Score Textures and Tracks

Music 253/CS 275A Stanford University

Textural types

Ensemble texture



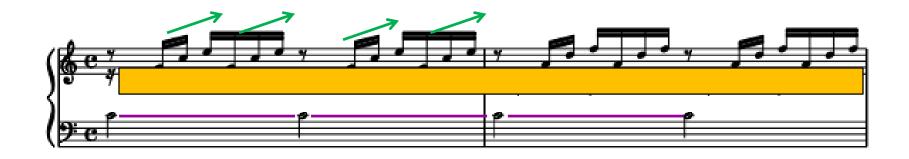
Keyboard texture



Beyond MIDI core examples

Tracks in keyboard music

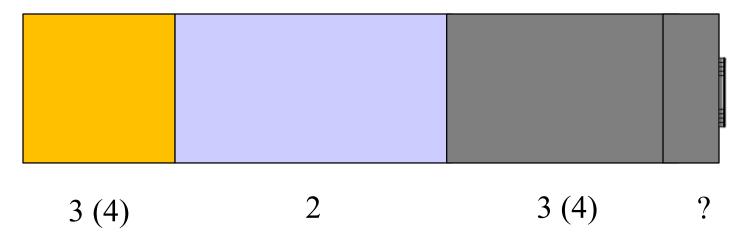
- How many voices?
- □ When?



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

Tracks in keyboard (harpsichord) music

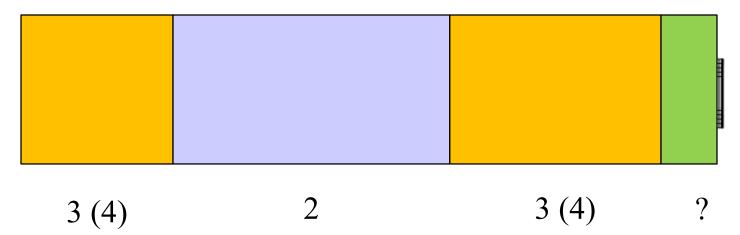
- How many voices?
- □ When?



Bach: WTC I, D-Major Fugue

Tracks in keyboard (harpsichord) music

- How many voices?
- □ When?



Bach: WTC I, D-Major Fugue

Well-behaved [consistent] tracks (organ)

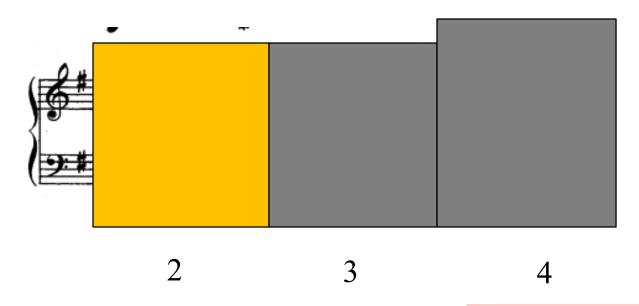


Bach: four-vioice chorale

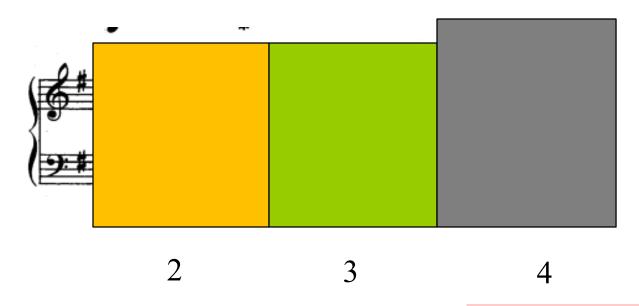
Harp-like passage



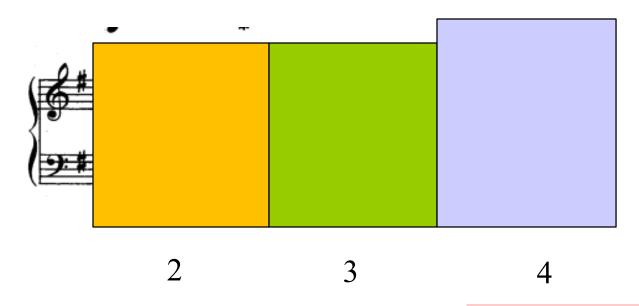
Hummel: Prelude No. 19



Chopin: Mazurka, Op. 67, No. 1



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Braille score typologies

□ Ensemble texture = "open score"

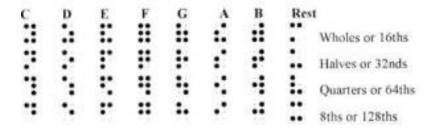


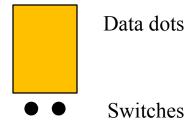
Keyboard texture = "bar over bar"



Braille music codes (in general)

