

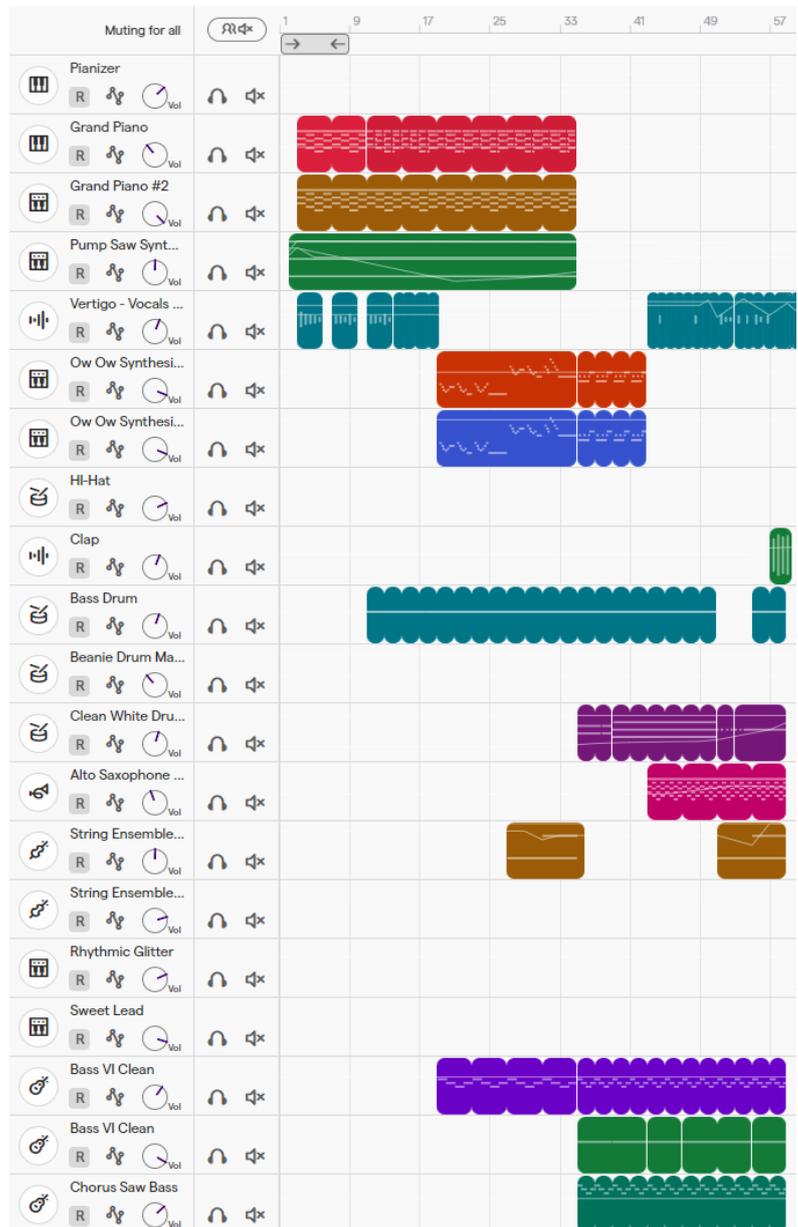
Free composition – Make it Right

Audience and Purpose:

The structure of this piece is an EDM verse-chorus structure. My piece would be played by a DJ in venues like nightclubs or beach clubs and the intended audience is the 18- to 30-year-olds in the clubs. I have used synthesizers, drum machines, music technology (including the sweep muffle effect), and a sample that I have manipulated to create a song that would be ideal to play in nightclubs to get the audience up and dancing. Melodic ideas are regularly introduced throughout the song and re-introduced in different ways and variations to keep the song interesting.

