

Computer Music Techniques
Lab 2.2

Defining Layers in an Arrangement

OBJECTIVES:

DEMONSTRATE AN ABILITY TO ASSEMBLE AN ARRANGEMENT INTO LAYERS USING THE ADDITIVE HEAVEN ADDITIVE SYNTHESIZER IN ONE TRACK. PREPARE A RECORDING OF A LOGIC SEQUENCE WHICH HAS BEEN ARRANGED INTO LAYERS AND PREPARE A WRITTEN DESCRIPTION OF THE ARRANGEMENT WHICH HIGHLIGHTS THE PURPOSE OF EACH LAYER, HOW LAYERS CREATE AN EFFECTIVE OVERALL SHAPE WHICH MAKES THE PIECE AN EXCITING PIECE OF MUSIC.

1. Start with the lab you completed for lab 2.1 and add a section of new music to it, somewhere about 12 new bars of music by playing it on a MIDI instrument, importing an SMF or using the pencil to click insert the notes.
2. Change one of the MIDI tracks to an "Audio Instrument". In the track mixer, set the input for the audio instrument track to the "Additive Heaven" synthesizer. This can be accessed by selecting Stereo:Audio Units: Pluggo: Additive Heaven at the input. Change the harmonics and volumes of the sine wave oscillators to create a sound that you think will work.
3. Record each MIDI track as an audio track using the Yamaha S80 and the Proteus. Orchestrate the example using several different sounds on the S80 and the Proteus. Take time to mix instruments carefully. Adjust volumes using faders on Logic AND on the mixer. Don't proceed until you feel comfortable with the mix. Use the Roland SDE-330 delay to give each track an individual "space."

RESULTS:

Turn in a report which describes the process and bring an audio MP3 file to class. Include a step-by-step process of trial and error. Use your recorded composition as examples. Be specific and have fun!

END OF LAB 2.2