

Year 9 - Remixing

Just Play 5

Remixing

Song Writing

Exploring Musical Styles and Products

During this unit, you will start to get a basic understanding of how to use music technology software such as '**bandlab**' to create music and more specifically a remix of 'New Rules' by Dua Lipa. You will learn all about the different features of music technology such as importing, exporting, chopping, remixing, using loops, samples and special effects. This unit will help you identify and develop some of the skills needed for BTEC music.

Key Features

- **Remixing:** A different version of a song. This could be done instrumentally or on a computer. More instruments and samples could be added, the genre of the song could be changed completely.
- **Samples:** Pre-Recorded examples of music that can be added to a music technology project. The samples that you will use will be saved on the shared documents on your computer.
- **DAW:** Digital Audio Workspace – This is an app or computer software that you could create music on. We will be using a cloud-based software called *bandlab*.
- **FX:** Special effects that you could put onto individual tracks to make it sound different. These can be found at the bottom left of your project.
- **Loops:** Loops are very short pre-recorded samples that are built into the music software. These are available in a wide range of genres and can be used in your remix. These can be found on the bottom right of your project.

Key Skills

You will develop '**SEQUENCING TECHNIQUES**' which will mean that you will be able to create your own remix. There are lots of techniques that you can use but here are just a few:

Using Samples: You will be able to use different samples successfully to create a remix of a song. You will be given a set of samples that you will use to create your remix, you'll find these in a specific folder instructed by your teacher.

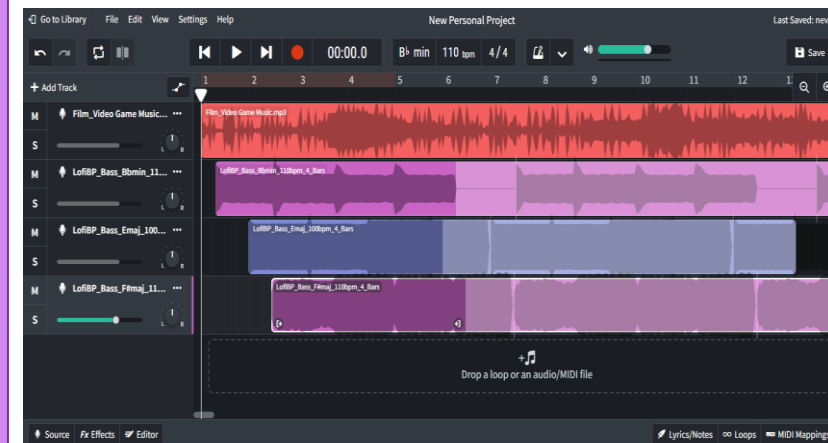
FX: You will add effects to your music by selecting 'FX' and then experimenting with different FX to give your music a different sound and feel. You could choose 'reverb', 'bright room' etc.

Loops: You will experiment and find appropriate loops to use within the software. To make these 'loop', you will drag them across from the top right.

Automation: This is found near the top-left and you can use this to make the volume of each track change within your music. You can fade tracks in and out using this tool.

Tempo Changes: You can increase or decrease the speed of your remix by changing the 'bpm' at the top of the software. The higher the number, the faster your remix will be.

Volume: You can change the volume of each track individually and the whole remix at the top using the sliders.



'Add Track' - You can add instruments and add audio (samples) here. You can have upto 12 tracks.

Save and name your work here **'New Personal Project'**

The screenshot shows a digital audio workstation (DAW) interface. At the top, there is a menu bar with 'File', 'Edit', 'View', 'Settings', and 'Help'. Below the menu bar, the project name 'New Personal Project' is displayed. The main workspace features a timeline with a red audio waveform for a track named 'Film_Video Game Music.mp3'. The tempo is set to 120 bpm and the time signature is 4/4. A volume slider is visible on the right side of the track. The interface also includes a 'Preset' dropdown menu set to 'None', a 'Save as' button, and a 'FX Effects' section at the bottom. Red arrows point from yellow text boxes to various interface elements: 'Add Track' points to the '+ Add Track' button; 'New Personal Project' points to the project name; 'Tempo' points to the '120 bpm' display; 'Volume (whole piece)' points to the volume slider; 'Automation' points to the waveform; 'FX' points to the 'None' preset dropdown; and 'Loops' points to the 'Loops' button in the bottom right.

Volume

Automation

Tempo

Volume (whole piece)

FX – You can add in effects here from the drop-down menu.

'Loops' - You can find lots of different loops to add in.

What do you need to work towards?

Performing

Appreciating

**Year 9
Remixing**

Content

**Musical Skills
Sequencing, Looping, Tempo,
Automation, FX, Sampling.**

**Use of appropriate music
terminology and/or
subject specific language**

**Critically appreciate own
music and the work of others
through describing, analysing,
interpreting, evaluating, and
reflecting**

Mastery

I can create a successful and creative remix using lots of different sequencing techniques such as FX, Loops, Sampling, Automation and tempo changes.

I am able to use music vocabulary to produce an effective response

I am able to appreciate own music & the work of others using these skills to produce an effective response

Secured

I can create a successful remix using different sequencing techniques such as Loops, Sampling, FX and Tempo changes.

I am able to use music vocabulary to produce a sound response

I am able to appreciate own music & the work of others using these skills to produce a sound response

Developing

I can create a good remix that uses a few different sequencing techniques such as loops, sampling, FX and tempo changes.

I am able to use music vocabulary to produce a limited response

I am able to appreciate own music & the work of others using these skills to produce a limited response

