



# **Art of Sound**

Compiled by

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# Art of Sound

## Introduction

It is important for learners who are playing instruments or singing to know the basics of Music Production, Sound engineering or how to use studio equipment.

For musicians, instrumentalists or vocalists to save time and money, one has to sample their ideas on their own and have ideas of what they want their music to sound as a final product in order when the producers and sound engineers add or remove effects and dynamics to the music there is an understanding.

Many musicians do not know what elements are essential to their music and get producers to create for them and sound engineers to mix for them. Knowing the basics will help in fueling the ideas and the passion for music more.

### Chapter 1

“All the aspects”. Engineering a short clip of audio or music takes time and a skill for all parts to come together. For every piece of music to be good it has to follow the eleven aspects of a great recording: concept, melody, rhythm, harmony, lyrics, arrangement, instrumentation, song structure, performance, quality recording/equipment, and the mix.

Each of these aspects have to be at least of basic for the recording to sound good. The Mix is the last step which is the most important one and it is essential for it to be of great precision for it can mask one or two of not so good quality aspects. We will look at all aspects that make the recording to be of good quality in details.

### Chapter 2

“How to write to play”. As much as the digital way of creating music has dominated in the 21<sup>st</sup> century and the future, pulling out a manuscript and transcribing lines for different instruments is still the best way to go, but we can still use software which help you place notes within the right range, key and time signatures. When writing music for orchestras, quartets, and/or jazz bands you need to be able to transcribe all the lines down in order for them to play exactly what is needed at the time they are needed, for different people might have different entries.

It is essential to know different instruments and their ranges to be able to write for them within their ranges. There are five different clefs which instrumentalists play by reading from: Treble , Alto , Tenor, Bass, and Percussion. It is essential to at least know the treble and bass clefs for they are the most commonly used.

We we at all the clefs and different instruments that are playing in those ranges.

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## Chapter 1

I remember my very first time when I used a Digital Audio Workstation (DAW) to create my music. I made it to the finish and in my headphones I thought it sounded amazing but when I played it in a car, it sounded bad with a lot of bass and everything was masked by all the low frequencies. My mixing was not good and the quality of the studio equipment used was not good enough. It is important that we know and understand that all eleven aspects are important to the final product that you want to come out, so much so as backing.

### Aspect #1: Concept or theme

The concept or theme is the combination of all the other ten aspects as it is the overall sound which is produced of the music. When making a song you determine what mood, the flow, genre, style, and many other feel aspects of the music. In many song you can hear the concept which was being portrait, some songs have a strong repetitive melody which which quickly hooks you in. As an engineer you have to know and determine that a heavy metal guitar will not fit in a slow blues love song. Having a concept or understanding the theme of the song allows you to know which essential instruments to use and what role are they playing to deliver that specific concept.

### Aspect #2: Melody

Melodies are an art, as a musician, producer, or sound engineer it is important that the melody is intentional for it is the part that makes the song to be remembered and know. A melody can be bring positive values or negative values. Positive response for a melody can be that it is catchy, hummable, beautiful, or interesting. Negative values can be that it is busy, banal, simplistic, annoying or chaotic.

### Aspect #3: Rhythm

Rhythm is the heart beat of the song, if it is too busy then it can throw people out and it it is too simple, watch-out, you will fall asleep. Instruments have their our rhythm parts in song and it is important that learners know what rhythm is each instrument playing so that a guitar is not stepping in the piano rhythm and masking it from its lines and part.

### Aspect #4: Harmony

Harmonizing for voice or instrument, is a very good skill to be able to master because harmony bring the overall structure to sound as one. It is essential to be familiar to a keyboard/piano or guitar as they are instruments that play chords and inverted chords which are the basis of harmony.

### Aspect #5: Lyrics

Lyrics are not just words written and put to a song, they have to be rhythmically correct and the message which has to come a cross must make sense. In a love song, syllables which reference to love has to appear rather than talking about war.

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## Aspect #6: Arrangement

“Arrangement” are the layers of instrumentation, vocals, effects, and many more other sounds which are to be placed at specific intervals creating textures, tones, melodies, harmonies, and making the whole track bright and beautiful. All these other aspects have to be arranged in a certain way in order for each part to sound like it was placed there intentionally.

## Aspect #7: Instrumentation

Even if you're who a producer who do not play instruments but it is important to know instruments that fit in a particular type of a song and how it can be used and the ranges of that instruments.

## Aspect #8: Song Structure

The song structure refers to how the song will be structured, will the song have an intro, how many verses before the chorus, are there any bridges and any instrumentals or solos in the song and most importantly the length of a song.

