

Music Appreciation 8

Lecture 2

Clarifying key terms:

Sacred music is written for religious purposes. **Secular** music is written for non-religious purposes.

Texture in the musical sense refers to the different elements that make up the sound, in our case, instruments. Instruments include both voices AND constructed instruments like violins, pianos, flute, trumpet, percussion, etc.

The general terms for texture that are used to identify music overall are *monophony*, *polyphony*, and *homophony*. When pieces are described using these terms, we say that they are *monophonic*, *polyphonic*, or *homophonic*.

Monophonic music consists of a single line, no harmony, with any number of voices/instruments.

Polyphonic music has multiple equal lines. No single line is more important than the other. For example, all the voices/instruments could be playing the same line at different times, or different, equally important lines at the same time.

Homophonic music is what we are most familiar with. All music after the Baroque period (and most Baroque music as well) is homophonic. It identifies music that has distinct melody and harmony.

We have a subset of texture called **Vocal Texture**. It describes a very specific aspect of sung lines in any language.

Syllabic: one note per syllable

Neumatic: 2-3 notes per syllable

Melismatic: many notes per syllable