

James E. Hatchett, Jr.

Audio Production

MIDI Composition

No Ghetto For Young Men

Hip Hop/Instrumental

Audio Production

James Hatchett

Composer/Mixing Engineer

No Ghetto For Young Men

I made this song a while back messing around on the computer. I've gone through numerous changes with this particular project to ensure that a positive message was spoken through only music. As I was moving instruments & sequences around, this song turned into something more. I feel as if I finally have it good enough to show the world.

The name is a double entendre. First, it is a representation of where I'm from, as well as others like me. It's a way of motivating young men like me to do something better with their lives & make it out of the ghetto. As much as someone can love the ghetto, it will not love you back. Second, "No Country For Old Men" is one of my favorite movies. It always has been. It's just a play on words.

I first laid the groundwork for this composition after hearing about the death of Philandro Castle. It made me think about these circumstances behind his murder and realized that it could have easily have happened to me. It reminded of the surroundings that I walk through every day to get to school. It's a depressing and gritty atmosphere filled with drug users and homeless people. I consider it a blessing to come to school and use it as my escape from such a hopeless area.

I wanted the music to reflect how it feels to be there. When I create, my desire is to take the listener on a tour of my experiences, thoughts and emotions, in hopes that someone that may be listening feels inspired to create as well. For this reason, there are no lyrics to this composition. However, it follows the traditional songwriters form of A-B-A-B. I wanted to create a gritty, harsh environment through

music alone. The sound of the harpsichord gives it a wartime feel. It also enhances the saw oscillator in the chorus. The smooth Rhodes-sounding instrument that plays in the beginning symbolizes youth & innocence. The saw oscillator is played behind it in the beginning to symbolize impending trouble threatening to strip away the innocence. The plucked single string represents flash of beauty in the ghetto, a rose that grew from concrete, if you will. In the end, it all comes together to become a story without words.

DAW interface showing tracks, mixer, and timeline.

