

“Evolving Into Excellence”

Music Production

Orlando, Florida

2024

Team ID: #2566-1

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- Plan Of Work Log -

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Technology Student Association (TSA) High School Competitive Events Guide for the 2023 and 2024 National TSA Conferences



FORMS APPENDIX

TECHNOLOGY STUDENT ASSOCIATION PLAN OF WORK LOG				
Date	Task	Time involved	Team member responsible (student initials)	Comments
10/9/23	Concept Brainstorm	1 hr	SGC, DAJ, AO, CQ	Brainstormed ideas together, came up with song flow and instrumental ideas.
1.				
11/9/23	Song Production	1 hr	SGC, DAJ, AO	Met up and put together ideas onto DAW.
2.				
11/27/23	Write Lyrics	1 1/2 hr	SGC, DAJ	Brainstormed lyrics over virtual call.
3.				
12/11/23	Portfolio Outline	30 min	SGC, CQ	Added portfolio page headers and planned out writing work.
4.				
12/16/23	Song Production	2 hr	DAJ	Main song work, added main synth pattern.
5.				
1/4/24	Portfolio Work	30 min	SGC, DAJ, AO, CQ	Overview of portfolio, assigned writing parts.
6.				

Advisor Name: Lance Groesbeck Student Initials: SGC, DAJ, AO, CQ

Advisor Signature: 

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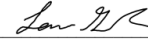
Technology Student Association (TSA) High School Competitive Events Guide for the 2023 and 2024 National TSA Conferences



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TECHNOLOGY STUDENT ASSOCIATION PLAN OF WORK LOG				
Date	Task	Time involved	Team member responsible (student initials)	Comments
1/10/24	Composition Edits	30 min	DAJ, AO	Made final edits before the Washington TSA January 11th qualifier deadline.
1.				
2/7/24	Lyric Rewrite	4 hr	SGC, SAJ, AO	Rewrote lyrics after feedback was given on January 11th, tried exploring new themes and ideas.
2.				
2/6/24	Composition Edits	2 hr	SGC, DAJ	Added other instrumentals and changed the ending idea of the piece.
3.				
2/27/24	Mixing and Mastering	2 hr	DAJ	Mixing vocals and balancing track.
4.				
2/28/24	Finalize Project	3 hr	SGC, DAJ, AO, CQ	Tweaked drums/bass and made sure project was complete as a team.
5.				
5/18/24	Final Review before Submission	2 hr	SGC, DAJ, AO, CQ	Made sure vocals were on beat and final review of project before national submission
6.				

Advisor Name: Lance Groesbeck Student Initials: SGC, DAJ, AO, CQ

Advisor Signature: 

- Self Evaluation using Piece Criteria -

Creativity and Uniqueness - 9/10

- Originally, our vision was for the song to have a darker melody; but when taking the event's purpose into mind with being a piece that National TSA could use in a closing session, we decided that taking a more pop-like approach would better suit those needs. Our main goal was to create a unique yet enjoyable piece by combining analog and modular synths for a more robotic sound, while simultaneously utilizing virtual instruments to mimic real instruments. Our application of the national theme “Evolution of Excellence” to our musical piece allows our creativity to shine through by showcasing our personal challenges and how we overcame them and turned them into art.

Artisanship - 8/10

- All four members of our team have been inspired by our favorite music artists and have taken it upon ourselves to learn the artform of music production, which led to a project that easily flowed between us. Not only did we have fun creating this piece, but we are confident that it’s an original, pleasant, and lively piece to listen to that is sure to brighten spirits at a national conference.

Energy and Style - 10/10

- Combining the styles of modern funk-pop and synths that take us back to the 80’s creates a new and unique feel throughout the entirety of the track. In our song, we often keep the piece moving by introducing new musical ideas- primarily in the breakdown where we see a blunt yet smooth transition to the powerful bass riff.

Appropriateness - 10/10

- The theme “Evolution of Excellence” gave life to this song with its inspirational lyrics, upbeat drums, airy guitar and smooth synths to blend everything together; which engages the listener and presents them with the idea of life being a mountain you climb, and in order to “make it to the top”, you need to be yourself and follow your own goals. Your life is your own opportunity and your own chance, so take those risks.

