



A form should be completed for each candidate and submitted with the work for moderation.

## Candidate Record Sheet - Level 3 Extended Project

Learner Name Kevin

Learner number \_\_\_\_\_

Centre Name \_\_\_\_\_

Centre Number \_\_\_\_\_

Unit Name Extended Project

Unit Number P303

### Project checklist

The final Project should include the following items:

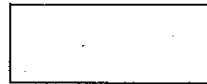
- a Project Proposal Form
- a Project activity log or diary
- records of research carried out (which could be included within the project outcome or given separately)
- the Project Outcome\*
- an evaluation
- evidence of the presentation

### Project Contents

*Please list the format of the items submitted as part of the Project, note whether this evidence is shared with other candidates and if so who (A4 Report, portfolio, sketchbook, CD of sound track, DVD of play/film, video, etc)*

A4 portfolio  
CD

<p><b>Authentication confirmation/consent</b></p> <p><b>Candidate:</b> I hereby certify to the best of my knowledge that this work:</p> <ul style="list-style-type: none"> <li>• has been produced without any assistance beyond that recorded and allowed by the scheme of assessment.</li> <li>• is not work which has been or will be submitted for another qualification.</li> </ul> <p>I also agree to my coursework being used to support Professional Development, Online Support and Training of both Centre-Assessors and Edexcel Moderators.</p>	<p><b>Signature:</b></p>
<p><b>Teacher:</b> I confirm that the learner's work was conducted under the conditions laid out by the specification. I have authenticated the learner's work and am satisfied that to the best of my knowledge the work produced is:</p> <ul style="list-style-type: none"> <li>• solely that of the learner</li> <li>• is not work that has been or will be submitted for another qualification.</li> </ul>	<p><b>Signature:</b></p> <p><b>Print Name in block capitals please:</b></p>



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**“The Prototype”**

**March 2009**

## Project Proposal form

Learner Name	<input type="text"/>	Learner number	
Centre Name		Centre Number	
Teacher Assessor		Date	3/1/2008
Unit	Extended Project		

Proposed project title The Prototype

Section One: Title, objective, responsibilities
<p>Title or working title of project (in the form of a question) My Project is going to be entitled 'The Prototype'</p>
<p>Project objectives (eg, what is the question you want to answer? What do you want to learn how to do? What do you want to find out?):</p> <p>I wanted to create a variety of tracks using a sequencing program to entertain people. I wanted to learn how to create a full track from start to finish, see what the elements are of an individual track. What has to be put in for the best results. How to create certain sounds I want to use in my tracks all of this aswell as gain experience for it all.</p>
<p>If it is a group project, what will your responsibilities be?</p> <p>Independant work</p>
Section Two: Reasons for choosing this project
<p>Reasons for choosing the project (eg, links to other subjects you are studying, personal interest, future plans, knowledge/skills you want to improve, why the topic is important):</p> <p>I have always been interested in music production so I decided this would be a good start. In making the tracks, this will help me develop my music skills but also other skills that can help me with other things. For example my organisation skills will be helped also as I will have to stay on top of this work so I don't fall behind. I am hoping after doing the track(s) that with a lot more practice I can move onto bigger and better things like starting my own record label.</p>

<b>Section Three: Activities and timescales:</b>	
<p>Activities to be carried out during the project (eg, research, analysis, writing, preparing for the presentation, etc):</p> <p>Abstract/Introduction</p> <p>Research</p> <p>Construction/Development</p> <p>Evaluation/Conclusion</p> <p>Creating the tracks (Practical)</p>	<p>How long this will take:</p> <p>22/09/2008</p> <p>22/09/2008 - 7/01/2009</p> <p>12/01/2009 - 16/03/2009</p> <p>16/03/2009 - 06/04/2009</p> <p>05/11/2009 - 06/04/2009</p>
<p>Milestone one:</p> <p><b>Complete all the research needed and contact music associates</b></p> <p>Target date (set by tutor-assessor): 16/03/2009</p> <p>Milestone two: <b>complete three tracks (all different genres)</b></p> <p>Target date (set by tutor-assessor): 06/04/2009</p>	
<b>Section Four: Resources</b>	
<p>What resources will you need for your research, write up and presentation (eg, libraries, books, journals, equipment):</p> <p>The Dance Music Manual (Rick Snoman) -www.amazon.co.uk</p> <p>Core magazine -www.core-mag.net</p> <p>Grime Documentary - www.youtube.com/watch?v=ZGDnaQUWjiw</p> <p>Midi Keyboards - www.dolphinmusic.co.uk</p> <p>What your areas of research will cover?</p> <ul style="list-style-type: none"> <li>• Research different genres of music, listen to how the tracks are composed, the different elements which are used to define this as a specific genre</li> </ul>	

- Different software used to produce sounds
- Investigate and research different midi controllers
- Listen to a variety of genres to compare producers styles

**Comments and agreement from tutor-assessor**

Is the learner taking this project as part of the Diploma? ~~Yes~~/No

If yes, which Diploma are they taking? \_\_\_\_\_

Comments (optional):

Is project derived from work which has been/will be submitted for another qualification? ~~Yes~~/No

Which qualification (title and unit)? \_\_\_\_\_

Comments (optional):

I confirm that the project is not work which has been or will be submitted for another qualification and is appropriate.

Agreed: \_\_\_\_\_ (name) (date) 20/1/09

**Comments and agreement from project proposal checker**

Comments (optional):

I confirm that the project is appropriate.

Agreed: \_\_\_\_\_ (name) (date) 20.01.09

(Director Sixth Form)

# Extended Project Oral Presentation Record Form

Learner Name

Learner number

Centre Name

Centre Number

Project Title The Prototype

Date 29/4/09

		Band placement					
		Low 1	High 1	Low 2	High 2	Low 3	High 3
<b>Content</b>	Purpose clearly stated, good overview, clarity of argument/line of thought, relevant to subject and suits purpose, suits audience and situation, appropriate/convincing. Concise conclusion giving a summary of the issues surrounding the complex subject.						
		Comments: Good clear overview, easy to follow.					
<b>Organisation</b>	Clearly evident preparation, good structure, presented in logical manner, clear introduction, well-developed main section, clear conclusion (or 'take-home' message), good timekeeping.						
		Comments: Good understanding of time management, well structured.					
<b>Pace</b>	Speed of delivery, good use of pauses, reacts to feedback from audience, good control of nerves.						
		Comments: Very confident well delivered, good pace.					
<b>Voice</b>	Speaks to audience in very audible, clear manner, good diction, minimal use of notes, varies tone/volume according to content, matches language to suit subject/situation/audience, technical terms explained.						
		Comments: Speaks with a clear manner, uses all appropriate technical terms.					
<b>Visual aids</b>	Good variety, relevant to subject, easy to read, uncluttered design, confident in use of appropriate handouts, well prepared with image/s used to enhance subject.						
		Comments: Use of IT. Power Point, easy to read and follow.					
<b>Contact with audience</b>	Good posture, moves freely, eye contact, smile, rapport, relaxed, engaged, maintains audience attention.						
		Comments: maintained eye contact looked relaxed good rapport.					
<b>Handling questions</b>	Responds confidently showing good knowledge of subject, honest when does not know answer, friendly, remains in control.						
		Comments: Showed good knowledge of subject answered all questions in a friendly manner.					
<b>Strengths of the presentation</b>		AO4 Mark Awarded:					
<input type="text"/> explained the content in a good clear manner even though the most complex parts of the presentation. He was very relaxed and confident and maintained the audiences attention.							
Signed (Teacher/assessor):		Position: <u>Teacher</u>					

I have witnessed

presentation.

