

Timeline

Task 3	<p>Drums (1.5hr) – I will take 1 hour to set up the Cubase project bu starting with a blank project and setting my tracks ready for my reggae song. I will use the drum stick tool and the draw editor in Cubase to draw in my drums. They must be set to channel 10 and the GM map selected. I must also set the quantise setting to 1/8</p> <p>Guitar (1hr) – I must have the microphone XLR lead and mic stand ready with an audio interface. My teacher Mr Priddle will perform the guitar part.</p> <p>Bass (1.5hr) – I will use the A major scale and my USB keyboard to compose a bassline. The fingered bass in Halion VST will be used.</p> <p>Organ – (1hr) I will use the USB midi keyboard to record in my chord sequences. I must have Auto on and practice the movement between chords.</p> <p>Brass – (1.5hr) I will use the USB midi keyboard to record in my chord sequences. I must have Auto on and practice the movement between chords.</p> <p>Export – (1hr) Export as WAV</p>	7hrs
Task 4	<p>Placement of sound (30 mins) – I will use F3 and that opens up the mixer where I can pan each instrument. It's important not to pan the bass or the main melody. The kick drum and the snare are usually panned centrllly</p> <p>Balance (30 mins) – Also in F3 I will change all of the volumes of all tracks to get a balance makes all instruments heard.</p> <p>Edits (1hr) – Changes to midi note lengths. I will make sure my chords are the same length which should be a problem with the instruments that I have drawn in</p> <p>EQ (30 mins) – Shape the colour of the sound but boosting or reducing the highs mids and lows. This is a better way to hear the instruments instead of turning them up.</p> <p>FX (20 mins) – I can add reverb and compression to all tracks</p> <p>Export – (10 mins) Export as WAV</p>	4hrs

Hardware requirements

Audio interface – M-audio m track.
 Microphones – Sm58 dynamic
 Computer (PC) -64-bit intel i5 multi-core CPU. 16 gigabytes (GB) of RAM
 Leads – XLR – USB - Jack
 Headphones - HF125
 Electric guitar – Squire stratocaster

Software requirements

-Processing plugins
 Quad-core / 2.4Ghz clock speed processor minimum.
 No less than 8GB of RAM (but 16GB will be more efficient)
 At least 500GB of storage (SSD preferable), 1TB will be more cost-effective in the long term.
 A motherboard compatible with your components and enough USB inputs.
 Cubase 11 elements
 Required audio materials
 -distinctive melodies or rhythms.
 - well-shaped phrases.
 -harmonies that work with the melody.
 -melodies that are well developed.
 -a clear structure.
 -effective instrumentation and timbres that are suited to the music.
 -audio capture.

Health & safety

Risk	Precaution	RAG
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Tripping	All leads are taped to the floor with hazard tape	A
Liquids	No liquids in PA01 ever	A
Electric shock	All plugs safely in sockets and computers shut down as we leave the room	R
Hearing	Have regular breaks from headphones	A
Vision	Regular breaks from the screen – no more than 20 mins	A

Evaluation

I have allowed myself 20 mins to review task 2. In just one hour and forty minutes I have managed to plan my whole project. The timing I have given myself are good and gives the time needed for every task. I could have made it better by giving better examples and even pictures in my health and safety.