

<b>DYNAMICS – HOW TO PERFORM DYNAMICS AS A SOLOIST</b>		
<b>What is it</b>	<b>What to do</b>	<b>It feels like</b>
1. <b>SOUND CONTRAST</b>	<p><b>LISTENING</b> to your sound – can you clearly hear the volume difference between two ‘neighbouring’ sound levels (<i>p</i> -<i>mp</i>, <i>mp</i>-<i>mf</i>, <i>mf</i>-<i>f</i>)?</p> <p><b>LEARNING</b> how to do exactly the 4 dynamics with your bow (speed / pressure) levels.</p> <p><b>PRACTICING</b> it - this is technical knowledge – don’t ignore it or take it for granted.</p>	<p>→ <b>BASIC CONTRAST LEVEL</b> between <i>p</i> and <i>f</i></p> <p>→ <b>LISTENING / LEARNING / PRACTICING</b></p>
2. <b>PROJECTION LEVEL</b>	<p><b>THINKING</b> about the sound <b>COMING OUT TO THE AUDIENCE</b> (and not the sound you hear close to your ear) – as a <b>SOLOIST</b> all dynamic levels should be over projected (to you - <i>p</i> is <i>mp</i>, <i>mp</i> is <i>mf</i>, <i>mf</i> is <i>f</i>, <i>f</i> is <i>ff</i>).</p>	<p>→ ‘<b>ONE LEVEL UP</b>’</p> <p>→ ‘<b>EXAGGERATING</b>’ SOUND</p>
3. <b>SOUND QUALITY LEVEL</b>	<p><b>LEARNING</b> more about the music – <b>CHARACTER / STYLE / PHRASING</b> to use dynamics purposefully.</p> <p>Play musically and colourfully managing all of the above.</p>	<p>→ <b>DYNAMICS / MUSIC AIM</b></p> <p>→ <b>CHARACTER / STYLE / PHRASING</b></p>
<b>Dynamics makes your playing EXCITING and COLORFUL</b>		

<b>HAVE YOU LEARNED IT</b>	<b>Action Words / Task</b>	<b>PRACTICING LINK – GO TO:</b>
1. <b>SOUND CONTRAST</b>	<p>1. <b>BASIC CONTRAST LEVEL</b></p> <p>2. <b>LISTEN / LEARN / PRACTICE</b></p>	<p>→ <b>SCALES – FOR EVEN SOUND (TONE) &amp; DYNAMICS</b></p> <p>→ <b>PRACTICE THE SCALE IN SOLOISTIC <i>p</i> / <i>f</i> LEVELS</b></p>
2. <b>PROJECTION LEVEL</b>	<p>1. ‘<b>ONE LEVEL UP</b>’ – <b>SOLOIST LEVEL</b></p> <p>2. <b>COMING OUT TO THE AUDIENCE</b></p>	
3. <b>SOUND QUALITY LEVEL</b>	<p>1. <b>DYNAMICS / MUSIC AIM</b></p> <p>2. <b>CHARACTER / STYLE / PHRASING</b></p>	

**REMEMBER**  
**THE DETAIL**  
**THE ACTION**  
**THE FEELING**