0:36.864
Start 0:36.864
End 0:36.864
Length 0:00.000

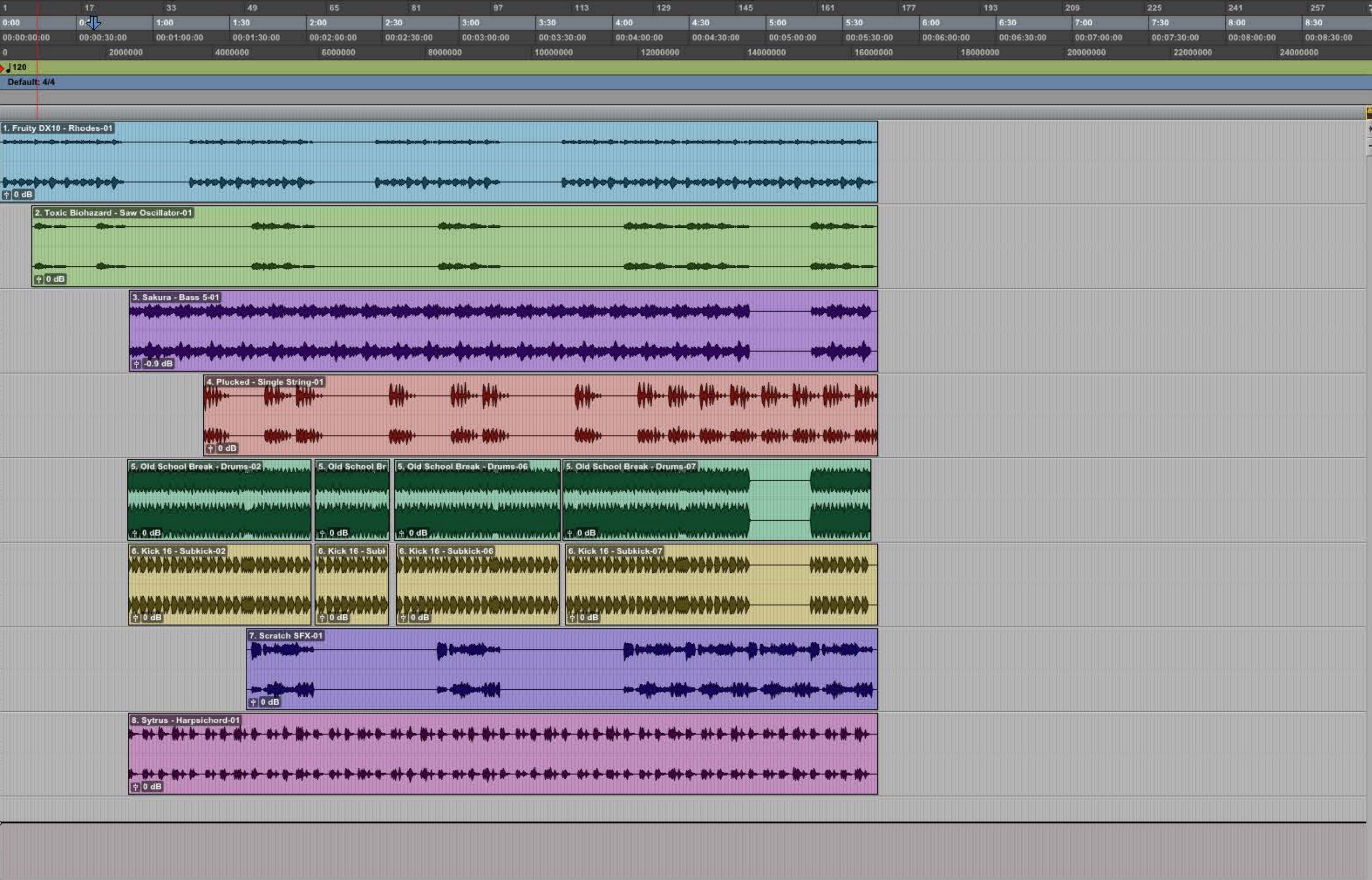
Grid 0:01.000
Nudge 0:01.000

Pre-roll 0:00.000 Start 0:36.864
Post-roll 0:00.000 End 0:36.864
Fade-in 0:00.250 Length 0:00.000

TRACKS

- 1. Fruity DX10 - Rhodes
- 2. Toxic Biohazard - Saw Oscillator
- 3. Sakura - Bass 5
- 4. Plucked - Single String
- 5. Old School Break - Drums
- 6. Kick 16 - Subkick
- 7. Scratch SFX
- 8. Sytrus - Harpsichord
- Master 1

Track Name	Comments	Inserts A-E	I/O
1. FruityDX10Rhds	Synth	EQ3 7-Band	Bit-nMorphn1-2 Built-inOtp1-2
2TxcBhzrdSwO	Saw Oscillator	EQ3 7-Band	Bit-nMorphn1-2 Built-inOtp1-2
3. Sakura-Bass5	Bass	EQ3 7-Band	Bit-nMorphn1-2 Built-inOtp1-2
4PlckdSnglStrn	Single string	EQ3 7-Band	Bit-nMorphn1-2 Built-inOtp1-2
5OldSchBrkDr	Drums	EQ3 7-Band	Bit-nMorphn1-2 Built-inOtp1-2
6.Kick16-Sbkck	Subkick	EQ3 7-Band	Bit-nMorphn1-2 Built-inOtp1-2
7. Scratch SFX	DJ scratch	EQ3 7-Band	Bit-nMorphn1-2 Built-inOtp1-2
8.SytrsHrpschrd	Harpsichord	EQ3 7-Band	Bit-nMorphn1-2 Built-inOtp1-2
Master 1	Everything		Built-inOtp1-2



