

Bite size Composition

THEME - Performance Directions

Dynamics are often over looked but are a very important element of music, they can set the scene, create character, build drama, provide contrast, shape phrases and essentially shape a piece of music.

	cresc.					dim.	
P = Piano = quiet							
PP = Pianissimo = very quiet							
MP = Mezzo Piano = medium quiet	pp	р	mp	mf	f	ff	
MF = Mezzo Forte = medium loud		•	•				
F = Forte = loud							
FF = Fortissimo = Very loud							
Cresc = Crescendo = getting louder							
Dim = Diminuendo = getting quieter							
Sfz = sforzando = forced/accented							
Smz = smorzando = dying away							
Fp = sudden change from loud to quiet, pf = sudden change from quiet to loud.							

Tempo - the main aim is to communicate how you would like your music to be played so writing clear instructions in English will do the job just fine, but here are some terms that you might see and want to use. They imply a speed and also often a character/style.

Grave = very slow
Lento = quiet slow
Largo = slow
Adagio = quiet slow, literally "at ease"
Andante = medium pace, walking pace, literally "going"
Moderato = a moderate speed
Allegretto = slightly slower than allegro
Allegro = brisk, literally "happy"
Vivace = lively
Presto = fast
Prestissimo = very fast
Accelerando (Accel.) = getting faster
Pui mosso = getting faster, literally more moved.
Rallentando = getting slower
Ritenuto = suddenly slower

Character

Dolce = sweetly
Animato = animated, lively
Agitato = agitated
Scherzando = playful
Cantabile = in a singing style.
Appasionato = passionately.

For a precise tempo marking you can use **metronome** markings which indicate a number of beats per minutes, e.g.

$$J = 60$$
 $J = 100$ $\phi = 50$