

## Audio II - Independent Project Expectations

Every project is different. A song can take a day or a month (or more) to produce. Inspiration is sometimes hard to find, but a strong work ethic drives productivity.

The following expectations are guidelines for your independent work in Audio Production II. They are not hard requirements, but expectations based on the time you have in class to create and the lessons you have had in the past.

**Use of time/Completion** – Musicians/producers/artists will always start an idea, work on it for a bit, and throw it away – this is part of the creative process. But you are also students in a course meant to improve your skills through practice, and you have to end up with something that is complete. When you are asked to turn something in, it should not be a skeleton of an idea; it should be near complete. This can take many forms, but it should not be an obvious “work in progress” or throw away idea that could have been done in a day when you have had weeks to work on it.

**Samples** – If you use samples, I expect that they be cut precisely. This means if you are using a measure-long loop that it starts on beat 1 and is exactly 4 beats long (Not all samples are loops, so this is not a hard and fast rule for all your samples, but it’s a start).

**Drum Programming** – I expect drum programming to be on beat to the grid. There are times where you might want to have some notes be a bit off the grid (more human feel), but there is a clear difference between on and off beat.

**Drum Samples** - When using drum samples like 808’s, claps, snares, etc., I want you to use **Structure** to trigger the sounds, giving you more creative flexibility. Again, not a hard and fast rule for all samples, but dropping a kick on beat 1 is just as easy through Structure as not.

**Song Writing** – I would like to see you develop the skill of writing a song as opposed to making a beat. This could mean intro/verse/chorus, adding sounds & taking them away as a form of arrangement, or simply adding vocal samples to add to the sense of cohesiveness.

**Subjectivity/Grades** - Grading art is subjective. When projects are called in, I plan to meet with you individually to discuss what you’ve done, and ways to improve. At this time, grades will be discussed and agreed upon. Be prepared to defend your work in terms of the time it has taken, the techniques you have used, and the product you have made.

## Audio II – Independent Project Outline

From March to June, you will need to complete 4 projects. These should all be “publication ready.” There are **4 due dates: Mar 11<sup>th</sup>, Mar 26<sup>th</sup>, April 16<sup>th</sup>, & May 15<sup>th</sup>.**

Wanting to keep the parameters open, you can pitch me a project though there are some basic requirements for all projects. Your grade will be based off of how your project ends up meeting the goals.

**Some basic requirements** – click track, named tracks, minimum 5 tracks, samples come from Structure (open to discussion), on beat, in key, arranged (a sense of beginning, middle, & end).

### Examples:

I want to do a cover of Michael Jackson’s “Thriller,” using samples and my own programmed drums to give it an updated feel.

I heard the song “All Blues” by Miles Davis and I want to sample the opening groove, speed it up, and make it funky.

I will do a trap beat focusing on snare & hi hat rolls, leads, and bass. There will probably be only one section, but I will bring in a take out various sounds throughout to give it a sense of change.

My next project will be a film project. I’m going to take a 2-minute scene from Star Wars and redesign the sound. This will require sound effects and voice over.

**Grading:** When you turn in your project, we will sit down and listen and determine how successful you were and what could be done to improve. You can then revise it or move on. Grades will be agreed upon at that time.