Overall Appeal - 9/10

- With the overall instrumentation, lyrics, and production of this track, it creates an inspiring and motivating piece that listeners will find engaging and fun to listen to. The differentiated sections flow smoothly together while still ensuring they feel fresh and will, hopefully, entice the reader to take a deeper listen and begin to resonate with the lyrics.

- Lyrics -

(Intro)

Evolution of excellence
Yeah we good and we ready so it's time to take a chance for the
Evolution to Excellence
It's our time to shine yeah we give it our all now
Evolution for Excellence
Working hard everyday wanting that first place from the
Evolution from excellence
There's a time and place but maybe that's right now

(Verse 1)

Yeah, i'll be honest, couldn't find the process
I wasn't the smartest, but i knew i had options
It'll take some progress, to get to the top of the mountain
I'm never stopping, and no one's ever stopping me

(Chorus)

Evolution of Excellence
It's our time in our prime look at how far we've come
Evolution to Excellence
Keep on going, never stop, till you make it to the top of your
Evolution for Excellence
Leave your mark and just go for it
Evolution from excellence
Make your destiny important

(yeah)

(bleh)

(Verse 2)

Everybody's gotta start somewhere uh
Put in effort so you can get skilled
If you really wanna have some flair,gotta grind and work until your real self willed uh
You ever feel like you're on top of the world?
Try a new thing give it a whirl
I give my all man haven't you heard
Give me 100% i'll give it back in return

(Verse 3)

yeah, you know, i'm giving it my all
 we take pride in tsa, yeah we stand tall
 gotta clock in, lock in, focus with my friends
 so we give 110, til we make it to the end
 1 year ago i didnt think id be here i
 used to limit myself, irrational fears
 now im proud of who am, and what we've become
 this journey aint over, no, it's just begun

(Bridge)

Woah woah
 Woah woah
 (we made it, it's fine)
 (yeah)
 Woah woah
 Woah woah
 Woah woah
 Woah woah
 Woah woah
 Woah woah
 Ohhhhhhh

(Chorus)

Evolution of Excellence
 It's our time in our prime look at how far we've come
 Evolution to Excellence
 Keep on going, never stop, till you make it to the top of your
 Evolution for Excellence
 Leave your mark and just go for it
 Evolution from excellence
 Make your destiny important

(Outro)

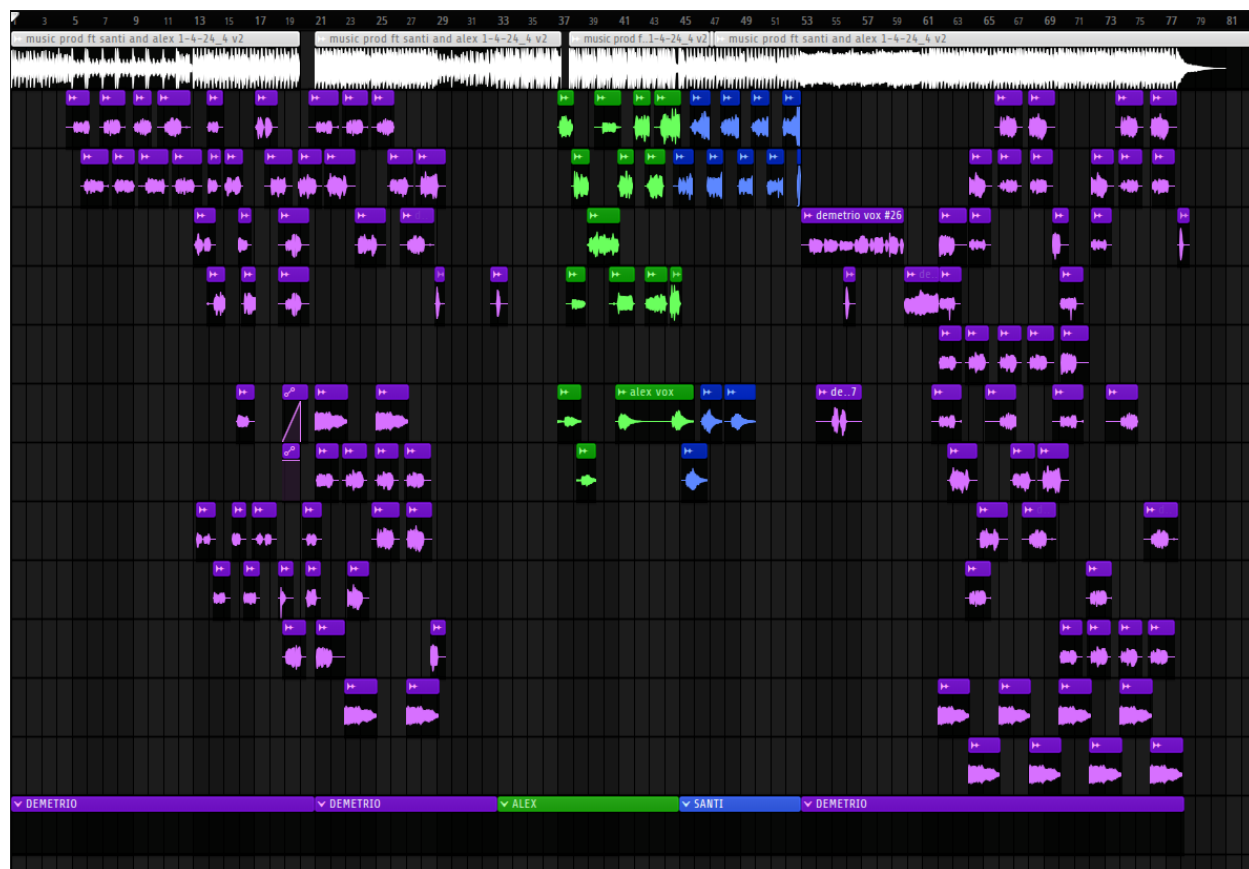
Evolution of Excellence
 Evolution to Excellence
 Evolution for Excellence
 Evolution from excellence
 (yeah)

