

Project 2A: Gathering samples and starting Song #2

It's time to start Song #2

Welcome to Part 2 of the class! In the previous part, you wrote, produced, mixed, and mastered an electronic instrumental from scratch. In this part, you are going to build on the skills you've already developed to produce another song: This song is going to be constructed from audio samples and other sounds you synthesize from scratch.

In the previous project, you may have experienced some frustration trying to find the right sounds for your track. Perhaps, you heard the kinds of sounds you wanted in your head, but weren't able to replicate them in your DAW based on the instrument libraries you have.

In this part of the class, you are going to address this frustration head-on, learning and practicing the skills to create or sculpt any sound you can imagine. To practice, you'll be producing another song.

It's likely that this method for making music is very different than what you're used to. This is a good thing. Rather than leaning on what you're comfortable with, use this opportunity to try a totally new way of making a track. Working outside your comfort zone in this way will help unlock a totally new set of skills that you can apply in all sorts of musical contexts.

In this project, you'll capture the main audio samples for your track and begin the editing and organizing process.

What to do

- Pick something that you'd like to sample as the basis for your Song #2. It can be a particular object like a balloon or a car, or it can be a scene like "in my garage" or "in my kitchen".
 - Andrew recommends sampling from your kitchen for this project, but you can sample whatever you want.
- Once you decide on what you want to sample, record as wide a range of sounds as you can.
 - Refer to Lesson #9 to see how Andrew does it.
 - Use whatever recording device you have on hand — whether that's a portable audio recorder, a microphone connected to your computer (via audio interface), or your phone (using the voice notes feature).
 - Make sure you capture both percussive sounds and pitched sounds, as well as sound effects.
- Use, edit, and process these samples to create the initial idea/loop for Song #2.
 - Refer to Lesson #10 to see how Andrew does it.
 - Start by cutting down to the sounds you want to use, deleting the audio you don't need, and organizing your sounds on to different tracks based on their "sonic category".
 - This process can be tedious, but, if you take your time and do a good job with this step, you'll make things a lot easier for yourself for the rest of this part of the class.
 - Then, go through your sounds and start refining and processing them. Play with volume, EQ, and pitch (both statically and over time) to get your sounds closer to instrument-based sounds you can use.
 - Pick some of your favorite sounds and start composing the initial loop for your Song #2. At this stage, your goal is to establish some kind of idea or direction for your track.
- Once finished, share your track so far below.

Project 2B: Finishing Song #2

It's time to finish Song #2

In the last project, you recorded, processed, and arranged samples, creating the initial idea for your Song #2. In this project, you will take this initial idea and transform it into a finished track.

What to do

- Develop and produce new sections for your song, building out the entire song structure, adding additional samples if necessary as well as original synth patches.
 - Refer back to Lessons #11 and #12 to see how Andrew does it.
 - Remember many of the songwriting, production, and arranging ideas you learned in Part 1 are still applicable.
- Afterwards, mix and master your final track.
- Once finished, upload your final track below.