

# Score Textures and Tracks

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Music 253/CS 275A  
Stanford University

# Textural types

□ Ensemble texture



A musical score for a five-part ensemble texture in 3/4 time, key of D major. The score consists of five staves. The top staff is a treble clef with a melodic line of eighth notes, marked with a piano (*p*) dynamic. The second staff is a treble clef with a steady eighth-note accompaniment, also marked *p*. The third staff is a treble clef with a steady eighth-note accompaniment, marked *p*. The fourth staff is an alto clef with a steady eighth-note accompaniment, marked *p*. The fifth staff is a bass clef with a steady eighth-note accompaniment, marked *p*.

□ Keyboard texture

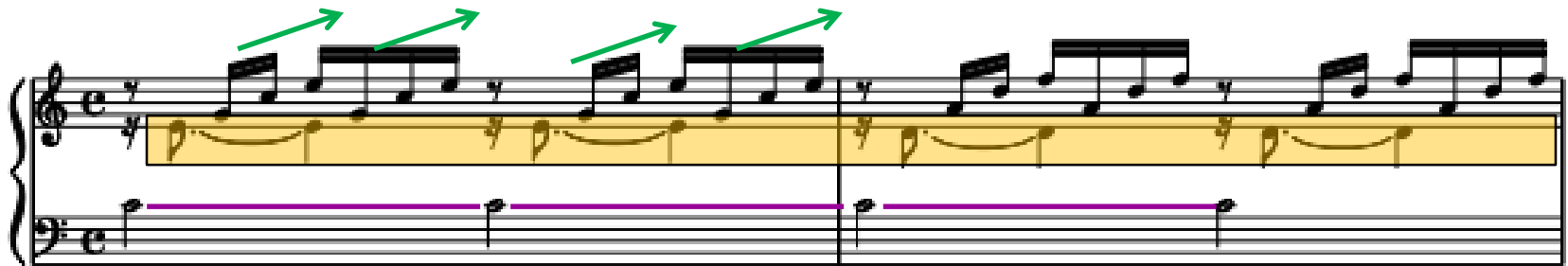


A musical score for a keyboard texture in 3/4 time, key of D major. The score consists of two staves. The top staff is a treble clef with a melodic line of eighth notes, marked with a piano (*p*) dynamic. The bottom staff is a bass clef with a steady eighth-note accompaniment, marked *p*.

*Beyond MIDI* core examples

# Tracks in keyboard music

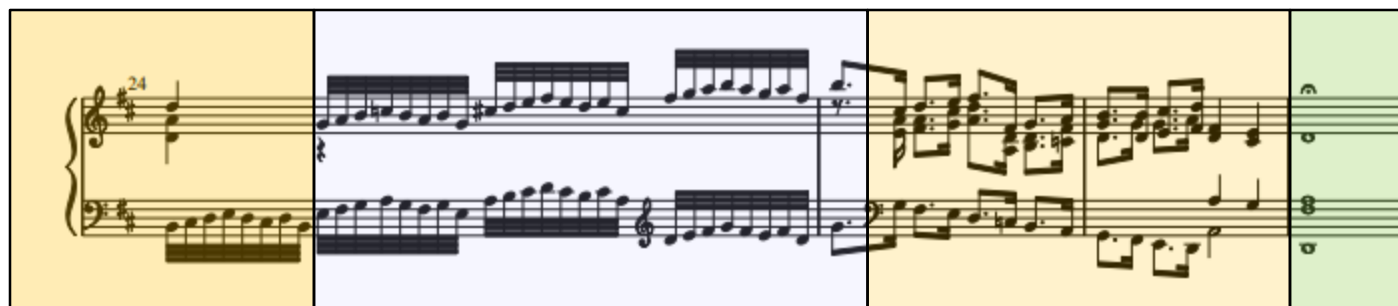
- How many voices?
- When?



Bach: WTC I, C-Major Prelude: plucked arpeggios

# Tracks in keyboard (harpsichord) music

- How many voices?
- When?

A musical score for a keyboard instrument, specifically a harpsichord, showing four measures of music. The score is written in G major (one sharp) and 4/4 time. The first measure is highlighted in yellow, the second in light blue, the third in yellow, and the fourth in light green. The music consists of two staves, treble and bass clef. The first measure shows a treble clef with a sharp sign and the number 24, and a bass clef with a sharp sign. The second measure shows a treble clef with a sharp sign and a bass clef with a sharp sign. The third measure shows a treble clef with a sharp sign and a bass clef with a sharp sign. The fourth measure shows a treble clef with a sharp sign and a bass clef with a sharp sign.