## Aspect #9: Performance

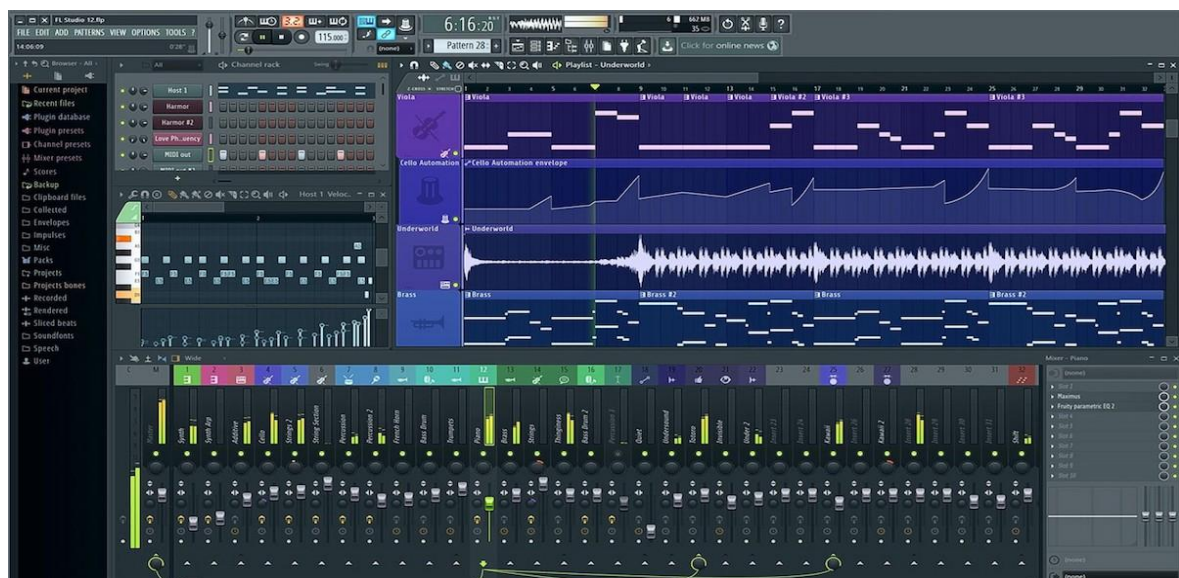
Performance is the an essential part, when done right everything has to be alright. This is the stage where every idea is executed correctly while recording, and it consists of five major aspects: Pitch, Timing, Technique, Dynamics, and Greatness.

## Aspect #10: Quality of the equipment and recording

This refers to the quality of equipment used not the instruments which covered under “Instrumentation”. Things like microphones are very essential when recording, even the environment has to be as quiet as possible to get as clean audio as possible for less editing.

## Aspect #11: The Mix

The mix might be the small part in creating good music, however it is one of the most important aspects for it can be used to hide weakness from the other aspects.



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## Chapter 2

These day we are using almost everything that is automated, even in music there are DAWs which are being used to arrange music. But the knowledge of a transcribing and arranging music on a sheet music is still essential for quarters, orchestras, Jazz bands and many other group of musicians whom might want to perform your music live which leads to more audience listening your music.

It is essential for learners to know to transcribe each part for each instrument, being it voice too. Working with a manuscript is a skill which learners need to learn because there are five essential clefs which can be transcribed for.

The diagram illustrates five musical staves, each with a specific clef and a corresponding pitch range indicated by a box:

- TREBLE:** Treble clef (C-clef on the first line). Pitch range: C4 to A4.
- BASS:** Bass clef (F-clef on the fourth line). Pitch range: E2 to C3.
- ALTO:** Alto clef (C-clef on the third line). Pitch range: D3 to B3.
- TENOR:** Tenor clef (C-clef on the fourth line). Pitch range: B2 to G3.
- PERCUSSION:** Percussion clef (two vertical bars). No specific pitch range is indicated.

This clef indicates that the lines and spaces of the staff are each assigned to a percussion instrument with no precise pitch.

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There are software which are developed to assist with the transcription of different instrument and learner have the privilege to listen to individual or all parts at once rather than requesting someone to play. There are different software: Sibelius, MuseScore, Finale, Lily Pond and many others.

The screenshot displays the Sibelius software interface. At the top, there is a menu bar with options: File, Home, Note Input, Notations, Text, Play, Layout, Appearance, Review, and View. Below the menu bar is a ribbon with various notation tools such as Slur, Crescendo, Decrescendo, Trill, Glissando (straight), Glissando (wavy), and Rit. The main workspace shows a musical score for an acoustic guitar in 4/4 time, key of E major. The score includes a treble clef staff with a melody line, a guitar tablature staff, and a key signature of one sharp (F#). The melody line starts with a dynamic marking of *mf* and features a decrescendo hairpin. The tablature staff shows the corresponding fret numbers for each note. Above the tablature, chord diagrams are provided for the notes: E, E/D#, C#, A, F#, and B. A keypad window is visible on the right side of the score, and the status bar at the bottom indicates the current page, bars, and timecode.

*Sibelius software*