

Overall doing this culmination project was interesting and fun to experience personally. I did not really learn any new concept in terms of doing something I have never done before, because what I did was what I have always been doing since eleven years old, which is rapping. I did not want to have to make my culmination come down to rapping because there are so many other things in the world to do besides rapping. But after all the things I've learned and tried during college at CityTech, I couldn't figure out anything else I could do that would at least spark a liking from an audience or even raise an eyebrow. So I went to something that I know I've been doing for awhile and something that is still related to the field I've been majoring under, which is music. So I decided to dig deep in what I was going to write and try to be as amusing as music can be to its fullest extent. And since just listening to music is a quick thing to do I decided to add some visuals to it by adding in lyrics videos with one of the lyric videos having actual gameplay footage since one of the songs is about a video game.

During the process I felt pressure to come up with something clever for most of the lines and try not to have filler between lines, so I tried to have what we call punchlines using literary devices like puns, similes, metaphors and imagery, if none of these were at used for some of the lines then I tried to add in something that is coming from the heart that I personally feel. I told myself no matter how long it takes to come up with clever lines I'll have the patience for it, I will sit here until I think of fascinating ideas to write down and eventually record. Which abated some of the pressure I felt since I had about three months to do that, and out of three months to think of a line is not too overbearing. And it turns out I actually thought of fascinating things in my opinion at least since music is all subjective. I could've recorded more of the songs in the studio, but I only ended up recording two out of the three songs in the studio and the other three at home. The songs I recorded at home were edited to the best of my ability and to what garageband allows to be edited with the microphone I was using. I guess some can say that is what I learned throughout this culmination project, which is editing music post production. By looking on youtube and asking questions at the studio I went to from the studio engineer, I learned to tweak a few channels in the EQ part. I learned to add in the limiter to make the music louder after I export the audio to an mp3 audio file, I learned to add in compressors to lower some part of the audio waves, adding in an exciter to enhance the sound as if I have added in something new into the dynamics unlike EQ which is already cutting and boosting signals already in the audio. It is still a learning process in editing music, I probably will not continue to do it for a long term career after I graduate but anytime I do record my music on my own without an actual studio. I will always have these new techniques at my disposal for the music I push out. So I may be doing something else totally different for why I even started going to college but I will always have what I've learned by being in school always be with me wherever I go to record music. So to sum up the process in making this music, editing it and making lyric videos I learned a few things even when I wasn't expecting to learn anything new but just keep improving at making songs and fascinating lyrics.

My honest reaction to the songs I made is proud, I am proud to make the songs I've made. Only one of them I could've improved on making the lyrics a little more intricate or have some more depth to it but that was one of the songs out of the other four songs. The song I am speaking about is the Slayer freestyle song. But since I didn't get to record all of these songs in the studio I wouldn't know how they would all sound at its full potential. So the quality isn't egregious but it is not at ace-high quality to my honest opinion.

I couldn't think of doing anything else for the culmination project. Some students or should I say classmates did charts and diagrams showing their process in setting up live equipment, some did a short film on mental health, some made computer PC games. When I was in coding class for gaming or media interactive online I had trouble in knowing what to do next in coding. It's like the way my mind works in coding is getting an example and only changing the parameters according to what I want to make different from the example. But the thing is that is closest to just copying basically, which will not fly in ace-high classes and in actual paid careers. So I knew I couldn't really make a game, even if I thought of some ideas for games. Like I thought of making a game where it is like Mortal Kombat with students fighting instead inside three different class settings like a cafeteria, like a class, and like a school bathroom. But when I think about the next step, the first thing my mind thinks of is where is an example to reference from but it wouldn't be an reference it would seem like I am just copying from the reference and just changing a few things from the reference. So that is why I didn't go the route to code a game. Another classmate has constructed some workshop craft in the workshop in school, he has made a few trees out of workshop material and a lighting system. I could've done something similar like I guess off the top of my head thinking right now to make a chatterbox where I would have a box with some audio and talking technology that will be like Siri in answering questions but only related to defining a set of words related to school. So maybe something like an audience participating with this chatterbox asks the chatterbox what kind of careers can I get from majoring in coding games. The chatterbox will be coded in having the answers ready and will respond with something in the lines of "Some careers in gaming would be coding games for Rockstar, or 2K, electronic arts or capcom." But like for the coding I would need a reference to basically work off from but that would just basically be copying. So that's why I didn't go that route. This may seem like a venting paragraph, but I was just explaining why my culmination project led me to do something kind of odd from the rest of my classmates, which is making music with lyric videos. That was something I could do independently without having to copy or needing any reference from an outside source.

In conclusion for this culmination project I have told what my culmination project is, what I did to do it, what is my process in making it and why I have made the culmination project to come down to music. It was very challenging and difficult to try to think of what the project should be, I really did not know what to do to make a project for the culmination. So I thought of

something I know I am alright at and something related to the major I'm doing. But as I look back in the past once I graduate I will reminisce on the experience.