

# RETHINKING PRODUCTION TECHNIQUES AND AESTHETICS IN BRAZILIAN POPULAR MUSIC USING HOA

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#### WHAT?

- Remix of three Brazilian songs (MPB) using Ambisonics.
- Unique approach for each song depending on the song cultural, narrative and timbral characteristics.

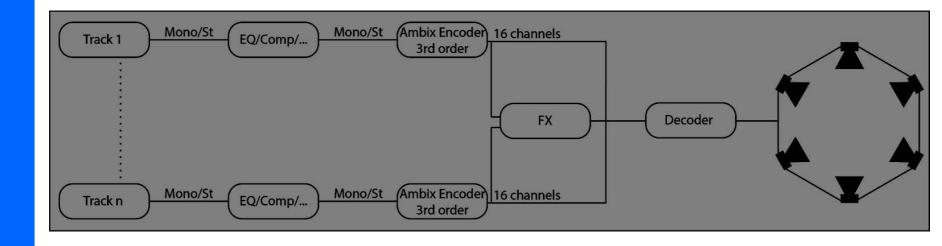


#### WHY?

- Possibility of qualifying the reconstruction of sound spaces using Ambisonics techniques.
- Lack of technical and didactic material aimed at musical production using Ambisonics.
- The challenge/possibilities generated by changing the production process.



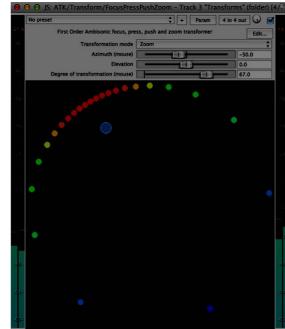
#### **SIGNAL FLOW**





#### **SPATIALIZATION / ENCODING**









#### **EFFECTS**





Lyrics/Music: Tatto Ferraz and Bira Trumpet

Lead vocal: Alana Moraes

Classical guitar: Gabriel Selvage

**Drums: Sandro Cartier** 

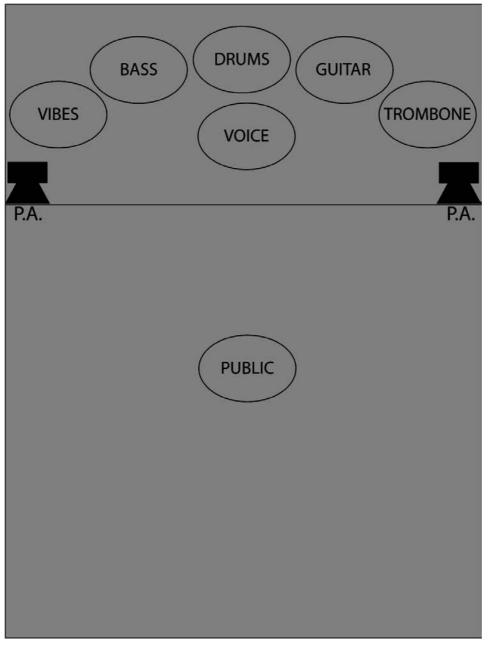
Vibraphone: Zé Ricardo

Trombone: Charão

Bass guitar: Everton Rosa

Arrangement: Gabriel Selvage and Zé Ricardo





Musical instruments spatial arrangement



- Sound environment recreation

Lateral early reflections

Back early reflections

Tail



## **Sound examples**

- Sound environment recreation



## **Sound examples**

- Musical instruments arrangement related to their physical aspects



#### **Difficulties**

- There wasn't a common ratio between the reverb controls of each instrument and the sensation of distance.



