes very close together, sounds tense)



Jaws

<http://www.youtube.com/watch?v=A9QTSyLwd4w>

Pitches are low and 2 notes repeated
Tempo is slow to start then speeds to represent Jaws getting closer to the victim
Dynamics - start quiet, threatening atmosphere, gets louder as Jaws gets closer to the victim
Tonality - Minor chords are used
Harmony - clashing harmonies to create uneasy feeling



Key words and Vocabulary



- **Soundtrack** - a collection of all the music throughout the film
- **Theme** - The music heard during the opening and end credits
- **Incidental/underscore** - The general name for music heard during a film
- **Leitmotif** - Music which represents a specific character, setting or emotion
 Character could be Jaws, James Bond, Darth Vader
 Setting could be Hogwarts,
 Emotion could be 'Married Life' from Up
- **Underscore** - The notation for the whole film
- **Diegetic** - Music heard by both the characters and the viewers e.g. music played during a party scene
- **Non-Diegetic** - Music which is NOT heard by the characters, only by the viewers e.g. music during a fight scene
- **Mickey-Mousing** - Music which perfectly fits the actions on a scene, often found in cartoons or comedy e.g. a cartoon character running up the stairs might have notes going up in pitch to match each foot step
- **Foley** - The use of everyday sounds recorded to enhance the audio during a scene e.g. crunching dry pasta for broken bones
- **Orchestra** - a large ensemble featuring woodwind, brass, strings and percussion instruments. Used to record the underscore for a film
- **Film score composer** - The person who creates the music for the film e.g. John Williams, Hans Zimmer
- **DAW** - Digital Audio Workstation (Bandlab)
- **Chromatics** - Use of close black and white notes e.g. F, F# and G

Batman

<http://www.youtube.com/watch?v=8JtDHoK9KL8>

Pitch - low to start creating a dark atmosphere in Gotham City
Tempo is slow to start but speeds up when Batman is seen preparing to get ready to save people. Gives a fast, marching feel, like a military operation
Dynamics are quiet, gives a feeling of doom in the city but get louder with the tempo change
Tonality - minor until Batman stands up then becomes major to represent his heroic character
Harmony - some clashing harmonies at start when we are watching the people in the city