

EXPLORATIONS PROJECT.

NicholasC ft. EvanZ

GOAL OF THIS PROJECT

I originally wanted to explore the difference of different microphones and usage of each one, but became sucked into a song instead. I guess it kinda just happens while surrounded with recording equipment. Instead, with the help of Evan, I explored song structure and recording methods I had never used before.

When it comes to what I learned, I mainly learned about song structure, and was exposed to things such as analog compressors, an AXE effects unit, and even a new DAW.

WHAT MAKING A COVER HAS TAUGHT ME

Essentially what I learned is how to take apart and analyze a song. First you start with the original song, and listen to where chords change, keys change, or new sections are introduced. This is best accomplished by printing out the lyrics and scribbling all over them like a madman. After figuring out what sections we needed, and what lyrics were located in that section, we could identify how to make our cover stand out a bit from the original song. Taking apart the song beforehand is critical, and it just makes the whole project less intimidating.

REFERENCE SONGS

Once we figured out that the order of the lyrics was what we were going to take from the original song, we looked through reference songs. Continually going back to these songs while writing the parts, is crucial to getting the sound you want in your head.

You enjoy music with your ears so why not create by listening.

COMMONLY USED TECHNIQUES

Ralph Zazula helped us record this song, and showed us a few tips and tricks commonly used in producing music. For example, a double tracked vocal chorus. When you have two of the same vocal track or similar, it makes the sound of the vocals much more full. Another very important technique I learned was that you have to pick the dominant bass presence, the kick drum or the bass guitar, because they take up the same frequency. In our song we put the bass in front of the drums, and if you listen you can hear this.

SCREEN SHOTS

The image displays four screenshots from a digital audio workstation (DAW) interface, likely Ableton Live, showing various audio processing and monitoring tools.

Top Left: DAW Track View
The main DAW interface shows a project titled "Breezeblocks - Breezeblocks #1 - Tracks". The transport controls indicate a time of 01:01:56.347, a tempo of 48 Hz, and a speed of Speed Only ±0.00%. The track list includes:

- 1 Bass
- 2 NI Drums
- 3 GTR
- 8 LEAD VOX

The MIDI piano roll shows various regions and clips for these tracks.

Top Right: ANALYZER & GONIOMETER
The ANALYZER window displays a frequency spectrum plot with a range of 60 dB. The GONIOMETER window shows level measurements for Peak & RMS in LUFs (Left and Right channels) and a correlation meter. The Return Rate is 11.8 dB/s.

Bottom Left: UAD Studer A800
The UAD Studer A800 virtual tape recorder is shown, featuring two tape reels, transport controls, and various knobs for input, output, and tape speed. The model is identified as "MIX: Modern Rock-15IPS 456 +6".

Bottom Right: UAD Shadow Hills Mastering Compressor
The UAD Shadow Hills Mastering Compressor is shown, featuring a detailed control panel with numerous knobs and buttons for adjusting parameters like threshold, gain, and attack. The model is identified as "MIX: Mas...".

SCREEN SHOTS

The screenshot displays a digital audio workstation (DAW) interface for a project titled "Breezblocks - Breezblocks #1 - Tracks". The main workspace shows four tracks: Bass, NI Drums, GTR, and LEAD VOX. The Bass track contains several MIDI regions and audio waveforms, including "Bass*copied: Take 3". The NI Drums track shows MIDI regions for "MIDI Region*copied". The GTR track has audio waveforms. The LEAD VOX track features audio waveforms and MIDI regions for "VOX*copied" and "REC: VOX*copied".

Overlaid on the DAW are three plugins:

- UAD Studer A800:** A virtual tape deck plugin with two tape reels, transport controls, and a meter. The label "UAD Studer A800" is visible at the bottom.
- UAD Shadow Hills Mastering Compressor:** A mastering compressor plugin with two meters, various knobs for threshold, gain, and attack/release, and a "MASTERING COMPRESSOR" label at the bottom.
- MultiMeter:** A multi-metering plugin showing "Level: Peak & RMS" data for L, M, and S channels. The "Return Rate" is displayed as 11.8 dB/s. The label "MultiMeter" is at the bottom.

