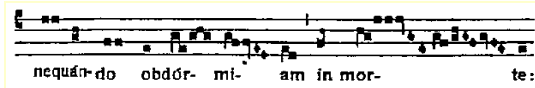


TEXTURE

Definition

Texture is the way the melodic, rhythmic, and harmonic materials are combined in a composition describing the overall quality of the sound in a piece. Musical texture refers to the number of layers, as well as the type of layers, used in a composition and how these layers are related. Texture may be monophonic, biphonic, polyphonic, homophonic or heterophonic.

Monophony



A texture consisting of a single melodic line with no accompaniment is called monophonic.

Biphony



A texture consisting of two distinct lines, the lower sustaining a drone (constant pitch) while the other line creates a more elaborate melody above it is called biphonic. Pedal tones or ostinati would be an example.

Polyphony

A texture consisting of two or more simultaneous lines of independent melodies is called polyphonic.

Homophony

A texture consisting of melody and accompaniment is called homophonic.

Heterophony

A texture consisting of multiple voices singing fundamentally the same line, but where one has more ornamentation and elaboration is called heterophonic.

Words commonly used to describe texture:

monophonic	biphonic	polyphonic	homophonic	heterophonic	width
thin	thick	simple	dense	density	Simple