29/4/09

## "The Prototype"

### Introduction

*father*

In my extended project I am going to be creating 3 grime tracks with vocals being produced by a friend of mine called Cee. The reason I chose this genre of music is because I create different types of music already and I haven't really took the time to have a go of this type so I decided to give it a try for my extended project.

I understand the fundamentals and characteristics of grime music but I want to add my own ideas into my track to give it a more unique sound. A typical grime track, the time is laid out like this (a bar is 4 beats, basically 4/4):

- Intro – 8 bars
- Verse 1 – 16/32 bars
- Chorus – 8 bars
- Verse 2 – 16/32 bars
- Chorus 2 – 8 bars

Depending on however long the rapper (or mc) has written his or her bars then the length of the track can vary but normally a track with 3 verses can be about 3 minutes some grime tracks go on for about 5 minutes but these tend to have really long intros and breaks.

Grime is a relatively new genre that has been around since about 2000, it started out as UK garage and hip hop but has adapted a lot over the past couple of years. The word grime refers to the prominent unorthodox layout which shows the listener that they are listening to a grime track.

An example of a typical well known grime song would be Dizze Rascal second single "Fix up look up sharp" the song heavily samples a song by Billy Squier called "The Big Beat" it completely samples the chorus of the track and also the beat. This song is very unorthodox as the only elements of the track are the beat and his vocals but it's a very popular song by Dizze.

I want to create my own grime track but in my own unique style, I'm going to incorporate elements of drum and bass, hip hop & also electro. I am going to use a typical drum and bass bassline with an electro bassline laid underneath, for the break or the chorus I am going to use a type of hard trance melody to get the listener dancing. I'm just debating whether I am going to sample a track like the track above or make everything from scratch.

has clearly identified his topic.  
Good over all introduction.

## "The Prototype"

### Research Review

Researching a particular genre of music would probably seem difficult but searching all the right places I should get all the information I need. I will do most of my research on the internet on such websites as:

[www.google.com](http://www.google.com)  
[www.wikipedia.org](http://www.wikipedia.org)

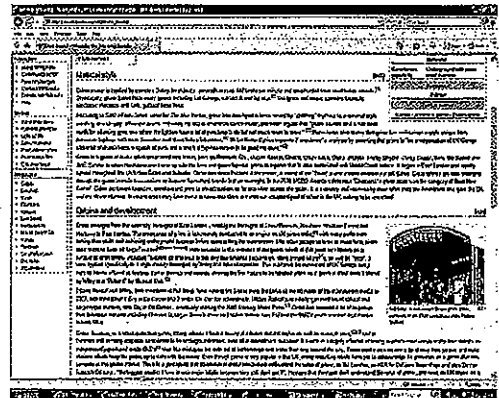
Other sources might include well known grime producers such as: ✓

Dizzee Rascal  
Wiley  
Wretch 32  
Roll Deep

I have been interested in grime music for a couple of years but I've only just recently had an interest into producing it. I have gained a lot of knowledge of how it is produced through listening to it, what sounds need to be used and what the rules are for producing it.

- Grime is a sub-genre of urban music which first emerged in London, England in the early 2000s, primarily a development of UK garage, drum and bass, and hip hop.

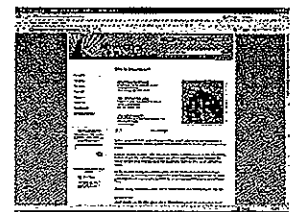
[http://en.wikipedia.org/wiki/Grime\\_\(music\)](http://en.wikipedia.org/wiki/Grime_(music))



- It's the rapping that really characterises grime, and it's rappers like So Solid Crew, Dizzee Rascal and Lady Sovereign who've become the stars of the genre, taking it into the U.K. charts and establishing it as a very active facet of British urban music, with Rascal winning a Mercury Prize. ✓

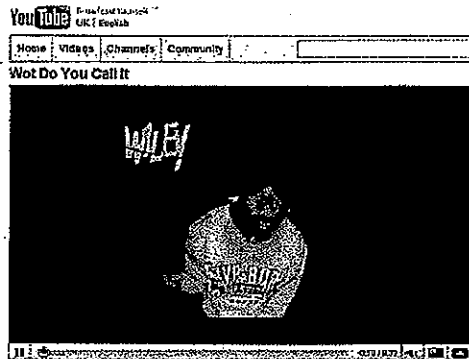
<http://www.ministryofrock.co.uk/Grime.html>

- Great place to buy Grime music by big named artists, up and coming artists and new artists on the scene.



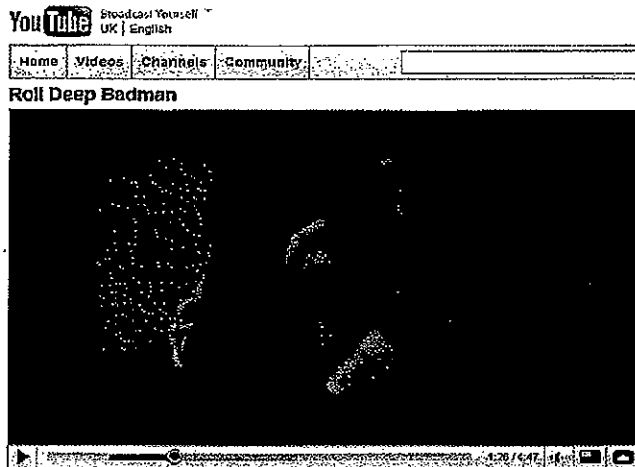
## "The Prototype"

Wiley is a 29 year old music producer and MC and is the pioneer of grime music. His musical career began as a Drum & Bass MC, before becoming involved in UK Garage music. He was a founding member of the group Roll Deep, producing and contributing vocals, from here he created the underground style known as grime.



<http://uk.youtube.com/watch?v=xIMZAPfZxi>

Here is a video I found on youtube based on the underground grime scene and peoples attitudes towards the grime scene. It explains how grime came about and how the "Eskimo" stage came about.



