In this unit we explore the music used in film to accompany the action and create atmosphere.

## Examples of scenes and types of music

### TENSE music
- Long notes follwed by shorts notes or pauses.
- Melody switching between two notes (think of '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 the 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'. |
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| Composition | A creative work, such as a piece of music. |
| Evoke | To bring forth emotions. |
| 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. |
| Modulates | Changing from one key to another (eg major to minor key). |
| 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. |