ISP Goals

Week 1:

1. Create a virtual “Drum” instrument in SuperCollider
   1. Eight sounds: kick (bass drum), snare, probably 3 toms, crash/ride cymbal, and hihat cymbals.
   2. Should have some sort of UI to control some of the parameters for all 8 sounds.
   3. Being able to control this instrument through my hardware sequencer (using MIDI)
2. Pick some songs that I like and want to use as my “inspiration” for a future song. Break them down in terms of what I like/dislike about them.
3. Start thinking of what kind of song I want to produce (possible genre, feel, tempo, instruments at play, general things like that), and start thinking about what it should be (the idea behind it, lyrics).

Week 2:

Week 3: