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Music Tech 1
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Assignment 10: Unmetered

A New Dimension:

I call it this because when I listen to this it sounds like I'm in a new universe.

Halion Sonic SE 01: Cash Machine; I don't really know what the track represents but, it gave me the idea of the song. Maybe a percussion... MIDI 2: Machine Arp. MIDI 3: Dance Spilt 1: I was playing around with mostly the synth comp, lead and pad category and everything just came together. MIDI 4: Dance Spilt 2. MIDI 5: Silent Alarm. MIDI 6: Noise Action 3; It was supposed to be like a percussion beat but, then it end up being the harmony of the beat. MIDI 7: Scratches; Translates to the next part of the beat/ song. Similar to a chorus. MIDI 8: Rising Stars; The background vocals. I also did a velocity change so, the sound can up and down. MIDI 9: Punching Dance Bass; I brought back this from previous assignments because I needed another sound that was crazy and out of order. I copy and paste it to where the scratches come in, so it can really sound like its changing the beat. When I did that, I realize it didn't even do nothing to the beat. So, I only pan this to give it the translation type of beat it needed at (1:58- 2:22). I mostly recorded the punching dance bass through the end of the song. Then I copy and paste it at 2:36-2:50. I also gave punching dance bass a solo to finish off the song. I think I only transpose this to 127. I also moved up the cash machine, machine arp., and dance split 1 tracks so, the rising stars track can introduce the song. I also split and deleted some out the empty parts of the tracks so, it doesn't look sloppy.