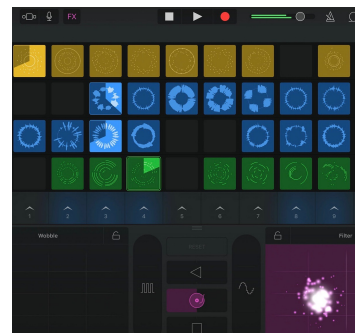


Rock Star 101

Music Production Day Camp



June 12-16th 9AM-4PM:

Aims Music teaches GarageBand to create songs for the NYC SUMMER JAMS Album

Please note:

In this case, "Rock Star" applies to ANY genre of music!

- Ages 8-15 welcome
- Maximum 12 students/session
- Learn music production, recording real and software instruments, songwriting, arranging, live loops, and performance/presentation.
- Assist staff and guests present dance, vocal technique, stage presence, cover design.
- Presentations June 16, at noon /4:30

Where: AMDA Studios 244 West 54th Street
(Broadway/8th) NYC 10019

To Enroll: aimsmusicnyc@gmail.com

Participants must have an iPad or Mac laptop with GarageBand installed, and a Google Drive account.

**Main FULL DAY Camp (9am-4pm, lunch at noon)
= \$1000 w/o food or \$1200 lunch included**

You can also participate and be included on the album by selecting a *minimum of three* AM or PM drop-in sessions.
AM sessions are 9am-noon
PM sessions are from 1-4PM

Drop-in Session rate= \$250/session, (lunch separate)

AIMS MUSIC PRESENTS:

Rock Star 101

Music Production Day Camp

Sample Schedule

*Subject to change, based on availability of assist staff and special guests.
If electing drop-in days, please do so according to your availability.*

DAY 1: Skills/Objectives: *Counting beats and measures, rhythm, song structure, form, instrument/track identification, mixing*

Hour 1-2 Dance and Live Loops Dance is the perfect way to understand that music happens against the grid of time. The same way a choreographer plans 8 beats of movement at a time into a larger pattern; a composer/music producer/songwriter puts together the melodic and rhythmic patterns of various instruments 4 or 8 beats at a time. The 4 and 8 beat cells of sound in the Live Loop section of GB will be used for some ice-breaking movement activities, in a variety of styles, moods and genres.

Hour 3-4 Live Loop and Loop Library Production We will form small groups and work together to create instrumental songs from the Live Loop section and the Loop Library in the Track section of GB. We will learn to adjust volume levels, create and duplicate sections, and structure an introduction and ending to a track.

Hour 5-6 Share and Choreograph Groups will share the instrumental songs they've created, and using movements from Hour 1, the others will choreograph movements that reflect the style, mood and genre of the song presented.

DAY 2: Skills/Objectives: *Instrument and form identification, following a chord chart, recording vocals and smart instruments, sampling and splicing*

Hours 1-3 Group Project - "Nailed It" Challenge - How close can you come to recreating a hit song? Special presentation on vocal delivery. Groups select a hit song from a list, (or suggest their own the day before) learn the chord structure for it, and record and perform it on selected smart instruments that they think sound like the original song. As in day 1, projects will be shared, and if time, choreographed.

Hours 4-6 Group Project - "Ruined It" Challenge - An intensive look at sampling and splicing, this challenge involves learning how to incorporate previously recorded material into your work, changing speed, pitch and reversing a sample. The intent of this challenge is to take material from unrelated genres or artists and combine them in a new and interesting way - through learning these techniques, the end result might ruin it, or you might end up loving it!

DAY 3: Skills/Objectives: *Writing original songs, verse/chorus/bridge forms, lyric patterns, graphic design for album cover*

Hours 1-2, & 4-5 Original Songs (can be worked on individually or in small groups following the initial welcome) We will brainstorm topics and lyrics based on desired styles, moods and genres as the first step. If necessary, poetry can be examined to inspire lyric and form. Original lyrics are not a condition of an original song. The process is different for all artists. We will begin the song structure using GB loops and software instruments.

Hour 3 & 6- Album cover design Graphic design programs will be introduced, assist staff will help us work together to begin designing the cover for our project.

DAY 4: Skills/Objectives: *Mixing, adding automation, arranging regions, organizing your track, planning a presentation*

Hours 1-3 Work continues on original songs, recording finishes, and the process of mixing begins. Presentation after half day wrap up!

What is GarageBand (GB)?

GarageBand (GB) is a complete music studio on your computer, so you can make your own music to share with the world. You can create songs and other types of projects in GB, whether you're a pro or a beginner. We will be recording voices, software instruments, using loops and cells, and arranging and mixing the music we create for the NYC Summer Jams Album.

...and the NYC Summer Jams Album?

The NYC Summer Jams Album (name subject to change) will include only the music we create during the camp, which can be any genre. Each participant will decide on their favorite material to contribute, and will work together to design the album cover. If you meet the 3 session drop-in minimum your work can also be included. The album will be available on SoundCloud later this summer.