<http://www.youtube.com/watch?v=Mrlrp03QWBI>

Here is another example of a grime track by Roll Deep; this song is called "Badman" the song was created for a campaign [www.stoptheguns.org](http://www.stoptheguns.org) the campaign was made to take gun crime off the streets.

## "The Prototype"

As I was getting more inspiration for my project I decided to go through a wide range of midi keyboards in order to help me create my music. I need one with a lot of certain functions, for the ideas I have I will need a midi keyboard with

- Trigger pads (drum pads)
- Sliders (In order to automate certain parts of the track i.e. bassline)
- Touch sensitive keys

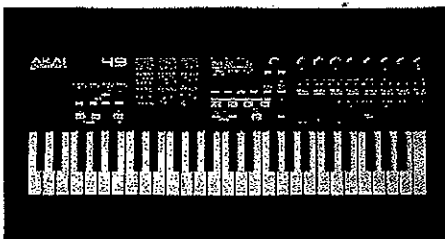
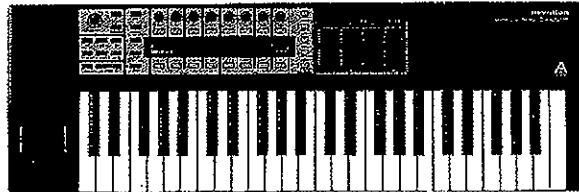
I began my search for a keyboard on [www.google.com](http://www.google.com) I decided to find music shops that supplied a midi keyboard that suited all the needs I was looking for. I looked into the Novation Remote SL 49, this keyboard was brilliant for all the functions it could do but was a little out of my budget.

After speaking to a worker in Dolphin music in Liverpool central I began looking at the M-Audio range on <http://www.m-audio.com>

"M-Audio is a manufacturer of a variety of audio products, including digital audio workstation interfaces, keyboard MIDI controllers, condenser microphones, and studio monitors." --- [www.wikipedia.org](http://www.wikipedia.org)

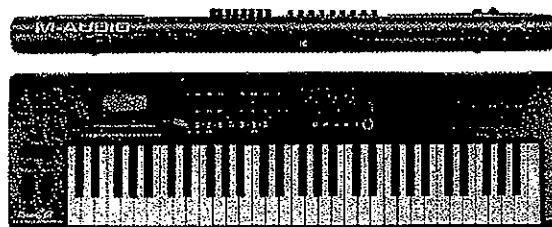
I had a look through the products they had to offer, and then I came across the Axiom 61. This keyboard had everything I needed for my project to be a success; trigger pads, touch sensitive keys and even had 9 sliders. The keyboard itself was £170 which was a bargain for how much it was capable of so I decided to buy it.

Notation Remote SL 49



Akai MPK 49

M Audio Axiom 61



## "The Prototype"

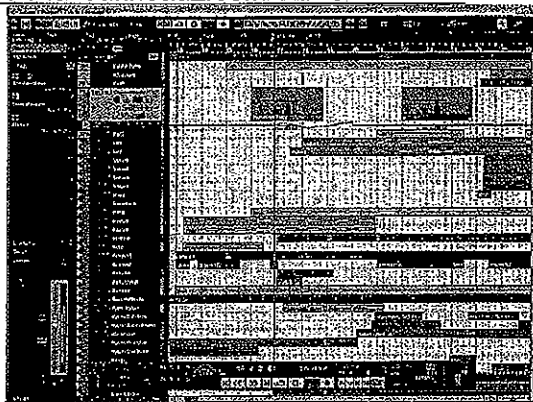
In order to create digital music I decided to look through a range of sequencing programs. I wanted one that weren't too complicated but had enough features for me to adapt my ideas from research to product.

I looked through 3 different sequencing programs; Cubase, Reason & Fruityloops. I went onto the internet and decided to read some of the reviews on each of the programs.

### Cubase - £400+

"Oh yes, sequencers today have "a sound" independent of the audio hardware used. Of course, this is rather a subjective area, like mics and monitors. But I am happy to report that, for me, Cubase SX sounds excellent, warm and fluid. The EQs bite hard if you want them to and the effects are good sounding and interesting. Headroom is good with audio tracks. There is something different going on here. It seems like tracks did not burst into the red as quick as they do in Logic. I found I could be more radical, always nice. However this was achieved, I like it."

---- [http://www.tweakheadz.com/cubase\\_sx.htm](http://www.tweakheadz.com/cubase_sx.htm)

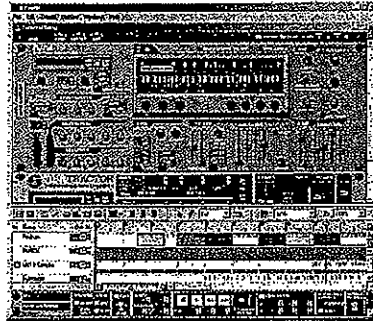


### Reason - £170+

"It has changed my life musically. An excellent tool for composition. It's like having a session band ready and waiting. Any device can be connected to any device. It's like being able to clone your synths, samplers and effects because you can load as many of each as your computer can handle. Highly recommended for any composer of any music style. Just wish it supported VST and audio."

---- <http://reviews.harmony-central.com>

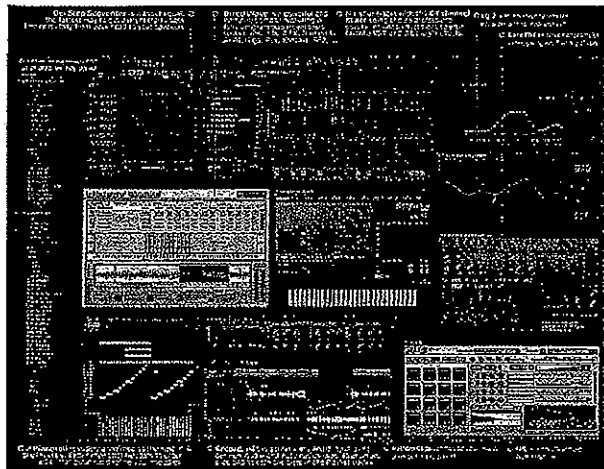
## "The Prototype"



### Fruityloops – £230

"FL Studio is a fully featured, open-architecture music creation and production environment for PC. No extra software is required to produce any style of music, as the complete set of instrument and studio tools is included in the cost of the package. With the included plugins, sounds and tools the user can create complete songs, as well as backing tracks, loops and sizzling beats. Completed songs can be saved to WAV, MP3 or MIDI or .ZIP or native project formats (.FLP). Make virtually any sound. FL7 includes 13 virtual synthesizers covering acoustic/synthetic bass, electric guitar and plucked string simulation, sampler tools including piano, general sample playback, and beat-slicing, and a range of synthesis techniques (subtractive, modelling, FM, granular and additive)"

--- <http://www.amazon.co.uk>



After researching the individual programs I wanted to have a play about with the programs myself to see which program would be better, I was lucky enough to find a store in Liverpool town that supplied each of these programs

