Edexcel BTEC Music Technology Level 3

Summer Pack



Music Technology research

Research the effects in the table below, and in your own words, complete how the effects change the sound.

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| --- | --- | --- |
| Effect | How it could make the track sound | Why it may be used |
| Reverb |  |  |
| Compression |  |  |
| EQ |  |  |
| Delay |  |  |
| Chorus |  |  |
| Phlanger |  |  |
| Phaser |  |  |

Music listening

Listen to the music from 3 films, games, animations and adverts and describe how the music supports what is happening. Think about the melodies, how it builds tension, the mood and if there are themes, how do they support the characters?

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| Films | *
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| Games | *
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| Animations | *
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| Adverts | *
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Film

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| Clip: |
| What you can hear | Effect on audience |
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| Clip: |
| What you can hear | Effect on audience |
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| Clip: |
| What you can hear | Effect on audience |
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Games

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| Clip: |
| What you can hear | Effect on audience |
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| Clip: |
| What you can hear | Effect on audience |
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| Clip: |
| What you can hear | Effect on audience |
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Animations

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| Clip: |
| What you can hear | Effect on audience |
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| What you can hear | Effect on audience |
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Adverts

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| What you can hear | Effect on audience |
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| Clip: |
| What you can hear | Effect on audience |
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| What you can hear | Effect on audience |
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Help for listening

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| Dynamics | The volume – does this change throughout the part of the scene you’re listening to? |
| Rhythm and Tempo | Is the piece fast or slow? Why? Do the rhythms represent characters or items? |
| Structure | Do parts of the piece return? Or is it a through composed piece (meaning it just keeps going) |
| Melody | The tune – what instrument is playing it and why? Does it represent something/someone? |
| Instrumentation | What instruments can you hear? |
| Texture | How many instruments are playing – does this change? When does it change and why? |
| Effects | Can you hear any effects based on the research you have already done? |

Cubase

Use this space to write down the things that you have seen on YouTube as to how you can use Cubase. It may look slightly different to the version we have at school, but the main process is the same