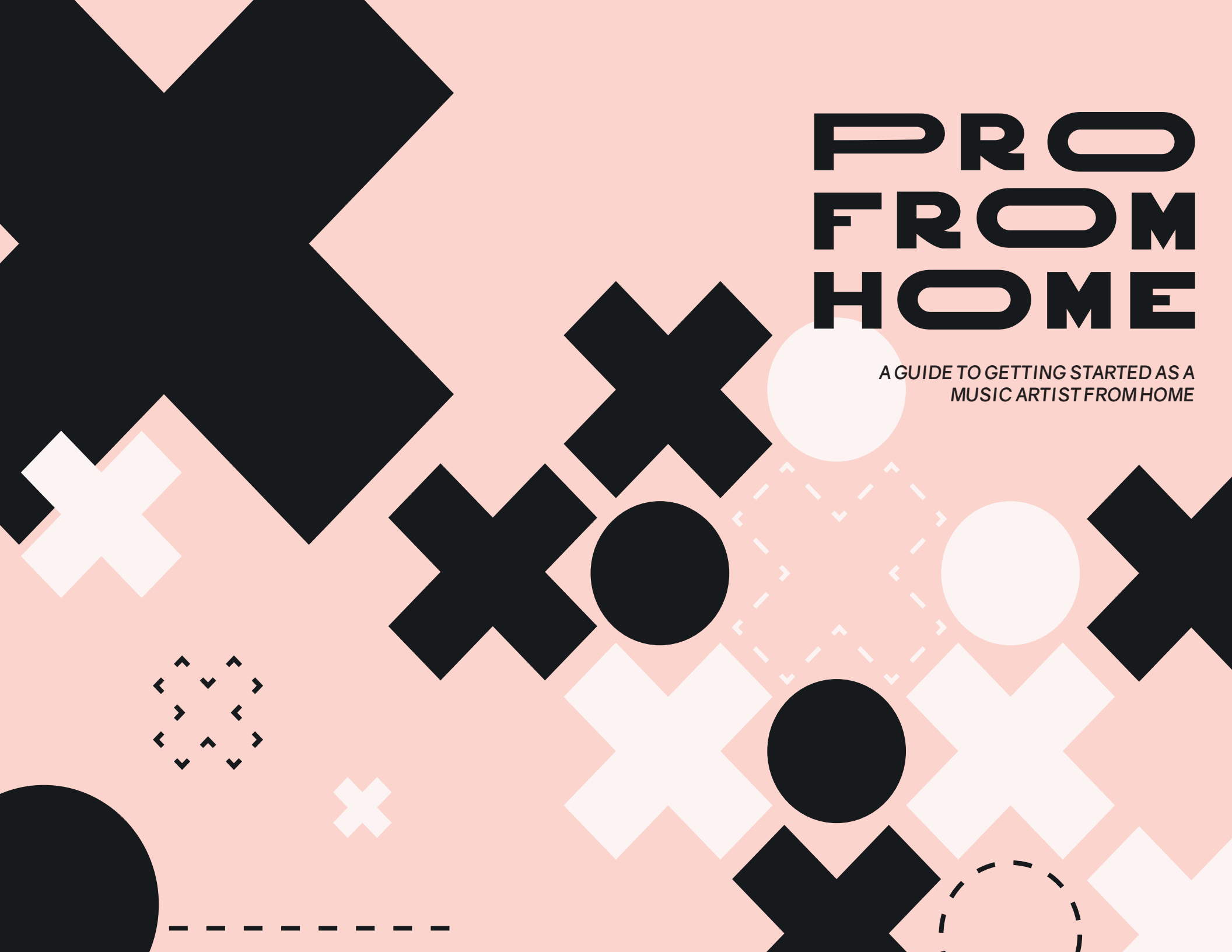


PRO FROM HOME

A GUIDE TO GETTING STARTED AS A
MUSIC ARTIST FROM HOME



PRO FROM HOME

VOL. 1

ALL ARTWORK PRODUCED
BY IAN WADE

DON'T OVER- THINK SHIT

-kenny beats

LILIAN TEDONE

music producer & artist



"I used to think everything had to be structured for my process to be healthy, but I've learned over time to embrace the chaos. If I have a melody in my head, I'll record it on my phone and maybe come back to it a few weeks later when I don't have that many ideas... inspiration and productivity don't seem to always come at the same time for me, so it's good to keep recordings of ideas I have to try and mitigate that."

"Learn when to take breaks. Sometimes you ride out that first wave of inspiration when starting something new and keep going, but by doing so, you tire yourself of your own art...leave the room before that point where you feel like what you're doing isn't going anywhere. Just enough to change your headspace and come back fresh again."

INTRO

welcome to 2020

It seems like everyone nowadays is a music producer, rapper, or musician. When you start looking into it, it's not surprising why. Recording and producing music has gotten immensely less difficult, no longer requiring a recording studio. Major artists like Billie Eilish, Post Malone, and Tyler, The Creator all got their start-and continue to create-in their bedrooms; the only things being at their disposal being a computer and a dream. If you're looking to get into music production or recording, but haven't a single clue how to do so, well, this zine could be a start. Or, maybe it won't be. Music is hard. The only thing I can wish you right now is a good luck. But don't give up. Maybe you'll find something helpful in here.

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WHAT DO YOU KNOW?

Here's a checklist of some music and music industry knowledge you should be familiar with going into music creation.

Do you...

- ☐ know music theory
- ☐ have production software
- ☐ play an instrument
- ☐ know how to sing/rap
- ☐ have motivation to create
- ☐ know people in the industry

Were you able to check more than one? Great! No? Well... then I'm not sure why you're reading this.

