

Recreation of Discreet Music

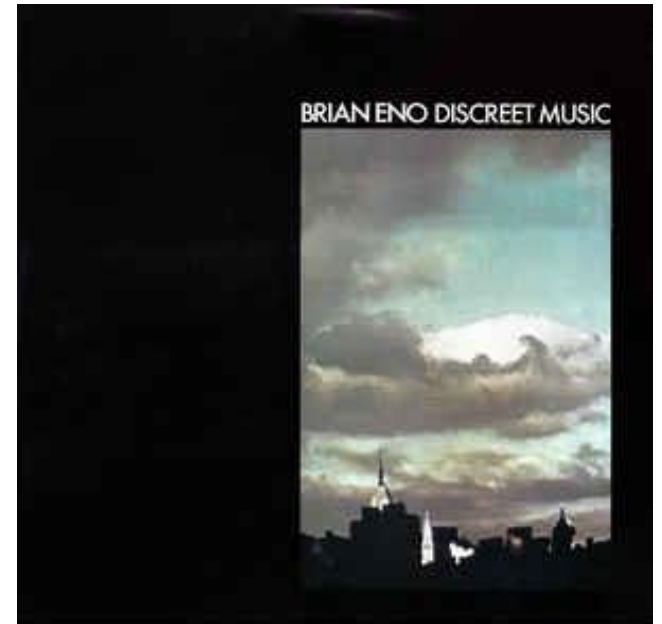
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MUSI 6003 Assignment 6

Discreet Music by Brian Eno (1975)

- A 30:35 long piece in *Discreet Music* (album).
- One of the earliest practices of ambient-style music
- An experiment in generative composition



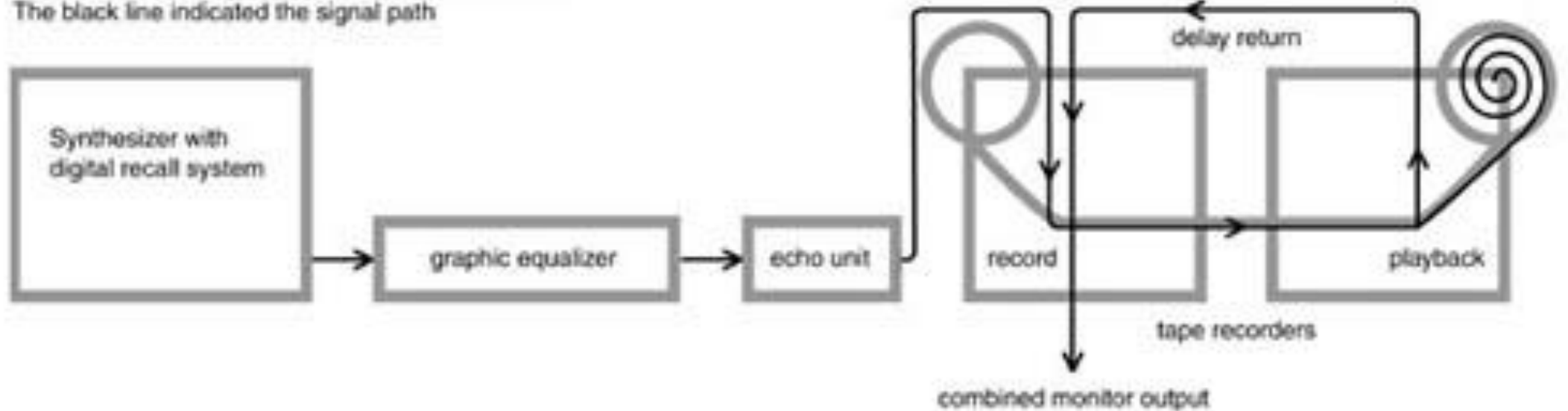
Generative Process

- "...My first released piece of this kind was Discreet Music (1975), in which two simple melodic cycles of different durations separately repeat and are allowed to overlay each other arbitrarily.
- (Thus, for instance, if one cycle is 29 seconds long and the other 33 seconds long, they will come back into sync every 957 (i.e. 29×33) seconds. "
- —Brian Eno

Discreet Music

Operational diagram for "Discreet Music"

The black line indicated the signal path



DAW (Logic)

MATLAB

B. Eno, "Liner notes for Discreet Music", 1975.

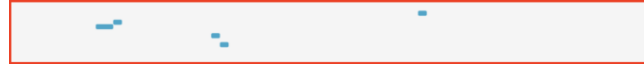
Recreation

- Create the two melodic cycles
- EQ

- [melody1.wav](#),

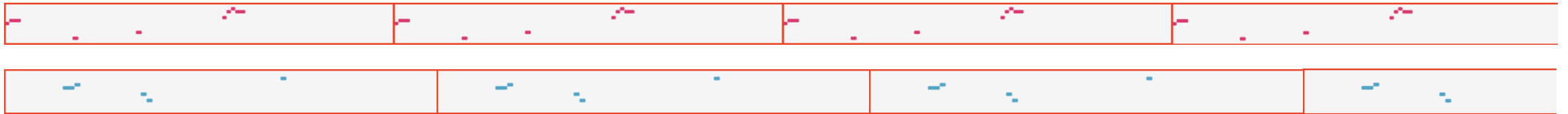


- [melody2.wav](#)



Recreation

- Generative Process:
- [generative.wav](#)



Recreation

- Add Reverberation:
- [reverb.wav](#)

Recreation

- Add Delay:
- [x_delay.wav](#)

Recreation

- Add some noise!
- [Final.wav](#)

Discussion

- Brian Eno tried to replicate the piece with KOAN in 1995. (a software for generative music)
- "...This is actually very hard — trying to duplicate the complicated analogue conditions of the original: a synth that never stayed properly in tune, variable waveform mixes and pulse-widths, variable filter frequency and Q...Digital is too deterministic."
- — Brian Eno

Thanks!