Final Project

Ableton Version: Ableton Live 11 Trial

Instruments used are in the instruments folder in the zip files.

OS used: Windows 10

Thought process/Planning:

The inspiration for creating this project was mainly from the patch that Chris had shown in the last two weeks as well as the last Code Along exercise. Then it came to mind to create an ambient sound effect for a horror scene. To build that atmosphere I needed to have some eerie aspect to the sound and some style of bass that is building up to a climax scene. The project also required some form of automation which is built using the max for live patches which assist the instruments and provide certain functionality such as increase and decrease in volume, random initiation and giving the user some form of flexibility through the UI.

Design process and Instruments Chosen:

In the design, I included patches from previous work including the last project which was the Galaxy max for live device. I also incorporate the panning functionality in some of the devices to create the surrounding effect that will give it a more realistic effect. In the Pitched Am instruments, the nightmare effect device gives that sudden jump scare effect as it will randomly start with high pitch velocity. There is also the warp device will give a heartbeat effect which symbolizes the high-tension scene that will increase the heartbeat.

Some devices such as the heartbeat and nightmare include a panning effect to give a more surreal effect of the environment. The panning on the heartbeat is more of a hard cut panning which gives it that sudden effect and the panning on the nightmare device is much softer panning. These panning effects were also inspired from the device show in the complete set.

How to run:

I have included the instructions on how to run the in the device info but basically you just need to turn on the toggles for each device which are for heart beats, tip toes, bass, and nightmare. There are some UI with certain devices that allows the user to change certain aspect of the device. For the bass device, it will restart the ramp every time the user changes the max velocity.