**EarSketch Project: Remix Master**

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Have you heard your favorite song on the radio, but it sounded different? Have you been at a school dance and noticed a song you recognize seems faster and has a new drum beat? You may be listening to a remix of a song. A music remix is **a new version of a piece that has been changed from the original by altering instrumental and vocal parts or adding or removing beats to the music.** Examples of changes to remix could be changing tempo, pitch, rhythms, lyrics, order, or integrating audio from different songs and adding your sounds.

Sometimes songs are remixed to change their mood and/or genre to reach a new audience of listeners. Sometimes artists add new instruments, vocals, or rearrange song sections. For example: You could remix a pop song by changing the tempo and adding a drum track to become house or EDM music to create a more danceable song. You could remix a techno song by slowing down the tempo and adding lyrics.

* What are some examples of remixes you have heard?
* What changed about the song from the original? Is the remix or the original the better song?

As your final project in the class, **your challenge** will be to remix sections of music that you created in Soundtrap (melody, bass, chords) into a new song in EarSketch using coding functions such as **fitMedia(),** **makeBeat(),** **for loops**, and **setTempo(**) You will then organize your sections into a song with ABAB song structure using custom functions.

As part of your remix, you will code user input and conditionals to allow your song to played at **different tempos**\*, so your song can be enjoyed by a diverse group of listeners. Your audience will choose the tempo of your song they like best. Listeners may choose a slow tempo to create a relaxing mood or a fast tempo

You can use this website to help you determine the tempos/genres for your song: <https://learningmusic.ableton.com/make-beats/tempo-and-genre.html>

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| **EarSketch Requirements** | **Song Requirements** |
| * Variables * setTempo() * fitMedia() * makeBeat() * for loop * readInput() * Conditionals * Custom Functions * **Optional:** setEffect() | * Minimum length 35 measures * Include the following sections: verse, chorus * A minimum of one wav. file imported from SoundTrap * Sections are organized using custom functions. * Tracks include:   + Melody/Vocal Track\* (imported from S   + Bass Track\*   + Harmony Track \*   + Drum Tracks\*\* (created from beat strings) * Plays at three different tempos * Optional: Add effects to change the genre of the song.   *\*These tracks are recommended to be imported from Soundtrap*  *\*\*This track must be coded in EarSketch* |

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| **Project Plan** |
| **Design Notebook** |
| * Explore the different tempos of different genres of music * Choose three tempos/genres for your song * Choose your song sections (wav.files) to import from SoundTrap * Use the sound browser to search for different music stems in the same/similar key. Record these sounds in your notebook * Choose a drum track for makeBeat() - sketch out your makeBeat() string |
| **EarSketch (you can use your design sheet to help plan these requirements)** |
| * **Create Code Labels:** #soundbank, #tempo #verse #chorus * Choose your **tempos** and define your BPMs for each tempo level * **Add Media: Create variables and add media**   + Import wav.file from SoundTrap into EarSketch library   + Identify their import name in your Sound Library   + Search by key in the sound browser to find additional sounds   + Choose sounds and assign them variables in the #soundbank   + Insert your music files under your sections using fitMedia()     - Add 2-4 tracks per musical section ( #verse, #chorus)     - Indent your fitMedia() functions and use start,end variables for your arguments   + Choose your drum beats and assign them variables in the sound bank * Create 2 sets of beat strings using makeBeat() for the verse and chorus   + Use a for loop() to loop throughout the verse/chorus * **Create the User Input Question:** Use the readInput() function in order to ask a user question. Your question should ask about genre and/or tempo . Here are example of the questions: * What genre do you like best? Genre1, Genre2, Genre3 * **Create Conditionals:** Create conditional statements for your Genre/Tempo user input question. The order should be if (Genre1), elif (Genre2), elif (Genre3), and else (no genre selected) * Insert setTempo() under each conditional for genre. * Include your setTempo variable to match the genre (Genre 1 — slow etc.) * **Optional: Include setEffect() to complete your remix for each genre.** Reference the EarSketch section ( Effects, Errors and EarSketch functions: [link)](https://earsketch.gatech.edu/earsketch2/?curriculum=/en/v2/reference&language=python) * **Debug and Share Link:** Debug your code in EarSketch so that it runs correctly. **Optional:** Also incorporate print statements for each conditional in your code so that you can know that your code is running properly. * **Share** a link to your project with your teacher. |
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**Sample:**

**EarSketch Design Sheet**

What three genres will you use to remix your song? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

What tempo will you use for each genre/remix?

Genre #1:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Genre #2: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Genre #3: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Sound Browser:** List sounds for each track

Melody/Vocals: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Bass: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Drum1: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Drum2: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Harmony: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Other:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Other: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Beat Strings:**

Verse Beat String (Drum1): “\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_”

Chorus Beat String (Drum2): “\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_”

**Code Practice**

#Remix Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

#Song Title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

#genres: \_\_\_\_\_\_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

#soundbank

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ = \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ #

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ = \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ #

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ = \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ #

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ = \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_#

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ = \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**#tempo variables**

slow=

medium=

fast=

**#verse**

def verse (start,end):

**#chorus**

def chorus(start,end):

**#Remixyourgenre**

tempo = readInput("What genre do you want to listen to today? Genre1, Genre2, Genre3)

setTempo=

if (tempo == "genre1”)

setTempo(slow)

Optional setEffect()

(Repeat for Genre2, and Genre3 using elif and

else: print("Sorry we couldn't read the genre you selected. Please run the code again.")

#songstructure

Verse()

Chorus()

Verse()

Chorus()