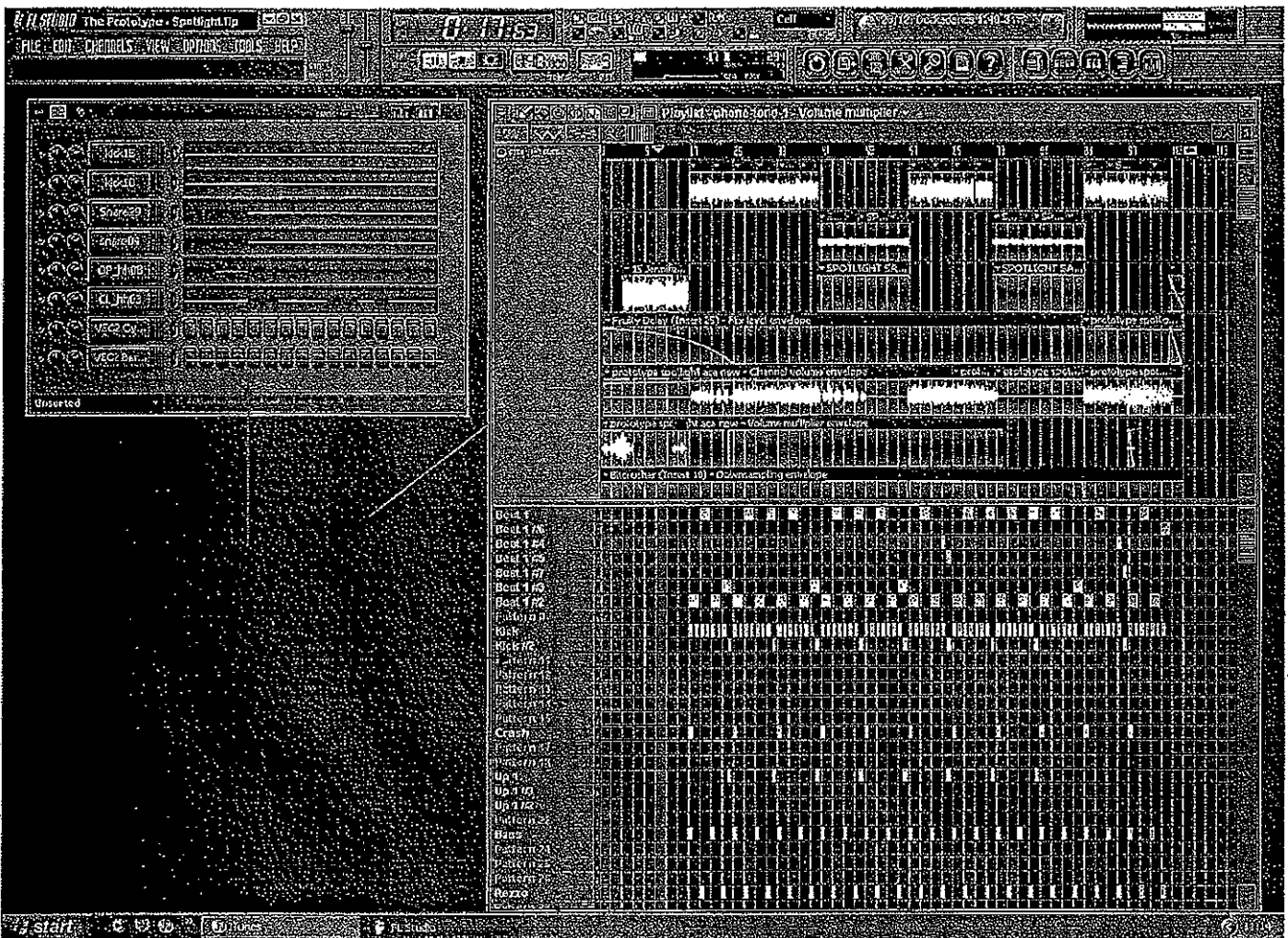
### "The Prototype"

and also let customers play. This was Dawsons. I went inside the store and played about on each of the programs. Cubase was an amazing program but EVERYTHING had to be done individually, once a sample was loaded into a midi track in order to get a 4/4 track each kick drum would have to be drag and dropped individually, this would be good if you need different bars with kicks missing but I thought it was too much trouble. On reason it was as though you had to be a technician, in order to get plugins to work on the program they would have to be routed, normally it would be done with a click of a button but with this program this was done by turning the VST (on the screen) around and then linking wires into different slots, this was too confusing for me. Finally I got to Fruityloops. This programme was an absolute godsend, it is so easy to use and so easy to adapt to. The layout is really straightforward also with samplers on the left and a playlist on the right so boxes (or bars) can be placed in along with numbers at the top to show the amount of bars. The programme is filled with A LOT of already built in effects and VST's so I decided because of how simple this was to use I would get this to do my extended project tracks.

has clearly researched all possible resources in-depth, and has narrowed one possible resource to be use for his Production.

## "The Prototype"

### Construction of Track 1 "The Prototype – Spotlight"



This is a picture of the first track I made; this is the screen shot for the track entitled "The Prototype – Spotlight" to give you a better understanding of this picture I will break down each of the elements shown in the pictures and explain in detail to what I have did, and what the picture actually shows. In brief detail I will explain what each of the components of the picture above are.

(This song is on the first CD in my extended project folder, on the CD it will say "The Prototype – Spotlight" listen to Track 1)

## "The Prototype"

The Red arrow is pointing to the step sequencer; this allows you to drag and drop samples in here and use the piano roll to place them on relevant notes corresponding to the key of the song.

The Pink arrow shows the top part of the playlist in fruity loops. In this, any type of audio file can be placed here and the audio is shown to edit. Also automation is shown on here using 'bands' of different colours for example on the picture above the red band that covers a lot of a specific wav file. This is the volume of the acapella (which is the wav file)

The Blue arrow points to the bottom section of the playlist; this is where the song is constructed. Each small square corresponds to 1 bar (the time signature for these bars are 4/4) so as shown in the step sequencer (the Red arrow) The orange line I've placed on top of the small squares this shows how many beats are in the bar (for example 1 2 3 4 1 2 3 4 1 2 3 4 1 2 3 4)

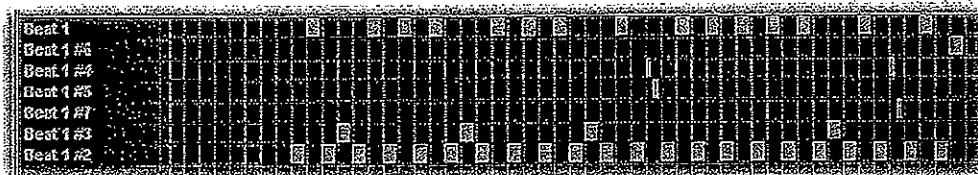
I will talk about each of the individual parts of the song in detail now so you get an understanding of the track.