3 (4)

2

3 (4)

?

Bach: WTC I, D-Major Fugue

# Well-behaved [consistent] tracks (organ)



Bach: four-voice chorale

# Tracks in keyboard (piano) music

Harp-like passage

The image displays three systems of musical notation for Hummel's Prelude No. 19. The first system is highlighted with a yellow background and is labeled "Allegro comodo." It features a treble and bass clef with a 3/4 time signature. The music includes a harp-like passage in the right hand, marked with a piano (*p*) dynamic and a fermata. The second system shows the vocal line with lyrics "cre - scen - do" and includes a piano (*p*) dynamic marking. The third system is marked "assai allegro" and features a rapid ascending scale in the right hand, marked with a fortissimo (*ff*) dynamic. The score includes various musical notations such as slurs, accents, and dynamic markings.

2-voice?

Hummel: Prelude No. 19.

# Tracks in keyboard (piano) music



2

3

4

Chopin: Mazurka, Op. 67, No. 1

# Braille score typologies

- Ensemble texture =  
“open score”



A musical score for ensemble texture, also known as an "open score". It consists of five staves. The top staff is a treble clef with a melody line, marked with a piano (*p*) dynamic. The second staff is a treble clef with a harmonic accompaniment, also marked with a piano (*p*) dynamic. The third staff is a treble clef with a harmonic accompaniment, marked with a piano (*p*) dynamic. The fourth staff is an alto clef with a harmonic accompaniment, marked with a piano (*p*) dynamic. The fifth staff is a bass clef with a harmonic accompaniment, marked with a piano (*p*) dynamic. The score is in 2/4 time and features a key signature of one sharp (F#).

- Keyboard texture =  
“bar over bar”

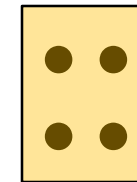
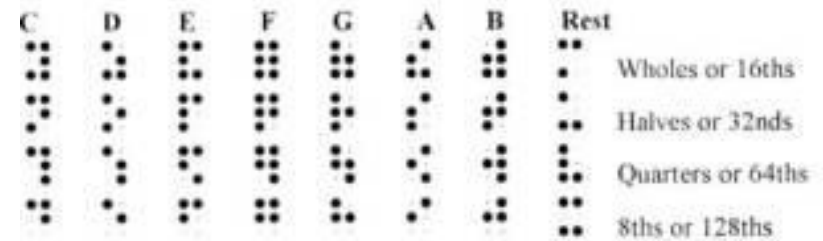


A musical score for keyboard texture, also known as "bar over bar". It consists of two staves. The top staff is a treble clef with a melody line, marked with a piano (*p*) dynamic. The bottom staff is a bass clef with a harmonic accompaniment, marked with a piano (*p*) dynamic. The score is in 2/4 time and features a key signature of one sharp (F#).



# Braille music codes (in general)

- Braille MN developed *c.* 1850
- **Six-dot cell**
- Many symbols redefined by context
- Has national dialects
- Has international governing body
- Dependent on impact printing



