

Acid analysis sheet

Name of piece:

Positives	Negatives
<p>Roles (identify and comment) on roles:</p> <p>Melody or riffs:</p> <p>Rhythm:</p> <p>Bass:</p> <p>Accompaniment and SFX:</p>	
<p>Texture changes and use of tone colour:</p>	
<p>Unity and variety:</p>	
<p>Structure:</p>	

Explanation of terms

Texture

The concept of **texture** refers to the layers of sound heard in a piece of music. The texture in a piece of music may change from just a few layers to many layers.

Each layer of sound may have a different **tone colour** and a different **role** in the music.

When considering **tone colour**, name the sound source or describe it (for example string, brass, woodwind or percussion).

When considering the **role** of each layer, listen for whether it is providing a melody, a rhythmic layer, an accompaniment, a bass line or sound effects.

Unity

Unity refers to those elements within a piece that remain the same and unify the piece into one piece of music. This may include the use of the same tone colours throughout, repetition of phrases, rhythms or motifs.

Variety

Variety refers to those elements that change within a piece to create interest and break from over use of unifying elements. This may include introduction of new tone colours, different phrases, rhythms or motifs, or contrasting sections within the overall structure.

Composition can be considered the art of balancing the opposites of unity and variety.

