

SUMMER ASSIGNMENT 2022

Sound Design Challenge

Description

The idea with this challenge is to try to make a track in which all (or virtually all) the sounds come from a single sample. The point of the exercise is to encourage creativity and resourcefulness, to promote cohesion and to prove that many of the materials you need to make music can be created yourself with materials you have, without reaching out for additional, unrelated sounds. Send any tracks through to rob@producertech.com when done and of course feel free to post on the Community site.

Rules

1. Use only one of the samples from the provided selection
2. Up to 3 additional oneshot samples (not provided) can be used if required for the genre you're making (e.g. kick/snare/hat)
3. Do anything you want to the sample you select in order to create new sounds, e.g. slice, edit, warp, mangle and process with effects (details below)
4. The track you create can be any style or duration you like

Things to try...

- DAW SLICING FEATURES - converting the sample to MIDI from an audio track or dropping it into a sampler with slice mode - this is a quick and easy way to play with different parts of the sample
- MANUAL AUDIO EDITING - chop the sample up on an audio track to work out the bits you like best then edit each bit as required by adjusting levels, fades, pitch etc.
- SAMPLING - drop all or part of the sample into a sampler and then play it with a MIDI keyboard. Very small sections can be looped to create sustained basses, leads or pads
- EFFECTS PROCESSING - play with different effects chains to transform sounds, e.g. reverb, delays, distortion etc.
- RESAMPLING - record any new sample jams or radical effects processing of samples onto separate audio tracks to create new samples for editing. This can produce a whole new pool of audio to comb through and significantly bolster the palette of sounds for your track! *Seppa's course 'Making Samples Your Own' is a good reference*

Keep an eye out for the next livestream with Rob Jones, when these techniques will be explored in more detail.