REASON ADAPTED 2.5 FINAL PROJECT
MUS 155 Introduction to Electronic Music I

Mark Nelson, Instructor

Using *Reason Adapted 2.5*, design an *original* song based on the following parameters:

1. The song length should be at least 3-5 minutes in length. Make sure to time it when you are finishing the final mix.
2. Use the reverb, distortion, and/or delay in any combination on your final playlist.
a. Try using fade or gain to begin and/or end your song through automation of all or selected tracks.
b. Use the complete standard array of analog machines available to you making each sound quite different from each other by experimenting with the sliders and knobs (save work frequently to get back to a previous sound).
d. Decide what kind of form your composition will take. Your choices can be adding one or more layers at a time to culminate with a high point, or a multiple section approach with stark differences between each area, or a formalized setting like A-B-A, A-A-B-B or some other scheme. You can even invent a "soundscape" which can be an amorphous collection of sounds and effects describing a mood or location or object.
3. Continue to experiment with all sounds and all effects to optimize your final project.
4. The song will have the following large parameters:
a. Use multiple channels, one sound per channel, and multiple effects one at a time or in combinations.
b. Of these patterns, you will need to layer several kinds of sounds including bass sounds, percussion sounds, melody sounds, and an array of special sound effect style sounds.
6. Your final project should be available on disc or key drive with your last name, and "Final Project" on the file name.
7. Write an extensive multi-page paper showing how you put the form of the composition together, a list of all channels and effects, a list of automation uses, and a paragraph or two describing what you are trying to achieve as a total sound. This final project will be put on the class CD for everyone in the class.

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