MUS 6: Electronic Music

Section Lecture 4

Wednesday, October 28, 2020

Lecture Outline

- 1. Announcements
- 2. Homework 2 (Part 1: Audio Filters and Automation)

Announcements

Homework Assignment #2 is DUE by Friday, Nov 6 at 11:59 pm

Homework 2

(Part 1: Audio Filters and Automation)

Homework 2: Lecture schedule

• Today:

- Audio filter automation
- Dry/wet automation

• Future lectures:

- Sampled audio
- Musical scales
- Reverb
- Delay
- Return tracks

Homework 2: Listening examples

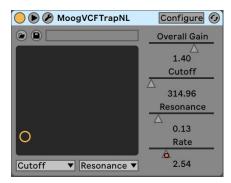
- We'll now listen to a couple examples of time-varying audio filters found in popular music. We can implement time-varying audio filters using automation. (Note: these examples are described in more detail on the class OneNote page).
 - The Chemical Brothers Playground for A Wedgeless Firm
 - Daft Punk Musique
- Both examples use audio filter automation. The Daft Punk example uses dry/wet automation at 0:13 seconds.
- The Chemical Brothers song uses an audio filter similar to the Moog VCF filter.

Homework 2: Moog VCF filter

- The Moog VCF filter is a popular low-pass filter used in electronic music.
- For those who are interested, you can follow this link to some simulation code I wrote that emulates the Moog VCF filter. You can compile the code to get a VST plugin that you can use in Ableton.
- To read more about the emulation, go <u>here</u> (see top of page).







Homework 2: Class demonstrations

 Some of you may already be familiar with audio filters and dry/wet automation. If you are and have composed music using these techniques, would you like to take a couple minutes to share your work with the class?

Homework 2: Ableton Live implementation

- We'll now open up Ableton Live and review how to program audio filters and automation music. We'll use basic music theory to build a composition.
- For more information about these topics, go to the following pages on the class OneNote:
 - Audio Filters: Ableton -> Audio Effects
 - Automation: Ableton -> Recording and Editing -> Automation

Questions