- Audio composition tracklist -

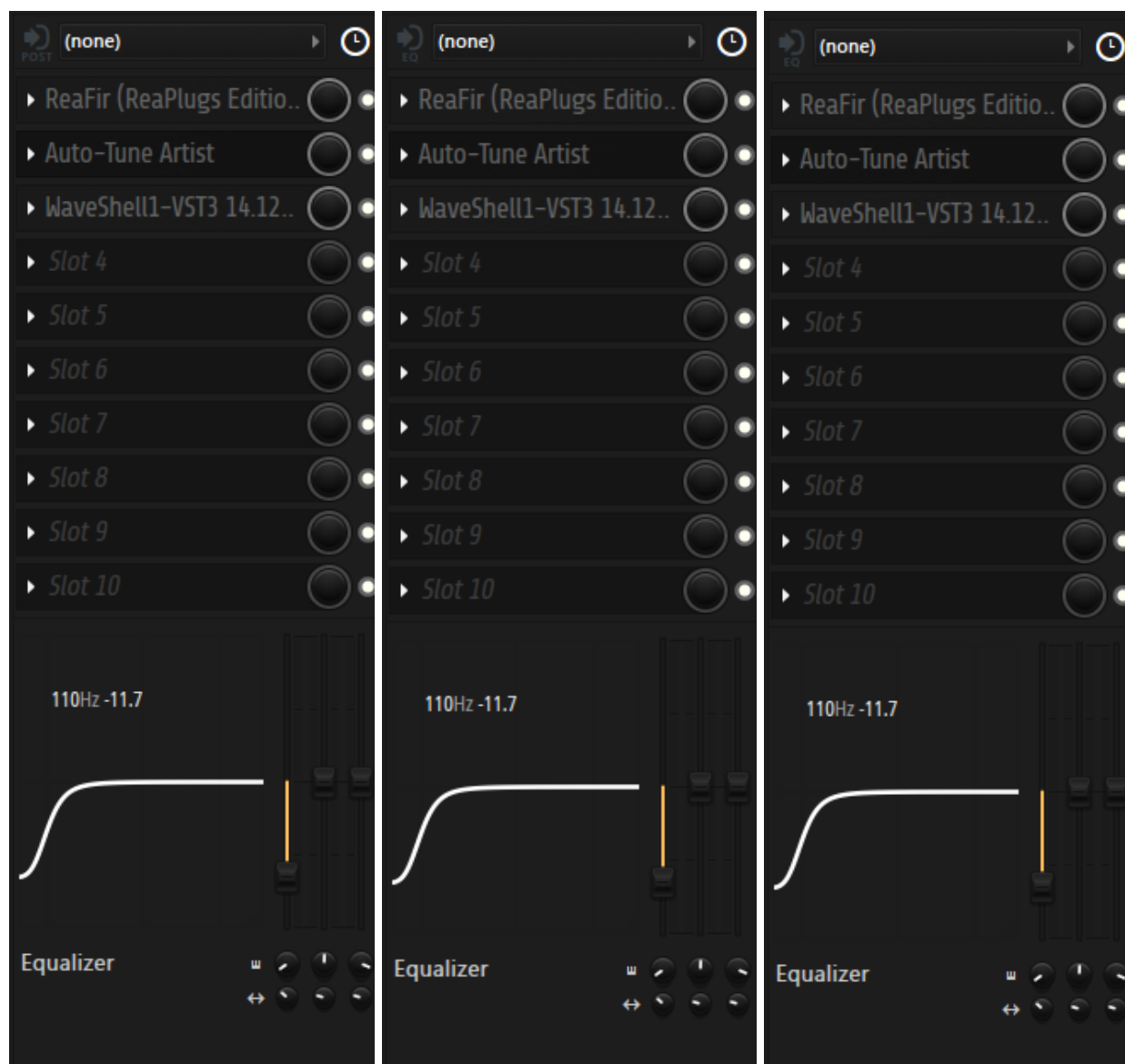
Instrumental Composition:



