

# Project work written report 2018

Group ID: 5-12

Project title: 3motion

## Introduction:

We are a project group in category 5, creative arts. Our project revolves around the “fine-art” section of our project category. We decide to use music as our media as many people nowadays associate themselves with the type of music they listen to. Therefore, we want to take advantage of this fact and come up with our own music to showcase to others to share the joy of listening to music. Our project title is “3motion” as we plan to make 3 songs, explaining the “3” in our title. Next, our main goal is to present different types of emotions humans and people like us experience while we face the world each and every single day. We hope people of all age groups would enjoy our music but our main target audience are students from ages 13-20. We hope our music can help to spur them on in their times of need and just make life as enjoyable as it is supposed to be for everyone.

## Research:

Our artists references include hip-hop artists such as Joji, The Higher Brothers, and XXXtentacion.

Joji - Joji is a hip-hop artist who produced many comical music pieces. He is also a serious artist crafting downtempo, moody reflections. He made his debut in 2011 with the absurdist online comedy series The Filthy Frank Show, which garnered Miller over four million followers and pop culture renown with his viral "Harlem Shake" dance. As Joji, is able to express both comedy and depressing issues through his music and appeal to his audiences, we plan to study how he changes his music from a comedic and jolly feel to a serious and solemn ambience, therefore choosing him as one of our artists references.

*Adapted from: "<https://www.allmusic.com/artist/joji-mn0001064208/biography>"*

Tokio Myers -Tokio Myers rose to fame after winning the 2017 season of Britain's got talent entertaining the audience with his epic, electronica-tinged post-classical piano performances. His music does not involve lyrics but is able to express many different feelings and ambiences is really worth appreciating. He uses speed and rhythm to generate different moods and scenarios in life. This soft side and realism is something we are trying to implement in our songs as well. Therefore, we want to make him one of our artists references so as to discover how he applies all these aspects into his music.

*Adapted from: "<https://www.allmusic.com/artist/tokio-myers-mn0003344654/biography>"*

XXXTENTACION - XXXTENTACION is a rapper who talks about serious issues such as depression and mental health. He played fast and loose when it came to genres, often incorporating elements of punk rock, hip-hop, R&B, and heavy metal. At a very young age, XXXTENTACION was involved in many criminal acts. Therefore after being sent to a juvenile centre, he decided to turn clean and pursue his passion for music. He wrote about the tough times he faced in life. One example is the song “Jocelyn Flores” which he composed as a tribute to his friend, Jocelyn, who had committed suicide. We aim to analyze his various songs which bring out many different meanings and how he create an atmosphere and moods for the song through different methods and techniques, therefore choosing him to be one of our artists references.

*Adapted from: “<https://www.allmusic.com/artist/xxxtentacion-mn0003602693/biography>”*

## Documentation:

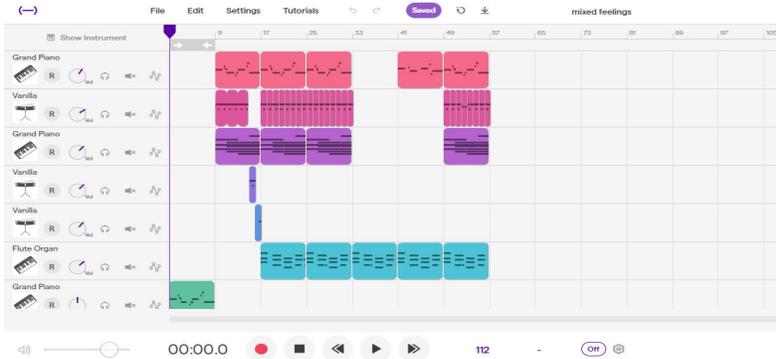
To create our first song, we decided to use the music software “Audacity” after seeing good reviews online. We also made use of the “Audio Technica ATR2500-USB” microphone to record the music.



Picture Adapted from:

["https://www.google.com.sg/url?sa=i&source=images&cd=&cad=rja&uact=8&ved=2ahUKEwjH2NHriOfcAhXBQ30KHf39B\\_cQjRx6BAgBEAU&url=https%3A%2F%2Fwww.audacityteam.org%2F&psig=AOvVaw1dDRRYRYFkhvh2fzG5lUHo&ust=1534148009999156"](https://www.google.com.sg/url?sa=i&source=images&cd=&cad=rja&uact=8&ved=2ahUKEwjH2NHriOfcAhXBQ30KHf39B_cQjRx6BAgBEAU&url=https%3A%2F%2Fwww.audacityteam.org%2F&psig=AOvVaw1dDRRYRYFkhvh2fzG5lUHo&ust=1534148009999156)

However, we had received feedback from the judges that our music had a lot of static. Therefore, we decided to change the music software before beginning on our other songs. We discussed, researched and tested before coming to a conclusion to use the software “Soundtrap” as our main software to create music.



