Music to my Ears
Adam Y. (Producer/Sound Designer)
Department of Entertainment Technology

Introduction

My project is to design and use samples of sounds to form music. This project will help challenge my sound designing skills by constructing new sounds constantly and using sounds I have never used before. My goal is to mix and master, create a full musical song of my preferred genre and to step into something I have not yet reached. I want to go push myself to do something I consider great. I will be exploring and creating my own sound to my fullest extent. I am going to create 1-2 songs to showcase what I can do and what I have learned.

The skills include:
1. Understanding how to use a DAW (Ableton)
2. Knowing and understanding musical structure
3. Knowing how to program own drums and making synthesizers
4. Understanding audio effects, automations, macros and plugins
5. Creativity and understanding there are no boundaries and no rules

Hypothesis

1. How do you create Electronic Music?
2. We use different types of plugins to create Electronica
3. Sample, Create and Imagine
4. Tell your own tale and create your own rules

Materials :

Item	Quantity	Cost	Checklist
Computer	1	800$	Yes
Ableton 9	1	800$	Yes
Serum	1	200$	Yes
Fab Filter	1	1000$	No
NI Ultimate	1	1600$	Yes
Mic	1	300$	No
Valhalla Rev	1	150$	No
Spec Plugin	1	1000$+	No
Spitfire Audio	1	500$	No
Splice	1	8$	No
Izotope Plug	1	500$	Yes
	TC:	4100$	

Methods to the Madness:

Method/Work Structure

Intro
I start by gathering as many synthesizers I have created from Serum already and will start by using those synthesizers to create an arpeggiator. I will be creating a bass sound that will help accentuate the arpeggiator. I also add automations that help with adding to the sound over time. As the song progresses, I simply start adding synthesizer layers that help adjust the timbre of the arpeggiator. At this point, I start thinking about adding a counter arpeggiator that will give the song more flavor and the audience multiple beats to listen to. I also add a few sounds that add to the atmosphere of the song. They are small sounds that add some fine touches to the track. I then use the plugin "Battery" and I grab kick and snare samples to create suspension to the track. I also create a riser from Serum that helps the song move to the verse of the track.

Verse
On this part of the track, My decision was to create a gnarly bass with kick drums that would sound well together. I decided to use multiple layers of bass to create the melody for the track. This would create a unique bass sound and make the sound more diverse throughout the track. Throughout the verse, I decide to take away the bass drum and add an arpeggiator to add something new to the soundscape. Towards the end of the verse, I start using a riser that I created from serum.

Chorus
For the chorus, I decided to have a syncopating bassline that consists of 3 main Massive plugins.. I also include some background fx that help add to the track. For the drum patterns, I decided to use a kick snare pattern with a hi hats and clash pattern. I also included some clap patterns too. Once it reaches the second half of the chorus, I decided to add a solo from one of the synthesizers I created.

Bridge
On the bridge, I am still using 3 Massive plugins with an added track that adds to the atmospheric vibe. I decided to stay with the same synthesizer from the chorus. As the track progresses, I start to use drums to go back into the verse again.

Verse 2
On the second verse, I wanted to keep a similar bass sound on the first verse. I added one new patch while taking out another. I also changed the drums pattern, but I did not adjust much of the timbre. I added a new riser to compensate for the old riser. I also kept the same synth that ends on the first verse.

Chorus 2
I decided to add a new layer of synth sound to the chorus while keeping the old synthesizer as the base of the sound. I kept the same bass layer and wanted to keep a similar drum pattern. I did not change much of the sound, but added new notes to the original chorus.

Mixing
In the mixing process of each track, I tried to keep each section of the sound with each other. My mixing would consist of EQ all my tracks to get a certain sound I would want or to lower parts of the sound I did not want. I would sidechain compress any sounds I needed to attenuate more, which would mostly be the drums. I would also use sidechain compress for layering certain sounds. Creating ghost tracks for the sounds that were compressed was very important to keeping my DB levels steady. I also would use an OTT (Multiband Compressor) a lot because it would let me adjust frequency of the sound easily.