### Acapella



This is the acapella for the track. This was recorded in my room using a Behringer C1 microphone. As you can see on the wav (the type of audio file the acapella is) a lot of the verses are 'close' together this is because the vocals have been compressed to help them sit in the mix more nicely. The red band sitting above the wav is the volume control, the reason it isn't sitting at the very end of the acapella is because it weren't needed. That was the acapella cloned but a filter was put onto of that for the third verse when the vocalist is on the phone. A cut-off filter was placed on the verse halfway full with the resonance up a little to give the effect more brightness. The sound of the female speaking at the end was made by taking the acapella and pitching it up 3 octaves. This raises the perceived fundamental frequency of the sound but keeps it the same size and quality.

### Beats





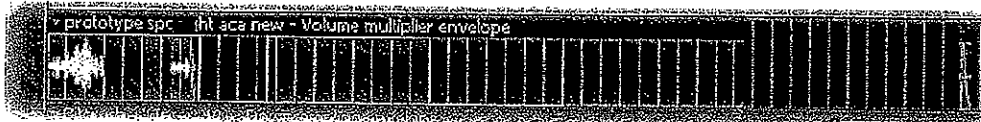
## "The Prototype"

### Sidechaining (Ducking)



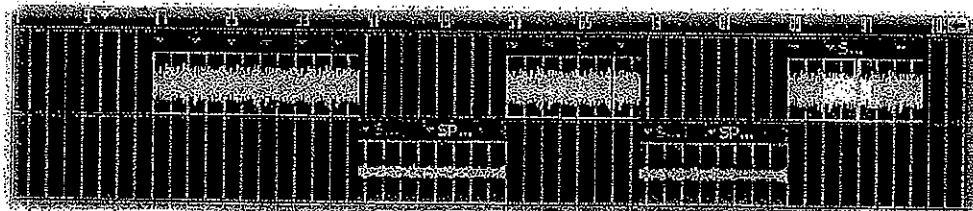
Sidechaining is the process of 'ducking' a sound to make it seem as though the audio is being turned down heavily. This effect is used heavily in Eric Prydz – Call on Me. It is also used by radio Dj's when there speaking over a track; the compressor recognises the input signal (the voice) and reduces the signal of the music. The reason I used Sidechaining in this track was because there was still beats in the song so I had to figure out a way of silencing them as much as I could. In order to create the chain I linked the volume of the track I sampled (the intro of spotlight) to a peak controller that was controlled by a muted kick (that's why in the play list it says Kick and Kick #2) Using the Dj example I used the kick drum (which was muted) to act as the Dj's voice for every time the audio landed on where the kick drum was the volume would decrease but not in an obvious way, in a very subtle way so the rest of the track weren't lost with it. To give it more of a bouncy effect I adjusted the speed on the LFO setting to fast to give it more of a wave.

### Radio



The radio was pretty basic, I went onto <http://www.freesound.org> which deals with all types of sounds all in great condition and all in the public domain. I came across a wavy of a radio being tuned in so I just cut it to fit in with the original song to give the listener the impression of it being on radio due to the quality of the original song and the tweaking and tuning of this sample.

### Spotlight



This is the introduction I took from the song, to do this I placed the original song in Fruityloops and (very scruffily) cut what I wanted to sample. As you can see above there are a lot of cuts this is due to the time stretching of the

"The Prototype"

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sample to fit 140bpm. The blue band at the far right is a millisecond volume control for when the sound effect of the phone ringing comes in (also off freesound.org) In the intro when it seems as though it is being tuned into the radio the original part of the track (that hadn't been timestretched) had a filter put over it with the cut-off very low and the quality at low to give the impression of it being played on a radio.

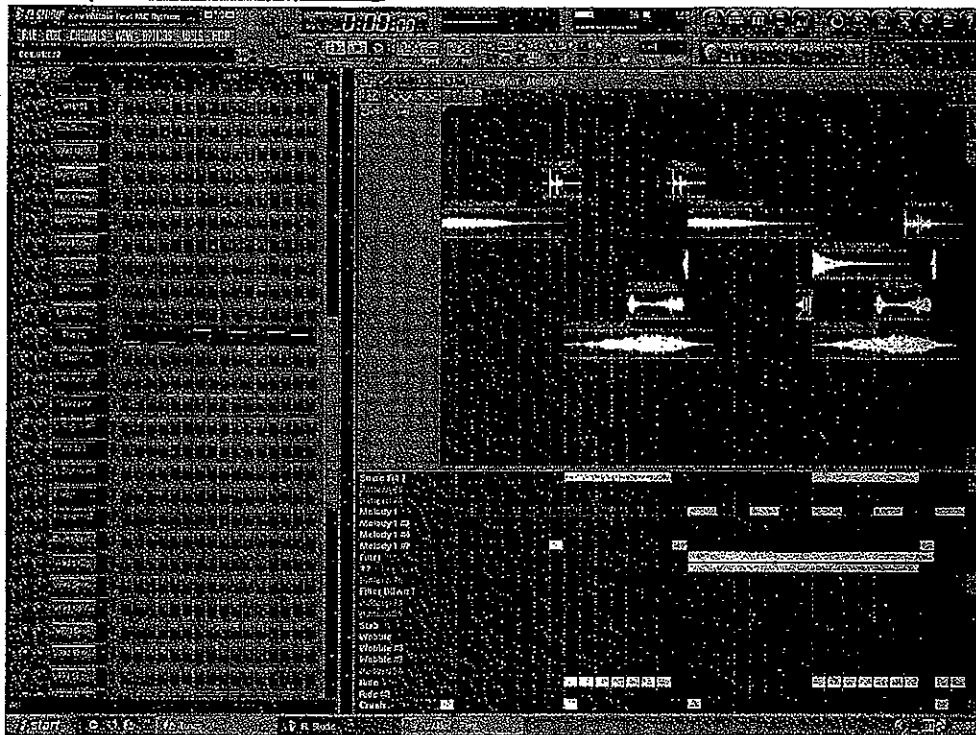
✓  
*very good construction  
a very complex production  
well deconstructed.*

## "The Prototype"

### Construction of Track 2 "Kev Willow Feat MC Rymes – Lost In Space"

For my second track I decided instead of creating grime to create a UK Hardcore track,

"UK hardcore is a broad term to describe the evolved United Kingdom rave hardcore lineage 4/4-kick drum and breakbeat fueled sound, which emerged around the start of the 1990s and grew in strength during the 21st century." – [www.wikipedia.org](http://www.wikipedia.org)



Above is a screenshot of "Lost in space" as you can see at the bottom I couldn't show all of my playlist as I used too many channels. In all 64 channels were used to create this track. I am going to run through the main elements of the track so you can understand the fundamentals of the track.

