

CENTER FOR THE PERFORMING AND CINEMATIC ARTS
Boyer College of Music and Dance

The Ninth Semi-Annual
Music Studies
Graduand Student Forum

Music Studies Department
Chair, Dr. Cynthia Folio
Tuesday, December 8th | 9:30 AM
Zoom Video Conference

Fall 2020 Graduated Student Forum

Tuesday, December 8th

ORDER OF EVENTS

BS Music: Internship Presentations

9:30 **Ashlie Conboy:** *New Music Ensemble*

10:00 **Shaelyn Fabik:** *Young Women Composers Camp: Working
Towards a More Equitable and Diverse Composition Field*

BS Music Technology: Final Project Presentations

10:30 **Marina Ballesteros:** *Focus Podcast*

11:00 **Cameron Damude:** *Illusion Lock*

11:30 **Christopher Van Allen:** *All Buttons in: Adventures in DIY FET-
style Compression*

Bachelor of Science in Music

Internship Presentations

ASHLIE CONBOY, BS MUSIC

Advisors: Profs. Jan Krzywicki & Sean Bailey

NEW MUSIC ENSEMBLE

ABSTRACT

This semester, I had the opportunity to work with Professor Jan Krzywicki and the talented members of the New Music Ensemble to create a virtual concert for release in December. With the limitations of social distancing, the New Music Ensemble was unable to rehearse or perform in person, and the members were asked to individually record their parts instead. My goal, along with help from my mentor Sean Bailey, was to edit these parts in Pro Tools in order to create a cohesive ensemble sound across a collection of six pieces.

Through this internship, I was able to further explore Pro Tools, a program that was largely unfamiliar to me at the start of the semester, by working through the recording, editing, mixing, and mastering stages of a project. Moreover, I had my first experience running a recording session in a live studio, I sharpened my organizational and communication skills in an online format, and I overcame and adjusted to the unforeseen challenges of operating during the COVID pandemic. As a whole, I have become much more familiar with the world of music technology, and I look forward to the new opportunities that this experience has opened for me. I am especially grateful to everyone involved in the process, particularly Professor Krzywicki and Sean Bailey.

BIOGRAPHY

Ashlie Conboy is currently a senior at Temple University pursuing her Bachelor of Science in Music. She has previous experience in both the Music Therapy program at Temple and the Music Education program at West Chester University. Her primary instrument is violin, though she also has experience with mellophone, French horn, and guitar. As a student at the Boyer College of Music and Dance, Ashlie performed with the Symphony Orchestra, Early Music Ensemble, and Latin American Music Ensemble, and she has also displayed a passion and appreciation for music theory.

SHAELYN FABIK, BS MUSIC

Advisor: Dr. Cynthia Folio

YOUNG WOMEN COMPOSERS CAMP :

Working Toward a More Equitable and Diverse Composition Field

ABSTRACT

The Young Women Composers Camp (YWCC) “aims to amplify the voices of young female-identifying and non-binary composers, to allow them access to a high level of musical training, and to work towards a more equitable and diverse composition field.” During my internship this summer, I was able to spend about 130 hours learning about and upholding this mission. The virtual internship setting gave me the opportunity to work on my organizational and technical skills by providing our guest speakers with Zoom tech support, organizing data in Sheets/Excel, organizing content on the YWCC YouTube channel, corresponding with students, parents/guardians, and guest speakers through email, and through creating promotional content for Instagram and Facebook. Within the two-week program itself, I was able to participate in and gain knowledge through the overview of various musical tools and techniques which the YWCC faculty and guest speakers presented. Throughout my internship, I was presented with new ways of understanding the experiences of marginalized groups in the composition and music industry which helped me understand my role in practicing inclusivity in my career. I also look forward to incorporating this new perspective from this unique experience into my everyday life.

BIOGRAPHY

Shaelyn Fabik is a Junior at Temple University currently pursuing a Bachelor of Science in Music with a minor in business. When she is not studying, you can find her supporting the local Philadelphia music scene by attending concerts and reviewing her experiences on her blog, The Concert Scrutinizer. She also volunteers frequently as a Philadelphia Live Nation Ambassador, in addition to volunteering as a singer at her hometown parish. Shaelyn is also involved in the Temple University Community through her work at the Student Center, where she is able to connect with a large number of her Temple colleagues and other customers with local resources and information. Additionally, she serves as the Secretary and Social Media Outreach Coordinator for Temple’s Music Tech and Business Society. While most of her interests involve music, she can also be found crafting in different mediums, watching the newest Netflix mini-series, or helping out at the family bakery.

Bachelor of Science in Music Technology

Final Project Presentations

MARINA BALLESTEROS, BS MUSIC TECHNOLOGY

Advisor: Dr. David McDonnell

FOCUS PODCAST

ABSTRACT

This project started with an idea focusing on honesty and perspective. I wanted to share experiences and tell people's stories using a platform that would allow me to use the skills I've learned in recording and editing. The medium that struck me the most was the world of podcasts. Stories, facts and fiction, are told from various points of view using different methods such as monologues, interviews, panels, theatre, education, and vivid storytelling. These factors broadened my horizons and have allowed me to realize the importance of listening, sharing, and community.