Mastering
I went with using Ozone 9 as my mastering tool that I wanted to use. Once I finished my track, I bounced it and I decided to master it onto a new file. This would take up less processing on my computer. My goal here was just to make the levels correct and make sure nothing sounded muddy. I wanted to make sure each sound was heard accordingly and nothing was out of place. It was important to adjust the DB levels slightly and to make sure when mastering the track. I also added a little bit of compression on the higher end of the track.
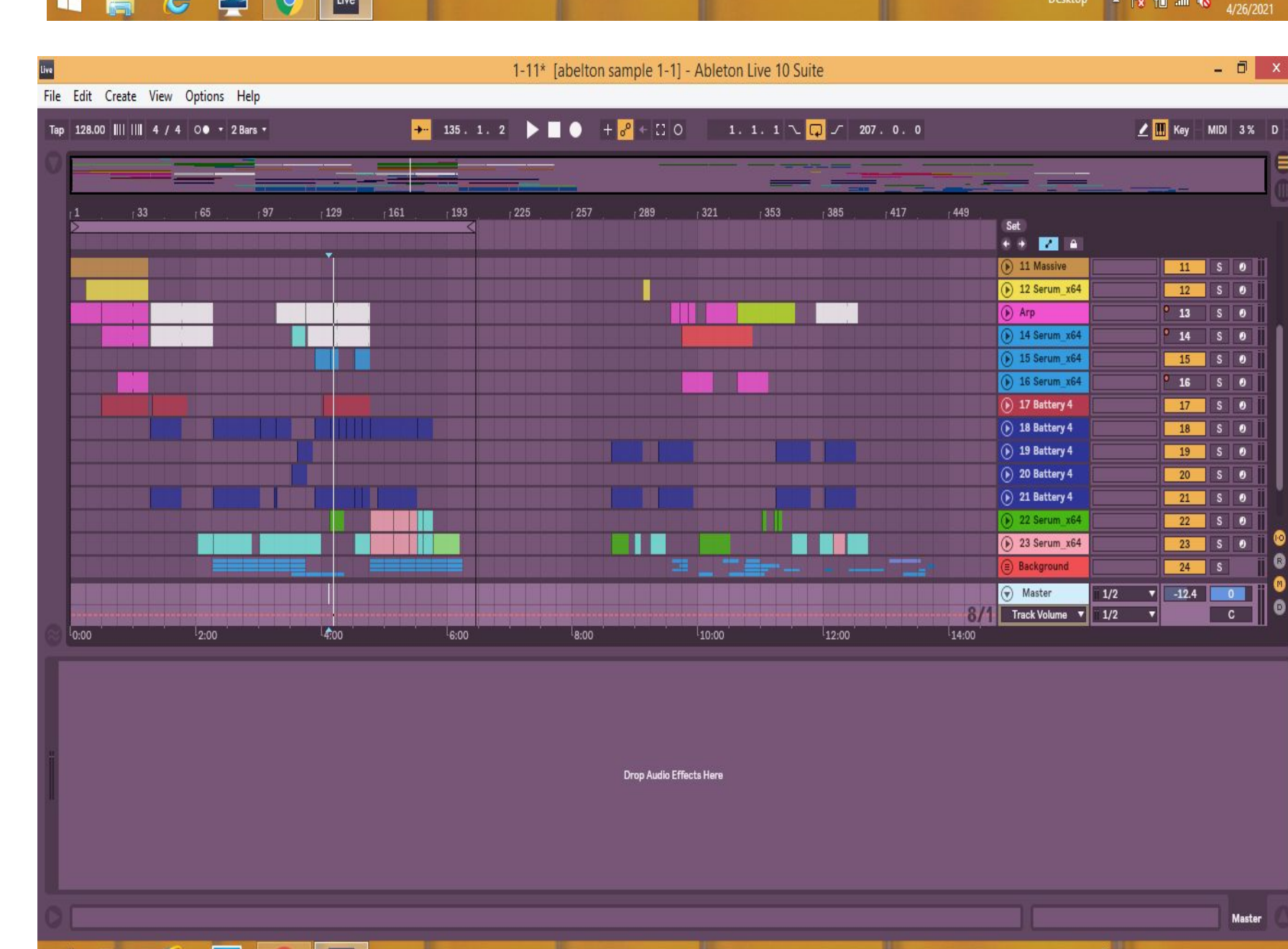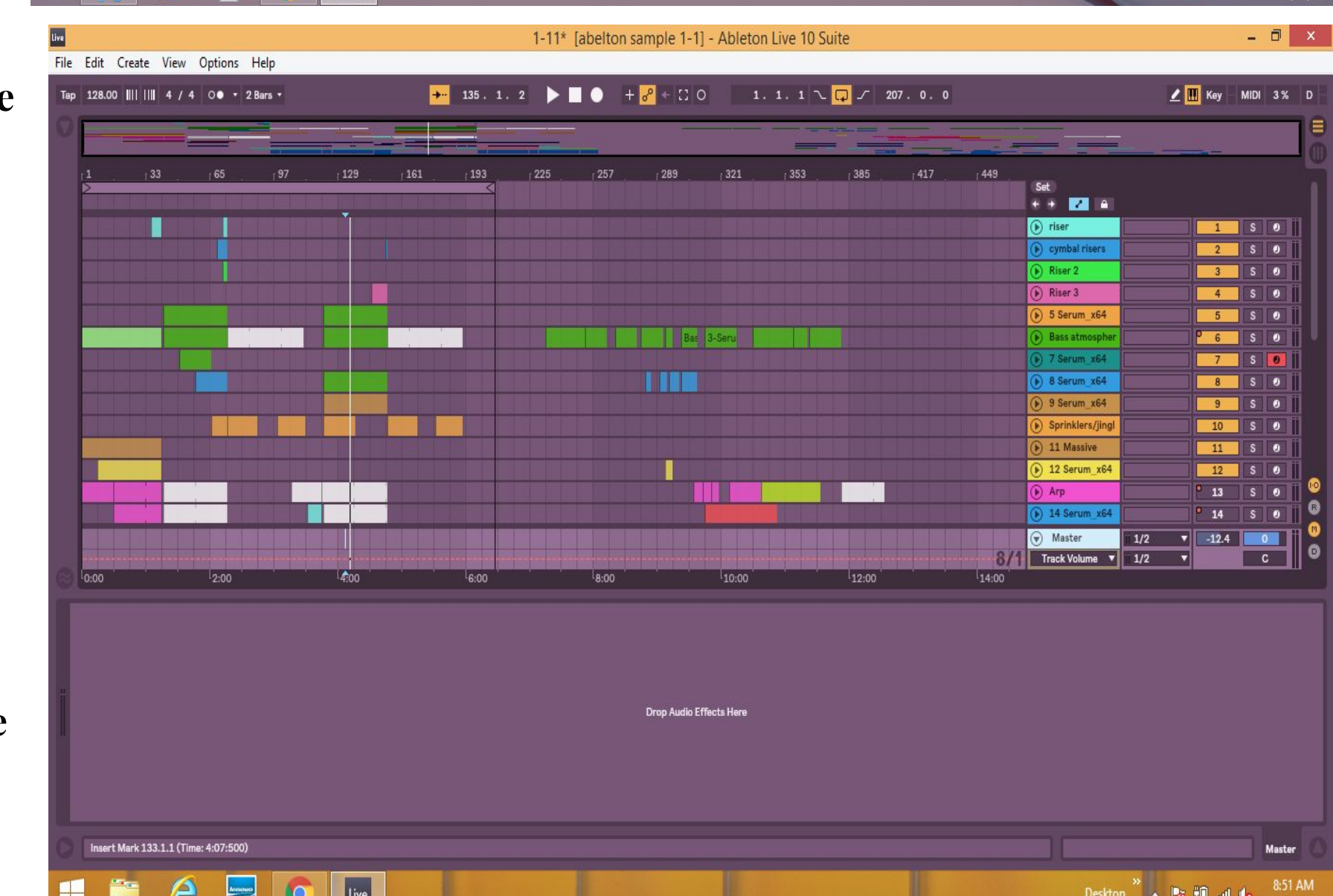
Start Day	End Day	Description (For Every Phase I meet with my TA)	Duration
12/20	12/21	Prepatory phase (Getting ready and getting all equipment ready)	1 Days
12/21	12/28	Figure out what to songwrite about make a list of things you like to compose/ Create synth patches for recommended sound/Gather Samples or download any drum kits	7 Days
12/28	12/29	Gather all the sounds and decide on the first composed song	1 Day
1/1	1/10	Compose the intro of song 1 and start the song writing process of the song. (Decide the tempo and the setting of the sounds)	11 Days
1/11	1/16	Compose the verse for song 1	7 Days
1/17	1/22	Compose the Chorus of for song 1	6 Days