Introduction, Verse 1 and Build:

The tempo of the piece is 128 BPM which is common in electronic dance music and makes it easy for a DJ to mix in and out of a set. Initially, a drone playing three octaves of A's begins (and pans between ear to ear) the song followed by the chord progression Am-G-F-G, with an inverted pedal on the E, this consolidates the piece in the key of A minor, a common key for EDM music. As the chords are introduced so is the vocal melodic sample, this repeats whilst being fragmented. The timbre is also developed with different effects. The bass drum then enters with a strong 4-feel, which is then followed by the instrumental melody being introduced in the "Ow-Ow" synthesizer. The melody in the synthesizer is syncopated and conjunct, revolving around the notes E,D,C,B,A, giving it a catchy feel which then repeats an octave higher the second time it is played. As we begin the build the texture first reduces and then gradually builds back up. A hi-hat is introduced which utilises both the open and closed sound. The increase in layers adds to the tension in the build, the chords also being played by the multitracked saxophone. The build ends with a drum roll on the snare drum as well as two sweep samples completing the drop.



Verse 2:

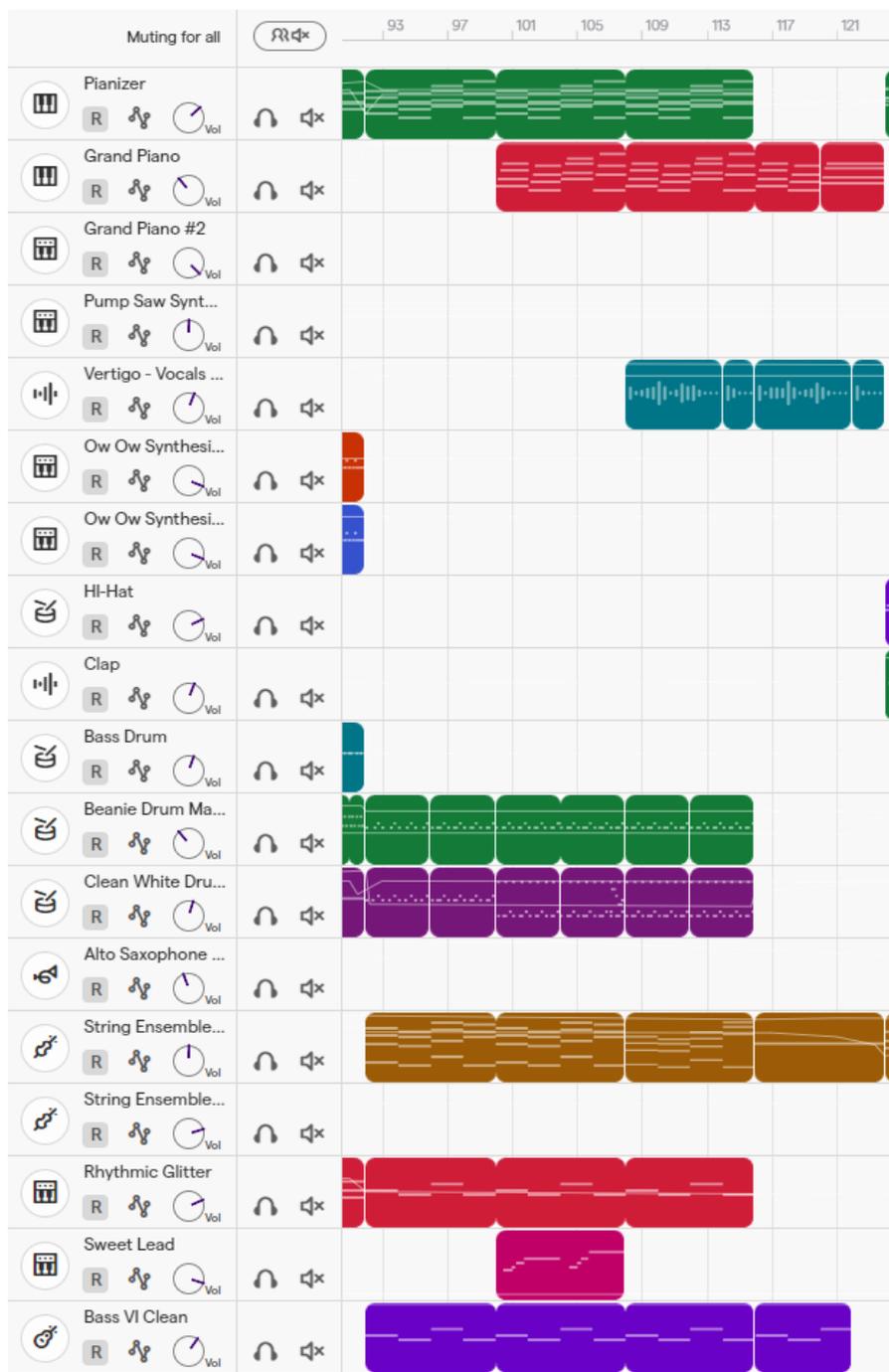
Verse 2 continues with the same chord progression but with more syncopation. The chords also have their tonic note an octave above. There is also some rhythmic glitter which creates textural development by playing sustained chords in a higher octave. The bass synthesizer also plays the root note of the chords, syncopated in time with the bass drum. The instrumental melody returns and plays throughout the chorus but is slightly altered from the verse in bar 81 where instead of conjunctly ascending before a disjunct leap down to the A, there is a disjunct leap up to the A4 before conjunct movement and a small leap down to the A3. As we move to the end of the chorus the chords and bass stay on the A chord and A note, a drum roll begins which is then muffled, completing the transition to the bridge.

