

# MUS 7: Applied Music Tech

Instructor: Jingwei Liu

S124 UC San Diego

$n = 10$



$n = 50$



$n = 250$



# Uncertainty principle



Quantum

# Music Technologies in Hip-Hop Production

## Chipmunk Soul

Features high-pitched, cartoonish soul samples. The “chipmunk soul” style was enormously popular in the early to mid-2000s.

Early producers took whole chunks of soul songs with vocals on top and sped (pitched) them up to the hip-hop tempo of the time.



# DJ Screw

- One of the most distinctive and influential figures in Houston rap was DJ Screw, a prolific mix and radio DJ.
- He pioneered a style of slowing down records and then cutting them up (i.e. [“chopped and screwed”](#)).
- He remixed nationally famous tracks for the local scene and also made beats for local rappers.
- This sound, associated with getting high on codeine cough syrup, became the **defining feature of much Houston rap**, and has had a revived national influence again over the last 5 -10 years.

# Music Technologies in Hip-Hop Production\*

## Auto-tune

The principle of auto-tune consists in applying a time-varying transposition (or pitch shift), which is controlled by the fundamental frequency of the input signal so that the pitch becomes tuned to a given musical scale.





# Music Technologies in Hip-Hop Production\*

## **Spatial audio**

Binaural  
techniques for  
stereophonic  
sounds; pan  
left/center/right;  
HRTF functions



# Music Technologies in Hip-Hop Production\*

## Vocoder (Cross-synthesis)

The general idea is to combine two sounds by “spectrally shaping” the first sound by the second one and preserving the pitch of the first sound. A variant and improvement are the removal of the spectral envelope of the initial sound (also called whitening) before filtering with the spectral envelope of the second one.





# Music Technologies in Hip-Hop Production\*

## Room acoustics (Reverberation)

Convolution with  
room impulse  
responses;

Model  
reverberation with  
room geometry

Spatial audio  
effect