Vocal Composition:



Vocal Presets:



(Chorus, Verse 1, Bridge, Outro)

(Verse 2)

(Verse 3)

- Musical Elements -

Drum Incorporations:

This list contains drums that were either created by the team or used from a sample pack, and how they correspond to the tracklist. All sampled sounds are copyright-free and are cleared to be used on this track.

Items Used From Oliver Power Tools III drum kit:

- OLIVER disco drum loop 120 - drum loop used throughout the song,
- OLIVER 110 hi hat loop electronic - hi hat loop used throughout the song
- OLIVER 106 percussion loop tambourine - perc loop used during chorus
- OLIVER 106 percussion loop crowd party 110 - perc loop used during intro and chorus
- OLIVER fill drum loop funk 100 used in - combined with *OLIVER fill drum loop funk flam 110*
- OLIVER fill drum loop funk flam 110 - used for drum fill after intro and after bridge
- OLIVER kick one shot drum machine 05 - used to layer main drums during Intro and Verse 1
- OLIVER one shot snare disco 08 - used to layer main drums during Intro and Verse 1
- OLIVER fx cliché downsweep - used during intro as ear candy
- OLIVER fx analog upsweep - used during drum break intro to transition to main intro
- OLIVER_fx outer communication - used as ear candy during intro transitioning to verse 1
- OLIVER fx upsweep - used before chorus as a riser, also used before verse 1 to transition to lyrics
- OLIVER NDC Uplifter 06 - riser used to transition from chorus to verse 1
- OLIVER NDC Downshifter 10 -sweep used
- OLIVER NDC Impact 19 - impact fx used to transition from chorus to verse 1
- OLIVER fx cherry bomb drop C - used as ear candy during drum and bass solo in verse 1
- OLIVER fx misc disco hawk - used in beginning of verse 3
- OLIVER misc sub drop long F - used as impact fx during beginning of bridge, also used during drum break in final chorus
- OLIVER 90 fx uppers foley paper - used at the end of bridge for riser
- OLIVER fx misc space ricochet - used as ear candy during 2nd half of verse 3

Items used from Cymatics - Session Kit

- Cymatics - Astral Percussion 103 BPM - used as percussion during 2nd half of the bridge
- Cymatics - Various Vocal Shout - used as an impact fx before verse 2, also used during drum break in final chorus
- Cymatics - Reaper Impact - small impact used to layer transition to verse 1 lyrics
- Cymatics - Light Impact (Stadium Clap) - used as impact fx during beginning of bridge
- Cymatics - Riser Portal - used at the end of verse 3 to transition to bridge

VST Incorporations:

Every VST (Virtual Studio Technology) plug-in is labeled by the name and numeration used on the tracklist. Each has a description of how it corresponds to the tracklist as well as what effects (if any) were used on it.

