Project #9
Canon Remix

Preliminary Questions:
1. What is a remix? Can you think of some examples?
2. What are some purposes for making a remix?
3. What makes a good remix?

Overview:
You will create a remix of Pachelbel’s Canon in D by laying a variety of synthesizer instrument sounds and manipulating various synthesizer effects. You will be able to recreate some of Pachelbel’s loops while combining them with various loops that you will compose.

Project Objectives:
1. Layer a variety of instrument sounds in Xpand2! to play the required loops.
2. Enter your notes using the MIDI editor in Pro Tools.
3. Compose a drum loop using Boom, Xpand!2, or Groove Pizza.
4. Include the use of track panning and volume control.
5. Include appropriate manipulation of ASDR filters.
6. Avoid clipping in the individual and master tracks.
7. Export your song and add an entry to your online portfolio.
8. Write a reflection.

Classroom Expectations:
- Be on time
- Be prepared
- No gum, food, or beverage
Musical Examples:

- Symphony #5 - Ludwig Van Beethoven
- A Fifth of Beethoven - Walter Murphy
- Canon in D - Johann Pachelbel
- The Hook - Blues Traveler

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Stage 1: Pre-Production

Objectives:

Students will compare/contrast original music with different remixed versions.
Students will compose a melody in D Major.

Initial Steps:

1. Composing a Melodic Loop worksheet
2. Create project folder: “Project #9: Canon Remix”

Classroom Expectations:

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Stage 2: Tracking

Objectives:
Students will arrange their pre made and original loops in layers by using the MIDI editor and/or recording features in Pro Tools.

Students will incorporate a variety of instrument sounds to provide interest/contrast to their song.

Tips:
- Create click track
- Set session to Grid Mode
- Set Tempo to your preference
- Add new track (stereo/instrument/ticks) for each loop
- Rename each track with loop # or instrument
- Use the provided ending or create a fade out

Tips for MIDI editor:
- Set grid to 8th note/16th note in the MIDI editor (not main edit screen)
- Refer to keyboard map on website for correct octave placement
- Select track to edit by clicking in the tracks window pane (look for the pencil icon)
- Select/Unselect the grey dot to view a specific track

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Stage 3: Mixing

Objectives:

SWBAT appropriately balance their tracks to hear each part clearly.
SWBAT appropriately pan their tracks to achieve a good 3D audio image.
Students will layer multiple sounds onto some Xpand!2 tracks.

Tips:

- Volume Control/Panning - Use the faders within Xpand!2
- Panning - Use the pan knobs within Xpand!2
- To layer multiple instruments - Add instruments sounds to the B, C, and D channels in Xpand!2
- Add a fade out with automation or compose an ending

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Stage 3: Mixing (cont.)

Objectives:
Students will apply manipulation of **Attack - Sustain - Decay - Release**
Filters (ASDR) to achieve a sound appropriate for their mix.

Filters:
- **Attack** - How fast/slow does the key respond
- **Decay** - How quickly does the sound drop to the sustain level after the initial peak
- **Sustain** - The constant volume until the key is released
- **Release** - How quickly the sound fades after the key is released

Tips:
- Use the easy knobs in Xpand!2

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Stage 4: Mastering

Students will apply EQ and compression to a master fader track.

Directions:
1. Add a master fader track (stereo/master fader/samples)
2. Add an EQ
3. Add a compressor
4. Mute Click Track

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Stage 5: Post-Production

Objectives:

Students will save their final mix as an .mp3 file to their project folder.

SWBAT reflect on their project and determine where they were successful and where they can improve.

SWBAT add an entry to their online portfolio that is worthy of public presentation.

Directions:

- Bounce to disk
- Choose these settings:
  - Select file type: .wav and check box - add .mp3
  - Select format: Interleaved
  - Select bit depth: 16bit
  - Select sample rate: 44.1
  - Save to your bounced files folder
- Include a unique title on the .mp3 player in your portfolio

Classroom Expectations:

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