**Tonality:**

The key signature a piece of music is in. A piece of music will often be either Major or minor. The notes/scale you are using to create melody and accompaniment within a piece. D + B music can be found in either major or minor keys.

**Harmony:**

The combinations of notes used at a given time in the piece. Often vocal lines can be ‘harmonised’.

**Texture:**

The layers of sound that can be heard. D+B music uses layering to create impact, removing and adding musical parts to create variety. Often Homophonic and Polyphonic

**Melody:**

Often rapped, spoken words. Some melodic singing often in the chorus.

**Dynamics:**

The volume of D+B tracks is usually loud as the music generally heard in a night club.

**Rhythm:**

Emphasis on beats 2 and 4 (snare Drum) make the listener want to dance.

Shuffle style alternations creating a ‘busy’ snare drum pattern.

Breakbeat drum patterns

**Structure:**

Strophic – Verse/Chorus style structure similar to most Pop songs.

Repetition – Used frequently in Dance styles of music including Drum and Bass. Repeating drum patterns, accompaniment and melody lines heard throughout D+B pieces.

Breakbeat solo drum section

**Key Features:**

**Fast Tempo – Usually between 160-180 bpm**

**Synthesiser Keyboards**

**Electronic instruments**

**Sampled drum patterns** – Taking the drum pattern from another song and using it in a D+B track. Funk pieces from the 1970’s are often ‘sampled’.

**Breakbeats** – A section of music featuring drums as a solo instrument. This section would usually ‘bridge’ between 2 sections of music e.g. Chorus + Verse.

**Sampled melodies and instrumental parts**

**Syncopated/busy snare drum patterns**

**Strong emphasis on beat 1 (bass drum + Bass synth/Guitar) to introduce musical parts**

**Strong back beat on 2, and often beat 4**

**Linked to the Rave culture of the mid 90’s**

**Tempo:**

Usually between 160-180 bpm. Samples that are used for the drum pattern are often sped up to this tempo from their original speed.

**Production:**

Techniques applied when ‘producing’ (creating) the piece. Panning, Reverb, Delay, Samples, Distortion can all be used in D+B tracks.

**Timbre:**

Electronic Instruments, Sampled Drum Patterns, Synthesiser Keyboard, Bass Guitar, Vocals