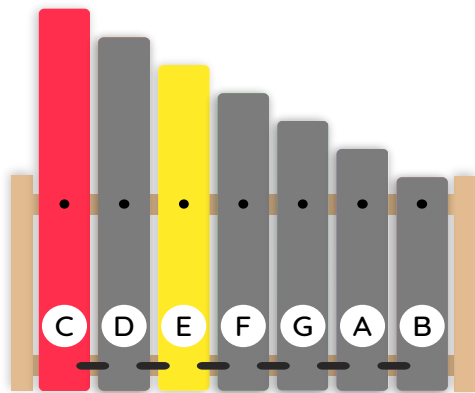
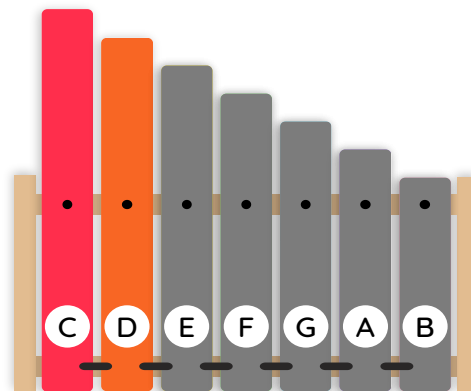


chords	Two or more notes played together.
crescendo	Gradually getting louder.
diminuendo	Gradually getting quieter.
drone	A really long note.
dynamics	The volume (e.g. loud and quiet).
melody	The tune (e.g. a pattern of different pitches).
pitch	How high or low a sound is.



Pleasant chords

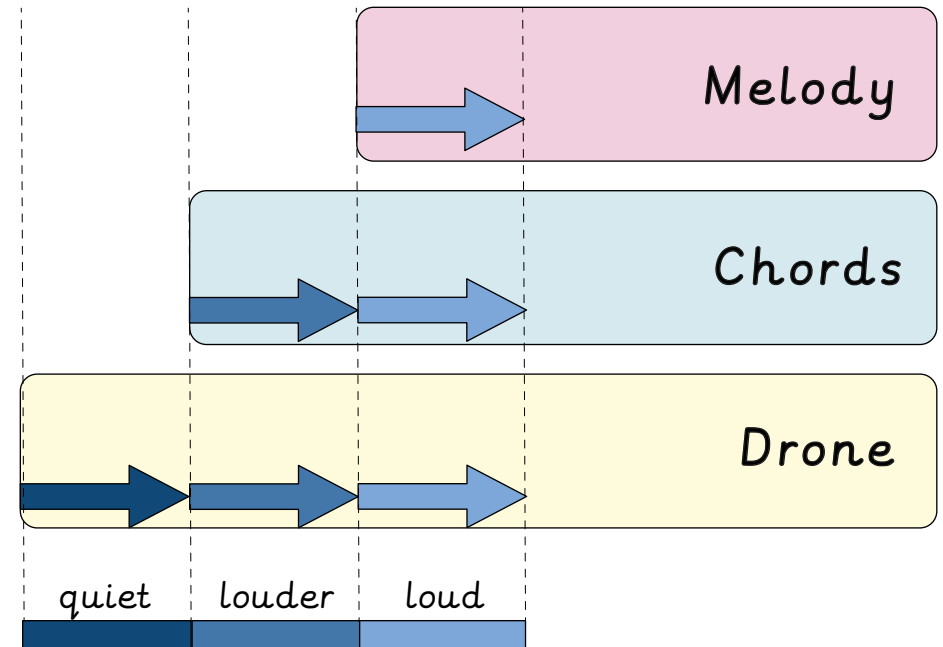
- Play a note, miss a note, play a note.
- Sounds peaceful, calm and happy.



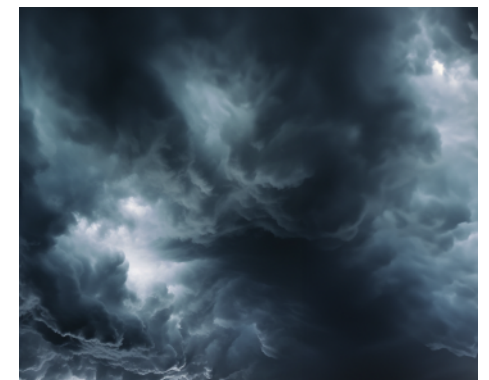
Clashing chords

- Play two notes next to each other.
- Sound scary, uneasy and tense.

Create dynamic change through layering



floaty and light



dark and stormy