

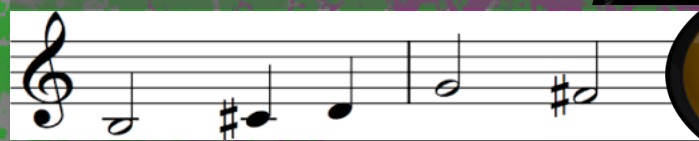
FILM MUSIC

Theme: Usually a theme consists of a recognizable melody. It usually recurs throughout the film



Leitmotif:

a "short, constantly recurring musical phrase" associated with a particular **person**, **place**, or **idea**



Mickey-Mousing: almost all actions in the scenes contain **synchronised** music



Diagetic:

This music can be 'heard' by the characters in the film e.g. music in the background at a party



Non-diagetic:

This music can only be heard by the audience e.g. during a car chase

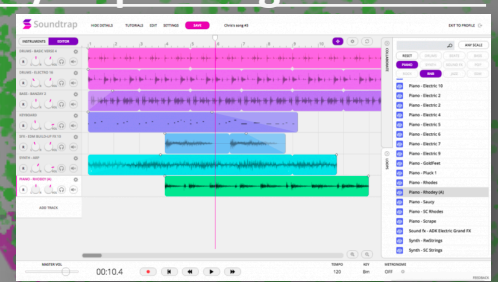


Titles: Music composed for the start of the film.

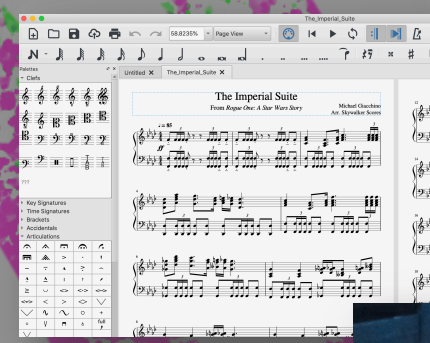
Credits: music used whilst the names of the **cast** and **crew** are shown at the end.



Composers use these applications **edit**, **arrange**, and **mix** their compositions



Notation software:



Composers use these applications to produce **scores** for the performers to read from.

Studio equipment:

- Mixing desk
- Monitor speakers
- Dynamic microphones
- Condenser microphones
- Effects devices
- MIDI controller keyboards



Using the elements in Film Music:

Film composers are usually skilled at picking suitable **combinations** of musical elements to match the **mood** or **intent** of the scene:



- Minor key
- Dissonant clashes
- Staccato (short, sharp notes)
- Harsh timbre/sonority (shocking)
- Fast tempo (**allegro**)
- Sudden **dynamic** changes: (**sforzando**)



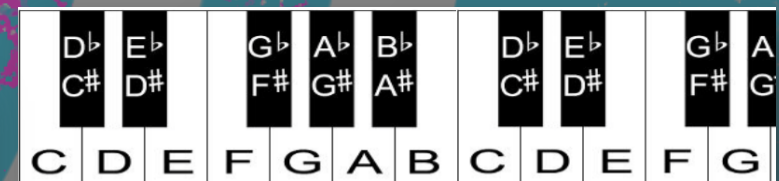
- Major key
- Consonant (blends well)
- Legato (smooth note movements)
- Soft timbre/sonority (no shocks)
- Slow tempo (**adagio**)
- Gradual **dynamic** changes: (**crescendo**, **diminuendo**)

Foley Artist:

Foley artists create **naturalistic sound effect (SFX)** to enhance the impact of the **visuals**.



Key Guide



Clefs and notes on the staff

Treble clef
Bass clef

