
MachineDrum DJ Project Round 02 - BEGINS!

Posted by dubathonic - 2011/03/03 23:11

OK, we're ready to start the submission process for Round 02. Here's what you need to know...complete info follows the short version :)

The short version: Basically the same as for Round 01: Two-bar patterns and short needledrop mp3's of them, submitted to machinedrumdjproject (at) gmail (dot) com by April 30, 2011. However, for Round 02 we're trying to deal with three issues that cropped up last time: Drastic differences in submission volume levels, the need for *some* uniformity in organizing the 16 Tracks across the MD, and the need to keep samples organized easily. So please read and remember...

The details:

1) Before you start:

-Visit the Sandbox and download the MachineDrum DJ Project Round 02 file. In it you will find a kit/pattern SYSEX for level setting and (for you UW owners) 24 samples. The text file will list the specific slots where you should load each sample, and give some basic info on using the kit/pattern to ensure all our submissions' overall volume levels are approximately equal.

2) What you need to create for each track you want to submit:

-A SYSEX file containing the elements of a club-style dance track (approximately 128 - 145 BPM) for solo MachineDrum.
-Also if possible, a 2-3 minute mp3 of an excerpt of this track so that we can all listen to a sketch of your original vision. (Short, because our project's Soundcloud page can only hold 120 minutes of music.)

3) What each track should consist of:

-A maximum of 4 kits, 8 patterns.
-Patterns should be no longer than 2 bars (32 steps) at most.
-Use samples only from the samplepack, which was uploaded March 03 to the Sandbox.
-Style: Any subgenre of clubby techno that makes you wanna move your ass, but please stay within the 128 - 145 BPM range.

4) Track organization:

To make life easier for the live PA artists, please keep your essential rhythmic elements on Tracks 1-4 and CTR/RAM on Tracks 13-16:

-BD on T1
-SD / backbeat elements on T2/3
-HiHat on T4

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-CTR machines (if any) on T13-14
-RAM-Rec on T15, RAM-Play on T16

You don't need to use CTR machines if you don't want to, but please do not use T15-16 for anything other than the RAM machines. Non-UW owners, please leave these tracks empty.

5) Number of submissions:

-No upper limit, but submit at least one track that uses only internal synthesis. This way the non-UW owners among us can participate.

6) Deadline: April 30, 2011. Two months away.

7) How to submit:

Email your SYSEX/mp3 files as attachments to machinedrumdjproject (at) gmail (dot) com by the April 30 deadline. In the email text, please include a description I can post beneath your mp3 on the group SoundCloud page. (Options you might include: Track title, artist name, whether it uses samples or not, a link to a longer version of the track if you have one posted elsewhere, how the 16 tracks are organized, what your CTR-8P is set up to do, etc.).

After all the submissions are in, I will post all SYSEX files to the files section of the EU forums, and I will also post all of the mp3 excerpts to the project's group page at <http://soundcloud.com/machinedrumdjproject>.

...OK let's do it B)

Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by johnathon doe - 2011/03/04 06:30

looking forward to it DUBA!!!!

come on all you MD owners.

have a laugh and make some tracks.
have a drink and make some mixes.

"but, i'm not that good...they're all gonna laugh at me!"

screw it!

this is all about having fun and getting to know your MD by using the constraints.

the mixes are a way for you to mix/remix your work and others.

i really enjoyed round 01, lets hope we see more tracks and mixes.

:drums:

peace

Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by Microscopial - 2011/03/04 06:49

"but, i'm not that good...their all gonna laugh at me!" ok then im scottish and used to being laughed at (football,rugby snooker, even tiddlywinks now) so count me in

Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by Duncan - 2011/03/04 07:12

I think I might be in. It'll force me to start and finish something at last, instead of jamming a middle section.

Happy days.

:)

Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by johnathon doe - 2011/03/04 19:35

bump!

Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by djd_oz - 2011/03/05 09:28

I'll give this a go! :)

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Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by dubathonic - 2011/03/06 04:04

Welcome Microscopial, Duncan, DJD_OZ! Glad to have you guys aboard, and everyone else who wants to participate. Most everyone who submitted last time said this was a great experience in lots of ways. We all share knowledge, we all learn, we all benefit.