Lyrics / Music: Claudio Olliver and Daniel Mã

Lead vocal: Alana Moraes

Speech: Mario Augusto Gomes

Classical guitar: Gabriel Selvage

Percussion: Marcelo Pimentel and Sandro Cartier

Vocals: Alana Moraes, Gabriel Selvage, Marcelo

Pimentel, Sandro Cartier and Zé Ricardo

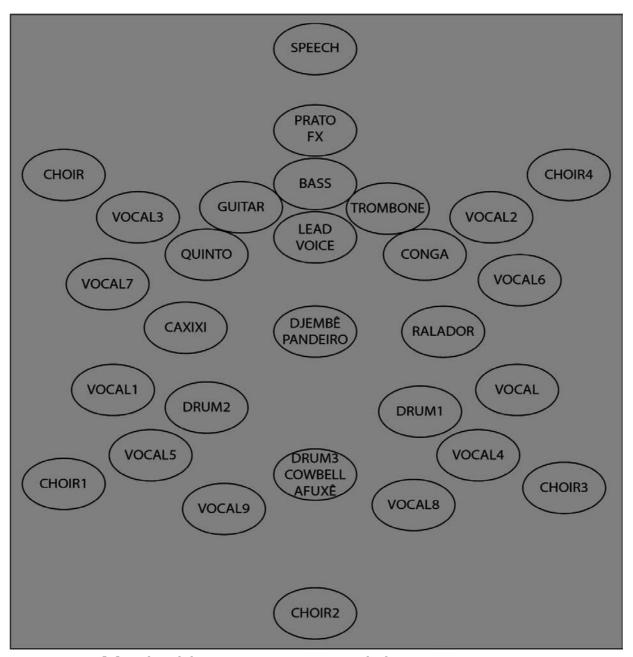
Trombone: Charão

Bass guitar: Everton Rosa

Arrangement: Gabriel Selvage, Sandro Cartier

and Alana Moraes





Musical instruments spatial arrangement



## Sound examples

- Balanced distribution of the instruments in the sound space, avoiding to place in the same space instruments with similar timbre and trying to evidence the musical call and response.



## **Sound examples**

- Generate the feeling that the listener is part of the musical ensemble and the instruments are very close.



## **Sound examples**

- Spatialization of a big amount of audio elements in order to create sensation of chaos / disorder



## **Difficulties**

- Spill between the instruments recorded together



Lyrics: Davi Teixeira

Music: Matheus Alves

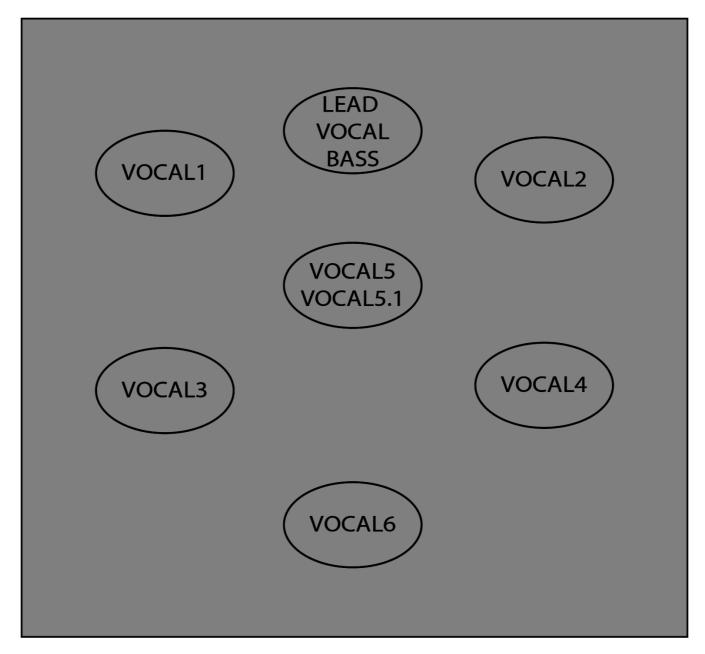
Lead voice: Alana Moraes

Vocals: Alana Moraes

Bass Guitar: Everton Rosa

Arrangement: Gabriel Selvage





Musical instruments spatial arrangement



## Sound examples

- Movement of the instruments that perform melodies, they seek to reach the position in which the main voice is, reinforcing the musical gesture.



## Sound examples

- The movement in the voices creates immediate imbalance in the sound field in specific parts of the music by positioning all the instruments in the same place, then it returns to the original positions restoring the balance.



#### Sound examples

- The movement creates gradual imbalance in the sound field in specific parts of the music by moving all instruments to the same position in the sound field, the balance is immediately restored with a fast movement to their original position.



## **Sound examples**

- Introduction of a new audio element through its movement in the sound space.



## **Sound examples**

- Movement of elements to create a relationship with the lyrics of the song.



#### **Difficulties**

To much time used in experimentation.



#### **CONCLUSIONS**

- The system provides an augmentation for the listening experience.
- Ambisonics techniques can be used successfully as artistic tools to create movement and dynamism.
- The music production process using Ambisonics is enhanced when concepts are defined during pre production.
- Lack of tools for the processing of the Ambisonics signal with sonority and ease of use comparable to the stereophonic processing tools.



# **QUESTIONS?**