Term 3

Diegetic and Non-Diegetic Sounds

Diegetic sounds can be heard by both the characters and the audience. These sounds exist within the world of the film.

Non-Diegetic sounds can only be heard by the audience. They are purely used to enhance the experience of the viewer. Examples include narration and underscore.

Leitmotif – Leitmotifs are short musical ideas linked to a specific character and keeps reoccurring through the film.

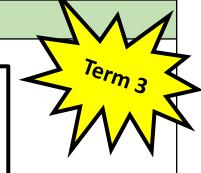**Sequence** – A melodic idea which is either rising or falling in pitch.

Dissonance – This means the notes clash and sound horrible.

Ostinato – A repeated rhythmic pattern.

Underscore – This a word used to describe background music. Often in movies you will hear music to support the scene/action, but the truth is only the audience can hear it, <u>not</u> the characters.

Musical Elements

The use of musical elements in film music is crucial. Elements like tempo, pitch, dynamics, texture and tonality can enhance the film soundtrack to suit a specific scene or mood.

Orchestra – Film soundtracks in most cases use a whole symphony orchestra. This means nearly 100 people perform at the same time. They use instruments from all four families including woodwind, brass, strings and percussion. Movies like Star Wars, Home Alone, Jurassic Park and ET all use symphony orchestra to provide the soundtrack.

Famous Composers

• John Williams – His most known works are Star Wars, Jurassic Park and Harry Potter.

• Hans Zimmer – Pirates of the Caribbean, Lion King and Gladiator.