



May 2019

WRITING THE OST
(ORIGINAL SOUNDTRACK)
OF YOUR LIFE:
AN EDUCATIONAL PROPOSAL FOR
IE CREATIVITY CENTER

- INTRODUCTION

IE Creativity Center requests David Gómez a course/master classes in creating, composing and editing soundtrack for the videos produced for Campus Life and the potential to make the most of IE's students and their endless talent. The fact of having as many musicians as music, film and tech lovers in both campuses is an incredible grounding for a transversal creativity this proposal aims to gather.

Based in the Campus Life videos as example, the program will try to teach basic methods in creating simple tunes with amazing results in terms of audience engagement by means

of teaching and using software supported applications. Consequently, the impact of the final videos produced will surely enhance IE's visibility worldwide as much as giving students basic notions on the music business industry.

- Short-term aim is identifying IE's transversal talent and make them work together.
- Secondly it is about giving students key notions regardless of their bachelor or interests.

- MédiuM-term aim is enhancing Campus Life's video campaigns by improving their OST
- Long-term aim is producing an IE musical sense students can easily refer to and feel part of.

- **PROGRAM**

- Introduction: the world of the OST
- Critical and rigorous listening: What works and doesn't work in OST.
- An insight into Art & Business: who made money out of music/OST?
- Basic gear to create a OST:
 - o Computer requirements
 - o Audio edit software (sequencer system software)
 - o Soundcard systems (Creativity Center has one)
 - o Software and library virtual instruments (VST)
 - o MIDI controller (provided)
 - o PA system
- Setting up your gear in an easy and cheap way.
- Four chords that makes you a millionaire: the basic harmonic structure nowadays (I-V-VI-V chords progression).

- Introduction and basic functions in Sequencer software system: Cubase or Garage Band
- Practice class in creating music for your video:
 - o Harmonic bases
 - o Melody lines
 - o Arranging instrument sections
 - o Editing, mixing and mastering our soundtrack
 - o Case study: what is needed to step from this <https://www.youtube.com/watch?v=Nn8rfqJJB8A> to this <https://evocarte.com/>
- Synchronizing our music in real time

Calendar & schedule:

- 1st Session - 3rd October: Introduction
 - o The world of the OST
 - o Critical and rigorous listening: What works and doesn't work in OST.
 - o Insight into Art & Business: who made money out of music/OST?
 - o Success cases
- 2nd Session - 17th October: Hardware and software aspects
 - o Basic gear to create a OST:
 - o Computer requirements
 - o Audio edit software (sequencer system software)
 - o Soundcard systems
 - o Software and library virtual instruments (VST)
 - o MIDI controller
 - o PA system
 - o Setting up your gear in an easy and cheap way
- 3rd Session - 7th November: Four chords that makes you a millionaire (part I)
 - o Basic, quick and practical bases in harmony theory
 - o The circle of fifths

- 4th Session – 21 November: Four chords that makes you a millionaire (part II)
 - o The basic harmonic structure nowadays (I-IV-VI-IV chords progression)
 - o Example of I-V-VI-I chords progression
 - o Practical in I-V-VI-IV
- 5th Session – 4th December: Four chords that makes you a millionaire (part III)
 - o ¿Melody or Harmony?
 - o Melody lines
 - o Working your melodies: less is more
- 6th Session - 16th January: Music Software (part I)
 - o Introduction and basic functions in Sequencer software system
 - o Cubase or Garage Band
 - o The Grid: how to make composition as a game
 - o Virtual Instruments
- 7th Session – 13th February: Music Software (part II)
 - o The Mix board
 - o Arranging instrument sections
 - o Editing, mixing and mastering our soundtrack
- 8th Session – 27th February: Music Software (part III)
 - o Practice class in creating music for your video:
 - o Creating our harmonic base
 - o Writing our melody lines
 - o Arranging instrument sections
 - o Synchronizing our music in real time
- 9th Session – 12th March: Case Study (part I)
 - o Case study: what is needed to step from this
<https://www.youtube.com/watch?v=Nn8rfqJJB8A> to this
<https://evocarte.com/>
- 10th Session – 26th March: Case Study (part II)
- 11th Session – 22th April: Final work of Case Study

- **INTENDED FOR**

- Open to all IE Community regardless of bachelor or interests
- Musical experience is as much a key as not having any –HST students may have as much interest as musician students

- **BASIC REQUIREMENTS**

- Laptop, preferably Mac Book Pro (15" i7 2.5Gh or Higher).
- Steinberg Cubase Elements 10 or Garage Band software.
- Headphones.

Recommended:

- USB MIDI controller keyboard (for initiated musical students).
- USB sound card.

- **PLACE**

Proposal to be mainly developed at Area 31 Segovia (Entrepreneurship zone within IE Creativity Center (Calle la Moneda, s/n, 40003 Segovia).

- **EXPENDABLE AND LOGISTIC MATERIAL NEEDED**

In order to develop the different sessions a projector, basic PA system and stand or table (to set up computer gear and MIDI keyboard controller of the teacher) will be needed. IE Creativity Center's system is perfectly suitable.

- **SCHEDULE AND TIMETABLE**

The program will be developed along October 2019 to April 2020. Two hours sessions every 15 days.

The schedule:

October 3rd & 17th (2h each)

November 14th & 21st

December 4th 2019

January 16th 2020

February 13th 2020

March 12th & 26th 2020

Abril 2nd & 22nd 2020

Mayo 7th 2020 (3h) final presentations

- **TEACHER AND SUPPORT**

David Gómez Sanz

- Former member of Four Hands Project productions.
- Music Cowriter:
 - o El ultimo maestro ruso (2016)
 - o Symphony of Oneness (2015)

- Different music advertising, including promotion for Future Short festival (2104)
- Pedagogy Bachelor
- Teaching Degree in Music
- Master in Communication and New Media way in the Knowledge Society by UNED
- Master in Society and Youth by UNED
- Ten years of experience as Subdirector in University College

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