Chapter 1

Fundamentals

1.1 Pitch

Definition 1 (Pitch) Pitch is the property of the sound which allows a relative ordering of perceived sounds on a frequency-related scale.

On a keyboard, pitch goes up to the right of the keyboard, while it goes down on the left.

Pitches are expressed through **notes**. There are 7 note names¹, which are repeated in **octave registers**, identified by the bottom number.

$$\cdots A_3 B_3 \underbrace{C_4 D_4 E_4 F_4 G_4 A_4 B_4}_{\text{Octave register 4}} C_5 D_5 \cdots$$



Figure 1.1: Treble clef



Figure 1.2: Bass clef

Definition 2 (Octave) The distance / interval between two notes with the same name.

 $^{^{1}\}mathrm{C}\text{-B}$ in anglophone countries, C-H in Germany and Do-Si for the rest of Europe.



Figure 1.3: The Grand Staff (a specific stave *system*)

Definition 3 (Middle C) The C_4 pitch, usually located in the middle of a keyboard (on the instrument) and always annotated in the middle of the grand staff, shared by the two staves.

Definition 4 (Accidental) A symbol placed before a note to raise / lower its pitch by a given amount.

An accidental is effective only for a measure. They affect the entire piece if they are placed before the clef in a **key signature**.

b	Flat	−1 half step
#	Sharp	+1 half step
bb	Double flat	-2 half steps $/$ -1 whole step
×	Double sharp	+2 half steps $/ +1$ whole step
þ	Natural	Cancels preceding accidentals

There exists also **half-accidentals**, whose altered notes cannot be played on a keyboard.

Definition 5 (Half step) On the keyboard, the distance / interval between one key (either black or white) and the next (either black or white).

Definition 6 (Whole step) The interval made up of two half steps.

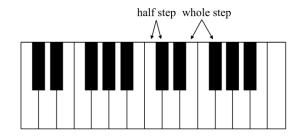


Figure 1.4: Half steps and whole steps $\frac{1}{2}$

Definition 7 (Enharmonic) Which has the same sound, but different name.

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1.2 Rhythm

Definition 8 (Beat / pulse) The basic pulse underlying measured music and thus the unit by which musical time is reckoned.

Definition 9 (Tempo) Speed of the beat.

The tempo is usually expressed through metronome markings in \mathbf{BPM} / \mathbf{Beats} Per Minute.

1.2.1 Time signatures

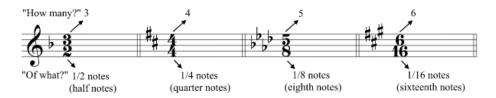


Figure 1.5: Meaning of the time signatures

1.2.2 Note / rests durations

Both notes and rests last for certain duration, which is always a 2^n number of beats, where $n \in \mathbb{Z}$. Common values for 2^n are the following ones:

$$\left\{4, 2, 1, \frac{1}{2}, \frac{1}{4}\right\}$$
 beats

Values different from these ones can be gathered through **ties** and **dots**. A dot adds $\frac{1}{2}$ the value of the note dotted, while a double dot adds $\frac{1}{2} + \frac{1}{4}$ the original value.

1.2.3 Meters

Definition 10 (Meter) Describes the number of beats in a measure / bar and how they are divided.

Simple meters break the beat into 2 parts, while compound meters break it into 3 parts.

They can be **double** (2 beats / bar), **triple** (3 beats / bar) or **quadruple** (4 beats / bar).

Simple or Compound?	Duple, Triple, Quadruple?	Beat Grouping	Beat Division	Example Time Signatures
Simple	Duple	2	2	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
Simple	Triple	3	2	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
Simple	Quadruple	4	2	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
Compound	Duple	2	3	6 6 6 8 4 16
Compound	Triple	3	3	9 9 9 8 4 16
Compound	Quadruple	4	3	12 12 12 8 4 16

Figure 1.6: Meters

1.2.4 Tuplets

Definition 11 (Tuplet) Rhythmic grouping of notes which would typically not occur in the specified meter.

Definition 12 (Duplet / Triplet / Quadruplet / Quintuplet) Common tuplet instances.

1.2.5 Accents and syncopation

A certain meter / time signature usually implies a certain beat hierarchy. That is, some beats are played with stronger / weaker emphases:

- 4/4: · ·
- 12/8: · · · (es. Nightmare King)
- 2/4: •·
- 6/8: (es. White Palace, Tarantella Napoletana)
- 3/4: · · (es. Valse di Fantastica)
- 9/8: •··
- 2/2: ••

This should also explain why some pieces are better written as 2/4 over 4/4: because the beat hierarchy in the measures is different.

Definition 13 (Downbeat) The first beat in a measure. Usually it is played with a very strong emphasis.

Through **accents**, **ties** and **rests** it is possible to alter this rhythmic framework, obtaining **syncopation** in the process.

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Definition 14 (Syncopation) Playing music with a stronger emphasis on the weak beats and / or a weaker emphasis on the strong beats.

Through syncopation some notes can also be played on the $\it off beats.$

Definition 15 (Offbeat) Which is not a beat.

1.2.6 Irregular meters

These meters can be explained by thinking of normal meters with an uneven beat duration. That is, every measure has a fixed number of beats, but with different beat durations.

• 5/4: 5 uneven beats (es. Mars, Bringer of War, Cinco de Chocobo)

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-3+2:\bullet \cdot \cdot \circ \cdot \\
-2+3:\circ \cdot \bullet \cdot \cdot
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- 7/8: 3 uneven beats (3-2-2, 2-2-3).
- 13/8: 5 uneven beats (3-3-2-2-3, etc.).

Chapter 2

Scales

2.1 Major scale

Definition 16 (Tetrachord) A 4-note scale segment with the following steps: W-W-H.

Definition 17 (Major scale) A 8-note scale made up of 2 tetrachords, joined by a whole step.

$$\underbrace{W-W-H}_{T1}-W-\underbrace{W-W-H}_{T2}$$

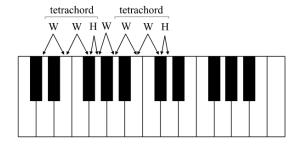


Figure 2.1: Tetrachords in a (D) major scale

A major scale uses all the 7 notes in order. No one is skipped and there are no duplicates.

2.1.1 Key signatures

There are 15 major key signatures:

- 1 with no accidentals: C Major.
- 7 with 1 to 7 flats.
- \bullet 7 with 1 to 7 sharps.

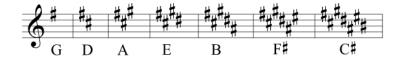


Figure 2.2: Major key signatures (sharps)



Figure 2.3: Major key signatures (flats)

A key signature can be quickly identified with the following mnemonic:

- With sharps: +1 half step from the last "sharped note".
- With *flats*: the second to last flat is the key (along with the flat).

2.2 Minor scales

2.3 Circle of fifths