

PITCH

step *leap*

high

low

ascend

descend

TEXTURE

bright

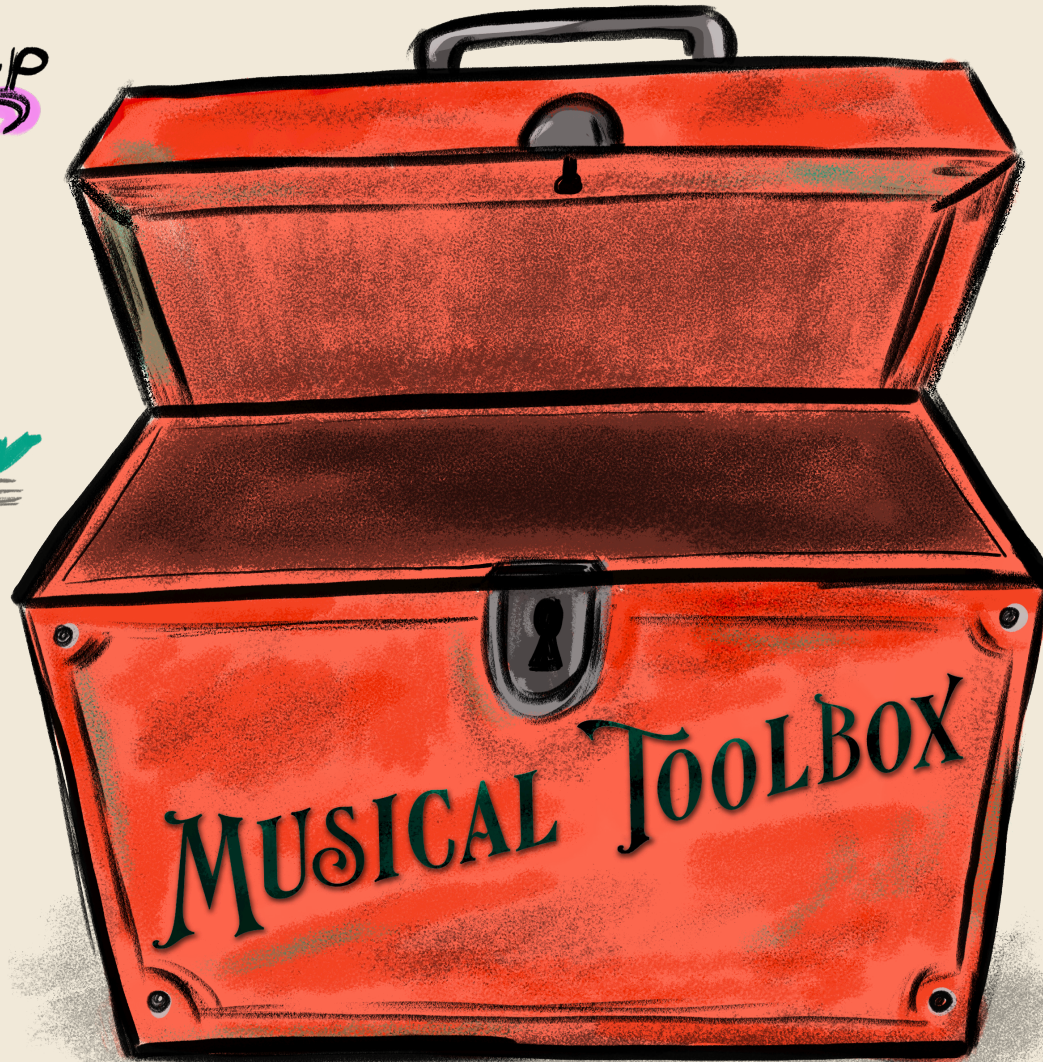
DARK

light

HEAVY

choppy

smooth



VOLUME

quiet

LOUD

TEMPO

FAST slow