

Project #3

Sequencing, Synthesis, or RTI

Due: Wed., Dec. 13, 11:59 pm

CHOOSE ONE of the following project options:

1. Sequencing Project
Create a *sequence* using a DAW; i.e., compose/arrange/transcribe some electronic film music, video game music, dance music, concert music, etc.
2. Synthesis Project
3. Real-Time Interactive Instrument Design
4. Other Digital Audio Project

GUIDELINES

Option 1. Sequencing Project

Compose, transcribe, or arrange a 1-3 minute composition using Reason (Mac/Win), Ableton Live (Mac/Win), Logic Pro (Mac), or another instructor-approved Digital Audio Workstation (DAW). The use of imported MIDI data or step sequencing is highly encouraged for students who are new to sequencing.

Project requirements

1. Instructor-permission obtained for the project through the project proposal submission process.
2. Use at least 4 different instruments (e.g., piano, guitar, bass, drums).
3. Edit key velocity (e.g., maximize, humanize, etc.) values to create realistic-sounding instruments.
4. Tweak instrument settings to taste; i.e., do NOT use default settings.¹
5. Add *effects* (e.g., delay, echo, compression, processing, etc.) to the instruments and *reverb* to the master mix.
6. Using the techniques discussed in class to create a professional-sounding audio image.
7. You may use *loops* and *samples*, but the project will ideally be focused on *MIDI editing*.
Be sure to *quantize* and *humanize* MIDI data as appropriate.
8. Pay particular attention to your master signal levels before you *bounce* the final stereo mix, and check the uncompressed audio in Audacity to be sure the audio file has appropriately balanced L/R signal levels throughout.

Deliverables: WAV file of sequence and a supporting paper

Option 2. Synthesis Project

Execute a *synthesis* project using MSP, Reason, or another instructor-approved audio synthesis tool. For example, choose a synthesis technique (or techniques) to explore and some interesting *experimental sounds*.

1. Instructor-permission obtained for the project through the project proposal submission process and a one-on-one follow-up discussion.
2. Design 3-5 interesting experimental sounds and explain your technical and artistic process in full detail.

Deliverables: WAV files for each sound and a supporting paper

Option 3. Real-Time Interactive Instrument Design Project

Design a *real-time interactive instrument* using MSP or an instructor-approved audio programming environment.

1. Instructor-permission obtained for the project through the project proposal submission process and a one-on-one follow-up discussion.
2. Create a digital audio instrument or musical system that responds to real-time interactive human input; e.g., you could design a *virtual theremin*.

Deliverables: ZIP archive containing the software and a supporting paper

Option 4. Other Digital Audio Project

¹ Advanced students will want to explore the use of *automation* of controller information to add *expressivity* to their work.)

Discuss the guidelines and requirements for this option with your instructor.

FILE SUBMISSION

Supporting Paper

For all project options, write a supporting paper (2-3 pages, typed, double-spaced, bullet-point style) that provides a detailed explanation of the *technical* (e.g., your approach to instrumentation, effects, MIDI controller information, mixing, programming, real-time interaction, synthesis, etc.) and *artistic choices* you made and why you made them.

Your project must have a *title*. At the beginning of your paper, introduce your project by explaining what the *title* is, what the title means, and describe your source of *inspiration* and/or *stylistic influences*.

Required File Submissions

Upload your .docx paper and project files into *Sequencing, Synthesis & RTI* Blackboard assignment by the deadline.

GRADING

Followed project guidelines– 50%

Supporting paper – 25%

- Clarity, detail and effort,; Technical and artistic process is fully documented

Creativity/Technique – 25%

- Accomplished technical goals
- Accomplished artistic goals
- Professional-sounding stereo audio image; e.g., use of pan, well-balanced mixing of the instruments, full audio signal, no clipping, etc.