Clear Foreground Middleground and Background

Layer Cake Orchestration

Contrast between layers and structurally

High quality sound sources

getting maximum value out of the minimum resources

Use colour, re-colouring and doubling to create interest

Cross-rhythms

Creating a sense of multidimensionality

inter-sectional development of colour to give a sense of journey

production techniques for creating richness, warmth, body and 3D sounds

Intelligent panning

Using a novel workflow to get original results

I chose the second option: remix a sad and gentle piano piece. At first, I felt very embarrassed when I heard the original music, because I wanted to create happy music. I thought that was a simpler way. However, I still tried, although I felt a lot of uncertainty. The most difficult point for me is that the original song is only three minutes, but the remix version needs to reach five minutes. For this reason, my attempt is to divide the piano music into two paragraphs. The first and last paragraphs take the piano music as the main melody, and I added the middle paragraph, which takes another melody as the main melody, and the piano music as the accompaniment.

In the first half minute of the music, I used a sound filter to create contract between layers.

图形用户界面, 网站

描述已自动生成电脑游戏的截图

中度可信度描述已自动生成

In the half minute to one minute period of the music, I try to create an ethereal sound effect.

In one minute, I added arpeggio, electronic echo and drums to make the music sound more rhythmic.

图形用户界面

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In two minutes, it entered another melody theme, with bells, flute (string accompaniment) and cello (bell Prelude accompaniment) as the main melody.

图形用户界面, 应用程序

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描述已自动生成

At the end of the music is the end of the piano music. Special effects are created with a sound filter.

图形用户界面, 应用程序

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描述已自动生成