DEADMAU5 TEACHES ELECTRONIC MUSIC PRODUCTION 14

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If it doesn't resolve properly, then all that other shit in the middle doesn't matter. — deadmau5

SUBCHAPTERS

Resolving

NOTES

- Writing a Melody
- Drone Notes
- Don't Be Obvious

CHAPTER RECAP

Don't sit around waiting for inspiration—great melodies are developed, over time, with lots of grunt work and revision. The secret to making your melodic structures work is focusing on the way they resolve. The last bar of your melody should always sound good when it loops back into the first bar. Focus on those two bars, until your ears finds something it likes. Once you've got your cycle resolving, you can let your creativity take you even bolder places in-between.

Sometimes constraints can actually help the creative process. For instance, writing to a one note drone can focus your ear and help you build melodies that are sure to resolve.

Ultimately your taste and instincts are what should shape the way your melodies sound. Learning to trust your own ears is the first step in putting together melodies that will keep crowds interested over the long run.

TAKE IT FURTHER

> Spot the resolve: listen back to some of your favorite deadmau5 songs and find places where the last bar of his loop resolves back into the first bar. Does it sound harmonious to you? What can you learn from the way he resolves his melodies? While you're at it, keep track of how long each of his looped melodic structure are. Most will be four bars, so see if you can spot any that are different. If you don't know where to start, try "Strobe".



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NIOTES

ASSIGNMENTS

It's time to start building your own Mr. Potato Head bin of clips and ideas. Spend some time at your DAW developing new melodic ideas using what you've learned about Joel's process. Without worrying about the finished product, play around and build at least five melodic structures you like. Now make a folder system that will help you store and keep track of them. Ultimately, you'll probably want different folders for chord patterns, bass parts, lead lines, drum loops, and drum one shots. You'll be filling those folders up over the course of the class and using the pieces to build full tracks by the end.