### Acapella

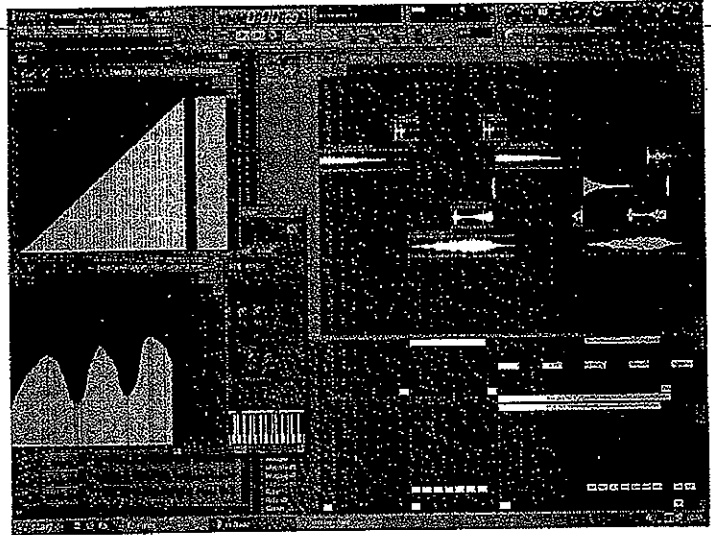


Like 'spotlight' this song includes an acapella. This acapella was recorded straight into Fruityloops (that's why it has a name like "Exampleeeeeee") the vocals on this track are sung by a neighbour of mine. I placed a little compression on the vocals to get them to stand out in the mix in front of the other instruments.

## "The Prototype"

### Melody (Cutoff & Resonance)

On the left shows the filter cutoff and the resonance of the trancey melody that cums into the track at around 22 seconds, the top box shows the cutoff filter. The filter just opens over a period of 8 bars, for the resonance I wanted certain to be crispier so I adjusted the filter to look like an ocean wave so it would flow in and out nicely.



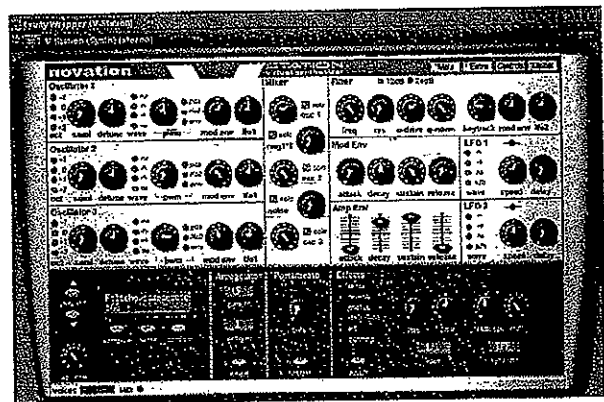
### Delay



On parts of the song the vocal has been delayed this has been done to add emphasis on other elements of the song i.e. breakdown the part of the song I am referring to is "were gonna take ya....." I set a delay ever  $\frac{1}{4}$  step so that that vocal line "were gonna take ya...." Repeats every bar until it fades out.

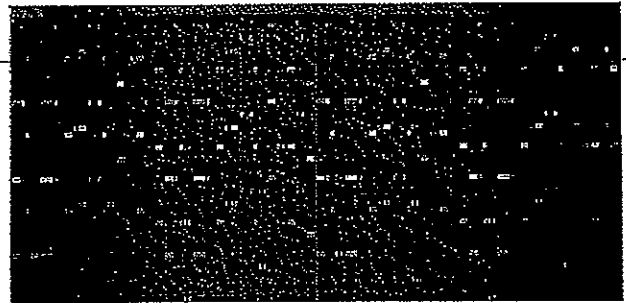
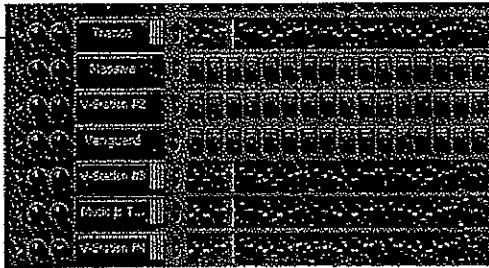
### Bass Settings

To achieve the punchy bassline I created I used v station (<http://www.dv247.com/invnt/15300/>) to get a deep sound I turned the semi detune to get the nice sound itself I had to modify a saw, square and even a sine wave. The 'punchiness' of the bass was made by merely shortening the note on the bar.



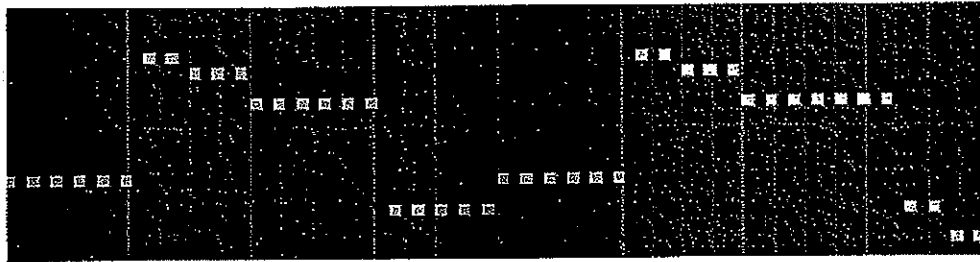
## "The Prototype"

### Main Melody



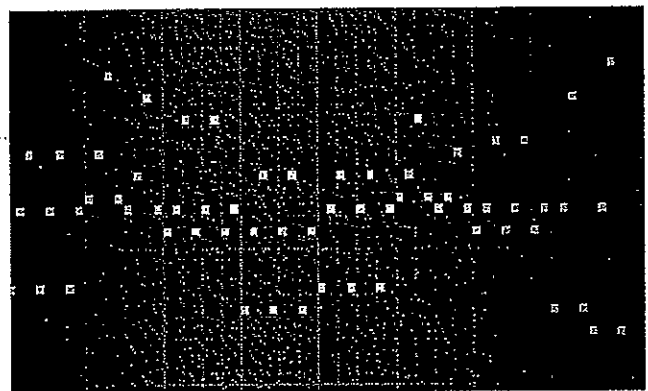
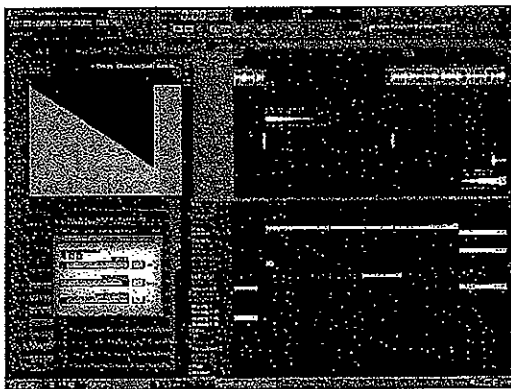
The main melody was used by layering 4 individual sounds to create a larger melody that would sound nice played in stereo. The picture on the right shows notes in green and darker notes. This shows that I placed my melody on different scales with the different sounds to give it a more full effect.

