

AoS 3 – Texture

Melody with accompaniment – a tune with clear accompaniment underneath (e.g. a voice and piano or guitar)

Unison – When everyone sings/plays one part together e.g. when we all sing Happy Birthday we are singing in unison (therefore, unison is monophonic).

Homophonic – a texture where all parts (melody and accompaniment) move in the same (more or less) rhythm creating a **chordal** effect. The accompaniment is supporting a clear melody.

Polyphonic – A texture where 2 or more equally important tunes are heard playing at the same time in layers

Call & Response – one part sings/plays and another answers back/responds

Monophonic – one single melody line. No harmonies, but it may be played/sung by more than one instrument/voice.

Octaves – If the instruments/voices are an octave apart this is called being in **OCTAVES**. To be in **unison** the notes must be at the **same pitch**.

Broken Chords – Playing the notes of the chord separately, one after the other. Broken Chords provide a more flowing accompaniment than when they are played as block chords.

Imitation – a phrase is repeated (imitated – so not necessarily exactly the same!). Could be one instrument/voice imitating itself, or 2 or more imitating each other.

Canon – is a particular type of imitation. It's like a round ('London's Burning'), where the imitating part repeats the entire melody and not just a few notes of it.

Antiphonal – stereo effect as a musical phrase is passed from one group of performers to another. E.g. like two choirs singing alternate phrases standing in different places in a church, or different parts of an orchestra 'answering each other such as strings answered by woodwind.

Contrapuntal - A texture where 2 or more equally important *melodies interweave* (weave in and out of each other).

Top Textures to learn = homophonic, polyphonic, melody & accompaniment, call & response