THE PRODUCERS: CRITA EVALUATION

Guiding Question: How can we balance facts and instincts when creating?
Area of Interaction: Human Ingenuity
Strand 1: demonstrate knowledge and understanding of the art form studied in relation to societal, cultural, historical and personal contexts
Strand 2: demonstrate knowledge and understanding of the elements of the art form studied, including specialized language, concepts and processes
Strand 3: communicate a critical understanding of the art form studied in the context of their own artwork.
Assessed using Criterion A: Task Specific

Level 3 / Grade 8

Your Final Evaluation: Criterion A

Answer the following questions in your Developmental Workbook:

Strand 1:

- Read the provided website and write one paragraph that summaries the article you've read: http://entertainment.howstuffworks.com/music-producer.htm
- Write a short biography of one of these famous producers. Be sure to include what style of music they produce and who are their most famous album/artists produced. You may choose from: Mutt Lange, Neptunes, Dr. Dre, Butch Vig, Daniel Lanois, Todd Rundgren, T-Bone Burnett, Sam Phillips, Berry Gordy, Phil Spector, George Martin.

Strand 2:

- What did "MIDI" stand for?
- What is the difference between a MIDI and a live track?
- How do you change the pitches in a MIDI track?
- Why can't you change the pitches in a live track?
- If you made a mistake in a live track and wanted to fix it, what would you have to do?
- How do you add a new track?

- How do you duplicate a track?
- How do you get rid of ambient sounds when instruments aren't playing on live tracks?
- Why shouldn't you have a constant texture? Why is it good to change your textures?
- What is the difference between pitched and non-pitched instruments?
- Why can't you simply loop the green MIDI tracks when adding bass lines?
- Why must you always wear headphones when recording?
- How do you turn on the COUNT IN button? Why is the COUNT IN button useful?
- What is the difference between the track commands and the master commands?
- How do you apply audio effects to live tracks?
- Why is it helpful to use the yellow looping bar?
- How do you splice a track?
- Why does Miss Keus think Magic GarageBand is evil?

Strand 3:

- Describe your sequence in detail. Provide information such as:
    - How many tracks did you use? How many were live and how many were MIDI? What was your texture like? What key was your piece in?
    - What sound effects did you use? What audio effects?
    - How did you ensure that your sound was well balanced?
    - How did you make your music sound creative and interesting?
    - What song did you pick? Who was in your group? What instruments did they play?
    - What was good about your final sequence? What could have been improved?
    - What feedback were you given on your piece and how did you make changes based upon that feedback?