Unit Five: Vocabulary

 **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