

Phillips _S_ Development _Element 1

(Brief 2) 'Project 4' & 'Grange Hill'

From: [Damian Counsell](#)

Sent: 12 August 2020 22:03

To: [Steve Phillips](#)

Subject: that old brief

Hi Steve

I can't find an email about this, because I'm pretty sure we only discussed it over the phone; but, if I remember rightly, Simon Evans---white, middle-aged, male, relatively conservative stand-up comedian who used to voice that fox in the beer adverts on the TV and now appears on various panel shows and radio documentaries---was looking for something that could play over each episode of an online interview series (now he can't do live gigs).

The template he had in mind was something a bit cheeky/upbeat. Can be TV film tune type thing with a beat. 3-4 mins in duration but can also be edited for use in different sections/sequencies.

For that other thing we were working on, I have shared the frozen-down synth tracks (apart from some kind of arpeggiator part that I can't freeze because it runs on an embedded instance of FL Studio) and exported the vocal tracks to make an OMF of that film soundtrack sample idea. And I've uploaded the OMF to the shared Tincture folder on Google Drive. You should be able to see and download it anyway, but I'll send you a direct link to this Gmail address.

all the best
Damian

ELEMENT 3 _ BRIEF 2_ITERATIONS

Grange Hill:

Again, taking the feedback as the basis for alterations and improvements to the track I believe the results achieve shows the track in a much better light. The drums now sit better in the mix and forms a solid bed that supports the bass creating a much tighter rhythm section. The drum kit used has been replaced with a more punchier sounding kit that sits quite high in the mix. The lead instrument sits tighter in the mix, is less dominant making the track feel less cluttered. Overall, the mix and mastering I feel is much improved.

Come-In:

An alternative track added to this brief.

Project 4:

Thank you for the positive feedback to this track. On reflection, I had noticed that the drums and finger snaps were too loud in the mix and thought because only demo quality was needed, I had not really spent the time to adjust these levels. In hindsight, I can fully appreciate the massive difference paying attention to detail, and addressing issues can make towards the overall success and enjoyment of a track.