OVERTHROW SOUND!

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The Collaborative Electronic
Mixed Media Institute

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A first course in electronic music production
Prof. Russell Hanson, April 2012

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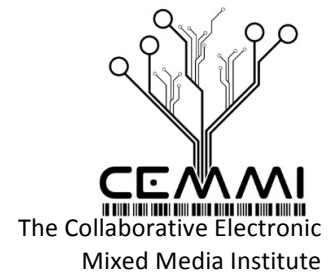
Class 1 Outline:
- I.   **In Class & Introductions**
- II.   **Programs & files to download and install**
- III.   **Native Instruments Massive Preset Libraries**
- IV.   **Loopmasters and Building up Loop Libraries**
- V.   **Homework – Pick a few if time is limited**

I.   In Class & Introductions

- Write down on a piece of paper a song you like and would like to remix, edit, or learn how it works.
- Write down a piece of music you admire and what you admire about it.
- Write down an instrument you would like to master, what you admire about its sound, and how you would approach using that instrument in a song.
- Write down a lyric or vocal you have in mind that you find catchy and would like to use in a song.
- Write down the artist/name of a composition that has a beat you find catchy. What instrument is that beat played on? Can you tap out the beat structure? Write down the beat in standard musical notation.
- Take a few minutes and share these observations/musical pieces!

II.   Programs & files to download and install:

Ableton Suite
http://www.ableton.com/download-suite-trial (mac/pc)
Partner Instrument Compilation (download size: 1.6 GB)
http://www.ableton.com/partner-instrument-compilation

Massive Synth Trial 1.3
http://native-instruments.com/index.php?id=massivemacdemo
http://native-instruments.com/index.php?id=massivepcdemo

Phoscyon Bass Line Roland TB-303 emulator
http://www.d16.pl/phoscyon http://www.d16.pl/pub/install/Phoscyon-1.9.0.dmg (mac)
http://www.d16.pl/pub/install/Phoscyon-1.9.0 (x86).msi (pc)

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Reason 6.0.2 – Can run in Demo Mode

http://dl.propellerheads.se/Reason6/Reason_602.dmg (mac) 3.7 GB
http://dl.propellerheads.se/Reason6/Reason_602.zip (pc) 3.5 GB

Or the previous version, Reason 6.0.1 Trial October 3, 2011

http://reason.en.softonic.com/mac/ (mac) http://reason.en.softonic.com/ (pc)

III.   **Native Instruments Massive Preset Libraries:**

Here is a collection of Dubstep and Electro House patches for Massive 1.3. They have all been converted
to the new file name extension (.nmsv). If you are running an earlier version of Massive then you will
need to uninstall that and download and install Massive 1.3

> Adam Van Baker - Massive Soundset
> ASL SoundLab - Hard Dubstep Bass Vol 1 and 2
> Camel Audio - Biolabs Massive Sounds Vol 1
> CFA Sound Futured Episode 1-3
> Corin Neff - Frozen Solid (Massive Bank 1)
> DMS Heavy Bass NI Massive Soundset
> Drew Spence Massive Patches
> Drum n Bass and Dubstep NI Massive Presets
> FE-1 Beats and Bytes
> Future Loops Soundsets For Native Instruments Massive
> Hallways of the Nephilim
> Jewel Audio - Circle (Massive)
> JoJoGo Native Instruments - Massive Pads and Textures Vol 1
> KVR Audio
> Loopmasters - High Rankin Dubstep NI Massive Presets

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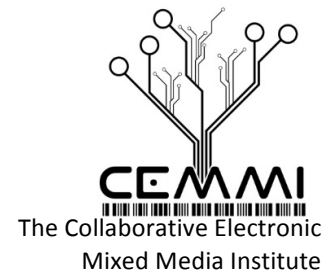
Massive - ElectroCrash - Liberatis Soundset
Nucleus Soundlab Databank 1 and 2
Patchworx 06 - Meat Katie Tech Funk Massive Presets
Producer Loops - Loopstable Dubstep Blast Vol 1
ProSounds - Atomik Tags
Sinevibes Critical Mass
Skrillex and Datsik Presets
Sonic Drive Media - Dubstep Presets for Massive Vol 1
Standalone Music Massive Soundset
Ugo-Massive
Vengeance Dubstep Vol 1
Vengeance Dubstep Vol 2
Vengeance Electro Soundset

IV.   Loopmasters and Building up Loop Libraries

Psy Trance 1 – Loopmasters http://www.loopmasters.com/product/details/42

The Psytrance sample download pack includes 13 Squelching Trance Basslines, 29 Trance Drumloops, 88 Drum Hits to program yourself and 11 superb Trance Synth Loops, all at the same tempo and key for maximum flexibility in your productions.

You get 5 Drum patches in total which are ready to use in Reasons NNXt Sampler, with Kontakt, Halion or EXS24 Soft Samplers, or you can just make your own kits up in your favourite sampler.

V.   Homework – Pick a few if time is limited

A. Production:
1) Make a new beat of your own and have it ready to play for the class either by uploading it to SoundCloud, uploading it to the DropBox with your name, or having it ready on your own computer.
2) Take a beat out of a song you like and replicate it using a drum machine like the "808" or the "909" drum kits in Ableton. Please have a way to play the song you are replicating so we can hear the song if we don't know it already. YouTube or Spotify links are often an easy way to do this.
3) Make a SoundCloud account, a DJ name, and get a feel for how to upload/browse/share sound files on SoundCloud. We will be using SoundCloud for the class assignments.
4) Make a melody or two you would like to use as part of a song. Pay attention to the key and tempo the melody is in. You can have it either as a midi file, or as a wave file recorded through a software synthesizer, or recorded from a microphone, etc.
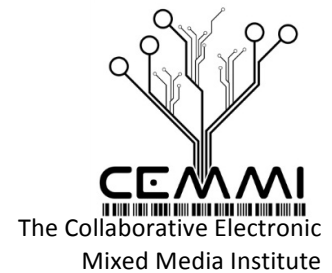
B. Tech:
1) Find a new "VST or AU" instrument online and install it and tell the class what it does and why you like it. Computer Music Magazines and music plug-in companies are good sources to find these.

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C. DJing:

1) Mix three or so tracks into a single mp3. If you want to make a longer set that's cool too. Mixcloud.com allows you to upload long mixes and tag the tracks with timestamps.

2) If you are feeling inspired, try to make a real-time mashup between two or more tracks, either by chopping the tracks in Ableton, putting clips into session view, or putting tracks onto clip-launch buttons in Session view. Try using automation on some of the DJ effects to polish the transitions in the mashup.

3) Think about where you are taking the listener by playing a sequence of songs. Does it go from 30's jazz club, to middle-eastern, to German techno club, to … Detroit? What are you trying to say with your track selection? Or do you just want people to dance. What kind of effects can you accomplish by mixing multiple songs in the same kind of arranging way one can arrange elements in a single track.

4) Experiment with some of the "Performance & DJ" effects in **Audio Effects/Audio Effect Rack/Performance & DJ**.