- Nexus - used 5 times, used as a pad synth, 2 bass synth, chord synth, and fx riser
- Arturia mini v - used during bridge to layer chords
- 3x Osc - used layer bass during bridge
- Trillian - used as a bass guitar VST throughout the entire track
- Arturia Prophet VS V - used as the synth lead throughout the song
- Arturia Analog Lab V - used 3 times during the song, used as the pads, bass and synth during bridge
- Addictive Drums 2 - comes in after chorus 1 and is used until the bridge
- Session Guitarist: Electric Mint - used 5 times throughout the song for all strummed guitars

FX Incorporations:

This list contains FX samples that were either created by the team or used from a sample pack, and how they correspond to the tracklist. All sampled sounds are copyright-free and are cleared to be used on this track.

- Guitar Rig 7 - used to add unique effects to all guitars throughout this track
- Fruity parametric eq 2 - used to filter out unwanted frequencies on drums, synths, guitars, hats and more throughout the entire track
- RC 20 Retro Color - used to add a vintage tape and noise effect to drums and vocals throughout the track
- Parallel Aggressor - used to distort and filter the layered drums during verse 1
- Fruity Reverb - used to add reverb to audio tracks throughout the instrumental, mostly on fx and drums
- Reafir - used on all 3 vocals chains to remove unwanted background noise when recording vocals
- Auto-Tune Artist - pitch correction plugin to autotune vocals on all 3 vocal chains for vocalists
- Studio Rack - used on all 3 vocals chains to eq,compress,add reverb, add delay, and saturate vocals
- Valhalla Vintage Verb - vintage verb used during bridge on vocals to add more space and make it sound more filling
- Doubler 2 - used to separate vocals into 2 stereo tracks and pan them on both left and right to create backing adlib vocals
- CLA Vocals Stereo - used on all vocals to clean up and polish all vocals on all 3 vocalists
- CLA Effects - used during intro and chorus to add distortion/radio effect on vocals
- Fruity Chorus - chorus effect used during chorus to add more space for vocals
- Fruity Delay 3 - used on all adlibs to give warm but piercing delay effect on ad libs used throughout the song

- SpacedOut - delay and reverb plugin used during intro, chorus, bridge
- RVox Stereo - used to recompress all 3 vocalists vocal chains
- LuxeVerb - alternative reverb used during verse 2 on vocals and throughout on effects and instruments

- Hardware, Software, Instruments -

DAW:

- FL Studio - digital audio workspace

VST'S (Virtual Studio Technology):

- Session Session Guitarist: Electric Mint - guitar VST plugin used to simulate and sample an electric guitar
- Addictive Drums 2 - fully customizable drum VST plugin used to simulate and sample varying drum kits
- Nexus - fully customizable wavetable synthesizer vst
- Arturia mini v - fully customizable synthesizer emulating a minimoog synth
- 3x Osc - standard sine wave synth plugin
- Trillian - fully customizable bass synth VST plugin sample's real life basses
- Arturia Prophet VS V - fully customizable synth VST plugin oscillator synth
- Arturia Analog Lab V - fully customizable synth VST plugin with a collection of synths

POST-PROCESSING VSTS:

