

# Introduction to EDM production

11/23/2021

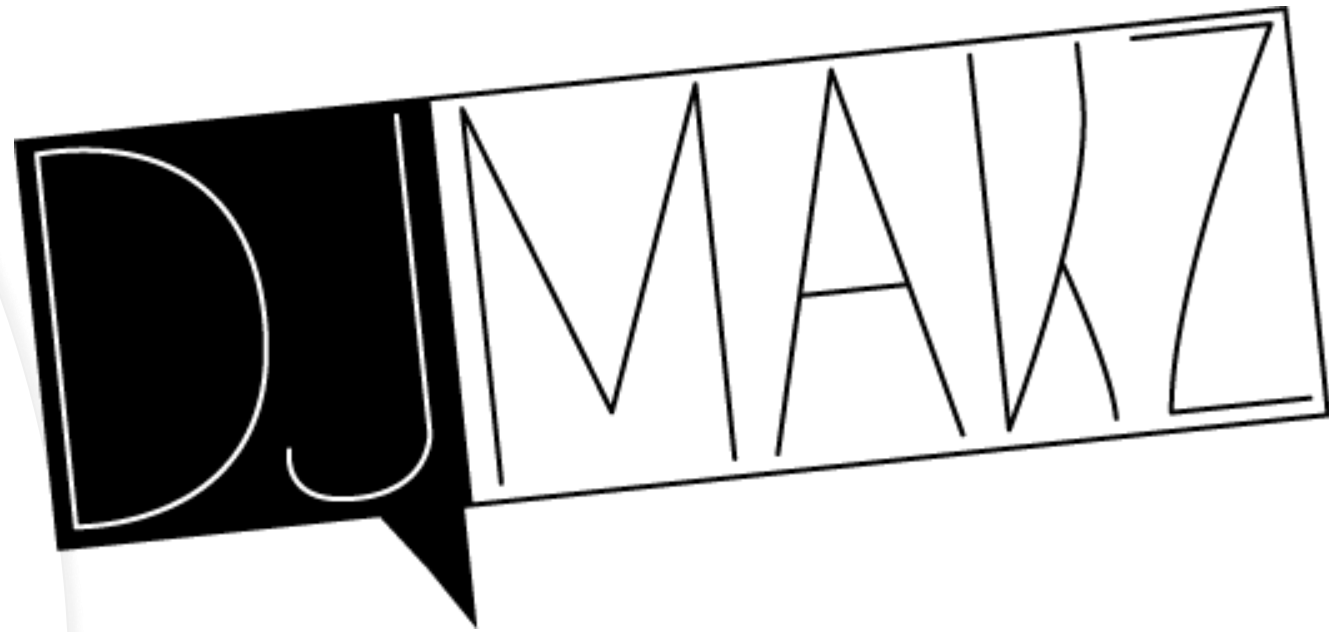
Max Schmitz

# About me

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- Gatech ESM graduate student
- Started with music production when I was 14
- Composed music for surround sound exhibitions
- Worked as professional DJ with major artists in Germany

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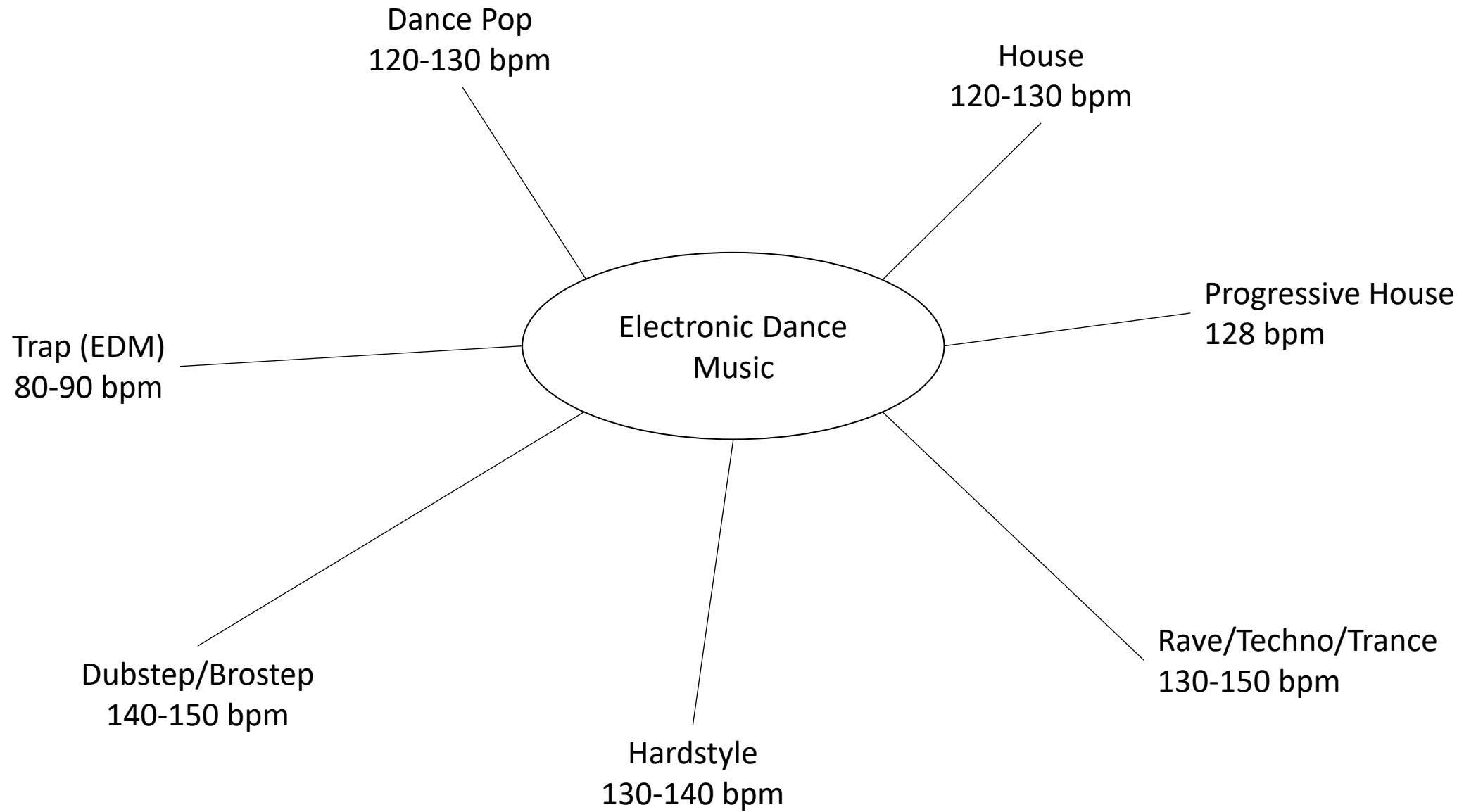
# Outline

