

*TRANSLATION*

SCORES \* INSTRUCTIONS \* DO IT YOURSELF

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HOW TO MAKE

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AND

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# How to make \_\_\_\_\_

You will need:

- ✓ - This set of instructions
- Access to a collection of music
- A computer with a sound cards (built in will suffice)
- Speakers or headphones
- An audio editing or music application
- An mp3-player
- A pen or another writing tool
- At least two days

Proceed as follows:

- 1) Start by finding a piece of rhythmic music - a pop song for instance - that you remember from your childhood or early adolescence. It should preferably be a song you could still some love for, you might enjoy the melody perhaps, but it is okay if you feel a little guilty. Listen to at least a few different songs before choosing. Do not involve others in the process.
- 2) Sit down at your computer and import the song into an audio editing program. Pick a section of the track - it could be the chorus, but it doesn't have to - and cut it out so it loops perfectly.
- 3) Stretch or shrink the audio clip so it plays in, let's say, 90 bmp, but don't change the pitch.
- 4) Then, lower the pitch hog the sound clip by 1, 2 or 3 whole octaves - whatever you think sounds best.
- 5) Loop the clip so you end up with a one-minute or longer track and export it as an mp3. Transfer the mp3-file to an mp3-player and take a break for today. Before going to bed, listen to the file on repeat for an hour straight. Choose a title for the piece you are making and fill it in above the bar on the title page and at the top of this page.
- 6) The next day you continue the process. Return to the original song and find another section of it to cut out. This section should be free from vocals if possible. If necessary, use the beginning of the track, the ending, the B-section or a bridge. Process the new clip in the same way as the first one (stretch to 90 bpm and pitch down). Let's call the two clips A and B, respectively.
- 7) Put A and B together, so you end up with a structure of sorts. It could look like this:

A-B-B-A-B-B-A-A

But you could also make up something else yourself.

- 8) Now, fresh drums have to be added. Find an archive of drum samples (If you do not have one on your hard drive, download one from the Internet or something). Create a drum sequence with a lot of power. Your track probably sounds pretty dull at this point, because it have been pitched down, so the drums may have to make up for it. The feeling of overtiredness is a good benchmark. Make fiery fills and a lightning-fast hi-hats. If the new drums are in cambolage with the original drums, try to fiddling with the frequencies of A and B where the drums are located. You might be able to make the old drums step into the background, or maybe you can change the new drums a bit to better match the original ones.
- 9) When the new drums sound all right, it's time to make an intro. The track has to start in one way or another. Experiment using a slightly trancey noise gate and a pelvic stroke played backwards. If that sounds good, keep it. Otherwise, think of something else yourself.
- 10) The ending will just be a fade out. It's cheap, but it doesn't matter.
- 11) Write the lyrics for your new song based on the original lyrics. If it is in English, start by translating it into your native language.<sup>1</sup> Go through the lyrics line by line and cross out those you can't stand and keep those you like. If there are lines you like a little, but not quite enough, rewrite them as much as you deem necessary. Once you have salvaged the decent lyrics from the original text, add new lyrics. Make the text in its entirety your own.
- 12) Record your own lyrics. It doesn't matter whether or not that you have a great singing voice, just do it anyway. Do it for your own sake. You don't have to play it for anyone. Use the formula you created in paragraph 7, but adjust it if necessary.
- 13) Play with different effects, such as reverberation, distortion and echo. Use whatever works.
- 14) Mix and master to the best of your ability.

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<sup>1</sup> If English *is* your native language, ignore this particular instruction.