

Michael Brown

Composition 3 Reflection

Making music completely from scratch has been my favorite assignment for this class. Ignoring the annoying technical difficulties at first, I really enjoyed using the computer as my instrument and in a way, a virtual studio. I focused on keeping my piece minimalist like many other ambient pieces and to make it slowly evolve and change over time with 3 different sections as the assignment requests. With this in mind, I tried to make my piece's intro, middle and ending similar to a book's form. There is an intro that rises to the climax that lowers to the resolution. Similarly, my piece does this as the intro as an upbeat drum/piano beat (it was the atmos plug in, so I think it is a piano beat) leading into a different beat for the middle that I imagined fit well after the opener and would be really catchy and pleasing to hear in the background while working. Then, the concluding beat from this piece has the opposite sound from the intro.

I used the atmos plug in for this drum sound and used the Megababy sequencer to change the beat. I structured the beat change visually going in a linear up, flat linear, and decreasing linear line on the sequencer. Similarly, I structured the serenity plug in tool sound to sound the same way with the sequencer pattern. Then, I used ReaSynth to make another beat sound to play as a consistent (mostly not changing background beat). For all of these plug ins, I experimented with the attack, tune feature, decay, sustain, release, cut off filter, and a few other things. I really enjoyed using the sequencer on a sound to make the evolving change over time and I liked experimenting with the speed of the sequencer for all of the sounds.

Over time, I changed that background consistent beat by just attacking more attack at each phase. I enjoyed the consistency of this in the background. I also added panning envelopes to the serenity sound and the atmos piano beat sound. For the piano beat one, I added it to the middle section because the beat there sounds awesome going from ear to ear. For serenity, I also added a volume envelope because it is nice when ambient songs have that tone sound similar to serenity's sound become louder and quieter over time. Specifically, I lowered it gradually as it neared a transition, then increased it fast at the transition. Additionally, I faded in and out the piano beat and serenity sound.

I did my best to experiment with these plug ins and incorporate the old tools we have used already while keeping it minimalist and changing slowly over time. I wanted to keep adding more edits but I didn't want to over complicate the song. Lastly, I did try to experiment with a few more things: stretch marks, layering, and I considered chopping but decided against it for this piece. On my recorded sounds, I had a lot of trouble with trying to add stretch marks. I have done it before but it would not work. Also, when I copied the recorded sound and tried to do it on another track, it would not play any volume. So, with these technical difficulties and the desire to keep it minimalist, I decided the changes I have made are a good reasonable amount.