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





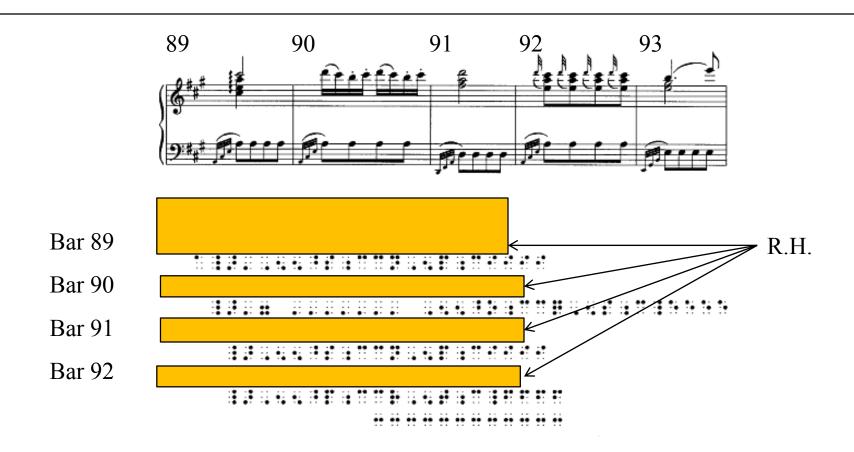
Braille MN: score types

- 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

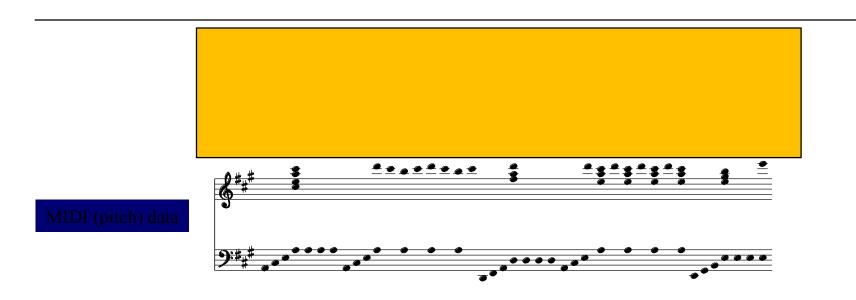
Braille: Mozart trio encoding (clarinet only)

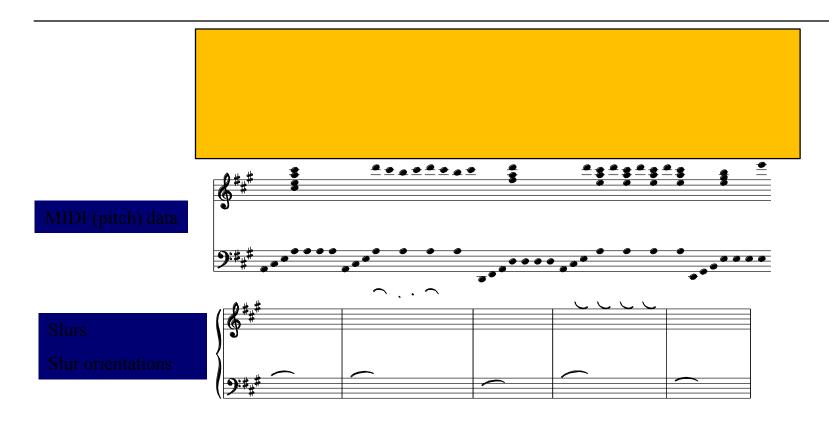
Setup data Bars 0, 1 ******

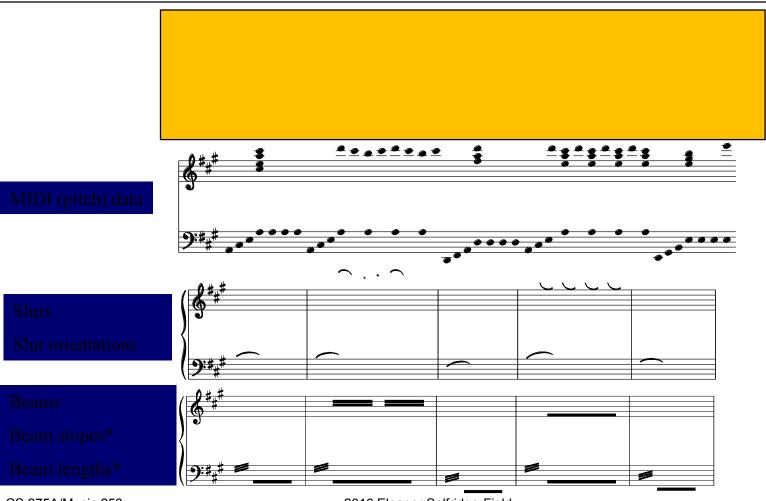
Mozart "Turkish March" in Braille MN



MIDI (pitch) data







Musical structure: notation-sound conflicts

Score structure

- Da capos
- □ 1st, 2nd endings
- Upbeat complements

Notation>sound translation

Sound specs precise,
Graphics specs free to modify

Sound file-structure

- Recap point?
- □ Repeats happen or not*
- 2nd endings with transitions may not compute**

* affects total number of bars

** where 1st time has upbeat, repeat point has downbeat

Encoding transposing instruments



- MIDI: sounding pitch
 Clarinet in A
- Score/part: written pitch

Strings in A, Clarinet in C