

A decorative graphic on the left side of the slide, consisting of white lines and circles on a dark blue background, resembling a circuit board or a stylized tree structure.

WHAT AM I DOING FOR MY FINAL PROJECT?

Hi, I'm Cam, welcome to the forced presentation

I am going to be composing and arranging my own piece for the Final Project. Over the coming weeks, I will be documenting the process of creating the music itself, how I learnt any new techniques, and the aspect outside of creation; any promotion, interaction with the industry (if any) and other things that pop up over the span of the 12 weeks.

DETAILS OF MY PROJECT

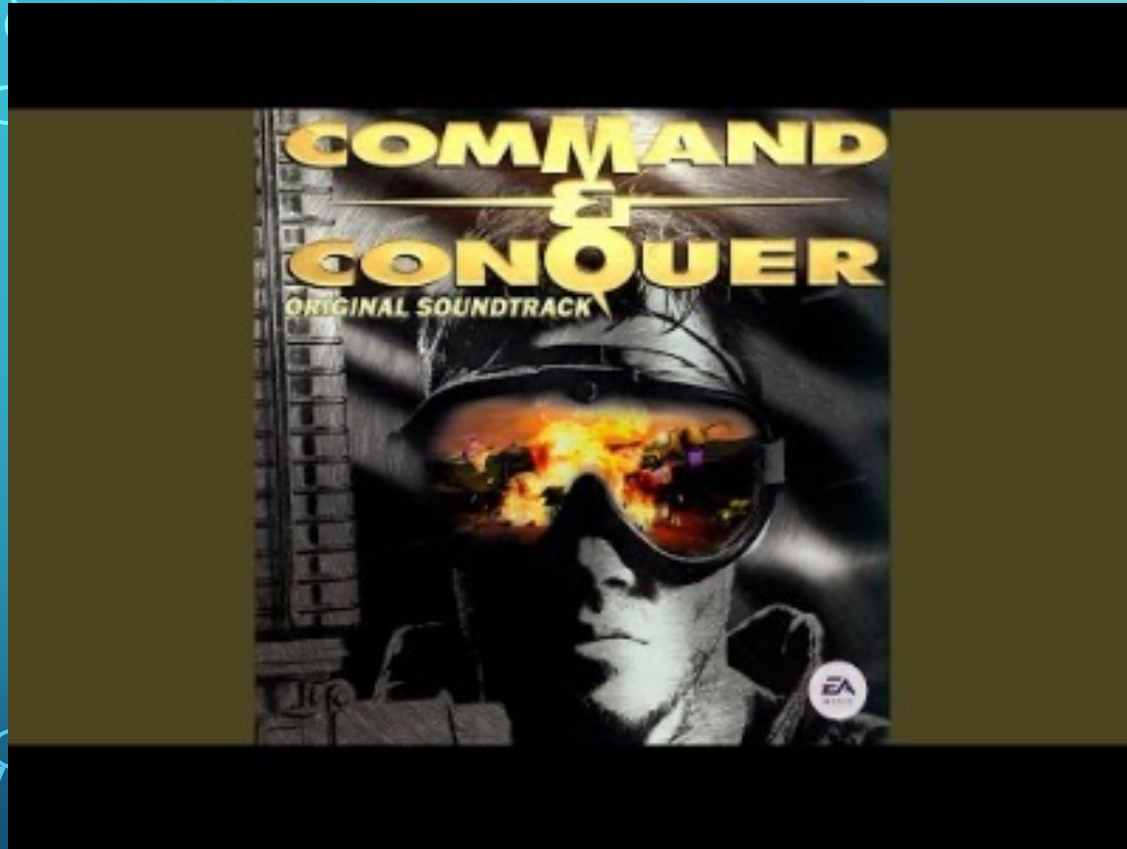
I am going to be making my own composition which will be known as "FUNKIN' FORCE", a single song that will accompany the very short soundtrack of EA's Command & Conquer, which was originally composed by Frank Klepacki at 17 years old.

Like Frank's own 'style', my song will try to ignore musical boundaries like genres and get something that gets the adrenaline/funk going, borrowing different elements from other styles of music such as rock, techno, metal, etc. Whether I include all of these is left up to how I feel about the music during production.

I will attempt to make the song around 3 minutes long with the structure being like Frank's own songs; I want this to seem like it could be the "lost 23rd track".



"TARGET" – MORE TECHNO INSPIRED



"IN TROUBLE" – MORE INDUSTRIAL ROCK INSPIRED



I want my song to be more on the techno-funk side of the spectrum, while taking some aspects from the industrial rock theme, such as some guitars.

AIM(S) & OBJECTIVE(S)

- Attract subscribers to my YouTube channel – I have 15 as of the time of writing, getting more than 20 will make me happy (I have extremely low standards).
- Gain a following for my fan-made music – there's too many remixes for series that I like, and not enough compositions. I want to change this.
- Get a head-start on making money off my own music, setting up commissions after I release several songs. I don't plan on making my music available on Spotify or any other platforms except YouTube for the time being.

PERSONNEL/RESOURCES REQUIRED

Personnel; Me, Myself & I (and a tutor if I need composition help)

Resources; Ableton 11 LIVE (Standard at minimum), MIDI keyboard, Roland JD-990 Super JD (would be nice, can be replaced with Triton or Triton Extreme though)

In addition, other common pieces of equipment (headphones, etc.)



Golden Child <3



I tolerate you

COLLABORATIONS

I will **not** be working with other people on the Final Project. This is something that I will be producing myself; artwork, music, etc.

Less brains to worry about.