CLIPS

- 1. Fruity DX10 - Rhodes (Stereo)
- 1. Fruity DX10 - Rhodes-01 (Stereo)
- 2. Toxic Biohazard - Saw Oscillator (Stereo)
- 2. Toxic Biohazard - Saw Oscillator-01 (Stereo)
- 3. Sakura - Bass 5 (Stereo)
- 3. Sakura - Bass 5-01 (Stereo)
- 4. Plucked - Single String (Stereo)
- 4. Plucked - Single String-01 (Stereo)
- 5. Old School Break - Drums (Stereo)
- 5. Old School Break - Drums-01 (Stereo)
- 5. Old School Break - Drums-02 (Stereo)
- 5. Old School Break - Drums-03 (Stereo)
- 5. Old School Break - Drums-04 (Stereo)
- 5. Old School Break - Drums-05 (Stereo)
- 5. Old School Break - Drums-06 (Stereo)
- 5. Old School Break - Drums-07 (Stereo)
- 6. Kick 16 - Subkick (Stereo)
- 6. Kick 16 - Subkick-01 (Stereo)
- 6. Kick 16 - Subkick-02 (Stereo)
- 6. Kick 16 - Subkick-03 (Stereo)
- 6. Kick 16 - Subkick-04 (Stereo)
- 6. Kick 16 - Subkick-05 (Stereo)
- 6. Kick 16 - Subkick-06 (Stereo)
- 6. Kick 16 - Subkick-07 (Stereo)
- 7. Scratch SFX (Stereo)
- 7. Scratch SFX-01 (Stereo)
- 8. Sytrus - Harpsichord (Stereo)
- 8. Sytrus - Harpsichord-01 (Stereo)

GROUPS

<ALL>





SAKURA

Bass 5

PRESET

OPTIONS

TRANSPOSE

TUNE

VOLUME

LEVEL

EXCITER

HI CUT

STRING 1

MIX

ENV

RESONATOR



CLICK



NOISE

NOISE RATE



CUTOFF



A



RESO



D



OVERDRIVE



S



CUTOFF



RESO

LOW CUT



DECAY



AMOUNT



SHARPNESS



OFFSET



S2 RATIO

1 : 4



DECAY



AMOUNT



SHARPNESS



OFFSET

DAMPING

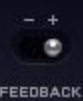
STRING 2



LEVEL



PICK-UP 2



FEEDBACK

STEREO SPREAD
STRING 1

STRING 2



SATURATION



A



D



S



R



FB



FREQUENCY

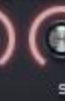
FREE ENVELOPE



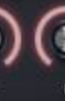
A



D



S



R

LFO



RATE

velocity



level

ptch whl



pitch



lfo ampl

lfo



lfo ampl



lfo ampl



lfo ampl



lfo ampl



lfo ampl



lfo ampl

DELAY



TIME



SYNC



FEEDBACK



MOD RATE



MOD DEPTH



BLUR



MIX

CHORUS



DEPTH



SPEED



MIX

REVERB



DECAY



COLOR



MIX

A piano roll visualization for a piece titled "Sakura". The vertical axis represents pitch, with notes labeled from G#3 to E5. The horizontal axis represents time, with measures numbered 2 through 11. The notes are represented by green rectangular blocks with labels and stems. The notes are: G4 (measures 2, 3, 5, 7), A4 (measures 2, 3, 4, 6, 7, 8, 10), A#4 (measures 2, 4, 6, 8, 10), and D4 (measures 3, 4, 6, 8, 10). Some notes have double stems, indicating a double duration or a specific articulation. The notes are arranged in a pattern that suggests a simple harmonic exercise or a short melodic fragment.

A staff visualization showing a piano roll with notes and stems. The notes are represented by green circles connected by a horizontal line, with vertical stems extending downwards. The notes are arranged in a pattern that suggests a simple harmonic exercise or a short melodic fragment, corresponding to the notes in the piano roll above.

Fruity DX10 (Fruity DX10)



MISC

WAVE COARSE LFO RATE VIB

Fruity DX10 FM SYNTH



MODULATION 1

COARSE FINE VEL.SENS THRU

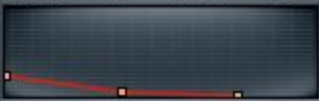
MODULATION 2

COARSE FINE VEL.SENS

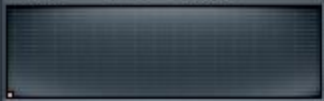
AMPLITUDE



ATT DEC REL



INIT TIME SUS REL



INIT TIME SUS REL



The piano roll interface displays a musical score on a grid. The vertical axis represents pitch, with notes labeled from A4 to F6. The horizontal axis represents time, with measures numbered 2 through 11. The notes are represented by green rectangular blocks with labels indicating their pitch and duration. The notes are arranged in a descending sequence across the measures.

