

ANIMATING A COMPOSITION

Today's workshop is based on rhythmic compositions such as guitar hero, rock band or DDR. The purpose of the project is for students to be on the production side of the project rather than the performing side.

In this specific workshop, we will cover a song by recreating it using chrome music lab's song maker, and animate it by using wick editor. Both of these programs are free to use on any device.

Chrome music lab's song maker is found here -
(<https://musiclab.chromeexperiments.com/Song-Maker/>)

1. Choose a song of choice to cover (In this case we are choosing "Seven Nation Army by The White Stripes")
2. Determine the tempo (<https://www.musicca.com/metronome>)
3. Add the drum part (circles and triangles)
4. Add the guitar/bass part (coloured rectangles)
5. Add the vocals (coloured rectangles)
6. Save your progress and audio file (save as wav)

Extensions

1. Create an original song
2. Use a DAW such as Bandlab (free to use on any device)
3. Record yourself or as a band
4. Compare the melodic colour scheme to the notes on the piano

PART 2

Animation with Wick Editor (<https://www.wickeditor.com/editor/>)

For the purpose of this workshop, we will animate the cover song for a percussion ensemble using Wick Editor.

1. Match the tempo with the FPS (frames per second)

2. Upload your audio as Layer 1

3. Create a background for Layer 2

- Begin with the instructions; count in, conductor, symbols representing instruments, additional info.

4. Create a conductor in Layer 3

EXTENSIONS

1. Although our intentions today are for a Rhythmic Video Game (similar to guitar hero), coding is available on Wick editor to create scoring and video game techniques.

2. The conductor can conduct other types of instruments or ensembles.

3. Eliminate the possibility of a digital divide by making group work available.

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