

## Key Ideas and Concepts

<b>Purpose</b>	Music in a film is there to <b>set the scene, enhance the mood, tell the audience things</b> that the visuals cannot, or <b>manipulate</b> their feelings. <b>Sound effects are not music!</b>
<b>Specially composed music</b>	Some music is <b>composed specially</b> for a film. Much of this is broadly classical in style.
<b>Borrowed Music</b>	Some music used in film soundtracks was composed for other (non-film) purposes, but is <b>adopted</b> for use in a film because it fits the film-maker's intentions.
<b>Theme song</b>	Sometimes a song, usually a pop song, is used as a <b>theme song</b> for a film. This helps with marketing and <b>publicity</b> .

## Musical Cliché's

<b>Woodwind</b>	<b>Natural</b> sounds such as bird song, animals, rivers
<b>Bassoons</b>	Sometimes used for <b>comic effect</b> (e.g. a drunkard)
<b>Brass</b>	<b>Soldiers</b> , war, royalty, <b>ceremonial</b> occasions
<b>Tuba</b>	<b>Large</b> and slow-moving things
<b>Harp</b>	<b>Tenderness</b> , love
<b>Glockenspiel</b>	<b>Magic</b> , music boxes, fairy tales
<b>Timpani / Drums</b>	War, <b>fighting</b> , <b>thunder</b>
<b>Strings</b>	Often used to portray <b>emotions</b> : passion, grief, etc.
<b>Tremolo Strings</b>	<b>Tension</b> , fear, drama

## Musical Elements

<b>Tempo</b>	<b>Fast</b>	<b>Excitement</b> , action or fast-moving things (e.g. a chase scene)
	<b>Slow</b>	<b>Contemplation</b> , rest or slow-moving things (e.g. a funeral procession)
<b>Melody</b>	<b>Ascending</b>	Upward movement, or a feeling of <b>hope</b> (e.g. climbing a mountain)
	<b>Descending</b>	Downward movement, or feeling of <b>despair</b> (e.g. movement down a hill)
	<b>Large Leaps</b>	<b>Distorted</b> or grotesque things (e.g. a monster)
<b>Harmony</b>	<b>Major</b>	Happiness, <b>optimism</b> , success
	<b>Minor</b>	Sadness, <b>seriousness</b> (e.g. a character learns of a loved one's death)
	<b>Dissonant</b>	<b>Scariness</b> , pain, mental anguish (e.g. a murderer appears)
<b>Rhythm &amp; Metre</b>	<b>Strong sense of pulse</b>	<b>Purposefulness</b> , action (e.g. preparations for a battle)
	<b>Dance-like rhythms</b>	<b>Playfulness</b> , dancing, partying (e.g. a medieval feast)
	<b>Irregular rhythms</b>	Excitement, <b>unpredictability</b> (e.g. a fast-moving fight)
	<b>Rhythmic ostinato</b>	<b>Menace</b> , tension (e.g. the countdown to an invasion)
<b>Dynamics</b>	<b>Loud</b>	<b>Surprise</b> , power, large things (e.g. a vast panorama)
	<b>Soft</b>	<b>Gentleness</b> , weakness, intimacy, small things (e.g. a new-born lamb)
	<b>Crescendo / Diminuendo</b>	Objects or events getting <b>closer</b> / objects getting <b>further away</b>

## Film Music

### Knowledge Organiser

## Key Terms

<b>Click Track</b>	A <b>click metronome</b> heard by musicians through headphones as they record.
<b>Cues</b>	The <b>parts of the film that require music</b> . This is agreed between the director and the composer.
<b>Diagetic</b>	<b>Music that is part of the action</b> : the characters in the film can hear it.
<b>Leitmotif</b>	A <b>short melody</b> that is <b>associated with a character</b> or idea in a film.
<b>Mickey Mousing</b>	When the <b>music fits precisely</b> with a specific part of the action in a film.
<b>Non-diagetic</b>	<b>Music that is not part of the action</b> : the characters in the film <b>cannot hear it</b> . It is just for the audience.
<b>Syncing / sync point</b>	A precise moment where the timing of the music needs to fit with the action.
<b>Underscore</b>	Where <b>music is played at the same time</b> as the action or dialogue.