GO OUTSIDE.
Nature is a major source of inspiration.



SPEND TIME WITH FRIENDS/PETS.

Do stuff with them that makes you happy.

FINDING INSPIRATION

GET NEW GEAR.

New toys are always a good source of inspiration.



Bē



LOOK AT OTHER PEOPLE'S ART / LISTEN TO MUSIC.

Listening/looking at art from your favorite artists, as well as new artists, is a very good way to get inspired and make your own stuff.



It doesn't matter who you are; as an artist, you WILL face creative blocks, and they're gonna suck. It may seem hopeless, like you'll never be able to make anything good ever again. When you feel this way, **these things can help**:

1. Taking a break

Sometimes, you just need a break. Maybe you're just not catching the creative wave. The worst thing you can do is force it. Watch a show. Eat a nice meal. Make yourself comfortable.

2. Creating with other mediums

If you create solely on a computer, try creating something on paper or with physical instruments, or vice versa.

3. Going outside

Just as it helps with finding inspiration, going outside and getting away from your creative setup can help clear your mind of the negative thoughts and invite new, positive ones in.

4. Challenging yourself

Limitations breed creativity. Challenge yourself by setting a limit, as well as a goal, and you will find that the ideas will come naturally.

The first question to ask yourself when getting into music is “**how do I plan to make sounds**”? There are many ways you can, whether it be **live instruments**, **your voice**, or even **virtual instrument plugins** within your production software.

INSTRUMENTS

LIVE



Do you already know how to play an instrument? Great! Whether it be guitar, piano, sitar, or spoons, your primary focus should be getting the best recordings you can, which will be discussed on the following page.



VIRTUAL

Not too keen on playing a real instrument? That's Ok! Many artists use virtual plugins (as well as samples) to craft their sound, and with so many of them out there, you can always find one you like. However, it should be noted that not all virtual instruments are free, and you should beware of piracy, which is very common.

Now that you've figured out what instruments you want to create with, you're gonna need a way to record it. This is another big topic within music creation. This section will help you better understand the gear needed to record your tunes.

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INTERFACES

An audio interface allows you to connect microphones and other instruments to your computer. They also output sound to your headphones and speakers. They are a necessity if you plan to record instruments or vocals. The interface shown above is a Focusrite Scarlett 4i4, a highly regarded line of audio interfaces.



MICROPHONES

Choosing a good microphone for your audio setup is very important, but luckily nowadays, whatever you choose will be a fantastic option. The microphone shown above is one of the most popular home studio microphones: the Audio-Technica AT2020. It is a very good option for anyone wanting to record vocals, guitars, and drums, and for only \$99, it is very affordable as well.

CATCH THE
**CREATIVE
WAVE**

In this section, we will discuss complexities of the creative process, which is the process involved in creating artwork of all types. Everyone's process is different, and everyone needs certain things to keep their creativity flowing. We will look at how to deal with creative blocks, where to find inspiration, and have some of these questions answered by an artist.

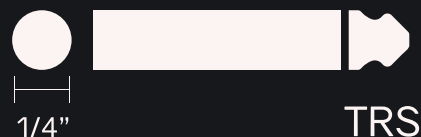
KNOW YOUR CABLES



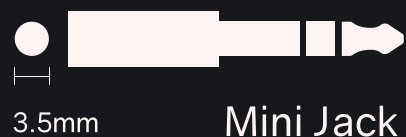
MIDI

XLR

XLR + TRS



TRS

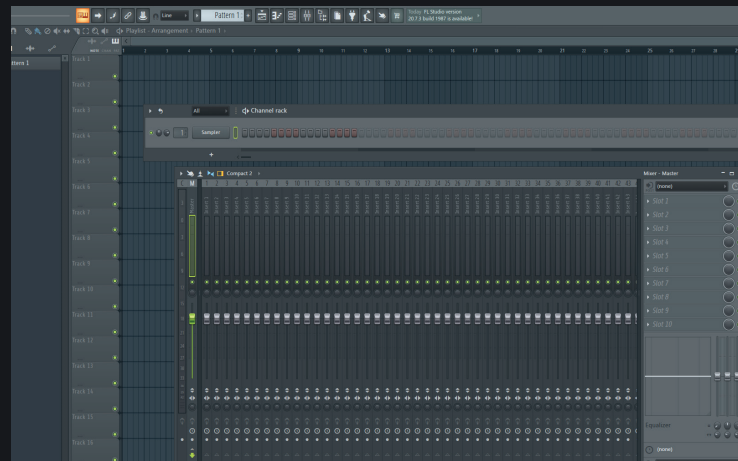


Mini Jack



It's good to be mindful about cables; you will need them, maybe even a lot of them (depending on your setup). Luckily, there aren't too many to learn. Here's a diagram showing what each cable looks like. MIDI is important for synthesizers, XLR is used by microphones, and TS and TRS cables are the main interface for studio monitors, guitars, and guitar pedals. The Mini Jack is a standard headphone jack.

DAWs



Digital Audio Workstations are where you bring it all together. It allows you to write, record, mix, and master music. The one shown above is FL Studio, but there are many other DAWs out there. It's good to get one, learn it well, and stick with it.

Headphones & Monitors



When it comes to post-production, having a good pair of headphones or studio monitors is a must. You will want something that gives you the cleanest, flattest response possible from your computer, to ensure the music you make will sound good anywhere. Shown on the left are ATH-M50 headphones, on the right, JBL LSR305 5" Studio Monitors.

