

FINAL PROJECT PRESENTATION

WHAT I'M DOING

- I want to create an electronic single on Ableton, which incorporates semi modular synthesis, as well as include my own samples, and drum recordings, improving upon what I did in my last project all the while experimenting with new elements of production.
- I would also like to create accompanying artwork and release it on sound cloud as my way of presenting the project.

WHY AM I DOING THIS ?

Reflecting on what I did last year I want to improve my overall production quality, include other challenging elements such as learning how to work with semi modular synthesis programs, but also learn a new recording technique called drum replacement

I want to play and record the drums to click, and learn how to improve my recording techniques

As well I'll just enjoy the process of making this track as it fits what I want to do in the future, which is an electronic music production degree course

MY AIMS FOR THIS PROJECT

Create multiple synth parts using oscillot (Bass) (Lead) (Melody) and fit them within a coherent electronic track.

Include my own drum recording as samples and try to create an IDM (intelligent dance music) drum rhythm, like Aphex twins "Come to Daddy" or "Flim".

To incorporate elements from different genres, like dubstep, ambient, EDM, DnB and IDM

have recorded the drums in a much more professional manner, and improve on what I've done previously, as well as record a few guitar riffs with harry

Experiment with other production elements like voice manipulation with a Roland VT-3 voice changer, and drum replacement.



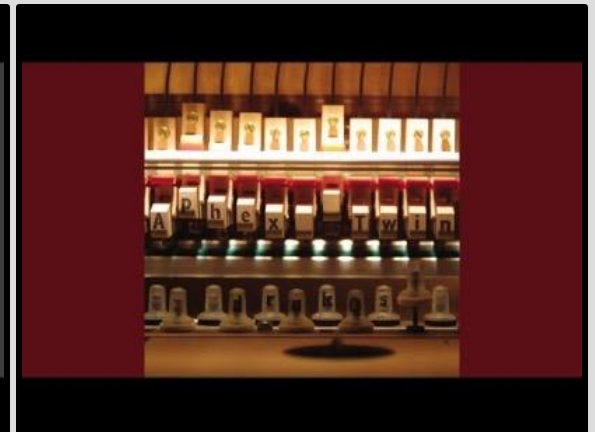


INSPIRATION

Already mentioned, Aphex twin is the main inspiration for my project , but the other five artists for my inspiration are Daft punk, Aphex twin, Jamiroquai, The prodigy and a small creator called Arthur Dubois who creates interesting beats in unconventional ways.

I've chosen these musicians because they are my Favorite to listen to and I want to try and replicate elements of their songs

- https://youtube.com/shorts/i40ZMD_a95w?feature=share – Arthur Dubois



RESOURCE LIST

- Drum kit – Tama kit
- Microphones -
- Audix drum mic pack for the toms
- Audio Technica AT4041 overheads
- AKG D112 for kick drum
- Shure SM57 for top and bottom snare
- cables
- Computer – college mac and my custom pc
- Midi keyboard – Novation launch key
- Ableton push 2
- Headphones – Bayerdynamic DT1990 pro
- Live suite - college
- Recording studio - college
- Ableton live 11

- I'll require advice from Lewis as to which recording equipment I'll need
- Work with Paul to create the accompanying artwork
- Ask Simon (drum tutor) for advice on the best drum recording techniques and drum replacement experience.

RESEARCH

- I will spend the first week collating mostly secondary research. I will need to research the basics of analogue synths to then better understand the basics of modular, as well as look further into the aspiring artists on how they produced their songs, and the ways in which they created them through which techniques, software and equipment they used.
- A big part of the research will be what I'm going to play on the drums, which will be learned from YouTube videos, listening to music, to then play by ear.
- Listen to primarily DnB tracks for what drums I want
- For primary research I will ask Simon (drum tutor) for best ways to mic up a drum kit and his experience with drum replacement.
- I will also be doing various research throughout the project periodically.

HEALTH AND SAFETY

- For my project not much health and safety will be involved. Since I will be at a desk for 90 percent of the project, the main health factor could be eye strain ,which can be easily avoided by taking regular breaks, turning down brightness and using blue light filters when needed.

PROBLEM SOLVING

- If for any reason I'm not in college, to solve the problem would be to work from home, as I have everything there to make the track.
- Or if Harry isn't in to record guitar, I'll just have to wait
- During creating the track, a big problem for me will be creative block, as I find myself stuck on simple little things. To solve this, for me personally, would be to completely stop and take a break kind of acting like a reset



PLANNING

- Week 1 – research drum replacement, artists, analogue synthesis, how to use oscillog software, semi modular synthesis, Ableton techniques, drum rhythms, recording techniques, microphones, what equipment my aspiring artist used to produce their tracks, cover art,
- Week 2 – start learning how to use oscillog – *ongoing - start creating accompanying artwork*
- Week 3 – play and record drums
- Week 4 – start creating a structure to the track and decide what key it'll be in, what instrumentation I'll use
- Week 5 – continue production, by this point I'd like to have a good idea of what synth parts I will be using, and a good structure to abide to
- Week 6 – continued production
- Week 7 - continued production – by one of these weeks I would like the artwork to be completed
- Week 8 - continued production, by this point I would like a nearly finished track to begin mixing and mastering.
- Week 9 - finished the track, package it up and post it on SoundCloud and YouTube
- Week 10 – final evaluation and project documentation



Presentation of work and process - I will upload my work on YouTube and post it on digital space. As well I'll post screenshots to show my process.

Presentation of the final track - I will post it on sound cloud with the accompanying artwork continuing the theme of last year's track where I did skulls as the cover art, simply because I like them.

PRESENTATION

EVALUATION AND REFLECTION



I will evaluate my work throughout the process of making the track



I will also do short screen recording talking over what I'm doing or what problems I've faced



I'll be taking screenshots and annotate what's gone wrong and how I'll resolve them.

Any questions ?

THANK YOU FOR
LISTENING