

## 5.

# IN THE STUDIO, PART 1: MELODY

### SUBCHAPTERS

- Sketching a Melody
- Building on a Melody

*This chapter is the first of eight bringing you into the studio with Armin and his coproducer, Benno de Goeij, as they create an instrumental trance track from scratch. As you watch Armin and Benno produce, keep an eye out for the ideas and techniques that Armin introduced in earlier lessons. Take notes, try to re-create some of the things they do in your home studio, and ask yourself, Why did they make that decision? Or What would I have done differently? If you have questions, either ask your peers in [The Hub](#), or ask Armin on Twitter using #AVBMasterClass.*

### CHAPTER REVIEW

Armin demonstrates his songwriting process, again using chords from Erik Satie’s “Gymnopédie No. 1.” He begins by playing these chords in various ways to develop a progression that inspires him. Armin records his chords at slower tempo so it’s easier to play, then speeds up the project’s BPM, cleans up mistakes by editing the MIDI data, and quantizes his notes. Quantization is the process of aligning recorded notes with a tempo grid for situations where perfect timing is necessary.

Armin then invites Benno de Goeij to build upon his melody. Their process is very organic and relies on experimentation—they keep playing around until they find sounds and musical ideas that inspire them.

### LEARN MORE

- Learn more about MIDI editing in Logic [here](#).
- Navigate Logic faster by using some of these [keyboard shortcuts](#).
- Learn more about quantizing regions in Logic [here](#).

### ASSIGNMENTS

- Sketch three original melodic ideas using some of Armin’s techniques for finding inspiration:
  - Select a piece of classical music and break down the chords beneath the main melody. Play around with them in different ways—change their order, add other chords, arpeggiate the notes—until something strikes your ear.
  - Play a chord incorrectly. Reverse it and build a melody around this unique sound.
  - Pick up an instrument you’re unfamiliar with and play two notes. Throw them into your sampler, add reverb, and see where they lead you.
  - Sing your melody before you write it! Design a demo that uses a singable melody just as Armin did with “You Are.”