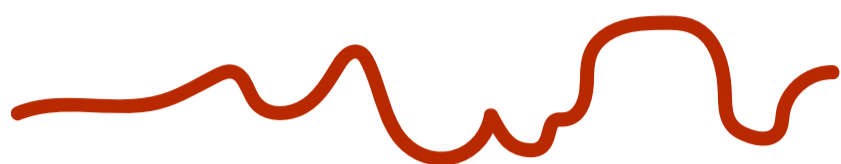


TEXTURE is...

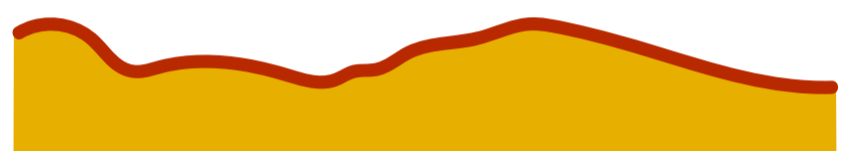
the way that the melody, chords and musical ideas have been woven together to achieve different effects – the 'layers' of music and how they relate to each other.

Monophonic



A single melodic line with no harmonies or other melodies. It may be sung or played by more than one voice or instrument.

Homophonic



A chordal style, or a melody plus chords, which sometimes provide a rhythmic contrast.

Polyphonic



A more complex style which presents the melody (or melodies) in imitation or in counterpoint.

Unison:

When all parts are playing the same music at the same pitch

Chordal:

When parts move together creating a succession of chords

Drone:

Constantly repeated or sustained note(s)

Stab chords:

Short, 'staccato' chords that add impact and 'punch' to the music

Imitation:

When one part 'copies' another

Counter-melody:

A new melody, combined with the theme

Descant:

A decorative (higher) line added to the main tune

Round:

A short (vocal) canon

Canon:

When the melody is repeated exactly after the first, with some overlapping

Alberti Bass:

A type of accompaniment figure that uses broken chords

Walking bass:

A steady, continuous, mainly stepwise bass line

2-part texture:

Music written for 2-part voices or instruments



3-part texture:

Music written for 3-part voices or instruments



4-part texture:

Music written for 4-part voices or instruments

