

Basic Renaissance Cadence

There are two main melodic figures that make up a basic Renaissance cadence: the **cantus clause** and the **tenor clause**.

The **final** is the pitch the cadence ends on or, in other words, the note that feels like a musical resting place.

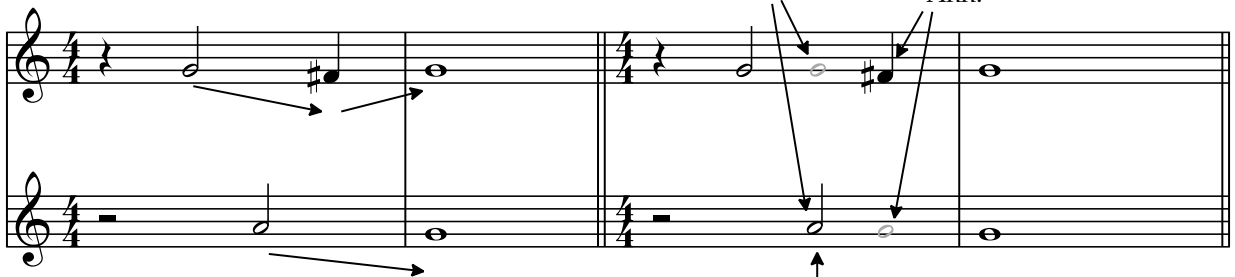
A **dissonance** is when two notes clash with each other and make a rough sound when played together.

A **consonance** is when two notes sound nice together.

1. **Cantus clause**: usually moves down a half step and back up to the **final**.

1. Cantus clause

2. Tenor clause



2. **Tenor clause**: usually moves down a whole step to the **final**.

Dissonance!

Eek!

Consonance!

Ahh!

When these two notes sound together, they make a **dissonance**!

To resolve the dissonance, the cantus clause moves downward to a **consonance**, and then both parts move outward to the final.

Here are three simple patterns you can memorize to help you practice playing and hearing cantus, tenor, and bass clauses. Learn them both and then play as a duet with a teacher or friend.

G major half scale + **cantus clause**

G major half scale + **tenor clause**

G major half scale + **bass clause**

