

PROGRAM ELECTRONIC MUSIC LAB WWW 2017



In this workshop you will make a trip to the world of sound, sensitize your ears and use the environment as the main source of inspiration for composition, recording and manipulation of sound material. Here you will learn experimental techniques of electronic musical creation based on improvisation and repetition. We show you how to use synthesizers and modulation effects, create your own worlds of unique sounds, then to mix and master, thus obtaining a final product that you can share on social networks:

YOUR OWN MUSIC !!!

You don't need to be a musician to make good music, today you need only the skills and technical understanding to create, record, mix and master your sound. And to have the affinity to create sounds that have never been heard and open yourself to the endless possibilities of electronic synthesis.

Day 1

FROM THE ABSTRACT TO CONCRETE, FROM RITUAL TO REPETITION

THEORY:

We talk about and listen to the first recordings that were made in history, from the ritual songs of ancient cultures recorded by anthropologists in the early 20th century to the experimental recordings of the early pioneers of electronic music. You will learn the methodology of tape recordings and the discovery of the technique of repetition (looping) in the 40s.

After this we teach you the basic components of an analogue synthesizer, and how to use them to create your own sounds.

PRAXIS:

You will have the time to experiment with different synthesizers and record whatever you like. You will learn the characteristics of different modulation effects and how they radically affect your sound.

Day 2

SENSIBILIZE YOUR EARS AND MAKE YOUR OWN DECISIONS

THEORY:

You learn how to use different types of microphones to get the best results from your recording. We will digitize the material, talk about recording, the different audio formats and codecs and you will learn different methods to record your environment.

PRAXIS:

We leave to record sounds into the street. We will go to the center of Santiago where we engrave interesting sounds. They can be street musicians, as well as more abstract sounds like a passing bus or steps of people on the street.



Day 3

MIXING AND SYNTHESIZE, DECONSTRUCTING THE ENVIRONMENT AND CREATING UNIQUE SOUNDSCAPES.

THEORY:

Different Digital Audio Workstations (DAW) will be presented and a free editing software will be installed on your computer plus freeware plugins, along with some important tips to spice up your sound. Learn how to automate your tracks and to mix them, and to make the best of your software for stunning results.

PRAXIS:

You can mix your tracks but also use our external synthesizers and sound effects to add new worlds to your composition. You can use sequencers and create your own beats or samples and repeat sequences that you find interesting. It's up to you!



Day 4

POLISH AND MASTER YOUR SOUND.

THEORY:

We will make a journey through the history of mastering, since the inception of very expensive analogue gear in complex studio environments, to our current times where anyone with a computer can have a studio at home.

You learn to know the different modules necessary to refine your sound and make your work excel.

PRAXIS:

You will have time to listen to and finish your composition with fresh ears, and thus make fundamental decisions to finish your work. Then you apply your knowledge of mastering and you will be guided to export your project.

Day 5

PRESENTATION AND EVALUATION. MUSICAL DISTRIBUTION.

THEORY:

We'll talk about the different ways to distribute your own music on the Internet, commercial or non-profit. We will see different portals to make yourself known as an artist and being perceived as by the perception becomes our work recently sense.

PRAXIS:

We hear the different compositions and talk about them. We will hear opinions and comments, and learn to listen to each other in an atmosphere of positive and constructive criticism.

