



# IDX G10 Music H

## Study Guide Issue S1 M1

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1. Sound and Music
2. Music of Ancient Greece
3. Middle Ages
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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**