Measure	Note
2	C6
3	C6
4	C6
5	C6
6	C6
7	C6
8	C6
9	C6
10	C6
11	C6
2	A#5
3	A#5
4	A#5
5	A#5
6	A#5
7	A#5
8	A#5
9	A#5
10	A#5
11	A#5
2	A5
3	A5
4	A5
5	A5
6	A5
7	A5
8	A5
9	A5
10	A5
11	A5
2	G5
3	G5
4	G5
5	G5
6	G5
7	G5
8	G5
9	G5
10	G5
11	G5
2	D5
3	D5
4	D5
5	D5
6	D5
7	D5
8	D5
9	D5
10	D5
11	D5



Sytrus (Harpischord)

MAIN | OP 1 | OP 2 | OP 3 | OP 4 | OP 5 | OP 6 | FILT 1 | FILT 2 | FILT 3 | FX

VOL LFO PITCH



A D S R



VOL

A D S R



FILTER

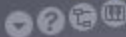
OSC PD VL PT SB PH EV



OSC

UNISON

SyTRUS



MODULATION



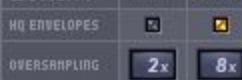
SMOOTH

EQ



FREQ
BW

QUALITY



HQ ENVELOPES

OVERSAMPLING

DRAFT

RENDER

2x

8x

RANDOM MONO KEY SOFTEN GLOBAL PITCH CENTER GIBBS OFF PORTA

Harpischord

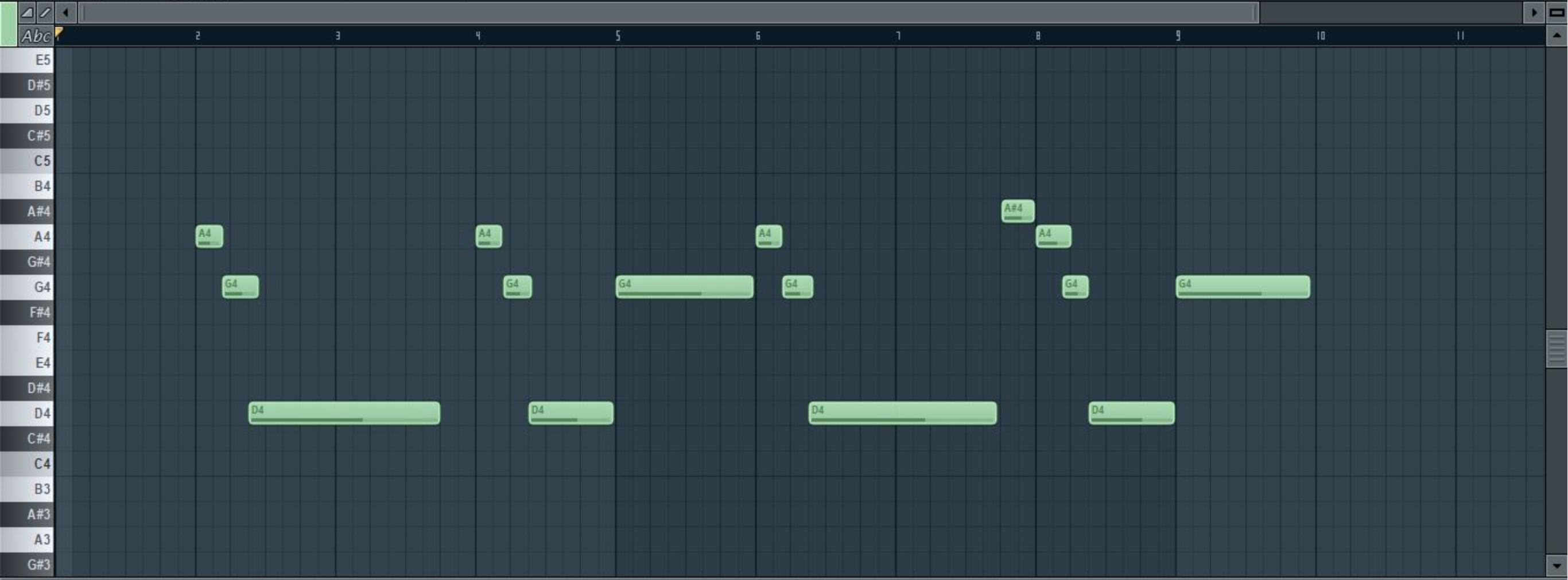
| Daven Hughes

x - cut

y - res

OP	1	2	3	4	5	6	PAN	FX	OUT
1									
2									
3									
4									
5									
6									
F1									
F2									
F3									
FM	RM	MATRIX							





