Remix:: Composing Structures 4
Play and Performance

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Remix:: Overview

• Introduction
• Game Music
• Popular Music
• Creative Commons
• “How to Remix”
• Questions

DJ Ruth Flowers
Introduction

- 2003 – Soundtrack for the film *The Corporation*

*The Corporation*

Original music for the film composed and produced by Leonard J. Paul
Introduction

- 2005 – Surrey Remixx Project (Techlab)
Introduction

• 2010 – *NBA Jam* (Electronic Arts)

• Remixed 40mins up to 70mins to fit gameplay
Retro City Rampage

- 2010 – *Retro City Rampage* – (Vblank Ent.)
- Mix of many music styles as NES chiptune
Game Audio History : NES

• 1986 – Nintendo Entertainment System (NES)
  • 1 mhz processor, 5 channel audio...
  • Mario is 25yrs old as of Sep 13th, 2010

Super Mario Bros. (1985)
Game Audio History: Commodore 64

- 1982 – 1 mhz processor, 3 channels of audio
- Assignable triangle, sawtooth, noise & pulse
- Sound chip (SID) was digital/analog hybrid
- Sound chip still popular today:
  - 174 new SID songs / month
The Demoscene

- Group of underground artists, coders & musicians making real-time computer demos of their skill
- “Compos” are competitions to decide the “best”
- High Voltage SID Collection has 38K+ C64 songs!
Soundtrack to *The Corporation*

http://www.Archive.org - Free to download & share
Chiptune Live

- Zen Albatross (NY) – Gameboy

For more see:
- http://8bc.org
- http://8bitpeoples.com
- http://iimusic.net
- http://truechiptilldeath.com
Popular Music

The C64 scene and Timbaland Controversy

http://VideoGameAudio.com
info {at} VideoGameAudio.com
ECUAD AHIS 333
Vancouver, BC
Timbaland MTV Interview On “Do it” Controversy

"It makes me laugh. The part I don't understand, the dude is trying to act like I went to his house and took it from his computer. I don't know him from a can of paint. I'm 15 years deep. That's how you attack a king? You attack moi? Come on, man. You got to come correct. You the laughing stock. People are like, 'You can't be serious.'
Sampling

http://WhoSampled.com
Remix: Soundcloud
The Creative Commons

http://www.CreativeCommons.org
The “Mickey Mouse Curve”

![Diagram showing the Copyright Duration and the Mickey Mouse Curve]
Self Remix:: The Corporation

8bit-Style Remix of "The Corporation" Theme Song in Audiomulch
Remix:: NBA Jam

FM-Style Remix of Title Track for Credits of NBA Jam in FL Studio
Remix:: Retro City Rampage
Performance
Performance

Recent live performance patch in Ableton Live utilizing a game controller as input
Game to Orchestral

Final Fantasy music by orchestra:

Orchestral arrangements of music by Nobuo Uematsu
The Wilderness Downtown

Choreographed windows, interactive flocking, custom rendered maps, real-time compositing, procedural drawing, 3D canvas rendering... this Chrome Experiment has them all. "The Wilderness Downtown" is an interactive interpretation of Arcade Fire's song "We Used To Wait" and was built entirely with the latest open web technologies, including HTML5 video, audio, and canvas. - Chris Milk

http://www.chromeexperiments.com/arcadefire/
Realtime Mashup

News page for projects from my Spring 2010 class DIVA 202
“How to Remix”

1) Download mp3 of song(s) from YouTube: http://www.listentoyoutube.com/
“How to Remix”

2) Load the loops into demo version of FL Studio:
http://www.FLStudio.com
“How to Remix”

3) Edit the loops using the Edison editor
“How to Remix”

4) Detect tempo: Edison->Format->Edit Properties

Click here...
“How to Remix”

5) Match the tempi with Slicer and adjust pitch:

- Loop is 107 bpm
- Remix is 128 bpm

Pitch

Slicer...
“How to Remix”

6) Edit the songs together:
“How to Remix”

7) Export as an mp3 when done...!
“How to Remix”

Ok, let's mix...

DJ Ruth Flowers in the studio (no affiliation)

< Remix Demo >
Questions?

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web: VideoGameAudio.com

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