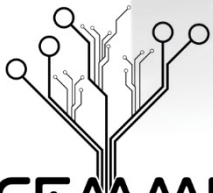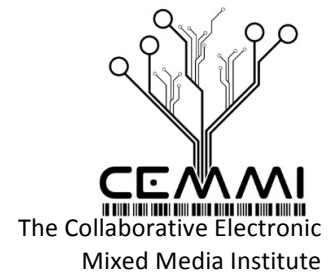OVERTHROW SOUND-2!

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The Collaborative Electronic
Mixed Media Institute

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

Class 2 Outline:

I.	Go over last week's homework
II.	Song Structure/Parts of Songs Analysis
III.	Using Beat Repeat in a Live set or recording
IV.	Transitions
V.	Vocals
VI.	Programming Beats using the Impulse Drum MachinE
VII.	Several more advanced Ableton tutorials
VIII.	Homework for next week

I.   **Go over last week's homework**

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.

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.

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**.

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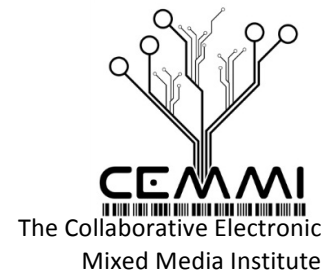
II.   Song Structure/Parts of Songs Analysis

Swedish House Mafia - One (Original Mix) – "Gong" transition at 1:49; "Swoosh" transition from 4:02 to 4:14 ended by double clap; multiple micro "swooshes" at 4:50 & pan left to right
http://www.youtube.com/watch?v=dg7XO1zgJHA

Rusko - Woo Boost
http://www.youtube.com/watch?v=WtMlB-BEMso

Sweet Light - Abusator (Black strobe remix) 9:55
http://www.youtube.com/watch?v=PVUNqtgceIg

Avicii - Street Dancer (Original Mix) – also lots of white noise "Swoosh" transitions
http://www.youtube.com/watch?v=IaeNlTy7s4w

III.   Using Beat Repeat in a Live set or recording

Grab the **Aircrusher** effect from the rack **Beat Repeat**
1) Map the "q" letter to turn the effect on and off by hitting **KEY** in the upper right hand corner
2) Click the round button on **Aircrusher** in the upper left-hand corner of the audio effect
3) Hit "q" on your keyboard, then press **KEY** again. Now **Aircrusher** is mapped to "q"!
Look at the beat repeat, there are three little boxes on the right, you can choose three modes, the first one will play original signal plus repeats, the second one original signal interrupted by repeats, and the third one does only play repeats, the original signal does not get through. This third mode is the one that you would typically use in return channels - as the original signal already plays on the main channel.

IV.   Transitions

The Reverse Cymbal/The Reverse Vocal Swell/The Machine Gun Snare Roll/The "Swoosh" Transition
http://abletonlife.com/how-to-create-transitions-for-your-songs-in-ableton-live
Ableton Live Tutorial – Making A White Noise Buildup
http://www.synthtopia.com/content/2010/09/15/ableton-live-tutorial-making-a-white-noise-buildup/

Step-by-step how to create the "Swoosh" white noise transition in Ableton:
1) Make a new midi track
2) Insert a midi clip of 5-8 bars and make a single "C3" note that lasts the entire clip (draw mode)
3) Add an **Instruments/Analog** synth; turn off "Osc1"; turn on "Noise"; change "Color" to ~4.7kHz
4) To make the note sustain: change "Amp1" move envelope line so "Sustain = 1.0, Decay = 500ms-1000ms, Release = 0ms-250ms"
5) Add **Audio Effects/Auto Filter**. On the "Fades/Device Chooser" pick "Auto Filter" and below that on the "Automation Control Chooser" pick "Frequency"
6) Now draw the frequency automation sweep (red line) on the midi clip from 70 Hz at the beginning to 5-7 kHz at the end

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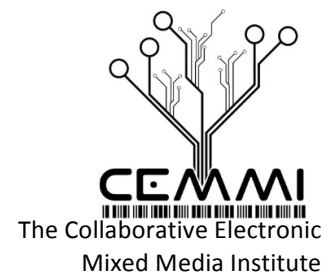
V. Vocals

Auto-Tune VST installed to /Library/Audio/Plug-Ins/VST/Auto-Tune_Evo_VST.vst/ (Mac)
http://www.antarestech.com/download/demo.shtml
http://www.antarestech.com/downloads/manuals/ATEvo_manual.pdf

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VI. Programming Beats using the Impulse Drum Machine

Ableton: Creating Beats
http://www.youtube.com/watch?v=9Ff0AcOsH3E

VII. Several more advanced Ableton tutorials

Secrets to making layered beats in Ableton Sampler Pt 1 of 2
http://www.dailymotion.com/video/xg635z_secrets-to-making-layered-beats-in-ableton-sampler-pt-1-of-2_music
Secrets to making layered beats in Ableton Sampler Pt 2 of 2
http://www.dailymotion.com/video/xg63hm_secrets-to-making-layered-beats-in-ableton-sampler-pt-2-of-2_music
Sub Bass Secrets in Native Instruments Massive Pt 1 of 2 -- "It's SUPER Bassic"
http://www.dailymotion.com/video/xgc77s_sub-bass-secrets-in-native-instruments-massive-pt-1-of-2_school
Sub Bass Secrets in Ableton Sampler Pt 2 of 2
http://www.dailymotion.com/video/xgc7br_sub-bass-secrets-in-ableton-sampler-pt-2-of-2_school

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VIII. Homework - Write a song of a minimum two minutes

The song should have a "song structure" including an intro, a theme, a transition or two, a modified theme or theme #2, and an outro and ending of the song. There should be something memorable in the song that makes it stick out, there has to be something there -- an idea, a vocal, a feeling, an instrument, a sample, etc.

In the words of Felix Cartal (http://dropthebeatsd.com/2011/08/23/artist-interview-felix-cartal/): "DropTheBeat SD: What's the number one rule you follow when it comes to producing a track?
Felix: Umm… *I think you just have to create one thing that is memorable. And that's what I try to do for every track. Whether that's the sound of an instrument, a little riff that's very catchy, or a vocal that's really good. You know, there has to be that one part where the next day I'm humming it.* I don't want to make a track where it's getting played on the radio; I want to make a track where the guy on the street is whistling."