Channel settings - Plucked!



PLUGIN

SMP

MISC

FUNC

Plucked!

NORMALIZE

GATE

Decay

Color



PLUCKED!



WIDEN

C4

C5

C6



Abc

2 3 4 5 6 7 8 9 10 11

D#6
D6
C#6
C6
B5
A#5
A5
G#5
G5
F#5
F5
E5
D#5
D5
C#5
C5
B4
A#4
A4
G#4
G4

CONFIGURATION

12 Mono --- Held VT

Transp Poly Unison Voices Unison Detune Unison Pan Glide Mode Glide Time

PROGRAM: OPTIONS

LED Another TB ToC

LINK CC ... | PAR Param: ...

MASTER ENVELOPE

Attack Decay Sustain Release Vel Curve Drive Master Vol

OSC 1

Freq Offset Vel Init Atk Dec Sus Rel

-24 Pitch

000 Detune

Saw

Free Phase

OSC 2

Freq Offset Vel Init Atk Dec Sus Rel

-24 Pitch

000 Detune

Saw

Free Phase

OSC 3

Freq Offset Vel Init Atk Dec Sus Rel

000 Pitch

000 Detune

Sine

Free Phase

LFO 1

Free Custom <none> Sync Speed

TOXIC IIII

MOD MIDI SEQ

FM	1	2	3	4	5	6
1	000	031	000	000	000	000
2	026	000	000	000	000	000
3	000	000	000	000	000	000
4	000	000	000	000	000	000
5	000	000	000	000	000	000
6	000	000	000	000	000	000

