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## MindState: A Capstone Project

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### **Reflection Paper on *MindState: A Capstone Project***

When I began this project, I did not have a clear goal in mind. I knew that I wanted to create a multimedia project that would encapsulate my skillsets obtained in the Multimedia Arts Technology program. My initial concept was to create a long-form film that would intertwine filmmaking and a musical, similar to Melanie Martinez's *K-12* film. However, due to my lack of video production skills, I quickly shifted my focus to the creation of an extended play album. In addition, I feel that this project is a good representation of my growth as a musician and further reinforces my desire for genre fluidity. I had previously been known as the guitar guy and wanted to break down that stereotype. The core of this project has been about establishing identity in a musical sense.

As I began to work on the project in the summer of 2020, I developed around ten demo tracks that were not used in the final product but served as good creative starting points to further my songwriting and craft. By the fall of 2020, I returned to campus and set out to get drum recordings in the studio as soon as possible. Of the original eight songs I had planned for, only two of the eight songs had live drums recorded in a studio. Due to COVID restrictions, limited recording availability, and scheduling conflicts, I decided to finish the project on my own.

My learnings from this process were with the effectiveness of song demos. While demos may not make the final cut of a project, elements such as lyrics or musical ideas may be transferable. Additionally, I found that composing from a maximalist perspective can help a minimalist final draft. With a vast collection of individual audio files to choose from, I quickly eliminated additional unwanted sounds. In the end, I am satisfied with this project and hope to approach future musical projects similarly.