## The shape of a typical Classical variation set

(Not all items are used in a particular set; but events usually occur in this order. The backbone is marked with asterisks)

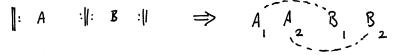
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*	Opening variations (progressive rhythmic animation)	ù Ù	
		.ITT	•
*	Opposite mode (e.g., "minore")		
	[Return to original mode, e.g., "maggiore"]		
*	Slow variation (adagio)		
	[free linking passage]		
*	Quick final variation (Often with metrical chang duple to triple or vice versa		
	Coda		

## Some useful variation terms

"progressive rhythmic animation": gradually increasing the subdivision of figuration from one variation to the next (e.g., quarter to eighth to sixteenth notes, etc.). This process of increasing surface activity is often used at the beginning of a set. It binds together single variations into a larger group.

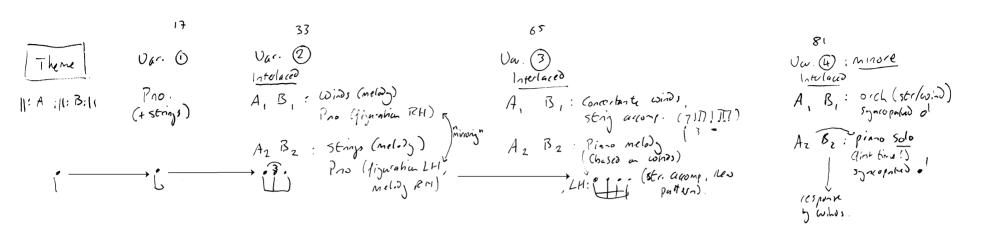
"mirroring": The common variation strategy of textural inversion, which serves structurally either to bind together two adjacent variations or to enliven the repeated halves of a single variation. Quintessentially a keyboard technique.

"interlacing": Variation technique in which written-out repeats of a binary-form variation are themselves subject to variation procedure. Although the alterations might be slight, sometimes they are so substantial that one gets the impression of two distinct variation textures, which have been overlapped or <u>interlaced</u> about their midpoints:



The flexible technique—which admits many degrees of shading—is much more characteristic of Mozart's variation procedure (compared with Haydn's), and, within Mozart, especially prevalent in his piano concertos.

"double variation": Term used most frequently to describe alternating variations on two separate themes, which are often in opposite modes (major/minor). This process is most closely associated with Haydn, who used it frequently (Mozart never used it).



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