



Course Start

Course Start is independent learning you need to complete as a fundamental part of your introduction to the course. It should take you approximately 5 hours to complete.

Course Name	Music Production
How this Course Start fits into the first term of the course	Students will use the samples that they produce in their first 'Bootcamp' project, allowing them to use their own material creatively and experience the entire music creation process from start to finish.
How will my Course Start learning be used in lessons?	The samples will be used as source material for the 'Bootcamp' project, but the fundamental skills of working to a tempo, recording and truncating will be essential in completing the first project.
Course Start learning objectives	• To create a variety of rhythmic and melodic audio samples • To identify and utilise the features in a DAW necessary to produce the audio samples • To listen critically for sample use in music
Study Skills	• Independent research skills - seeking out navigation information on your chosen DAW • Creativity - finding interesting audio sources and processing them in interesting ways • Digital literacy - navigating, using and potentially problem solving in a DAW

Expectations for: Creative Music Industry (Music Production)

Our specification is: [Creative Music Industry | RSL Awards](#)

What this course involves
Completing Planned Study (independent learning) of 5 hours per week to support your development and coursework completion.
Practical coursework projects based around both digital composition and recording, incorporating mixing and mastering skills.
Collaborating with your peers to create and develop your practical work throughout the year, applying any instrumental ability you might have where needed.
Utilising the breadth of features available to you in a professional DAW and developing a working understanding of music software and its capabilities.
Developing effective and critical listening skills through the analysis of different records to assess and evaluate their production techniques.
Researching and applying knowledge of the development of music technology over the 20th and 21st century to contextualise production decisions in modern music.
Developing a professional attitude and approach towards time-management and deadlines, reflecting the realities of working in a creative industry.
Engaging with a community of creatives to support and challenge each other to become the best musicians they can be.

Course Start Task

Task Brief

You are going to produce a sample pack of short audio files (4 bars or less) to use as part of a composition project at the start of next term. You will be processing, resampling and manipulating the audio files, so they don't have to be perfect!

You can use whatever resources are available to you, whether that is a phone microphone, a DAW with virtual instruments or a full home recording set up. Whilst you should try to produce the best quality samples possible, the equipment that you use won't affect the end result of your project next term.

You will need to label the tempo, key and description of your samples, where appropriate, to make sure that they are easy to use in future projects. You will also need to evidence the process by which you recorded and processed the samples.

See the next page for a detailed description of the steps involved in this task.

Task Description

1. Record six audio samples, consisting of:
 - a. Two melodic/harmonic samples
 - i. If you have access to a DAW already at home, you can use virtual instruments to produce these samples by bouncing/flattening them.
 - b. Two rhythmic samples (these need to be recorded using a click track or metronome to ensure the tempo is consistent)
 - c. Two foley/field recording samples
2. Truncate the samples so that they are accurate to a length of 1/2/4/8 bars at the tempo that they were recorded.
3. Process the samples with any effects that you think work well
4. Bounce out the samples as **.wav or .aiff files** and label them 'SampleDescription_BPM_Key (If melodic)'
5. Add screenshots below for each sample demonstrating how you recorded, truncated and processed them. You can also note down any sources of inspiration for each file if there's a particular song or artist that you feel uses similar samples.
6. Bring your samples with you on your first week at college so we can use them in our first project!

Task Resources

In order to complete this task, you will need:

- A means to record audio (a phone, a microphone and interface etc.)
- Access to a computer
- Music software (you can download and use Soundbridge/Studio One Prime/Audacity for free if you don't have your own music software)
- Headphones (so that you can play a metronome/click when you record your melodic and rhythmic samples without hearing it in the recording)

Useful links

Here are some useful links to get you started:

- Studio One Basics - [Studio One 5 - Tutorial for Beginners in 12 MINUTES! \[COMPLETE \]](#)
- Audacity Basics (start at 16:43 if you are recording on your phone and importing the files) -  [How to use Audacity to Record & Edit Audio | Beginners Tutorial](#)
- Soundbridge basics - [SoundBridge DAW Tutorial For Beginners \(FREE DAW\)](#)
- Glossary of music production terms - [Glossary | Sweetwater](#)

Sample Screenshots

Melodic Sample 1 - (Note any references here)

(Insert screenshot here)

Melodic Sample 2 - (Note any references here)

(Insert screenshot here)

Rhythmic Sample 1 - (Note any references here)

(Insert screenshot here)

Rhythmic Sample 2 - (Note any references here)

(Insert screenshot here)

Foley/Field Sample 1 - (Note any references here)

(Insert screenshot here)

Foley/Field Sample 2 - (Note any references here)

(Insert screenshot here)