Source: [KBhMUS150D1]

1 | **08252020**

Electric — Alina Baraz

- · Interesting EQ choice on vocals
- Syncth panning automation?
- · Vocal filtering action
- · Drum machine being filtered too
- · A LOT of filtering on vocals during chorus + backing vocals being synthesized instead of sung?
- · Male chorus seems to be eqed for bases w/ a pretty low HP
- · Filter and gain automation on synth create "wobbly" effect
- Ending rain SFX + a mids-only sonud effect
- · More wobbly filtering synth

Film — Aphox Twin

- · Already, lot's of drum machine action
- Simple sound texture but sounds very clean
- · Feels randomized at times
- · Dropouts!

Every single thing

- · Filter action
- · Simple drum motif
- · Interesting chorus
- Not quite sure how to describe the high chorus, but it's slightly off-putting

Black Qualls

- Funky filters + funky vocals
- Syncth cutoff
- · Various EQ effects on the vocals
- · Radio effects

2 | **08272020**

Ann Arbor 3&4

- · Textured start
- Programmed sequence cowbells? drumb sequence?
- Unique, semi-irregular synth + pad sequence
- Interesting additional characters background, auxillrary beats, disk scratches, pads and bells elements to the music
- Synthesized vocals somewhere at 3:13 I don't think works very well
- Ending a bit sudden
- · Percussion formed central line of song

Leeway

- · Interesting background texture
- · Randomized drum machine
- Vocal gaps + drum gaps immediately follows gaps in beat

Distance

- · Ahh, yes, the distance
- · Vocals starts quite quietly
- · "Streetside-guitar" vibe
- Not a large emphasis on percussion percussion comes behind vocals + constant "ping" of synth

3 | 09012020

St8 Otta Mumbai

- Synthesized Indian music style + mixing traditional Indian precussive instruments w/ electronic music techniques
- · Vocals textured and filtered heavily
- · Using vocals as instrumental + baseline
- Sudden cuts + pauses harsh transitions
- · Lots of variations

New Chapter

- · Spontaneous, but programmatic drum beats
- · Background vocal-based sequences
- · Percussive + programming focused sound texture

Synth Grass

- · Unique, distorted baseline punch
- · Lyrics as part of the music
- · Automated effects + filter + EQ on vocals

Plastic 100°C

- Synth keys + echos
- Very traditional keyboard techniques => no percussion!
 - · Simple melody but varied synth techniques
 - Simple vocals =>
- Heavy echos + flatter/natural vocals => simple melody too
- · Transition to synth as atmosphere

4 | 09032020

Similar (Tora)

- · Musical vocal texture
- · Simple background guitar riff
- · Chrorus with space-filling EQ on chorus
- · White noise adds texture to vocals
- Innovative shift between falsetto + modal voice
- · Chill and traditional vibe

Atlantis

- Heavy noisy into tap vibes?
- · Shifts into piano + synth rythem
- Random sampling and synth patterns

Them Changes

- · Simple drum pattern + white noice
- · Simple bass riff
- · Guitar "wobble"

5 | **09082020**

Multi-Love

- · Synth filled intro
- · Drum sequence enteres after the intro music
- · Complicated drum sequence emphasizes music
- · Filtered and EQed music texture

Fake Love

- · Most of melody from the vocals
- · Background "walla-walla" limited to the background music
- Drum beat seems to be limited to the kick machine
- · Baseline very subtle in the background
- · Synth tinge in the background

Beautiful Now

- · EDM! + vocal machine intro
- · Baseline actually supplied by... a high-pitched synth?
- EDM + Trap style interlude
- · Vocals never clear, used as mostly texture and melody

Lying has to Stop

- · Background filter wobble creates interesting, melodic effect
- · Vocals come in, with a similar wobble as the one noted above
- · Vocals heavily filtered, and as vocals as well
- · Guitar with creative filters + EQ creates a similar unbalanced effect

Coffee

- · Interesting video?
- · Close up vocals
- Retro flavor

6 | 09102020

Juice

- · Vocals as melody again
- · Wobbling synth and claps + white noise as precussion
- · Baseline contributed by syncth, feels like Marshmello?
- · Bird and nature sonds as decoration
- · Various non-traditional precussion techniques
- · Chinese drums?

onett

- · White noise and textured beginning
- · Base track
- · Chill and again nature sounds

Chess Bling

- Trap + Electro vibes?
- · Mechanical flute and traditional hip hop backing
- · Pauses and gaps in baseline

.Paak's Lockdown;)

- Paak's signature voice...
- · Drum as the background + subtle baseline
- Filtered background noice + textured TV footage
- · Traditional hiphop + soul tcehniques in background
- · "Siren" as a part of the baseline

7 | **09152020**

Fingerprints

- · Chill vibes with solo loops
- · Simple vocals
- · Simple, acoustic drum sequence
- · Electronic Flute accutriments

Cucumber Water??

- · Drum focused
- · Electronic chiptone as melody
- · Transitioned to rap lyrics, but still set to electro
- · Finishing with again chiptune music

(That's a remix)

Crunch + Unfinished

- 80s drum machines
- · Musical focused background
- · Background music and beat sequences

8 | 09172020

Reassurance - Precussion Heavy + bassy - Effects and creative vocals - Heavily filtered base - Syncth accenturated vocals

Super Ink Burst

- · Feeling of... Regional music?
- · Hip hop inspired backgrounds
- · Also, random rap vocals in the background?

745

- Trap + Rap
- · Heavy baseline
- · Traditional drum machininigo

Animal

- House, poppy, background
- · Traditinoal house background
- · Modulated vocals

9 | 09222020

...And the World Laughs With You

- Synth pop + retro vocals?
- · White noise as percussion

Six days

- · Wavetable vibes
- · Lots of patching into echo
- · Heavily filtered vocals
- · Indian drums

No Idea

- · Interesting... flute? intro?
- · "Gansta walk" type music
- Typically base heavy

Lovely Rita

- · Classic Beatles guitar vibes
- · Unfiltered basic vocals
- · Melotical backing vocals
- · Piano riff as transition

10 | **09242020**

Facing the Sea

- Creative drum pattern
- Signature vocals highlight the tune of the music
- Sudden transition to dubstep style music
- During vocals, traditional but still slightly (house?) pattern