Check the SoundCloud page for what everyone came up with last time...I'll keep the Round 01 tracks there until the 2-hour space limit forces me to bump them for the Round 02 submissions.

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Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by johnathon doe - 2011/03/07 23:24

bump!

i'm going to bump this once a week myself.
every Monday.

that way everyone that might want to know, will know.

peace

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Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by poonti - 2011/03/08 00:03

I'll give it a try, but hopefully I won't be as busy next couple of months as I have so far this year...haven't sat down for a beer-infused Elektron jam in well over a month :(

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Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by howdragonsdisappear - 2011/03/08 16:40

sorry, i won't participate finally,
have to work on some poject with an older os and don't have the +drive.
But i'm still foloowing you guyz :P

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Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by johnathon doe - 2011/03/10 20:26

hey dubathonic,

i don't think the 'levelcheck' sysex file is in your zip.

just the txt file and the .syx for the 24 samples.

peace

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Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by dj_d_oz - 2011/03/12 17:25

Downloaded the zip file, however I couldn't find then sysex for "Level Check"

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Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by johnathon doe - 2011/03/15 19:58

bump!

i missed my monday bump...so tuesday it is.

i have sent mr. dubathonic a message about the zip file.

peace

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Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by dubathonic - 2011/03/16 00:05

^Yep, thanks jd, I'm on this. Will post the level check SYSEX to the files section asap.

Apologies, I dunno how it didn't get in there -- everything else did :blink:

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Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by dubathonic - 2011/03/17 11:16

SYSEX for level check uploaded, sorry for the delay. Uploaded it separately:

Files: Sandbox: MD DJ 02 LevelCheck

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Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by johnathon doe - 2011/03/24 01:56

BUMP!

a little late on my weekly bump, but the zip and levelcheck.syx work!

peace

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Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by johnathon doe - 2011/03/29 19:55

just another weekly bump!

hopefully everyone that wants to know, will know so far...

see you next week at the next bump!

peace

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Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by Veets - 2011/03/30 12:52

I'm in! After two months of Octa-ing, I'm getting back to where it all started. Yessss.

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Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by johnathon doe - 2011/04/05 13:37

weekly bump!

i hope all is well with you all.

peace

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Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by johnathon doe - 2011/04/12 07:18

BUMPITY, BUMP BUMP,
BUMPITY, BUMP BUMP,
BUMPITY, BUMP BUMP,
BUMPITY BUMP!!!!!!

:D

peace

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Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by dubathonic - 2011/04/12 10:26

Thanks to jonathon doe for his tireless bumping

of the thread I mean B)

...and I'll add that early submissions are graciously welcomed by your humble organizer :)

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Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by johnathon doe - 2011/04/19 16:25

bump.

you know what it iz.

peace

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Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by johnathon doe - 2011/04/25 19:45

last bump before we jump!

see you on the 30th.

peace

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Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by Tarekith - 2011/04/28 11:17

I was pretty swamped with work and unable to submit a track this time. Am I still allowed to do a mix if I get the time??

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Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by dubathonic - 2011/04/28 23:21

@Tarekith

IMHO, I feel the tracks should be open to any MD owners who would like to use them. Created by the community for the community.

I'm trying to stay out of the way of participants as much as possible (short of setting some reasonable boundaries on submissions to ensure we can all get usable results)...but my personal opinion is that as long as a person doesn't take another composer's track and release it under their own name without acknowledging the original, everything else is fair game.

I still haven't finished polishing up most of my Round 01 track remixes, many of which will probably sound very different than the originals, occasionally even unrecognizable. But when I do share them, I'll still call them dubathonic remixes of the original composers' tracks. Grow the tree but acknowledge the seed.

BTW I'd be saying this even if you hadn't posted your own MD solo liveset SYSEX, your own Round 01 submission, your own tips and tricks documents, your own... ;)

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Re:MachineDrum DJ Project Round 02 - BEGINS!

Posted by Tarekith - 2011/04/28 23:37

Thanks man.

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