- Guitar Rig 7 - used to add effects to guitars, contains collections of virtual pedals, effects and amps to add to tracks and recordings
- Fruity parametric eq 2 - standard stock eq used to filter out different hertz
- RC 20 Retro Color - vintage effect VST that can modulate sound, can add noise, space, distortion or chorus effects
- Parallel Aggressor - a drum VST used to make more distorted and punchier drums
- Fruity Reeverb - standard stock reverb effect used to add reverb on different tracks
- Reafir - external mic plugin used to remove unwanted background noise
- Auto-Tune Artist - auto tune VST used to pitch correct vocals
- Studio Rack - VST plugin that can control and change vocals, can be used to eq, distort, clean up, compress, reverb, and delay any vocals
- Valhalla Vintage Verb - vintage reverb used to add more space and reverb to any sound
- Dubler 2 - panning effect that can pan any mono vocal into two separate audios and creating a stereo effect by having one on the right and left
- CLA Vocals Stereo - vocal correction effect used to clean up and refine vocals once put through studio rack
- CLA Effects - used to add unique sounding effects to vocals
- Fruity Chorus - standard stock chorus plugin used to give sounds that chorus and spacious feel
- Fruity Delay 3 - standard stock delay plugin used to give audio feedback and reverb to give it bigger volume and space
- SpacedOut - futuristic delay plugin used to assign unique delay and reverb effects to audio tracks
- RVox Stereo - compression effect plugin used to recompress vocals and line them up to remove any peaks or unwanted frequencies
- LuxeVerb - luxurious reverb plugin used to add more space to vocals and audio tracks

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- Student Copyright Checklist -

FORMS APPENDIX

STUDENT COPYRIGHT CHECKLIST (for students to complete and advisors to verify)

STUDENT: Answer question 1 below.

- 1) Does your solution to the competitive event integrate any type of music and/or sound? ☒ YES ☐ NO

If NO, go to question 2.

If YES, is the music and/or sound copyrighted? ☐ YES ☒ NO

If YES, move to question 1A. If NO, move to question 1B.

1A) Have you asked for author permission to use the music and/or sound in your solution and included that permission (letter/form) in your documentation? If YES, move to question 2. If NO, ask for permission and if permission is granted, include the permission in your documentation.

1B) Is the music/sound royalty free, or did you create the music/sound yourself? If YES, cite the royalty free music/sound OR your original music/sound properly in your documentation.

CHAPTER ADVISOR: Sign below regarding your student's answer(s) to the use of music/sound in his/her competitive event solution. Even if your student answers "NO" to question 1, please sign below noting that you have evaluated the competitive event solution and the student answered the question(s) accurately.

I, Lance Groesbeck (chapter advisor), have checked my student's solution and confirm that any use of music/sound is done so with proper permission and is cited correctly in the student's documentation and/or the solution has been found to have no music/sound included.

STUDENT: Answer question 2 below.

- 2) Does your solution to the competitive event integrate any graphics/videos? ☒ YES ☐ NO

If NO, go to question 3.

If YES, is(are) the graphics/videos copyrighted, registered and/or trademarked? ☐ YES ☒ NO

If YES, move to question 2A. If NO, move to question 2B.

2A) Have you asked for author permission to use the graphics and/or videos in your solution and included a permission (letter/form) in your documentation for graphic/video used? If YES, move to question 3. If NO, ask for permission and if permission is granted, include the permission in your documentation.

2B) Is(are) the graphics/videos royalty free, or did you create your own graphic? If YES, cite the royalty free graphics/videos OR your own original graphics/videos properly in your documentation.

CHAPTER ADVISOR: Sign below regarding your student's answer(s) to the use of graphics/videos in his/her competitive event solution. Even if your student answers "NO" to question 2, please sign below noting that you have evaluated the competitive event solution and the student answered the question(s) accurately.

I, Lance Groesbeck (chapter advisor), have checked my student's solution and confirm that the use of graphics/videos with proper permission and is cited correctly in the student's documentation and/or the solution has been found to have no graphics/videos included.

STUDENT: Answer question 3 below.

- 3) Does your solution to the competitive event use another's thoughts or research? ☐ YES ☒ NO

If NO, this is the end of the checklist.

If YES, have you properly cited other's thoughts or research in your documentation? ☐ YES ☐ NO

CHAPTER ADVISOR: Sign below regarding your student's answer(s) to having integrated any thoughts/research of others in his/her competitive event solution. Even if your student answers "NO" to question 3, please sign below noting that you have evaluated the competitive event solution and the student answered the question(s) accurately.

I, Lance Groesbeck (chapter advisor), have checked my student's solution and confirm that the use of the thoughts/research of others is done so with proper permission and is cited correctly in the student's documentation and/or the solution has been found to have all original thought with no use of other's thoughts/research.

Student Name: Santiago Gonzalez-Corzo, Demetrio Aguilar-Jimenez, Alexander Orullian, Corbin Quinn

Chapter Advisor Signature: 