## (—) Soundtrap®

Adapted from:

<https://www.google.com.sg/url?sa=i&source=images&cd=&cad=rja&uact=8&ved=2ahUKFwim3vfbkufcAhVRT30KHbB1C7cQjRx6BAgBEAU&url=https%3A%2F%2Fsoundtrap.zendesk.com%2Fhc%2Fen-us&psig=AOvVaw3FezCE0T8pxT0d2i2ToBvW&ust=1534150660092704>

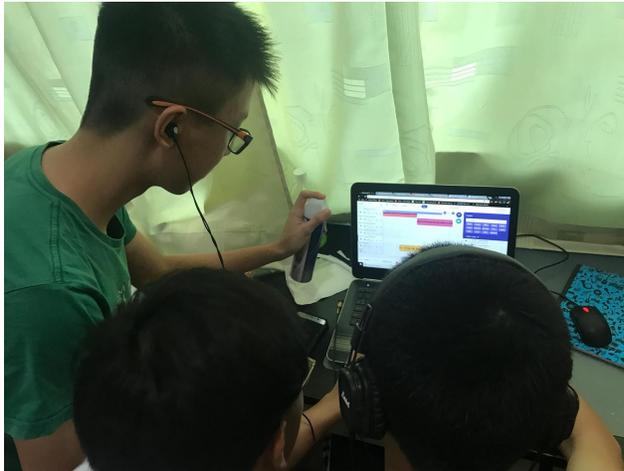
We met many times to meet about our project.

Sometimes we met after school hours....



Sometimes we met on the weekend...





We will also meet regularly to complete the songs and research about our artists references. And by mid-term we have already completed 2 ½ songs!

We have then uploaded our music to “Soundcloud” and “Youtube”. Be sure to check it out!



Adapted from:

[https://www.google.com.sg/url?sa=i&source=images&cd=&cad=rja&uact=8&ved=2ahUKEwiShJSUw-fcAhWHKo8KHUiOCFAQjRx6BAgBEAU&url=https%3A%2F%2Fsoundcloud.com%2Fsoundcloud&psig=AOvVaw0OKE\\_MbxoOoaRv1etOR8GM&ust=1534163547934256](https://www.google.com.sg/url?sa=i&source=images&cd=&cad=rja&uact=8&ved=2ahUKEwiShJSUw-fcAhWHKo8KHUiOCFAQjRx6BAgBEAU&url=https%3A%2F%2Fsoundcloud.com%2Fsoundcloud&psig=AOvVaw0OKE_MbxoOoaRv1etOR8GM&ust=1534163547934256)

<https://www.google.com.sg/url?sa=i&source=images&cd=&cad=rja&uact=8&ved=2ahUKEwjZ69-azPHcAhVMQY8KHbfVBVkJqjRx6BAgBEAU&url=https%3A%2F%2Fwww.facebook.com%2Fyoutube%2F&psig=AOvVaw1xnZDInHDpDtvN6gktxff8&ust=1534509691736637>

## Reflections:

As this was our second year doing project work, we have a better grasp of when and what needs to be completed. Therefore, we are more equipped to face the obstacles we meet along the way during this project work.

However, planning was something we had to work on. It was our first time doing a music project, therefore we were unsure about the various softwares and how to use them.

To solve this problem, we spent a lot of time discussing how to use these softwares. Thus, slowing down our process of making music. This resulted in us being behind schedule according to our timeline.

We were afraid we could not complete anything on time, however we consulted our mentor and managed to clear up many doubts we had.

We planned to catch up and make sure we stay on task until the end of the project and then we can share the music we made with many others who appreciate music. We may even get others to appreciate music even more after hearing our songs. Thus, we look forward to those stages of the project and hope to accomplish the goals we had for this project before embarking on it.

## Conclusion:

In a nutshell, we all enjoyed this long journey together despite major setbacks and not being able to stay on task, we managed to pull through. This project was a very fruitful and memorable one as we made our own music from scratch, something we all have not done before. We felt that creative arts was not as easy as we thought it was, thus we learnt from failures and experiences to become more equipped in this category and would be more familiar if we ever pick up another project from this category again. We would like to thank all project evaluators from Creative Arts and our project mentor, Mr Ong Juin Han, for their patience and guidance. And with this, we conclude “Project Work” for 2018. Thank you!