

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.

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?

Films	<ul style="list-style-type: none">•••
Games	<ul style="list-style-type: none">•••
Animations	<ul style="list-style-type: none">•••
Adverts	<ul style="list-style-type: none">•••

Film

Clip:	
What you can hear	Effect on audience

Clip:	
What you can hear	Effect on audience

Clip:	
What you can hear	Effect on audience

Games

Clip:	
What you can hear	Effect on audience

Clip:	
What you can hear	Effect on audience

Clip:	
What you can hear	Effect on audience

Animations

Clip:	
What you can hear	Effect on audience

Clip:	
What you can hear	Effect on audience

Clip:	
What you can hear	Effect on audience

Adverts

Clip:	
What you can hear	Effect on audience

Clip:	
What you can hear	Effect on audience

Clip:	
What you can hear	Effect on audience

Help for listening

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