1/23	1/26	Compose the next verse and continue melody for song 1	4 Days
1/27	1/31	Compose the New chorus for song 1	5 Days
2/1	2/3	Compose the bridge for song 1	3 Days
2/4	2/10	Compose the next verse and next chorus for song 1	7 Days
2/11	2/14	Master and Mix and complete song 1	4 Days
2/15	2/19	Gather all the sounds and start the intro for second song	5 Days
2/20	2/25	Compose the intro of the song and start the songwriting process for song 2. (Decide the tempo and the setting of the sounds)	6 Days
2/26	3/1	Compose the verse for song 2	5 Days
3/2	3/9	Compose the Chorus for song 2	8 Days
3/10	3/17	Compose the next verse and continue melody for song 2	8 Days
3/18	3/25	Compose the New chorus for song 2	8 Days
3/26	3/30	Compose the bridge for song 2	5 Days
3/31	4/7	Compose the next verse and next chorus for song 2	8 Days
4/8	4/15	Master and Mix and complete song 2	8 Days
4/16	4/19	Gather all the sounds and start the intro for the third song	4 Days
4/20	4/24	Compose the intro of the song and start the songwriting process for song 3. (Decide the tempo and the setting of the sounds)	4 Days
4/25	4/30	Compose the verse of the song for song 3	6 Days
5/1	5/4	Compose the Chorus of the song for song 3	4 Days
5/5	5/8	Compose the next verse and continue melody for song 3	4 Days
5/9	5/12	Compose the New chorus of the song for song 3	4 Days
5/13	5/15	Compose the bridge for song 3	3 Days
5/16	5/20	Compose the next verse and next chorus for song 3	4 Days
5/21	5/24	Master and Mix and complete song 3	4 Days
5/24	5/25	Finish poster and create Mix	2 Days
5/25	5/25	Present	1 Days

Start Day	End Day	PRE Culmination Knowledge	
11/1	12/1	Gather and Learn More Synths. Use and Learn New plugins	1 Month
12/1	12/20	Hone Experience and Accumulate plugins	20 Days

Results/Reflection

The expected result of this project is to create full songs and honestly be proud of my work. It has to have every sound mixed together to the best of its ability. The project will showcase a large amount of tracks being used and each thing having its purpose. The project will have a nice mixture of music to listen to and will have a nice mix that will showcase my sound. There are some moments where I go, How did I do that or what was I thinking about at the time. When you look at the end result, it was definitely a roller coaster ride because I started from a blank page to a page filled with sounds and music. This project I learned a great deal of things in my mixing, mastering, drawing notes and sound usage.