Data dots



Switches

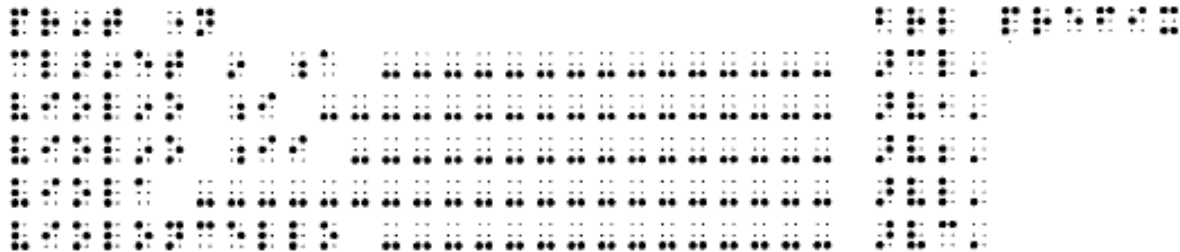
# Braille MN: score types

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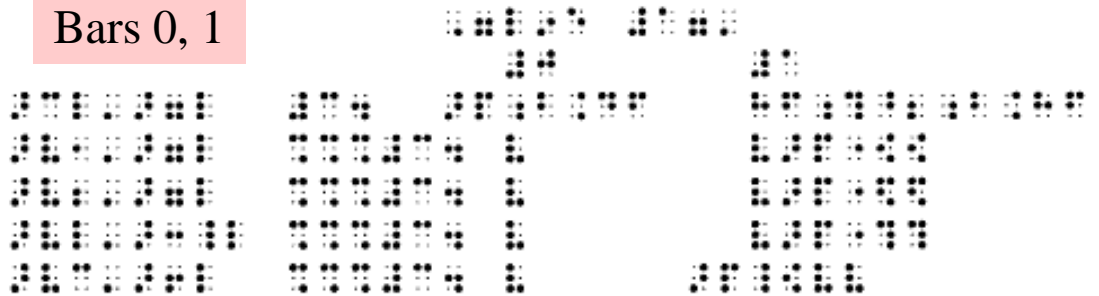
- **Bar-over-bar**: piano music
- **Open-score**: intended for sight-singing
- *Short-score*: choral analogue of bar-over-bar
- *Section-by-section*: piano music or score
- *Single-line*: single instrumental part

# Braille: Mozart trio encoding (clarinet only)

## Setup data



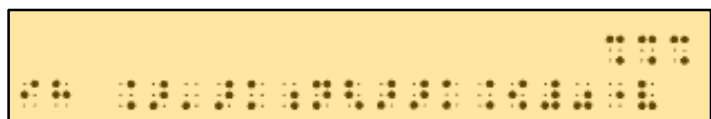
## Bars 0, 1



# Mozart “Turkish March” in Braille MN



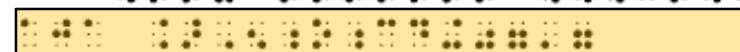
Bar 89



Bar 90



Bar 91



Bar 92

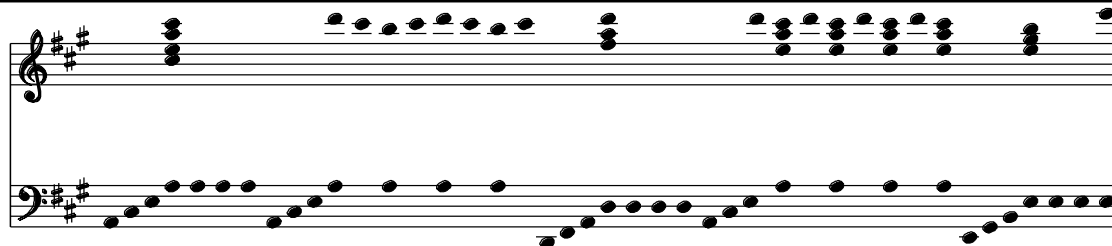


R.H.

# Mozart “Turkish” March: domain dissection

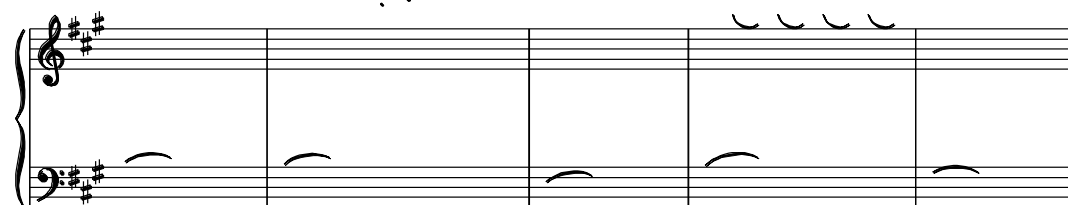


MIDI (pitch) data



Slurs

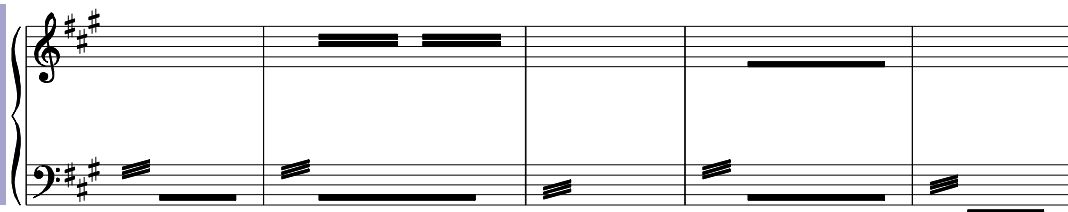
Slur orientations



Beams

Beam slopes\*

Beam lengths\*



# Musical structure: notation-sound conflicts

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## Score structure

- Da capos
- 1<sup>st</sup>, 2<sup>nd</sup> endings
- Upbeat complements

Notation > sound  
translation

Sound specs precise,  
Graphics specs free to modify

## Sound file-structure

- Recap point?
- Repeats happen **or not\***
- 2<sup>nd</sup> endings with transitions may not **compute\*\***

\* affects total number of bars

\*\* where 1<sup>st</sup> time has upbeat,  
repeat point has downbeat