## KAIKOCHMUSIK

Are you interested, how I produce my music?

Well! I'm glad to hear. If you are facing the same situation, if you have any question or if you are interested in exchanging our experiences, just email me at: kai@kaikochmusik.de

The following list is describing my usual procedure. I am not claiming to have found the only true way or the list below to be complete:

- 1. Playing the guitar, jamming a little bit, think to something else, beside this, keep on jamming and whoops: A new melody. 99% of these, you instantly forget again and that is no loss. To sort out, it's very helpful, that I can't read music notes.
- 2. A new melody stays in your head and slowly, a song structure from verses and chorus is formed.
- 3. In parallel: kneading text, writing lyric notes everywhere, collect rhymes. (I have totally forgotten, how this worked in the pre-smartphone era)
- 4. Put both together (music + lyrics) sometimes years after having the first ideas.
- 5. Play around the new song as long as it take to form and fix a structure, a groove and a basic arrangement.
- 6. Now finally go on with technology (yeah!): First of all, create a base-track in your sequencer (MIDI) containing the basic harmonies. Choose a tempo (BPM).
- 7. Drum editing or creation of another rhythmic system. Beside this, I keep on playing along the song to test it and keep the feeling. Check the tempo.
- 8. Recording the guitar(s). Sometimes I play them twice, separately to the right and the left channel. If you play it precise enough, it really sounds fat! There is no "Stereo-width" effect to create this.
- 9. Afterwards, I record the bass to adapt it to the guitar groove, that normally gives the rhythmic feeling from the beginning of a song.
- 10. Producing the synthesizer sounds. I really love the Clavia Nord-Modular System and the Korg Z1 physical modelling synth. With these both synths, all sound imaginations can become real. For all that needs to sound like a natural instrument (and that I am not able to play myself) I am using a ROM sample player.
- 11. Recording vocals. (Need info about a low-cost recording cabin ...?)
- 12. Choose effects and effect automation.
- 13. Mixing and volume automation.

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- 14. Create a stereo downmix + Pre-Mastering
- 15. Take this mix a few days with you and test it in different situations. Test it with different players, earphones, living room stereo system, your car, in the subway... e.g. Make notes.
- 16. Back to step number 12 and repeat this, until there are 7 days of not finding any improvements.
- 17. Put it away for two weeks and recover your ears.
- 18. Listen again especially take care on the first impressions! If it still sounds good, you can go on with step 18, otherwise back to step 12 (YES THIS TAKES TIME!!!)
- 19. When the mix is fine: Mastering: All pieces must fit together (volume, room impression, basic sound, bass punch). Listen to all at once on a good sounding stereo system.
- 20. Parallel to the above described 2 months: paper work design (I am using Corel Draw). Use your own pictures only to avoid difficulties. Show that to other persons!
- 21. MP3 export and tagging (incl. cover image and all information). Test it with your smartphone player.
- 22. Safe your copyright! (Questions about that? Email me)
- 23. Publishing: Your own website, Spotify, I-tunes, Amazon Music, Bandcamp, Soundcloud e.g. (I am using the service of Feiyr they additionally know about 300 other web music services)
- 24. Create youtube videos: I only know how to put the lyrics on static background. (If you like to improve this please contact me!)
- 25. Doing advertisement: E-Mail, Facebook e.g..
- 26. Do not touch any instrument or device with electric supply for at least 3 months.
- 27. ... and when the time has come, start again at step 1 😉

The production of CDs is deliberately omitted from this list as it is no longer worthwhile. I still have a lot of CDs in the basement and I fear that they will eventually end up in the dustbin. If you want to make silver disks, there are good CD producers out there you can find in the internet.