### Electro



IN a couple of parts of the song I added a square electro sound; this is the score for the electro parts. I added this part into the song to add a nice uniqueness to the track I wanted it to sound different from other UK hardcore tracks.

### Piano



The piano was very simple to do, I followed the bassline and went up scales with the same note the using the help of chords ([www.8notes.com](http://www.8notes.com)) I went through chords and was able to put different notes the scales. The picture on the left shows the bit crushing I placed on the piano, at the end of the piano

"The Prototype"

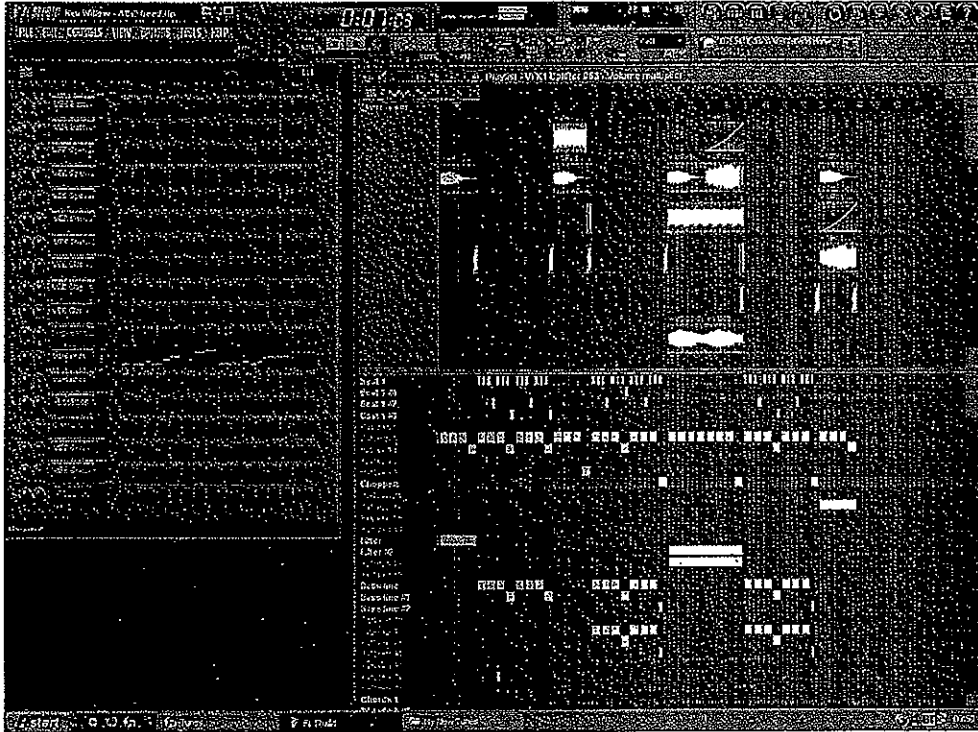
bars the piano begins turning distorted and crushed, this was done using bit crusher, a bit crusher produces a distortion by the reduction of the resolution or bandwidth of digital audio data. I added this to give the piano more life and give it a bigger part in the song. Although it isn't in the song very long it's a major part due to the bit crushing ✓

very good  
well deconstructed.

## The Prototype

### Construction of Track 3 "Kev Willow – All ill need"

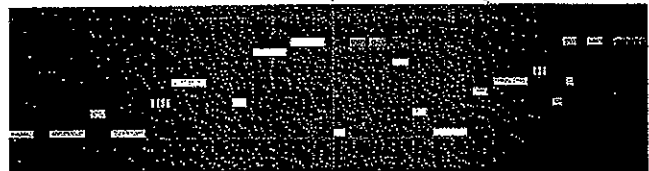
For my third track I wanted to try something completely different from my other two songs, I wanted to make something with basic drums and a nice bassline, so I created this track



### Sampling



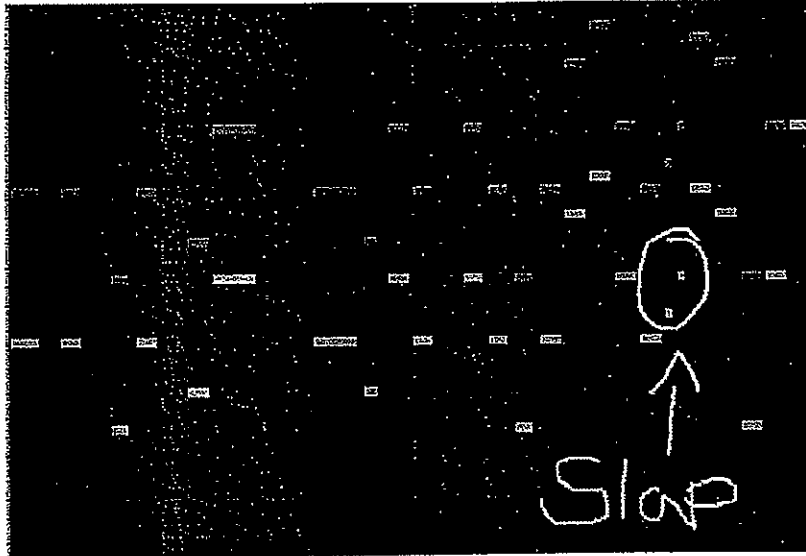
This song relies heavily on a sample from a track called Stardust – Music sounds better with you



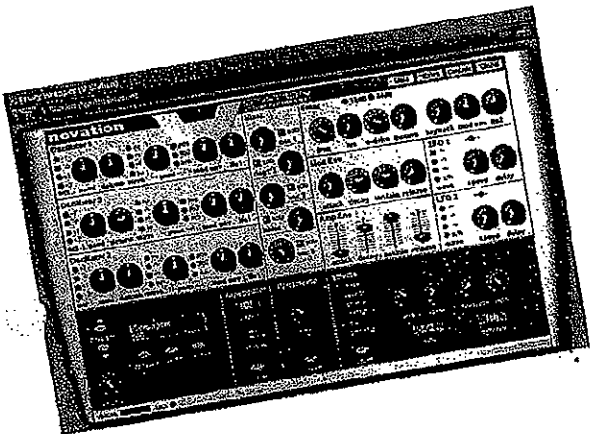
(<http://www.youtube.com/watch?v=bfN-pXD5MDw>) this song has always been a favourite of mine so I wanted to see if I could do anything with it. The main riff from this track was actually sampled from Chaka Kahn big hit Fate. I placed the sample into fruity slicer, sliced all the parts individually then placed them around until I was happy with the outcome. Another thing which was horrible was having to get the sample in tune with my bassline, I had to detune the sample by 200 cents (2 notes below its actual note)

## The Prototype

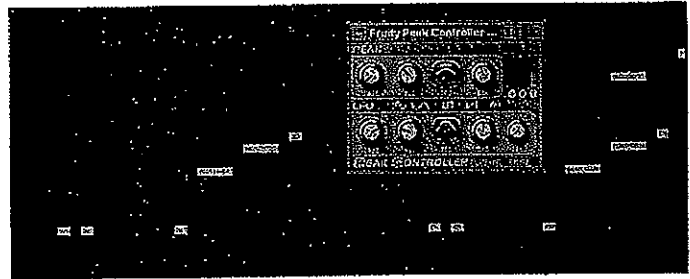
### Bassline



The bassline was created on Fruityloops bassline plug-in called boo-bass. In the bassline to give it more character on every 8 bars I added a slap by shortening the notes to 1/8 (shown above) I believe the bassline suited the song very well.



