

## Texture

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- 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



## Wide and Narrow Textures

- A *wide* texture features widely spread-out pitches (from lowest to highest)



- A *narrow* texture features a very narrow range from lowest to highest pitches

Adagio possibile

Fl. Ob. Cl. Bsn.

Di - es i - nae, di - es il - la, Sol - vet saec - lum in fa - vil - la

## 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)

## Monophonic Texture

- A *monophonic* texture consists of a single melodic line

Sequence: "Dies Irae."



- Monophonic textures may be doubled at the octave



## 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

