

Texture



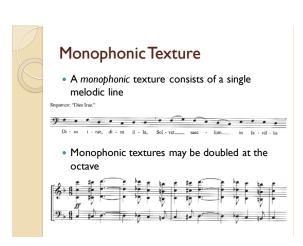
- Texture refers to the way that melodic, rhythmic, and harmonic materials are woven together in a piece of music
- Texture is often described in terms of the music's *density*
 - · A thick texture has lots of voices or parts in it
 - · A thin texture has only a few voices
- Texture can also be described in terms of the range of its pitches

Thick and Thin Textures • A thin texture • A thick texture



Texture Types

- In addition to these general descriptions of texture, there are some specific labels that we use to describe *texture types*
 - Monophonic
 - Polyphonic
 - Homophonic
 - · Homorhythmic (chordal)



Polyphonic Texture

 A polyphonic texture consists of two or more melodic lines moving independently of each other (and sometimes imitating each other)



Homophonic Texture

 In a homophonic texture, there is one melody and an accompaniment—this is the most common type of texture



Homorhythmic Texture

 A homorhythmic or chordal texture features simple chords with similar rhythms in all of the voices



Texture Analysis

- Our textbook uses labels to describe the different elements of texture:
 - PM = primary melody
 - ∘ SM = secondary melody
 - PSM = parallel supporting melody
 - SS = static support
 - HRS = harmonic and rhythmic support

