**Music and Sound Effects**

**Soundtrack** Consists of dialogue, sound effects and music. It should reveal something about the scene that visual images don’t.

**A. Diegetic Sound**

Sound that is present as an actual part of the scene

* voices of characters
* sounds made by objects/character in the story
* music played by an instrument or other source seen in the film e.g. a character singing or playing an instrument

**B. Non-diegetic Sound**

Sound that is added later and not part of the actual scene

* narrator's commentary
* sound effects which are added for the dramatic effect
* mood/background music (**The music in a film is known as the film score)**

Toolbox for describing music when close reading film

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| --- | --- | --- |
| **Tempo** | ***How fast is the music?*** | ***Slow or fast*** |
| **Pitch** | ***What pitch does the music have?***  A soprano’s singing is usually high-pitched; bass voices sing at a low pitch. | ***High or low*** |
| **Rhythm** | ***What note patterns does the music have?*** | ***complicated or simple***  ***fast / slow*** |
| **Timbre** | ***What tone quality does the music have?*** | ***Dark or bright*** |
| **Dynamics** | ***What is the volume of the music?*** This term refers to the relative loudness or softness of the music or its volume.  A gradual increase of loudness is called a CRESCENDO; a gradual decrease in volume is a DECRESCENDO. | ***Loud or soft*** |
| **Mood** | ***What feeling is developed by the music?*** | ***Happy, sad, mysterious*** |
| **Style** | ***What era does the music come from or type of music is it?*** | ***Contemporary, classical, jazz, rock, pop*** |
| **Instrumental** | ***What instruments are used?*** | ***Strings, drums, brass*** |
| **Melody** | ***What melody is there?*** | ***Interesting, unmelodic, simple, complex*** |

Film music serves to:

* establish atmosphere, time and place
* move the action forward
* describe character
* accompany scene changes
* add to the dramatic impact
* provide continuity across edits

Film music composers often use **leitmotifs** to help build a sense of continuity. A **leitmotif** is a recurring musical idea (a melody, rhythm or a combination of these) which is associated with a particular idea, character or place)

**Leitmotifs** are manipulated to match the action and mood of a scene.