

Project Description

Throughout my time in City Tech, I have learned a lot about sound, video, control systems and music technology. My two main tracks of study are sound and video with sound being my primary source of specialization. As a student, my goals started to revolve around creating sound and using different synthesizers to make music. My career goals are to become a sound designer, sound engineer and composer/producer. This culmination project will help me become a better composer and a sound designer. For my culmination project, I will be making synthesizers, composing drum samples, and using different instruments/sounds to create electronic music.

This project will help challenge my sound designing skills by constructing new sounds constantly and using sounds I have never used before. It will allow me to explore new genres of music and also take a step I have not yet taken. I will be mastering and mixing my entire tracks using different plugins. I will be constructing at least two songs that will be at least 6 minutes long and another that will be hopefully 4 minutes long. I will be using different structures of music that will help me express my creativity. Through this project, I will also be composing and structuring my sounds to create music to help further myself as a producer and composer.

Method

Intro

For the first song, I will be 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 EQed all the sounds and compressed the bass. 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. I focus on sounds that help the arpeggiator sound unique while it doesn't take away from the original sound. 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. Making sure the arpeggiator sounds do not collide is very important. This is most importantly adjusted by mixing the sounds. 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. The arp is the same pattern as the one I used in the beginning. Towards the end of the verse, I start using a riser that I created from serum. I also used this synth that works with the riser to move onto the next section of the song.

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. The solo is made to make the track stand out more. 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

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. This would cause less confusion for me while I was mixing. 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 duck 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. I would also use automations frequently to adjust knobs or turn on any plugins that needed to be used.

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.

Project Deliverable

Schedule
Mastering/Mixing Notes
2 songs/ Mix
Poster
OpenLab Portfolio
Project screen
Notes on the creation of each project
Difficulties

Start Day	End Day	Description (For Every Phase I meet with my TA)	Duration
12/20	12/21	Preparatory 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

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	400\$	No
		TC: 4000\$	

Proposed Table of Contents/Outline

Intro

Method/Process summary

Materials

Calendar

Song1

Song2

Mixing and Mastering Process

Research Note and Inspiration

Credits/Conclusion