

Dissecting Music (a bit)

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Intervals:
Work like colors,
for chords and
moving lines



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



Mechanisms Of Music

(Or some of them, at least)

Timbre/Voice:
Individual voice/instrument
sound qualities
for the same notes



Sound FX:
Explicit ideas through
known ideas, like rain



**“Two Dimensional
Interaction”:**
How lines compare with each other-
Contrasting or similar