The DAW interface includes a transport bar at the top with a play button, a time display of 01:02:27.943, a sample rate of 48 kHz, and a tempo of 70.0000. The track list on the left shows the track names and their respective icons.

SCREEN SHOTS

The screenshot displays a DAW interface for a project titled "Breezblocks - Breezblocks #1 - Tracks". The top transport bar shows a timecode of 01:00:04.935, a tempo of 48 BPM, and a speed of 140.000%. The main workspace is divided into tracks and a piano roll.

Tracks (Left Panel):

- 1 Bass (M, S, R, I)
- 2 NI Drums (M, S, R)
- 3 GTR (M, S, R, I)
- 8 LEAD VOX (M, S, R, I)
- 9 LEAD VOX 2 (M, S, R, I)
- 10 UAD VOX (M, S, R, I) - Mute
- 11 WHISPER L (M, S, R, I)
- 12 WHISPER R (M, S, R, I)
- 24 MIX (M, S)
- 25 MIXDOWN (M, S, R, I)
- 26 FX (M, S)

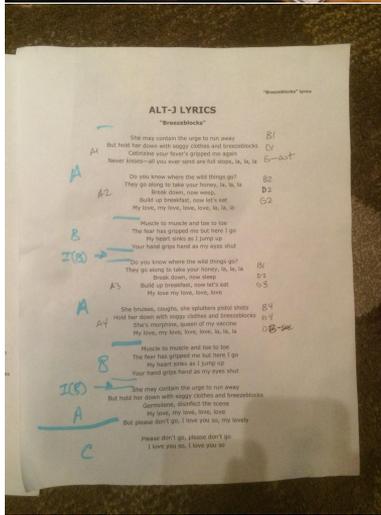
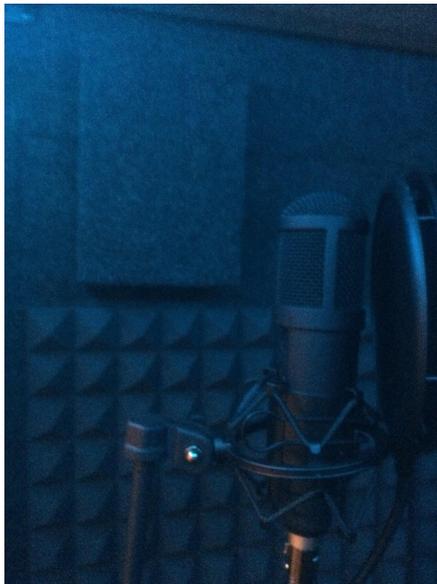
Piano Roll (Main Area):

- Bass:** Multiple tracks including "Bass: Comp B (vocal match)", "B: cc Bass'co", "A: Bass'div", "B: Bass'cop", and "B: Bass'cop".
- GTR:** Multiple tracks labeled "GTR".
- VOX:** Multiple tracks including "VOX'co", "VOX'co", "VOX 2'copied - Tal", "A: VOX: Comp", "REC: VOX'copied", "REC", "VOX'copied - Com", "REC", "REC", "REC: VOX 2'copied - Take 6", "REC", "REC", "REC", "REC", "REC", "REC".
- MIXDOWN:** "MIXDOWN: Comp A (2)".

The piano roll shows MIDI notes and regions across a timeline with markers for "Verse 1" and "Chorus". The interface includes various controls like volume, pan, and solo/mute buttons for each track.

VARIOUS PHOTOS

This was the main work space for the project. As you could probably tell, the DAW we used was logic pro.



THE SONG!!!

EvanZ on vocals

NicholasC on bass

RalphZ on guitar

LogicP on drums

HOPE YOU ENJOYED THE SONG!

Questions? PLEASE ASK!