

### FINAL PROJECT: Music Production & Composition Using Logic Pro X

ASSIGNMENT: You will be composing an original piece of music in Logic Pro X using Arrangement View, applying the recording and editing techniques we have been learning throughout the semester. There is no requirement as far as style/genre of music is concerned; you have complete creative control over the style and musicality of your project. Still, be sure to meet the project requirements (see below) in order to receive full credit. *You may use the Live Loops Grid for compositional and/or arrangement purposes, but using Live Loops is NOT a requirement for this project.*

#### GLOBAL PROJECT SETTINGS (10%)

- o Project saved as a Package (.pkg)
- o Sample Rate = 48kHz
- o Bit Depth = 24-bit
- o Song form includes **Intro, Verse, Chorus, Bridge, and Outro** (arranged to your liking)
  - Musically distinct
  - Correctly labeled in Arrangement (Global Tracks)
- o Key Signature & Time Signature correctly set in the Transport Window

#### RECORDING: (20%)

- o At least three (3) **melodic software instrument tracks**
- o At least three (3) **rhythmic software instrument tracks**
- o At least one (1) **audio track recorded via XLR cable**
  - Indicate source material along with microphone(s) used in Track Notes
- o At least one (1) **audio track recorded via instrument cable**
  - Indicate source material in Track Notes
- o At least one (1) example of an effective **Pitch Bend**
- o At least one (1) example of effective **Modulation**

#### EDITING (15%):

- o At least one (1) example of effective **Quantization**
- o At least one (1) example of an effective **Fade Out**
- o At least one (1) example of an effective **Cross Fade**
- o At least one (1) example of an effective **Fade In**
- o At least one (1) example of **Volume Automation**

AUD120 – Digital Audio I  
**FINAL PROJECT**

- o At least one (1) example of **Pan Automation**
- o All tracks and their corresponding regions **Color-Coded** logically and effectively
- o All regions **'Named by Track'**

MIXING (15%):

- o Tracks have been leveled and panned to create a good mix and sense of space
- o Effective use of **Compression** plugin
- o Effective use of an **EQ** plugin
- o At least one (1) use of a **Reverb bus send**
- o At least one (1) use of a **Delay bus send**
- o No clipping on Output / Master track

PREPARATION FOR MASTERING & ALTERNATE VERSIONS (15%):

- o All software instrument tracks bounced to audio tracks
  - Effects and Automation 'printed' into audio bounce
  - Hide and Mute (do not delete) software instrument tracks
- o Create 'Alternate' version of your composition with the tempo noticeably sped up or slowed down
  - Create an Alternative named "Final Project Alternate"
  - Use **Flex Time and/or Flex Pitch** on at least one (1) audio track

PROFESSIONALISM (10%):

- o Overall quality of work, from preparation to production to presentation

DELIVERABLES (15%):

- o Submit one Master Folder containing:
  - One (1) Session File, saved as a Package (.pkg)
  - Three (3) bounces of Original mix (.AIFF, .WAV, .MP3)
  - Three (3) bounces of Alternate mix (.AIFF, .WAV, .MP3)

AUD120 – Digital Audio I  
**FINAL PROJECT**

**HOW TO NAME FOLDERS, FILES, BOUNCES:**

Master Folder - *“AUD120\_FinalProject\_LastnameFirstname”*

Session File - *“FinalProject\_LastnameFirstname”*

Bounces (Original) - *“FinalProject\_LastnameFirstname”*

Bounces (Alternate) - *“FinalProject\_LastnameFirstname\_Alternate”*

**You will also be required to present your Final Project to the class during the final week of classes. Failure to present will result in a deduction of 10% from your Final Project grade.**

# AUD120 – Digital Audio I

## Final Project Grading Rubric

CRITERIA	4 Innovating	3 Achieving	2 Developing	1 Struggling	0 WTF	COMMENTS
Session properly named/saved/submitted (7.5%)						
Sample rate & bit depth (2.5%)						
Arrangement, labeled in Global Tracks (5%)						
Key & Time Signatures (2.5%)						
At least 3 melodic software instrument tracks (5%)						
At least 3 rhythmic software instrument tracks (5%)						
Audio track w/ mic cable + Track Notes (2.5%)						
Audio track w/ instrument cable + Track Notes (2.5%)						
Pitch bend (2.5%)						
Modulation (2.5%)						
Quantization (2.5%)						

Fades (2.5%)						
Automation (5%)						
Tracks color-coded (2.5%)						
Regions "named by track" (2.5%)						
Leveling/panning (3.75%)						
Compression & EQ (3.75%)						
Reverb & Delay sends (3.75%)						
No clipping on Master (3.75%)						
Software instruments bounced to audio, etc. (5%)						
"Alternate" version (10%)						
Presentation/ Professionalism (10%)						
Bounces – 3 original, 3 alternate, properly named (7.5%)						

**FINAL GRADE:**

**Innovating (4)** – Meets all basic requirements with no errors; displays above average understanding of all concepts; overall professional presentation

**Developing (3)** – Meets all basic requirements with minimal errors; displays adequate understanding of all concepts; overall professional presentation

**Developing (2)** – Fails to meet all basic requirements; displays fair understanding of all concepts; overall amateur presentation

**Struggling (1)** – Fails to meet all basic requirements; displays poor understanding of all concepts; overall unprofessional presentation

**WTF (0)** – No attempt made to meet basic requirements; unacceptable presentation