CONTEXT & RESEARCH

The way that my Final Project interacts with the Music Industry is that I am stepping into development of video game music; a competitive position that only the best get picked for. This is usually achieved by making a song with the most feel; not how long, complex or advanced it is. Sometimes, simple techniques and choices go a further distance. If I can get off my feet with music creation, I could potentially be hired by small indie companies to make music for their games/projects, which will help me gain a following like my favourite freelance artist, Hideki Naganuma. He was hired full time by SEGA up until 2008, and was famous for working on the soundtracks of Sonic Rush, Jet Set Radio, and Bomb Rush Cyberfunk, which to this day are still held at a high standard.

For research, I will be using various articles and in-depth discussion about creating mashups of genres, techniques to make a song more powerful, and this will be documented all on Digital Space.

I will definitely need to research sampling; as both Hideki and Frank enjoy **a lot** of sampling in their songs.

FINANCING/MONEY, MONEY, MONEY

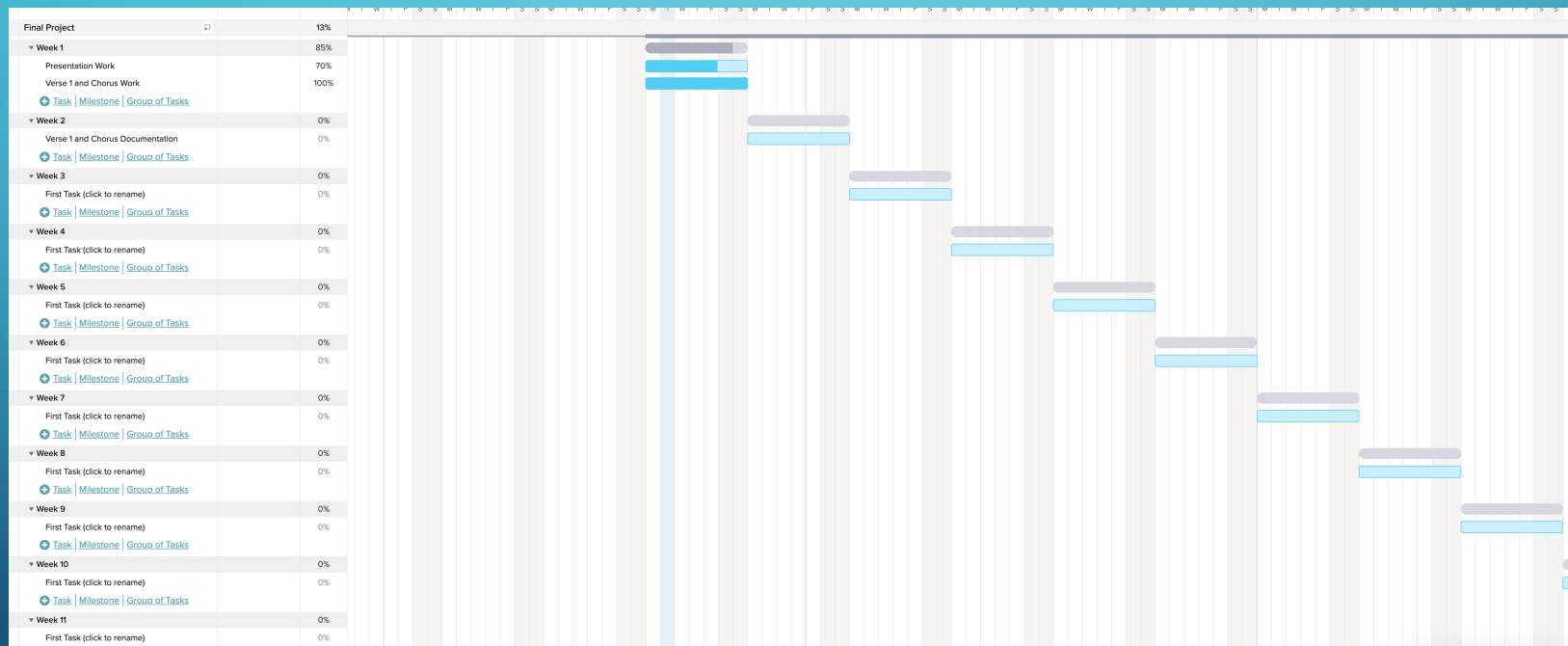
Originally, I was not going to need this slide, but as I start slowly realising I want to work on this project at home and over the holidays; it is becoming apparent that I need Ableton on my own MacBook.

Unfortunately, I like having all my vital organs, so I will have to look for funding another way – GoFundMe is something that I am too scared to set up, so I will likely need to do actual jobs to get the money together so I can pull this off, if the department cannot help me.

Though, I will eventually (hopefully) make this money back from commission work.

PLAN/SCHEDULE

I am currently in the process of creating a Gantt Chart to follow for my schedule/timing over the project. I will typically do one week on of practical work (making music, playing the song back) and then one week of documentation, research, and any other written work I need. Ontop of this, any marketing/promotion will be bi-weekly, because fan-made songs for a dying fandom aren't really popular.



PROMOTION

I typically struggle with Promotion and being Marketable because my attention span leads to bad spirals on social media. I don't fancy getting TikTok brainrot, nor scrolling endlessly on Instagram – so I will use YouTube only, and then Spotify – these two are easy platforms that won't get me many views/streams initially, but with the right people, it can skyrocket. I don't want to rely on a gimmicky algorithm that switches a lot.

I'll probably resort to sharing around news in Discord servers that are for Command & Conquer.

EVALUATION

Ways to evaluate my song involve shuffling it into a playlist of Command & Conquer music to see if it blends well; I will be asking the opinions of different people and asking them to listen to my song and if they like it, then give me a rating with a comment.

Evaluation of the rest of the process will be defined by my mood/productivity/workload at the end of the week. I will know if I was productive in that certain week or not – and will mention this during work.