The screenshot displays a DAW piano roll for Verse 2, spanning from bar 61 to 89. The interface includes a 'Muting for all' button and a 'Solo' button. The piano roll is organized into tracks for various instruments, each with a volume knob and a solo button. The tracks and their activity are as follows:

- Pianizer:** Active from bar 61 to 89, showing sustained chords in a higher octave.
- Grand Piano:** Active from bar 61 to 89, showing sustained chords.
- Grand Piano #2:** Active from bar 61 to 89, showing sustained chords.
- Pump Saw Synt...:** Active from bar 61 to 89, showing sustained chords.
- Vertigo - Vocals ...:** Active from bar 61 to 89, showing a vocal line.
- Ow Ow Synthesi...:** Active from bar 61 to 89, showing a melodic line.
- Ow Ow Synthesi...:** Active from bar 61 to 89, showing a melodic line.
- Hi-Hat:** Active from bar 61 to 89, showing a rhythmic pattern.
- Clap:** Active from bar 61 to 89, showing a rhythmic pattern.
- Bass Drum:** Active from bar 61 to 89, showing a rhythmic pattern.
- Beanie Drum Ma...:** Active from bar 61 to 89, showing a rhythmic pattern.
- Clean White Dru...:** Active from bar 61 to 89, showing a rhythmic pattern.
- Alto Saxophone ...:** Active from bar 61 to 89, showing a rhythmic pattern.
- String Ensemble...:** Active from bar 61 to 89, showing a rhythmic pattern.
- String Ensemble...:** Active from bar 61 to 89, showing a rhythmic pattern.
- Rhythmic Glitter:** Active from bar 61 to 89, showing a rhythmic pattern.
- Sweet Lead:** Active from bar 61 to 89, showing a rhythmic pattern.
- Bass VI Clean:** Active from bar 61 to 89, showing a rhythmic pattern.
- Bass VI Clean:** Active from bar 61 to 89, showing a rhythmic pattern.
- Chorus Saw Bass:** Active from bar 61 to 89, showing a rhythmic pattern.

Bridge:

In the bridge the strings play extended chords, the chord sequence is Dm7, Cmaj7, Fm6, Cmaj7. The chords in the piano are the same chord progression with slightly different voicing, adding to the rich texture. These extended chords create a rich and reflective feel. Halfway through, the vocal sample returns but is rhythmically augmented to reflect the more relaxed atmosphere. The ride cymbal is introduced in the drums, which is playing a half-time feel. Broken chords are played in the higher register of the piano to create textural variety.



Final Verse:

The final section begins with a modulation to Bb minor. The muffle effect is used on the strings and piano tracks to create anticipation at the beginning of the section. In the drums there is a hi-hat playing semiquavers whilst the claps create a clear backbeat. Both the vocal sample and instrumental melody return together polyphonically. A new melodic ostinato idea in the sweet lead also adds to the polyphonic texture, bringing all the ideas from the piece back together to create a climax. Instruments like the saxophone also return from the start of the piece. Finally, there is a small snare build before the piece ends on the whoosh sweep sound, completing the piece.

