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