In the second season of the FOCUS Podcast, where I am the creator, host, producer, and engineer, I place the focus on fellow creators around me. I invite talented artists, musicians, and engineers who have their own stories to tell. The podcast is about creating a safe platform to share our different journeys, talk casually about important issues and social advocacies, and showcase talents! It is a project intended to inspire revolutionary change, and bring beautiful and relevant things to light through casual conversation.

BIOGRAPHY

Marina Ballesteros is currently in the B.S. Music Technology program at Temple University, graduating with a minor degree in Information Science & Technology. She is a music technologist, performer, and sound designer and is fluent in all things media and technology. Marina specializes in skills such as audio editing, sound design, and digital media creation which she uses to produce and manage her podcast "FOCUS" where she continues to inspire others to create change through sharing perspectives and building community.

Marina is currently an engineer and website manager for Andrea Clearfield's Zalon which is a renowned performance series modeled after 19th Century European salons. Here, she exhibits her digital prowess, standing in as a camera operator during virtual events, and creating visual material for the website. She also works as a Media Coordinator for the KATA Project, a multidisciplinary performance that features karate, motion sensors, and brain scan technology - directed and composed by Gene Coleman. The project was selected and supported by The Japan-U.S.

Friendship Commission and National Endowment for the Arts for the Tokyo 2021 Summer Olympic Games. Marina has worn different hats for this project as a student researcher, freelance audio editor, and freelance video editor.

CAMERON DAMUDE, BS MUSIC TECHNOLOGY

Advisor: Dr. David McDonnell

ILLUSION LOCK

ABSTRACT

Illusion Lock is a game by Cameron Damude, under the moniker Parson Hex. It is based on the web series, also called Illusion Lock, from the same person. The game is a 2D collectathon that uses the Unity engine. The script coding was written in the C# coding language, and the visual assets were designed in Adobe Photoshop, Illustrator, and Premiere. The music was recorded and produced in Logic Pro. The game was created to demonstrate Cameron's game development and musical composition skills. The soundtrack is available to download from the Parson Hex bandcamp page <https://parsonhex.bandcamp.com/album/illusion-lock-soundtrack>. Illusion Lock takes place on an island in the middle of the ocean, and the playable characters' goal is to collect teeth from the various levels while avoiding obstacles. Each playable avatar, when controlled, can enter the game worlds by interacting with the island's creatures and by entering portals to the arenas, where they have to fight bosses. Each character has different properties from one another, but the same number of replenishable hit points at the start of the game. When a player gets hit by too many obstacles, they get a game over, and return to the island with only one hit point. Hit points can be restored by drinking from the well or by eating berries. The game is an exercise in collecting and maneuvering. The game's music ranges from simple lo-fi electric piano tunes to synthpop and occasionally experimental noise.

BIOGRAPHY

Cameron Damude is a Boyer music technology student, keyboard player, producer, and composer from Delaware. Before creating Illusion Lock, he released three electronic psychedelic pop albums as Parson Hex, a project that began in 2017 which describes itself as a musical cryptid. Cameron's goal at Temple is to approach pop and electronic songwriting from an experimental perspective, and use various harmonic, rhythmic, and production techniques to give a whimsical, off-kilter feel to his music. Since his sophomore year of university, he has been learning how to program code and create games through various coding classes and instructional videos from the internet.

CHRISTOPHER VAN ALLEN, BS MUSIC TECHNOLOGY

Advisor: Dr. David McDonnell

ALL BUTTONS IN : Adventures in DIY FET-Style Compression

ABSTRACT

Dynamic range compression is an essential element of audio engineering and its usage has shaped the sound of recorded music for decades. Over the years the hardware that performed this task has made its own impact on the industry thanks to different design topologies' unique characteristics. As a means of learning more about compression I decided to explore one of the most popular units over the years: The Universal Audio 1176 Leveling Amplifier, invented by renowned producer and engineer Bill Putnam, Sr.

Designed around a Field Effect Transistor (FET) the 1176 is famed for its lightning fast response times and tonal characteristics, as well as a special "All-Buttons-In" mode, an unintended feature which adds distortion for creative sonic uses. While many commercial hardware and software versions exist, my interest in DIY electronics led me to build a Hairball Audio kit. Building an 1176 from bare boards and loose components provided an opportunity to understand the device inside and out.

To demonstrate the sounds of the 1176 and how I've learned to use it, I recorded a rock song, a genre where compression is essential to the sound, and used my 1176 in the mixing processed on all sources, drums, bass, guitars, pedal steel guitar, and vocals. In addition to these examples I will give a brief history of the compressor and go over its theory of operation and the electronic principles that make it tick.

BIOGRAPHY

Christopher Van Allen is a graduating senior music technology major focused on audio engineering and music production. Christopher has worked at the Boyer Recording Studio engineering recordings of recitals, concerts, and other performances. He has also interned with producer and engineer Drew Taurisano at Cambridge Sound Studios. Interested in both cutting edge digital and vintage analog technology he is looking forward to combining them in his work. He is passionate about the recording and production of new music as well as the archiving, preservation, and restoration of historic recordings. In his spare time, Christopher enjoys playing guitar and tinkering with computers and other electronics.