

Year 9 Film Music



The Purpose of Music In Films

Film Music is a type of DESCRIPTIVE MUSIC that represents a MOOD, STORY, SCENE or CHARACTER through music, it is designed to SUPPORT THE ACTION AND EMOTIONS OF THE FILM ON SCREEN.

Film Music can be used to:

- Create or enhance a mood (though the ELEMENTS OF MUSIC)
- Function as a LEITMOTIF
- To emphasise a gesture (MICKEY-MOUSING when the music fits precisely with a specific part of the action in a film e.g. cartoons)
- Provide unexpected juxtaposition/irony (using music the listener wouldn't expect to hear giving a sense of uneasiness or humour!)
- Link one scene to another providing continuity
- Influence the pacing of a scene making it appear faster/slower
- Give added commercial impetus (released as a SOUNDTRACK) sometimes a song, usually a pop song is used as a THEME SONG for a film.
- Illustrate the geographic location (using instruments associated with a particular country) or historical period (using music 'of the time').

Film Music Composers



Anne Dudley
The Full Monty
Elle
The Crying Game
Benedetta





James Horner
Titanic
Apollo 13
Braveheart
Aliens



Danny Elfman
Batman Returns
Mission Impossible
Men In Black
Spiderman



Hans Zimmer
Lion King
Gladiator
Dunkirk
Blade Runner



Rachel Portman
Chocolat
The Cider House Rules
One Day
Emma

Leitmotif

A frequently recurring short melodic or harmonic idea which is associated with a character, event, concept, idea, object or situation which can be used directly or indirectly to remind us of one not actually present on screen. Leitmotifs can be changed through SEQUENCING, REPETITION or MODULATION giving a hint as to what may happen later in the film or may be heard in the background giving a "subtle hint" to the listener.

How The Elements Of Music Are Used In Films

- PITCH AND MELODY RISING MELODIES are often used for increasing tension, FALLING MELODIES for defeat. Westerns often feature a BIG THEME. Q&A PHRASES can represent good versus evil. The INTERVAL OF A FIFTH is often used to represent outer space with its sparse sound.
- DYNAMICS FORTE (LOUD) dynamics to represent power; PIANO (SOFT) dynamics to represent weakness/calm/resolve. CRESCENDOS used for increasing threat, triumph or proximity and DECRESCENDOS or DIMINUENDOS used for things going away into the distance. Horro Film soundtracks often use EXTREME DYNAMICS or SUDDEN DYNAMIC CHANGES to 'shock the listener'.
- HARMONY MAJOR happy; MINOR sad. CONSONANT HARMONY OR CHORDS for "good" and DISSONANT HARMONY OR CHARDS for "evil".
 SEVENTH CHORDS often used in Westerns soundtracks.
- DURATION LONG notes often used in Westerns to describe vast open spaces and in Sci-Fi soundtracks to depict outer space; SHORT notes often used to depict busy, chaotic or hectic scenes. PEDAL NOTES – long held notes in the BASS LINE used to create tension and suspense.
- TEXTURE THIN/SPARE textures used for bleak or lonely scenes; THICK/FULL textures used for active scenes or battles.
- ARTICULATION LEGATO for flowing or happy scenes, STACCATO for 'frozen' or 'icy' wintery scenes. ACCENTS (>) for violence or shock.
- RHYTHM & METRE 2/4 or 4/4 for Marches (battles), 3/4 for Waltzes, 4/4 for "Big Themes" in Westerns. IRREGULAR TIME SIGNATURES used for tension. OSTINATO rhythms for repeated sounds e.g. horses.

HIP HOP

Hip hop music a genre of popular music that originated in the Bronx borough of New York City in the early 1970s. It consists of stylised rhythmic music (usually built around drum beats) that accompanies rapping. Hip hop culture can be identified by four key stylistic elements: MCing/rapping, DJing/scratching with turntables, break dancing, and graffiti writing. elements include sampling beats or bass lines from records (or synthesised beats and sounds), and rhythmic beatboxing.

Hip Hop Artists



Missy Elliott



Busta Rhymes



Run DMC



Sugar Hill Gang



Kayne West



Jay Z



Cardi B



Lauren Hill

Key Word	Definition Definition
Lo-Fi	Low-fidelity music is music that is recorded with intentional imperfections, such as misplayed notes, environmental noise or audio imperfections.
Break Beats	A beat created from samples of other beats often jazz, soul and funk
Turntables	Used by DJs to play records on.
BPM	Beats per minute. Hip hop is usually 90 bpm
Sample	Taking a section of audio from another source – in this instance, an existing song – and then reworking it into the creation of a new track
Syncopation	Notes that are off beat
Triplet	Three notes played in the space of two
Mixer	Music technology that is used to adjust the pitch and volume.
EQ	Short for equaliser. It controls how much you can hear of different sounds.
Notching	Getting rid of unpleasant sounds.
Panning	Moving sounds to left or right in the stereo field.
Territ	

