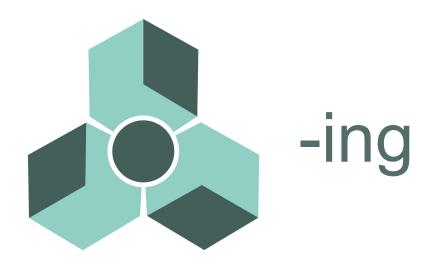
Dissecting Music (a bit)

Ernest Chau



Intervals:

Work like colors, for chords and moving lines



Unwritten stylistics, like contour of each note, line breaks, etc

Mechanisms Of Music

(Or some of them, at least)

Sound FX:

Explicit ideas through known ideas, like rain

Timbre/Voice:

Individual voice/instrument sound qualities for the same notes

"Two Dimensional Interaction":

How lines compare with each other-Contrasting or similar