- What is EDM?
- What do you need for Bedroom production?
- Which DAW should you use?

Powerpoint

- EDM song structure
- Useful Techniques for EDM production
- Full production walkthrough

Reaper/Cubase



# Bedroom production

What is needed and what is optional?



VSTs



VST = Virtual Studio Technology = Plug-in

FX: Track 6 "Dance Pop"

FX Edit Options

☒ VST: ReaEQ (Cockos)

No preset

ReaEQ

Gain: 0.0

1 2 3 4

☒ Enabled Type: Low Shelf ☒ Log-scale automated frequencies

Frequency (Hz): 100.0 G2

Gain (dB): 0.0

Bandwidth (oct): 2.00

Add Remove

Add band Remove band Reset defaults ☒ Show tabs ☒ Show grid ☐ Show phase

0.0%/0.0% CPU 0/0 spls



VST = Virtual Studio Technology = Plug-in





# Best Free Plugins

OTT



Camelcrusher



Voxengo Span



Supermassive



Wider



# Is it okay to use presets\* or no?



\* preset = sound or setting that was programmed by someone else

# Which DAW is the best for EDM?

 **Ableton**



 **CUBASE**



  
**Studio One**



  
**Reason**

**FL STUDIO** 

# Organizational Tips

- Save different versions of the same project
- Find and apply clear and consistent naming scheme for projects
- Use track versions if possible

In DAW: Group tracks + process together

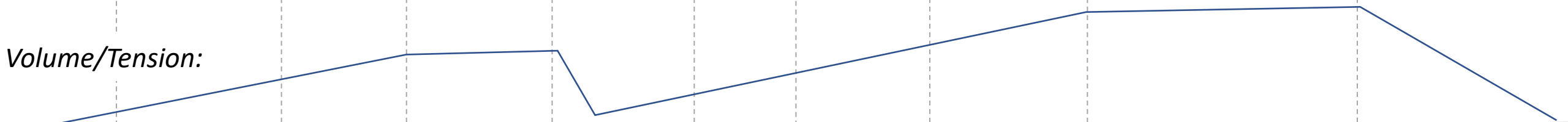
# EDM Song Structure

Basic song structure

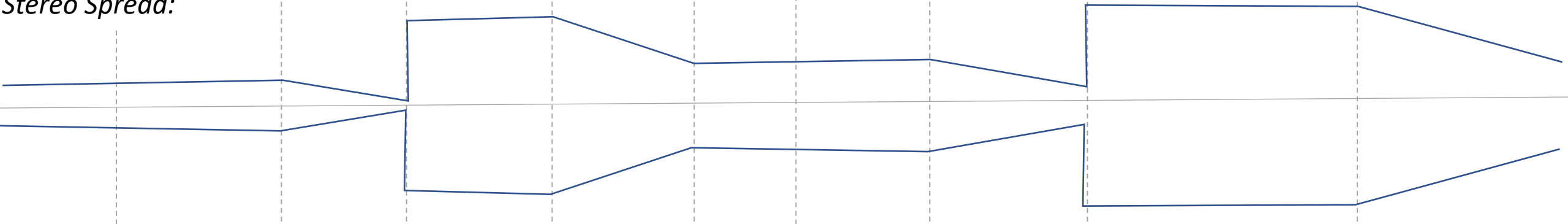


Intro Verse Build-up Drop Break 2 B-Part Verse Build-up Drop 2 Outro

*Volume/Tension:*



*Stereo Spread:*



# Tank booster method for a compressor

1. Set low threshold, high ratio, middle long attack, short release
2. Work with attack time first
3. Adjust with release value second
4. Adjust ratio
5. Adjust threshold so that there is a bit of gain reduction
6. Select make-up according to gain reduction

# 4 EQ method

- 1 parametric + neutral EQ for reduction
- 1 coloring EQ for boosting
- 1 parametric + neutral EQ for reduction
- 1 coloring EQ for boosting

# Mastering Chain:

-> Start a separate project for Mastering

- Compress for transients (fast attack)
- Compress for overall loudness
- Multiband compressing
- EQ a highs and lows a bit
- (EQ with small Q factor for surgery)
- (Add reverb)
- Limit output

# General Remarks

- Mix on different systems
- Experiment with different genres
- Finish your songs!
- It takes time to get good at music production - take this time!