Functions of music

- 6. Provide counterpoint--classical music and bombs--from *Platoon*
Counterpoint

- Power of juxtaposition
- combine seemingly unrelated parts
  - effect more powerful because of difference
- Music is:
  - Adagio: Samuel Barber
  - originally for string quartet
  - reworked for string orchestra
John Corigliano about Counterpoint
Counterpoint

War Lament from “Revolution”

music by John Corigliano
Counterpoint

War Lament from “Revolution”

- Kids vs professional soldiers
- 12 year old boy -- facial expression
- Effect comes from opposition
- Slow music vs action of battle
- Lament over the carnage -- loss of life
- Real meaning of war
- Also shrill timbre of strings near end
Functions of music in storytelling

* 7. Unifying transition—overlap, lead in, segue
* 8. Evoke—atmosphere, feeling, mood
Functions of music in storytelling

Apocalypse Now by Francis Ford Coppola

◆ “Orange” synthesized by Carmine and Francis Coppola
  ▶ serves as transition music

◆ Ride of the Valkyries from Die Walkure by Richard Wagner
  ▶ set the tone for the assault
  ▶ was played in attacks by German tanks in WWII
  ▶ Wagner was a proponent of the German super-race
More than just the sounds of a scene

- layers of meaning
- can reveal
- can suggest
- can hide/disguise
- can establish
- can be tied to specific event or character
Diegetic and non-Diegetic Sound

Van Sijll

- Diegetic
  - organic to the scene
  - realistic
  - can be altered for effect
  - can be contextual or narrative

- non-Diegetic
  - not logically heard in the scene
  - added for narrative effect
Diegetic and non-Diegetic Sound from Platoon
Diegetic Sound
from Platoon scene

- water dripping
- jungle sounds
  - insects
  - owl
- slapping bugs
- snoring
- movement sounds
- explosion/guns
- provide context
non-Diegetic Sound
from Platoon scene

- Music
  - dissonant
  - builds to crescendo
  - pitch is high--lower notes added
  - timbre is “scratchy”
- Heartbeat--builds to crescendo
- Builds Tension--
- Leads to release
- Narrative role
Diegetic Sound from ET

(Van Sijll) elicit emotional response
identify characters (antagonist)