FILM MUSIC

How the Elements are used in Film Music

PITCH AND MELODY - RISING MELODIES are often used for increasing

tension, FALLING MELODIES for defeat. Q&A PHRASES can represent

DYNAMICS - FORTE (LOUD) dynamics to represent power; PIANO

(SOFT) dynamics to represent weakness/calm/resolve. CRESCENDOS

DIMINUENDOS used for things going away into the distance. Horror

used for increasing threat, triumph or proximity and DECRESCENDOS or

Film soundtracks often use EXTREME DYNAMICS or SUDDEN DYNAMIC

Purpose of Film Music

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
- Function as a LEITMOTIF
- 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

Leitmotifs

LEITMOTIF - A frequently recurring short melodic or harmonic idea which is associated with a character, event, concept, idea 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.



4/4 for "Big Themes" in Westerns. IRREGULAR TIME SIGNATURES used for tension. **OSTINATO** rhythms for repeated sounds *e.g. horses*.

John Williams

Star Wars

Jaws

Harry Potter

Indiana Jones

Superman, E.T.

SOUNDTRACK – The music and sound recorded on a motion-picture film. The word can also mean a commercial recording of a collection of music and songs from a film sold individually as a CD or collection for digital download. STORYBOARD - A graphic organiser in the form of illustrations and images displayed in sequence to help the composer plan their soundtrack. **CUESHEET** – A detailed listing of **MUSICAL CUES** matching the visual action of a film so that composers can time their music accurately. **CLICK TRACKS** – An electronic **METRONOME** which helps film composers accurately time their music to on-screen action through a series of 'clicks' (often heard through headphones) – used extensively in cartoons and animated films.

Film Music Kev Words

History of Film Music

Early films had no soundtrack ("SILENT CINEMA") and music was provided live, usually **IMPROVISED** by a pianist or organist. The first **SOUNDTRACKS** appeared in the 1920's and used existing music (BORROWED MUSIC – music composed for other (non-film) purposes) from composers such as Wagner and Verdi's operas and ballets. In the 1930's and 1940's Hollywood hired composers to write huge Romantic-style soundtracks. JAZZ and EXPERIEMENTAL MUSIC was sometimes used in the 1960's and 1970's. Today. film music often blends POPULAR, ELECTRONIC and CLASSICAL music together in a flexible way that suits the needs of a particular film.



good versus evil.

CHANGES to 'shock the listener'.

Jerry Goldsmith Planet of the Apes Star Trek: The Motion Picture The Omen Alien

Film Music Composers and their Soundtracks

For a Few Dollars

More

The Mission



Morricone James Horner The Good, The Bad and The Ualv

Titanic

Apollo 13

Braveheart

Star Trek II

Aliens



Mission Impossible

Batman Returns

Men in Black

Spider Man





Hans 7immer The Lion King Gladiator Dunkirk Blade Runner 2049

No Time to Die

Bernard
Hermann
Psycho
Vertigo
Taxi Driver