The screenshot displays a DAW piano roll for the 'Final Verse' section. The interface includes a menu bar (File, Edit, Settings, Tutorials) and a timeline with markers at 125, 129, 133, 137, 141, 145, 149, 153, 157, and 161. A 'Muting for all' button is visible at the top left. The piano roll tracks are as follows:

- Pianizer:** Green piano roll with notes from approximately 125 to 145.
- Grand Piano:** Red piano roll with notes from approximately 125 to 129.
- Grand Piano #2:** Empty track.
- Pump Saw Synth:** Empty track.
- Vertigo - Vocals ...:** Teal piano roll with notes from approximately 125 to 145.
- Ow Ow Synthesi...:** Red piano roll with notes from approximately 133 to 145.
- Ow Ow Synthesi...:** Blue piano roll with notes from approximately 133 to 145.
- Hi-Hat:** Purple piano roll with notes from approximately 125 to 145.
- Clap:** Green piano roll with notes from approximately 125 to 145.
- Bass Drum:** Teal piano roll with notes from approximately 133 to 145.
- Beanie Drum Ma...:** Empty track.
- Clean White Dru...:** Purple piano roll with notes from approximately 141 to 145.
- Alto Saxophone ...:** Pink piano roll with notes from approximately 141 to 145.
- String Ensemble...:** Brown piano roll with notes from approximately 125 to 145.
- String Ensemble...:** Brown piano roll with notes from approximately 133 to 145.
- Rhythmic Glitter:** Empty track.
- Sweet Lead:** Pink piano roll with notes from approximately 141 to 145.
- Bass VI Clean:** Empty track.
- Bass VI Clean:** Empty track.
- Chorus Saw Bass:** Green piano roll with notes from approximately 133 to 145.
- SFX - Bass Drop ...:** Empty track.
- SFX - Anthem - ...:** Green piano roll with notes from approximately 145 to 149.
- SFX - Anthem - ...:** Empty track.

The bottom of the interface shows a volume knob, a transport control bar with a play button, and a tempo indicator set to 128 BPM.

Full Score:

Full Score: A screenshot of a digital audio workstation (DAW) showing a full score for a composition titled "Toby Composition". The interface includes a piano roll with various colored notes and MIDI regions for multiple tracks. The tracks listed on the left include Piano, Grand Piano #2, Pump Saw Synth, Verigen - Vocal, Our Our Synth, Hihat, Clap, Bass Drum, Beams Drum Mx, Clear White Dr., Aki Sawahm, Spring Coaster, Spring Coaster, Synth Lead, Secret Lead, Bass V Clean, Bass V Clean, Chroma Saw Bass, SPX - Bass Drop, SPX - Anthem, SPX - Anthem, SPX - Anthem, Crystals - Preset, and SPX - Bass Drop. The piano roll shows a complex arrangement of notes across a timeline from 0 to 145. The bottom of the screen displays a transport bar with a play button, a stop button, and a time display of 00:00.0.

Full Score with automation:

Full Score with automation: A screenshot of a digital audio workstation (DAW) showing a full score for a composition titled "Toby Composition" with automation. The interface is similar to the previous screenshot but includes automation lines for various tracks. The tracks listed on the left include Piano, Grand Piano #2, Pump Saw Synth, Verigen - Vocal, Our Our Synth, Hihat, Clap, Bass Drum, Beams Drum Mx, Clear White Dr., Aki Sawahm, Spring Coaster, Spring Coaster, Synth Lead, Secret Lead, Bass V Clean, Bass V Clean, Chroma Saw Bass, SPX - Bass Drop, SPX - Anthem, SPX - Anthem, SPX - Anthem, Crystals - Preset, and SPX - Bass Drop. The piano roll shows a complex arrangement of notes across a timeline from 0 to 145. The bottom of the screen displays a transport bar with a play button, a stop button, and a time display of 00:00.0.