
Music Lab

Unit Seven: Composing Incidental Music — Vocabulary

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| Change of Scene | Music to take the audience from a scene to the subsequent scene |
| Comedic Action | The fundamental action in a comedy at the level of plot rather than dialogue |
| Counter | To run opposite, so that the mood of the music is opposite to that in the scene |
| Cue to Begin | A notation indicating where to start the music |
| Cue to Continue | A notation indicating where to move out of a vamp and continue within a song |
| Cue to Fade | A notation indicating where to fade out of an underscoring cue |
| Dramatic Action | The fundamental action in a drama at the level of plot rather than dialogue |
| Evoking | To elicit emotion in a scene |
| Heighten | To increase the emotional impact of a moment or scene |
| Incidental Music | Music which appears outside of a song and accompanies a scene |
| Internal Cue | A notation within a song to indicate a vamp, dialogue break or other interruption |
| Intervallic Structure | The pitch intervals which make up a motive — independent of their rhythm |
| Motives | A recurring musical interval, cell, or melodic phrase |
| Overuse | To have too much of a motive during the course of a show |
| Reharmonization | To use alternate harmonies with a familiar melody |
| Responding | Music that reacts to the characters or situation in a scene |
| Safety | A short repeat at the end of an underscored section; a vamp |
| Subtext | The intention of a scene — as opposed to the dialogue of a scene |
| Support | Music that sustains and/or upholds the characters in a scene |
| Text Block | A concise presentation of text indicating dialogue or a cue |
| Underscoring | Music played while a dialogue scene is in progress |
| Vamp | A short repeat; a safety |