MIX 100 100 000 000 000 000

PAN 000 000 000 000 000 000

LFO	1	2	3	4	5	6
1	000	000	000	000	000	000
2	000	000	000	000	000	000

MASTER PITCH MODULATION

LFO2 EFG BEND

000 000 002

OSC 4

Freq Offset Vel Init Atk Dec Sus Rel

000 Pitch

000 Detune

Sine

Free Phase

OSC 5

Freq Offset Vel Init Atk Dec Sus Rel

000 Pitch

000 Detune

Sine

Free Phase

OSC 6

Freq Offset Vel Init Atk Dec Sus Rel

000 Pitch

000 Detune

Sine

Free Phase

LFO 2

Free <none> Sync Speed

Flanger

Delay Fdbk Rate Depth

Inv. Mix Inv. Fdbk Mix

FILTER

Atk Dec Sus Rel

LP Mode

EG Amount LFO1 Amount

CutOff Resonance KeyTrk VelTrk

Delay

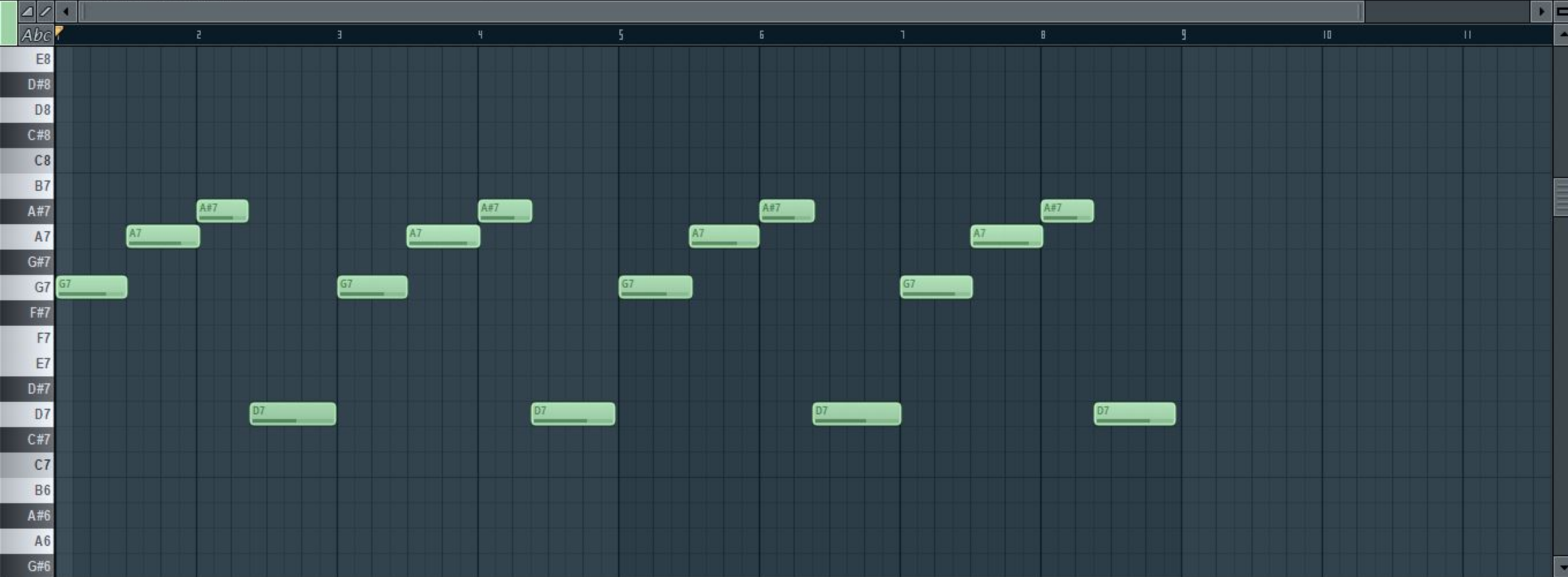
1/4

Time Sync Fdbk Rate

Depth Blur Mix

EQ

62 125 250 500 1000 2000 4000 8000



A piano roll visualization for a piece titled "Toxic Biohazard". The vertical axis (y-axis) represents musical pitch, with labels for notes from G#6 to E8. The horizontal axis (x-axis) represents time, with measures numbered 2 through 11. The grid is dark blue with a light blue grid. Green rectangular blocks represent chords, each labeled with its name (e.g., G7, A7, D7). The chords are arranged in a sequence that moves up and down across the measures.

Measure	Chord
2	G7
3	A7
4	D7
5	G7
6	A7
7	D7
8	G7
9	A7
10	D7
11	G7



A piano roll visualization showing the velocity of notes over time. The vertical axis represents pitch, and the horizontal axis represents time. The plot shows a series of vertical lines representing notes, with horizontal lines connecting them to show their duration and velocity. The notes are arranged in a sequence that moves up and down across the measures, corresponding to the chords in the piano roll above.

Sampler	[16 buttons]
Toxic Biohazard	[16 buttons]
Fruity DX10	[16 buttons]
Sakura	[16 buttons]
Plucked!	[16 buttons]
Harpichord	[16 buttons]
Old School Br...	[16 buttons]
Kick (16)	[16 buttons]
JAHILIL BEAT...	[16 buttons]
Turntables 03	[16 buttons]
Turntables 08	[16 buttons]
Turntables 11	[16 buttons]
Turntables 20	[16 buttons]
CHARLEY 2	[16 buttons]
CHARLEY 5 s...	[16 buttons]
man shot by ...	[16 buttons]
37aHat	[16 buttons]
ohh	[16 buttons]
Old School Br...	[16 buttons]