

Some music is written with 'block' chords, some has weaving parts around the tune, while some music has no harmony at all. These are all examples of different textures in music.

Texture

Unison



Music score

Music that has no chordal accompaniment, where different instruments or parts play or sing the same notes is described as in **unison**.

Homophonic

This literally means 'sounding together'.

Homophonic music is played in **block chords**. Homophonic music is also sometimes called **chordal music**

Texture

Polyphonic

This literally means 'different sounds or voices'. Polyphonic music has parts that weave in and out of each other. Polyphonic music is also sometimes called **contrapuntal music**.

Polyphonic music may contain an element of **imitation**, where one voice or instrument copies what has just been played by another. (Think of a 'round' like **London's Burning**.)

Fugue

A **fugue** is a special type of polyphonic texture. Fugues always begin with a tune that is played on a solo instrument/voice or by instruments/voices in unison. This tune is then played by all the other instruments or voices in turn but not necessarily at the same pitch.

A capella

A capella music is always for **voices**. It is vocal music that has no instrumental accompaniment.

A capella music can be polyphonic, homophonic or unison. The words 'a capella' in Italian mean 'in the style of the chapel'. This is because early music for the church was for unaccompanied voices.

Call-and-response

This texture is when a **solo** is immediately answered by another tune played or sung by a **group**. It is used a lot in popular, jazz and world music.

Melody and accompaniment

This is a melody which can be sung or played on an instrument, with an accompaniment. A song with piano accompaniment falls into this category