

## FINAL PROJECT

### CASA NU3VA – “That Strutting Techno Duck”

#### **General Reflection:**

I’ve never been a fan of POP-Music, well... only what eventually became pop after experimenting artists like; Bowie, Brian Eno, Prince, Madonna, Depeche Mode became popular. Thus, this track was derived from my love for electronic music and its historically experimental qualities.

I used “Techno” as a model with ambient melodies as inspiration along with my Andean background, I used some organic instruments native to the Andean Mountains for effect and minimal details.

When creating I have a basic idea but usually, I let the project take over. I let it tell what it wants and go from there. It turned out to be a nice balance of Techno, Minimal and Tech-house. The type of song that would be a good start for the night. Something that’s not too aggressive that one has to fight over when trying to speak but can also start your shoulders and head moving conveying thoughts of dance. I call it head-nodding music if you must.

The entire track was offset purposely to make room for a nice tail ending. I know it was not meant to be a composition, but it sounded dead had I ended it too abruptly. The tail was a nice closure.

**Drum Rhythm:** For this, I originally started with 6/8 meter but when I decided to do further work on this to possibly make it a release, I chose to make it 4/4 since that’s more typical of a “House” and “Techno” track. Because of this I had to play with it a bit to better fit the 4/4 mold and not disrupt the integrity of the track.

I maintained a 124 BPM Tempo. For the drums, I mixed it up a bit and used a triple kick that began at the end of the a fourth measure then I moved it to the third measure of each four to have some fun and mess with the audience a little. This was also done to keep the “Machine Harmony” effect as an intro to each of the four measures.

For the Kick and the Hi Hat, I used Techno 808. I liked the fact that I had a nice open punch to it! I didn’t over do it for this but when I make this a full track, It’ll be a nice option to kick it up a notch at the end or in the body, as long as it’s not overwhelming.

The HH, (from Techno 808) was crisp, and clean perfect for the mix so as it does not cause too much clutter. When I lowered the volume in certain areas, it was nice in the background.

The Snare from Modern Club seemed a little more expanded than others. It was nice to be able to hear its details through the other tracks. For this too I lowered the volume so as to have it as a little detail in the background.

The Clap is from Vintage Machines. I loved the way it expanded and had a nice echo effect. It emits a lite residue after the body.

Then I used Perc from "Steely Beats" as it had a cool digital sound, kind of spacy like a satellite orbiting the earth, and Dub Perc was perfect as it sounded like a nice and grimy duck quacking!

It was pretty vanilla with the exception of the last 6 bars of each 4th measure. Once I offset the Clap and added each Perc it got nice and bouncy. The last Clap on each of the fourth measure sounds lonely but I liked that. Made it different.

All combined together made a nice bounce which I can elaborate on if I were to make this a full track!

**Bassline:** For the Bassline I had it start towards the middle of the track as it works well with "Machine Harmony," the track below it. I only used three measure of each four to give it space and the track room to breath. This gave it a more floating upbeat groove and yes, sounded like a duck as well. I realized it began sounding like a duck singing with a couple of quacks at the beginning and end. I liked this and kept it. Will probably have something to do with the title.

Machine Harmony is only used in the first measure or the last groups of four measure. The rest of the composition was centered and built round this. I used Expander to broaden the sound for this. It ended up sounding like a Cyclon from Battlestar Galactica.

**Harmony/Melody:** I used Ambient Synth Piano as the primary harmony. It's very easy, good light background and gives it a very easy flow. Very airy, like a soft breeze singing to you with an echoing tail.

Although not meant to be a harmony "Machine Harmony" is meant to work with the bass as an added effect and an intro to the bass.

Square Bells was used for the Melody, the way it floats and has a slight echo was very useful. It gave it a nice "Space 1999" sound. Gave the track a clean and minimal sound.

The EXS Melody (synth) I used to enhance and differentiate from the primary melody. It made a nice intro and I would have used it more but did not seem to have space for it. In the final full-length version, I will!

#### **Audio / Mic Recorded Track:**

This portion was simply an Andean Wood Flute. I used a Sharpie pen and tapped with the flute creating a nice hallow sound. I like the slight echo the flute gave and since the pen was plastic, and the flute has an additional hole at the tip to give it a softer more open sound. Not so sharp nor tough. Oh yes, and I also sculpted each track from within the channel strip.

For the sample track, I recorded a few notes on a Andean Pan Flute. Saved the cleaner more open one, saved it as a sample track and created a few bars with it as part of an intro and outro. Was a nice airy open sound that I could have used in the body, but it ended up being a little intrusive to some parts.

**Processing:** The dynamic effects I used were the Compressor for the Pan Flute Sampler (#62) and Channel EQ for the Bass (# 46). I really needed the equalizer for the bass. It sounded a little to dead and dry without it. Was nice to open it up a bit. The Compressor was used to give the Pan Flute a little more depth. Seemed like it added a nice whisper effect to it.

The time-based effects used were Echo for Perc and Dub Perc, Space Designer for Melody (#58) and Wood Stick (#60) and Expander for Machines in Harmony (# 47), Harmony (Diatonic) (#53), Melody (#58)

and Wood Stick (#60). In this track, the Echo was key in this track, especially since its meant to be a level of techno.

Space Designer was great to add additional effects and time to each track. I also felt this was important for the Wood Sticks sound, since it is to be an electronic music track. Expander created a great openness without going to over-board.

**Mix Processing:** With the exception of Machine Harmony (since it tends to stand-alone), I focused on the volume levels of each track so as one does not overpower another and there would be a nice balanced sound.

Machine Harmony I lots of fun panning it since I wanted to give the audience something to play with, feel around them. I did the same thing with the primary Harmony (Diatonic) only with the volume levels I slowly increased the volume so it doesn't offend the other tracks (in the background) then pops a little at the end. The effects used created a nice after-taste.

Aside from that was mostly placement. Only the Kick can be heard throughout the entire track. Everything else was placed to create unique area of music and interests.

The Snare and the Hi Hats volume was lowered strategically so as not to offend the Bass, the Harmony and other elements.

The Clap was taken out of certain areas and kept to be a nice accent with the Machine Harmony and Wood Sticks.

Perc was perfect for the beginning portion of the track as it had a soft sound and was followed by Perc Dub to give it that grimy techno edge. It was taken out a short moment then brought back in as part of the body.

I tried to make each track easy to hear and have its own moment. Balance was very key with this as not to have any tracks over power another, with the exception of the Kick.

Hope you enjoyed it!