



MUSIC – Producing a Remix

What you will learn about?

You will learn about how to create a remix using a DAW. You will understand how to import midi files, use the sequencer to create beats, add effects and pan your tracks. You will learn about the stylistic features of house music and apply your understanding to create an effective piece of house music

Stylistic Features of House Music

- Tempo – generally between 120 and 130 bpm (think of this as being about 2 beats a second)
- Use of risers and effects
- Beat drops
- Electronic drum pads rather than acoustic kits
- 4 to the floor drum beat
- 16ths on the hihats
- Lots of piano as well as music technology sounds

Famous Music Producers

Avicii
Calvin Harris
David Guetta
Marshmello

Key words and Vocabulary

- **Production** – the art of creating a piece of music through music technology
- **Remix** – the changing of a song in order to make it sound more upbeat, often produced to sound like dance music
- **DAW** – Digital Audio Workstation
- **Bandlab** – an internet based DAW
- **Midi** – The files that can be imported into a DAW and edited
- **Sequencer** – The tool on a DAW where you can 'draw' the notes in
- **Audio** – a recorded sound
- **Effects** – tools on a DAW such as reverb and delay which can alter the sound of the audio
- **Panning** – controlling the sound between different speakers or through different sides of the headphones to create a more realistic experience for the listener
- **4 to the floor** – a drum beat where the kick drum is heard on all 4 beats of the bar, typical in dance/house music
- **16ths on the hihats** – where the hihats play fast, 16 in a bar (each beat is split into 4)
- **4/4 time signature** – 4 beats in a bar
- **Beat** – the pulse heard throughout a piece of music

