

Lost Mountain Middle School
ELECTRONIC MUSIC CLUB
LEVEL 4

LEVEL 4
PROGRAMMATIC MUSIC

Create a piece of music designed only to be heard. This piece of music will be an aural representation of some sort of message, moral value, story, or subject matter. This piece will incorporate any or all of the following: samples of recordings of sounds (i.e., incidental noises like doors, cars, breaking glass, "beat-box" noises, etc.), spoken words (i.e., quotes from speeches, movies and television shows, original recordings, etc.), excerpts from other musical works (i.e., the bass line from a song, a famous riff or lick by a solo instrument).

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 a midi controller (i.e., Korg NanoKey), create a melody for at least two sections by recording and editing a software instrument.
5. Obtain and/or create at least one audio sample (not from the Garageband library) and edit the length of the sample to create a loop. This may be done by finding sound files online, or recording them from an external source.
6. Edit part or parts of that sample to create more loops. For example, take only the first part of the sample, or by splicing the first part and a part from the end.
7. Change the quality of the sound of the sample using effect processing (helium breath, distortion, etc.)
8. Use the region loop function to loop a sample.
9. Use the region pitch function to change the chords. Use only -12, -7, -5, -2, 0, 5, 7, 10 and 12.
10. Choose a MIDI sample to alter. Alter both the pitch and the rhythm within the sample.
11. Create different textures (thick/thin, smooth/rough, heavy/light).
12. Change the texture within a section (for example, the texture may gradually progress from thin to thick).
13. Create a form with at least three sections (A, B, C). Use them in any order you wish. (For example, ABCA, ABACA, AABCA, ABCBA, etc.)
14. 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.

Podcasts

Duplicate the project in Level 3 and use iPhoto or iMovie to create video and/or graphics to be seen with the music. You may also add video and/or graphics to your podcast project from Level 3.

OVERVIEW:

The Electronic Music Club is open to any students at Lost Mountain Middle School. The purpose of the club is to give students the opportunity to create music through electronic media such as digital recording, effects processing, MIDI sequencing, sound editing, and live performance. Additionally, students may explore possibilities of combining their music with other media and areas of fine arts (drama, dance, art). Other correlations may be made between music projects and other academic areas such as science, math, history, literature, social studies, etc. The compositional techniques and possible projects listed below are just some examples of what students may do. Students are encouraged to come up with their own ideas and submit them for approval.

Lost Mountain Middle School ELECTRONIC MUSIC CLUB LEVEL 5

LEVEL 5 LIVE PERFORMANCE

Music created on the computer may be used with a live performer(s) on stage. Students who sing and/or play an instrument can create an accompaniment for themselves, perform a duet with themselves, etc. The project will include the normal set of tracks for the pre-recorded portion and a "dummy track(s)" that represent what the performer(s) will play. This track will be muted when exporting the music as a sound file or during live performance of the work. Music should be notated on Finale. The notated music should include a staff or staves that represent the pre-recorded music with special instructions as to what to listen for in the pre-recorded music. Students may view the "dummy track" in the musical view option of the track editor to help them notate their music.

Additionally, live performers may be amplified for the performance to create the desired balance between the live instruments and the pre-recorded music being played back. Along with amplification, students may use live sound effect processors (i.e., effects pedals used for electric guitars) to modify the sound of the live performer.

The final product must be a live performance. This performance can be filmed and recorded so there are both video and audio recordings of the work.

PROGRAMMATIC MUSIC

Create a "remix" of a piece of music designed only to be heard. This piece of music must incorporate all the tasks of the Level 4 project. This piece will incorporate any or all of the following: samples of recordings of sounds (i.e., incidental noises like doors, cars, breaking glass, "beat-box" noises, etc.), spoken words (i.e., quotes from speeches, movies and television shows, original recordings, etc.), excerpts from other musical works (i.e., the bass line from a song, a famous riff or lick by a solo instrument). Unlike the Level 4 project, this piece will make the samples taken from a source piece the main focus and all other music composed will enhance the source music and present it in an original way.