

Source: [KBhMUS150D1]

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Electric — Alina Baraz

- Interesting EQ choice on vocals
- Synth 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 eq'd for bases w/ a pretty low HP
- Filter and gain automation on synth create "wobbly" effect
- Ending rain SFX + a mids-only sound effect
- More wobbly filtering synth

Film — Aphox Twin

- Already, lots 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
- Synth cutoff
- Various EQ effects on the vocals
- Radio effects

2 | 08272020

Ann Arbor 3&4

- Textured start
- Programmed sequence — cowbells? drum sequence?
- Unique, semi-irregular synth + pad sequence
- Interesting additional characters — background, auxiliary 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 percussive 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
- Chorus 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 intro — tap vibes?
- Shifts into piano + synth rhythm
- Random sampling and synth patterns

Them Changes

- Simple drum pattern + white noise
- Simple bass riff
- Guitar “wobble”