



IDX G10 Music H

Study Guide Issue S1 M1

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Sound and Music

Sound

- result of **vibrating** object
- Transmitted through media as **vibration**
- Perceived by eardrums as **vibrations**

Elements of Sounds

- **Pitch : Highness or Lowness of sound**
 - Determined by frequency of vibration
 - Interval: difference in pitch between 2 tones
 - Second, third, fourth, fifth, sixth, seventh, octave
- **Dynamics : relative loudness of a sound**
 - *pp: pianissimo p: piano mp: mezzo piano mf: mezzo forte f: forte ff: fortissimo*
 - *decrescendo: decrease crescendo: increase*
 - use **decibel** to describe the loudness
- **Tone Color (timbre) : quality of sound**
 - can be bright or dark, etc.
- **Duration : Rhythm/Tempo**

Music of Ancient Greece

- **Characteristics of Greek Music**
 - Monophonic/Heterophonic
 - Doubled melody
 - Lyre
 - Aulos
- **Lasting influence**
 - Aesthetic
 - Scientific
 - Pythagoras: music harmony is based on numeric ratios
 - 1:2 octave 2:3 P5 3:4 P4 4:5 M3
 - Philosophical
 - Doctrine of Ethos: Music can shape ones' personality

The Middle Ages

- **Sacred Music : religious music**
 - Gregorian chant
 - one melodic line
 - no instrument
 - Latin
 - church modes
 - Hildegard of bingen
 - first female composer
 - drone: sustained low sound
 - Church modes
 - Ionian, Dorian, Phrygian, Lydian, Mixolydian, Aeolian, Locrian
- **Secular Music : non-religious music**

Notations

please refer to the packet given to us by the teacher, every necessary information is on