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:

1. Not sure how feasible it is but would be nice to create guitar-like synth in supercollider. Maybe, create few different ones: acoustic, electric, bass, electric + distortion/drive?
2. If guitar-sounding synth will fail, then probably create something nice sounding for one of the leading voices in a future song (planning to use my analog synth too).
3. Look into real-time voice processing?
4. Actual work on the lyrics
5. Start working on some melodies/musical lines

Week 3:

1. Creating the song? Finishing up all parts for voices. Recording all the musical pieces, voice, and mastering it in DAW.