

## Assessment activity



## Composing on computers

Working in pairs, produce a two-minute composition using ACID DJ.

1. Import at least two loops from each of the six main folders (Bass, Synth, Drums, Robovox, SFX and Decktronics). Arrange these loops to produce a two-minute composition.
2. Make sure you create interest in your use of texture and tone colour and give different roles to the various layers of sound.
3. Make sure you provide unity and variety throughout the piece.
4. Create a sense of structure by developing a beginning, a middle section and an end for your piece.
5. Play your composition to the class and be prepared to answer questions about your use of loops, texture, unity, contrast and structure.

### Some useful tips

- Choose loops to fulfil different roles, for example a bass line, rhythm, melody or melodic riff and sound effects (SFX).
- Consider limiting yourself to one bass layer and one melodic riff at any one time, whereas rhythm and SFX can work with several layers.
- Avoid cluttering the sound by restricting yourself to a maximum of five or six layers at a time.
- It can be effective to introduce the layers one by one at the beginning of your piece.
- Pieces work well when they have a distinctive beginning, middle and end. An effective way of doing this is to use an A B A<sup>1</sup> structure with different loops in Sections A and B. Try including some loops from section B in the repeat of A (A<sup>1</sup>).
- It's generally better not to have a track playing non-stop for too long. It is often better to break it up or try alternating it with another track.
- Start by getting the basic outline right first, selecting your riffs, bass and rhythms. Add the SFX and other effects afterwards.

- Try and include a strong introduction and ending.

## Criteria for assessing:

Students will be assessed on their ability to:

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Demonstrate basic operating skills in the use of the Acid program by importing loops from six folders and producing a two-minute arrangement of the imported loops.

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Demonstrate effective use of texture and tone colour, incorporating changes in the number of layers of sound.

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Demonstrate an understanding of the different roles of the various layers of sound.

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Maintain effective unity and variety through the piece.

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Demonstrate an understanding of structure within the piece, including a beginning, a middle section and an end to the piece.

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Present the project and answer questions about their use of loops, texture, unity and variety, and structure.

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