



I started proxy a couple of months ago and it was really a time when I wanted to expand my skills and connection to the music scene. I didn't have a vision or even a logo, all my songs were just random exports of half finished songs and I just felt like I needed to increase my level of focus and production.

I also felt that I was stuck in the same workflow and mindset of the songs I was creating. I think this was because of the content that I was absorbing. I hadn't expanded my reach, or view, of the scene and started to look into more people's work. This kept me in a very stagnant state, where the same input, going into the same workflow, was producing extremely similar works and stopping my progress.



I stepped back to think of design elements that had caught my eye in recent times and I always felt that I was coming back to the contrast between white and orange, or alternatively black and orange. As a design constraint I wanted to stay within this simple bound visually.

Musically I wanted to change my workflow and sample basis. As well as listen to different artists and genres from various time periods to get an alternate perspective on the music I was involved with.

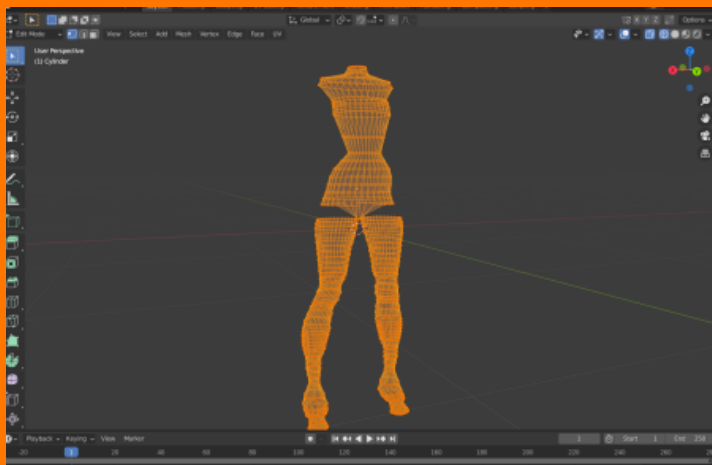
I had been kind of a loner making most of my music for just me, my friends, and my family. Not really trying to share it or get feedback outside of my little bubble. I think this was another thing that was holding me back from growing in music and production in general.

It was all thanks to @storiesofurban for bringing me outside of that little bubble and getting me to join a discord server with other artists and people.

I was blown away by what I was seeing, and the talent level of everyone involved. I also enjoyed talking with these people and felt so happy to have been shown that space. From those artists and people I was motivated to make larger steps in my production and overall art.

I would get new ideas and plans for my music that would actually excite me and keep me going forwards in terms of growth and experience. From this time I would decide I would do something very different

than what I am used to. I would make branding for my artistic persona, formalized social media channels, new graphics & more.



I didn't know how to do any of this and from my friends online I learned so much about visual art, mixing video & audio, production techniques and so much more.

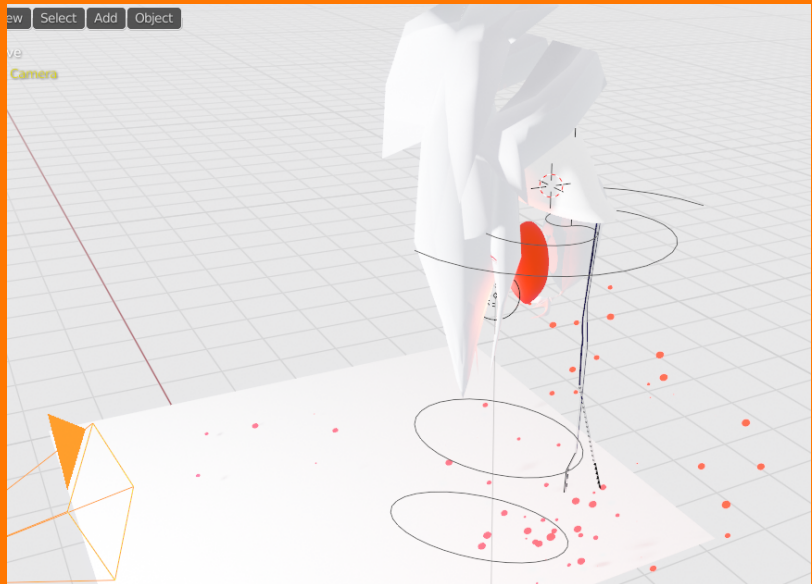
I had messed around with some of the programs my friends online were suggesting. But never seriously tried to use them to create something useful. I installed blender, davinci resolve (not version 17 don't

worry).

I gained a lot of knowledge from them and wanted to show I could produce something great with these tools and newly found techniques. So I researched how to use the programs and started to get the hang of it.

I wanted to create a logo first, and had by that time come up with the name ausa. Ausa is a combination of my first name austin and my last name which begins with an `a`, hence (aus) . (a) = (ausa). Because of my design constraints of orange and white/black. I wanted to implement a minimal iconographic @ symbol for the a in it. Along with the color `#ff7700` and similar shades of orange.

Original tests with logos and blender were not so successful but still were good learning experiences. I still have not perfected my workflow, but I have found a unique way to create 2D graphics using blender. I will most likely continue to use this method until I come across a block in what I want to create and can with the tools I have. But so far I haven't found any hurdles that I could not overcome with the current software I have.



Eventually I moved into rendering animations into videos and using them for various parts of a website I was also making for my music. It was great because I could use this branding imagery of the `@` symbol to quickly come up with prototype workflows with the new tools I was using.

Which allowed me to not waste any time on a design I might just not feel passionate about later.

I found myself always struggling to come up with a focus for the genres in an EP. So I reached out to my friends online with a little poll to find what types of songs they wanted to hear from me. From that I was able to create all the songs(5) that I needed for the EP.

The house tracks(2) were more relaxed and closer to dub techno while the trance tracks(2) were more like a mid 90s' style euro-rave sound. I wanted to throw in a mystery genre song based on the poll info, and that is how Plantae Type: Lunar Tear was created. Well, along with 30+ hours of Nier Replicant/Automata that week lol. The name of the EP was because of the show ergo proxy which I watched at the beginning of the project and fell in love with for its ambience.

Over time I found myself closing in on completing the project and set the release date to be the 20th for it being the summer solstice date this year. I would decide to do a promo video and add pages to my website, create a cover art for the EP and let it out. More ideas kept coming and it was hard for me to close this project out. But this doc felt like a really nice way to end it.

Thanks,

- Austin

PROXY	- EP
AUSA	- ARTIST
JUNE 2021	- RELEASE
MARCH 2021	- START