Ableton Live
Finally, make some good music

The goal of this assignment is to compose an track using Ableton Live. It must last less than 15 minutes and has no restriction regarding the genre. However, your track should reflect this year's theme: **Illusion**.

You must provide a .wav or .mp3 file of your creation alongside with the .als project and all the samples you used to make it. Remember to do a "*collect and save*" before sending your Ableton folder, it will automatically gather all the samples you used to make your track so that I can open and play your .als file.

You must attach a README.txt or a PDF file explaining your artistic intention and the decisions you made using some Ableton tools. Any creative experiment will be valued. Please name the project ATIAM_ABLETON_[YOUR_NAME].

1.   Overall presentation

Global instruction

Generalities

Deadline	January the 1st 2024
Organization	one project per student
Deposit	Drive link or wetransfer

Project folder (named with your own name) containing

`your titled track`	.wav or .mp3
`.als file` having the title of your track	automatically made by Ableton
`Ableton Project Info/`	automatically made by Ableton
`Backup/`	automatically made by Ableton
`Samples/`	automatically made by Ableton
`README`	.pdf

Track

Length	1-15 minutes
All genres accepted	

Evaluation grid

Session view	**4 pts**
Arrangement view	**4 pts**
Track composition	**5 pts**
Creative experiments	**3 pts**
VST	**3 pts**

Evaluation grid for advanced project

Session & Arrangement views	**5 pts**
Track composition & creative experiments	**6 pts**
Max for Live	**4 pts**
Mastering	**2 pts**
Audio effects, Midi effects, Instruments & Drums Racks	**2 pts**

2. Description of the project

This course is adapted for beginner and advanced level people. Hence, you can chose between the two projects depending on which feel most adapted to you.

Your project should contain all the notions you have learned during the course. Hence, you must provide a .als **with the two full views of Ableton containing clips**. You are highly encouraged to use your own samples. Moreover, you should use:

- Audio and Midi clips

- Effects of your choice

- At least one send effect

- Envelopes on some clips

- Automation in arrangement view

- A recording that you made by yourself using Ableton

- A resample from a VST of your choice (example for the name: "Sylenth_snare")

Do not forget to **equalize all your tracks** and use a compressor on some if needed.

Do not be surprised if your track has a low volume level when exported, you did not apply any mastering on it.

3. Advanced-level project *- All the items described above are compulsory as well.*

If you already feel comfortable with Ableton, I would suggest a little bit more challenging project. I highly recommend you to join a PDF with all the processing and steps you made to finalize your creation and in particular for the mastering. I am expecting you to use:

- a mastering so that your track is playable from almost every sound systems (try it on your mobile phone for example). The idea is not to have a professional mastering but just for you to try this aspect of music composition.

- a side-chain

- a glue compressor relevantly used

- a multi-effects rack with personalized (named and colored) macro-dials

- a record from an instrument or a sound into session view and arrangement view

- the extraction of groove from at least one of your clips, which has to be used on a different clip

- preset of groove from the groove pool

- your own personalized drums rack

- your personalized MIDI effects rack, including the Chain Selector.

Have fun ♡