

SOUND IS MAGIC.

PROCESS / METHODS / CATEGORIES

COMPOSITION + SOUND DESIGN THINKING

LIMIT INSTRUMENTS	SEQUENCE	TIMING ON / OFF	MOSAIC OR SOUND GRID
INVERT / REVERSE	VELOCITY	ADDITIVE BUILD UP	REDUCE / REMOVE
COLLAGE / BLEND / LAYER	EMOTIONAL VALUE	VIBE. MOOD.	POPULAR OPINION
EXPERIMENT	FOR ART OR COMMERCE	CULTURAL RECOGNITION	Play.

ALERTNESS WITH LEARNING

Quantize !!	Explore Sounds	Embrace Mistakes	Adapt / Be Open
What is your Intention ?	Acknowledge Failure	STILL FUN ?	Use Effects Now or Later
BUILD IT UP / BREAK IT DOWN	ADDITIVE / SUBTRACTIVE	PEER FEEDBACK	TEMPO
CALL / RESPONSE	DYNAMIC MIX	GENRE CONFORM / BLEND	Play.