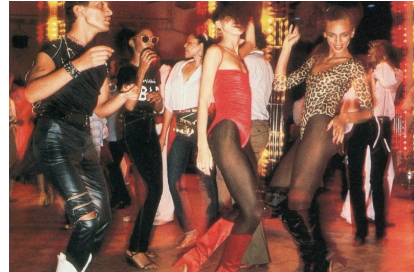# Electronic Dance Music

History and
Development

History of EDM

- First gained popularity in the 70s in nightclubs
- The 80s and 90s saw new genres of electronic music emerge
  - Techno
  - House
  - Trance
  - Drum and Bass
  - Jungle
- Became more mainstream in the 00s
- The genre continues to evolve today

70s Disco Scene

Acid House Rave

- One of the earliest forms of EDM was Disco music
  - Characterised by synthesised sounds, electronic drums and repetitive beats

- Techno originated in Detroit, Michigan
  - characterized by its use of electronic instruments and synthesizers to create a futuristic and experimental sound
- House music emerged in Chicago, Illinois
  - characterized by its soulful vocals, repetitive beats, and use of electronic instruments
- Trance
  - characterized by its uplifting melodies and repetitive beats
- Drum and bass and Jungle
  - characterized by their fast-paced rhythms and heavy use of bass and percussion
  - Jungle comes from a fusion of Jamaican sound system culture and UK youth culture in the 90s

- New genres in the 00s included Dubstep, Electro House and Progressive House

EDM Sub-Genres

DJ Pierre

- **Techno**
  - Magnese – Surgeon (1994)
- **House**
  - Show Me Love – Robin S (1993)
- **Acid House**
  - Box Energy – DJ Pierre (1988)
- **Trance**
  - For An Angel – Paul van Dyk (1998)
- **Drum and Bass**
  - Mr Happy – DJ Hazard & Distorted Minds (2007)
- **Jungle**
  - Original Nuttah 25 – UK Apache & SHY FX (1995)

SHY FX

EDM Production Techniques

- Use of DAWs

- Synths and Samples

- Drum Machines

- Sound Design

- Compression and Sidechain

Deadmau5

- DAWs
    - DAWs allow producers to manipulate digital audio and MIDI data to create complex soundscapes

- Synths and Samples
    - Allow for the generation of various sounds to layer in the track

- Drum Machines
    - create driving beats and percussion patterns
    - They allow producers to create complex rhythms and syncopated patterns that drive the energy of the track

- Sound Design
    - Producers spend hours designing and tweaking sounds to create the unique sonic landscape of their tracks
    - This involves manipulating sounds using filters, envelopes, and effects processors to create complex and evolving sounds

- Compression and Sidechain

- Compression helps to even out the volume levels of different elements in the mix
- Sidechain allows producers to duck certain elements in the mix to create a pulsing effect