

Nature of Music

Layer after Layer of Meaning

What is Music?

Sound

Organized

over Time

Music in Perspective

- Major Difference from Visual Arts: Time
- Temporary Nature
- Much Closer to Dance
- Memorization and Imagery Necessary
- Organization of Rhythm at Many Levels
- Everything is relative
- Connection with Spirituality and Dance

Concept of “Music”

- Sound vs. Noise
- Intent of creator?
- Interpretation of listener?
- Human Only?
- Temporary
- Based on memory and anticipation
- Contrast and Imitation

Aspects of Music

Pitch

Duration

Dynamics

Timbre

Pitch

- Relativity of “high” to “low”
- Acoustics - Frequency - Vibrations
- Sound/Noise - Consonance/Dissonance
- Individual tones over time = Melody
- Multiple tones at same time = Harmony
- Intervals
- Organized in Scales and Chords
- Measured in Hertz (Hz)

Duration

- “Short” relative to “Long”
- Rhythm
- Phrasing
- Meter
- Activity Level
- Tempo
- Organized in Beats and Measures

Dynamics

- “Loudness” relative to “Quietness”
- Articulation
- Measured Quantitatively in Decibels
- Subjective, Comparative Italian Terms

Timbre

- That's "Tam-ber"
- Tone - Bassy/Trebly; Smooth/Edgy; Bright/Dull
- Overtones
- Texture

.....GROWTH.....

- How aspects change over the course of time
- Form
- Organization
- Meaning

Dimension

- Large, Middle, Small
- Analysis Magnification Factor
- Everything is Relative

Notation

- All Events:
 - Sounds and Silences
- Graphically Pitch/Duration
- Other Aspects notated with Text

Melody

- Contour
- Activity
- Pitch Class
- Motives, Themes
- Contrast/Imitation

Texture

- Monophony
- Heterophony
- Homophony
- Polyphony

Tonality

- Key
- Scale
- Mode
- Major/Minor

Form

- Contrast and Repetition
- Musical Forms
 - Strophic, A-B-A, Fugue, Sonata, Rondo, Theme and Var. Dances
- Genres
 - Chant, Organum, Motet, Mass, Madrigal, Overture, Concerto, Oratorio, Opera, Symphony, Cantata, Lied, Song Cycle
- Style

Instruments

- Voice
- Feet and Body
- Strings
- Percussion
- Wind Instruments
- Combinations
- Syntheses