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My pD project contained various samplers and synthesizers. The sequences were created through an amalgamation of over 100 short percussion samples and two long samples from two songs: Tear Drop-Massive Attack and All This Time- One Republic. These sequences were placed manually as well as semi-randomly. The background was generated using wavetable synthesis, double index FM modulation, and a varying vibrato on the notes outputted. My inspiration for the sequence I presented was based off of some atmospheric songs found on streaming platforms. The piece was supposed to flow naturally with drum samples layered throughout the background. To accomplish this, I built the drum sequence and background separately.

While the patch did produce a combination of the two, I do not think it produced it well. The main issues were the sound of the background and the balance of the percussion samples. For one, I did not intend the background to be as prominent as it is in the final piece. It was also supposed to be more melodic and serve as a pleasant white noise in the background of the rhythmic drums. I did like the background created through reverberation near the end of the piece, but at that point, it wasn’t really the background. The percussion samples I had did not behave well with the reverberation technique used. As a result, it seemed to be unnaturally inserted.

However, the piece did accomplish the polyphonic, stereo noise as dictated by the patch. It just needs better samples, a better sequence, and an overhaul of the notes/structure of the background.