### Melody

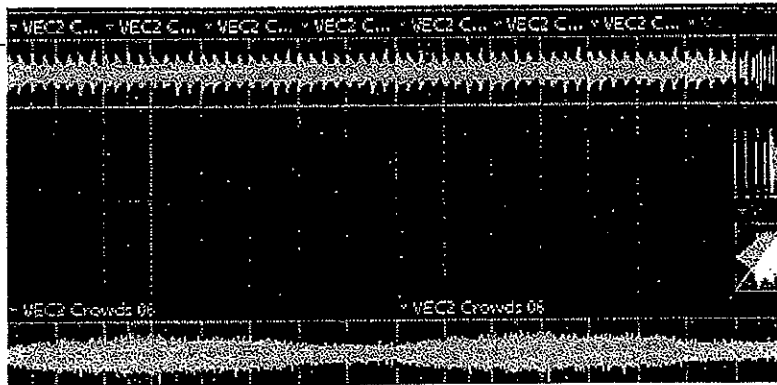


The melody was created using the same effect as 'spotlight' the sidechain/ducking effect. The picture on the right shows the peak controller to give the melody a ducking effect and the picture on the left shows the settings used to create the sound. It was very simple to create, I took a square sine added a lot of portamento and modified the shape to make it more a bleep type noise.



## The Prototype

### Crowds



TO get the listener more involved in the track and give it a sense of being live I added 2 sets of crowd samples. Firstly was just a roaring crowd that stretched over 8 bars and the other was a crowd clapping. I had to stretch this so that the claps landed on every kick \*1 \*2 \*3 \*4.  
\*\* - Clap

In the track is also a vocal stab of a man going "weyy" I chopped it up (look right) to fit in with the track I didn't want to use a proper long vocal as I don't think it would suit the track so I just used this little stab.

### Vocal Stab



very good.  
Very complex piece of  
work.  
well deconstructed.  
well done

## The Prototype

### Evaluation

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Overall I believe my product was a great accomplishment, I adapted my skills and techniques I have learned over the past few months and incorporated them into creating a promising product. If these tracks were released into the industry I believe that they would be a success. I made 3 different genres of music to extend both my knowledge of the genres and also to see if I could create them in the given time.

Firstly I gathered up a lot of information regarding the genres I was going to create I learned how they were structured what the fundamentals are and I even managed to find a frequency chart on dance music which helped with the mastering later on in the project. From here I went on to research into different programs and midi keyboards to help with my product. I researched into the quality of a couple of sequencing programs; how user friendly they were the main attributes of the programs were and also the price range. I found fruity loops to be my favourite.

Upon researching into everything I need I began work on my tracks, 'Spotlight' doesn't follow the rules when making grime, although grime is unorthodox I wanted to give it my own unique sound. Lost in space is very stereotypical hardcore, it follows the guidelines a lot with the bouncy bass the punchy kick and the trancey euphoric riffs. The idea for all ill need was that I managed to create a really nice funky bassline so I decided to use it as a song for my project. The song itself didn't really fit into any genre I could think of, it was relaxed house or 'relouse' as I call it. With this being a genre of its own there were no boundaries so I could throw in whatever I wanted.

If I was to do my project again I would spend a lot more money on equipment to give me better results as I only had a set budget for my equipment. Producing is something I would really like to get into so I shall continue to progress with this as a hobby and see what becomes of it.

has developed a lot of skill in the process of this project, and he has identified his strengths and weaknesses.

well done.

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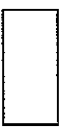
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EXTENDED PROJECT LOG SHEET

Date	Work done	Planning/organisation	Research	Outcome	New target	Evaluation
22 Sept	Research techniques	Brainstorming ideas for production	Looking on KVR-VST Reading about VST's	Found out more about VST's and what would be best	Find out more about VST's	Working out how I want it to sound
24 Sept	Researching different genres of music on the internet	Internet from the last lesson	looked in .org being what the main path are in genres			I learned what ideas to incorporate together
29 Sept	Researching how the instruments from around the world	Researched with instruments from around the world	wikipedia.org			I'm closer to my final idea, I now know what style of music I'm making
1 Oct	Played around on FruityLoops	Trying out Drum & Bass	N/A	Played around got used to it		Deciding what genre to do
6 Oct	"	Trying out Rap music (Certain Sounds)				
8 Oct	Helped Mark with ideas for his project	Making a chart instrument	N/A	I helped him with certain ideas		
13 Oct	Played out my track ideas for my 2 different genres	I looked around the net to find some good examples	Breakbeat - Panda's .com	I got some free samples		

EXTENDED PROJECT LOG SHEET

Date	Work done	Planning/organisation	Research	Findings	Evaluation	Target for next session
23/10/08	Bought in a few samples, worked about with them	Getting more things to create a song	Pass 1 shot Pedro for my track use			
24/10/08	Created a full track on Fruityloops using only the Demo (limited samples)		N/A		Screen saves to prove created it	Create more songs!
29/10/08	Played and on Fruityloops					
10/11/08	wrote my introduction					
17/11/08	Started work on my first track		N/A			finish Track
5/12/08	Wrote a cover for my first track		N/A			Put work on second track
<del>11/12/08</del>	Did alot more research into 'genre'		Youtube.com	Am documenting on the scene		Start on construction of second song

7/1/2009

EXTENDED PROJECT LOG SHEET

Date	Work done	Planning/organisation	Research	Findings	Evaluation	Target for next session
17/1/09	Began looking for ideas for second track		listens to all other songs.		I found about 8 relevant into tracks	get ideas down for second tracks
20/1/09	Placed down ideas for the second track				This lesson went really well	work a little more on proposal
28/01/09	worked on my proposal		N/A	N/A	nearly finished the proposal now	Plan construction
2/2/09	Planning for construction		N/A	N/A		second song
14/02/09	Work on track two		" "	" "	This turned out a bit better than my last song	begin on the construction
11/02/09	start construction of track two		" "	" "	The construction took ages to do but was worth it.	begin 3rd track
18/02/09	Start track 3		" "	" "	This turned out very well	Construction for track 3