Lost Mountain Middle School

ELECTRONIC MUSIC CLUB LEVELS 1 & 2

LEVEL 1:
ABSOLUTE MUSIC

Create a piece of music designed only to be heard. It has no correlating meaning or story. This kind of music usually has no singing or narration.

This project must include the following components and tasks:
1. Use a bass instrument, a harmonic instrument, and a rhythm instrument from the built-in samples and loops
2. Use a combination of pitch and noise instruments
3. There must be instances when only pitched instruments are heard, only unpitched instruments are heard, and both are heard simultaneously.
4. Use the region loop function to loop a sample.
5. Use the region pitch function to change the chords. Use only -12, -7, -5, -2, 0, 5, 7, 10 and 12.
6. Create a different texture for each section (thick/thin, smooth/rough, heavy/light)
7. Create an ABA form.

LEVEL 2
2.A ABSOLUTE MUSIC

Create a piece of music designed only to be heard. It has no correlating meaning or story. This kind of music usually has no singing or narration.

This project must include the following components and tasks:
1. Use at least one bass instrument, a harmonic instrument, and a rhythm instrument from the built-in samples and loops
2. Use a combination of pitch and noise instruments
3. There must be instances when only pitched instruments are heard, only unpitched instruments are heard, and both are heard simultaneously.
4. Using the Korg NanoKey, create a melody for at least one section by recording and editing a software instrument.
5. Use at least one audio sample and change the quality of the sound using effect processing (helium breath, distortion, etc.)
6. Use the region loop function to loop a sample.
8. Use the region pitch function to change the chords. Use only -12, -7, -5, -2, 0, 5, 7, 10 and 12.
9. Create a different texture for each section (thick/thin, smooth/rough, heavy/light)
10. Change the texture within a section (for example, the texture may gradually progress from thin to thick)

11. Create an ABACABA form.
12. Slightly change one of the above elements for the repetition of a section at least once. For example, the second time A is played, the texture was lighter and the instrumentation was different.

2.B RADIO/TELEVISION/PODCAST MUSIC CLIP

Compose original music for use in a radio show, television show, or podcast episode. Your music will introduce a segment. It can be the opening or closing music, or introduce something like the joke of the day, the lunch menu, book club reviews, entertainment or sports report, etc.

This project must include the following components and tasks:
1. Use instruments from the built-in samples and loops.
2. Record live sound samples and incorporate them into the music. This may be a sound (basketball dribbling, locker door opening/closing, person speaking, orchestra warming up)
3. The tone or mood of the music should match the tone and content of the segment.
4. Use at least one audio sample and change the quality of the sound using effect processing (helium breath, distortion, etc.)
5. Make this project no more than 10 seconds long.

COMPOSITIONAL TECHNIQUES:

DIGITAL RECORDING
Live performance or sound may be recorded using the microphone on the computer or by taking the M-Audio digital audio recorder to a remote location.

EFFECTS PROCESSING
Digital effects may be added to any sound recording.

MIDI SEQUENCING
MIDI sequencing uses the built-in sound bank in GarageBand. Music may be recorded into MIDI using the software applications built into GarageBand, or by playing music into the computer with a MIDI controller (music keyboard). MIDI files may also be downloaded from the internet and imported into a project.

SOUND EDITING
Recordings may be cut, cropped, spliced, repeated, etc. with the use of basic sound editing.

LIVE PERFORMANCE
Music created on the computer may be used with a live performer on stage. Students who sing and/or play an instrument can create an accompaniment for themselves, perform a duet with themselves, etc.