

ASSIGNMENT TWO

WRITE UP



DECEMBER 1, 2022

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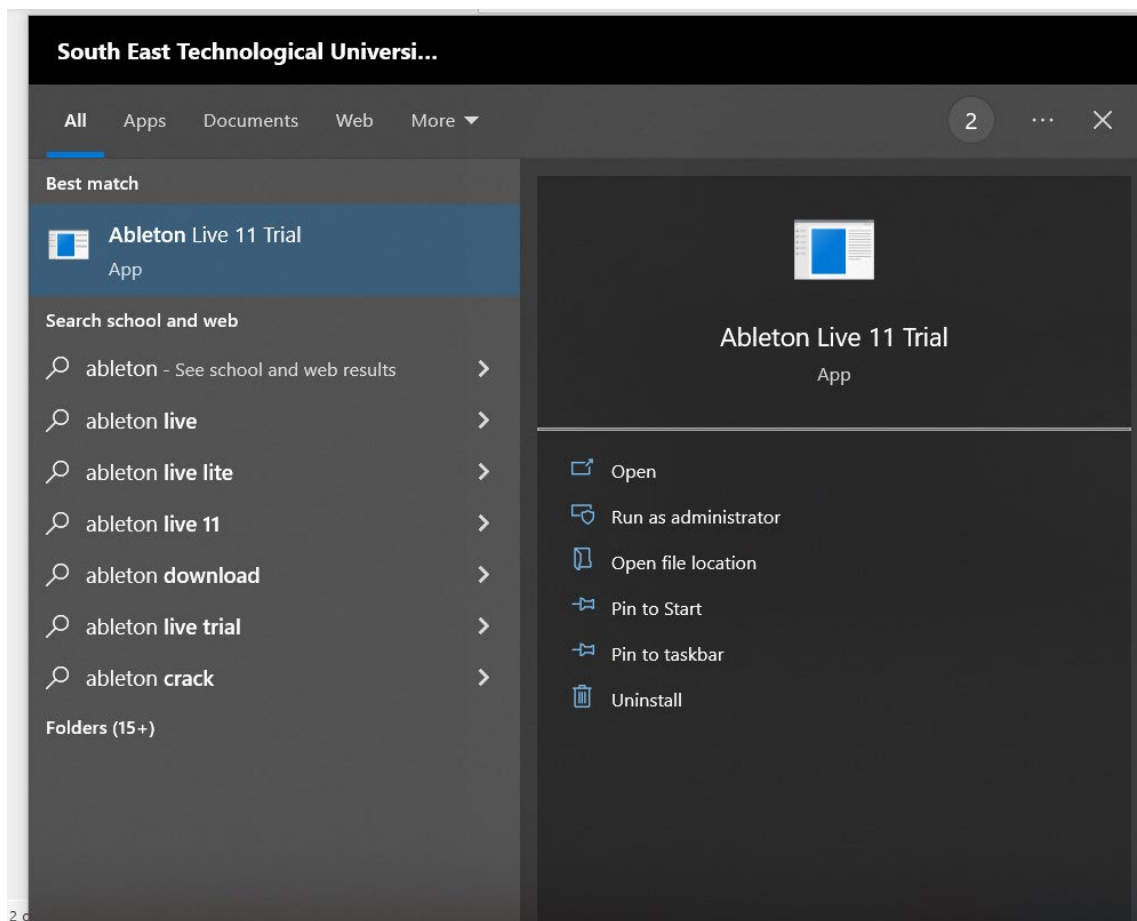
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PHASE ONE-WARPING/CLIP CREATION

For this part of the assignment, we had to pick three songs from the top charts on Spotify to create our first three warps. I chose the following songs:

- Oliver Tree-‘Miss You Again’
- Becky Hill-‘La Di Da’
- Kordshell-‘Murder In My Mind’

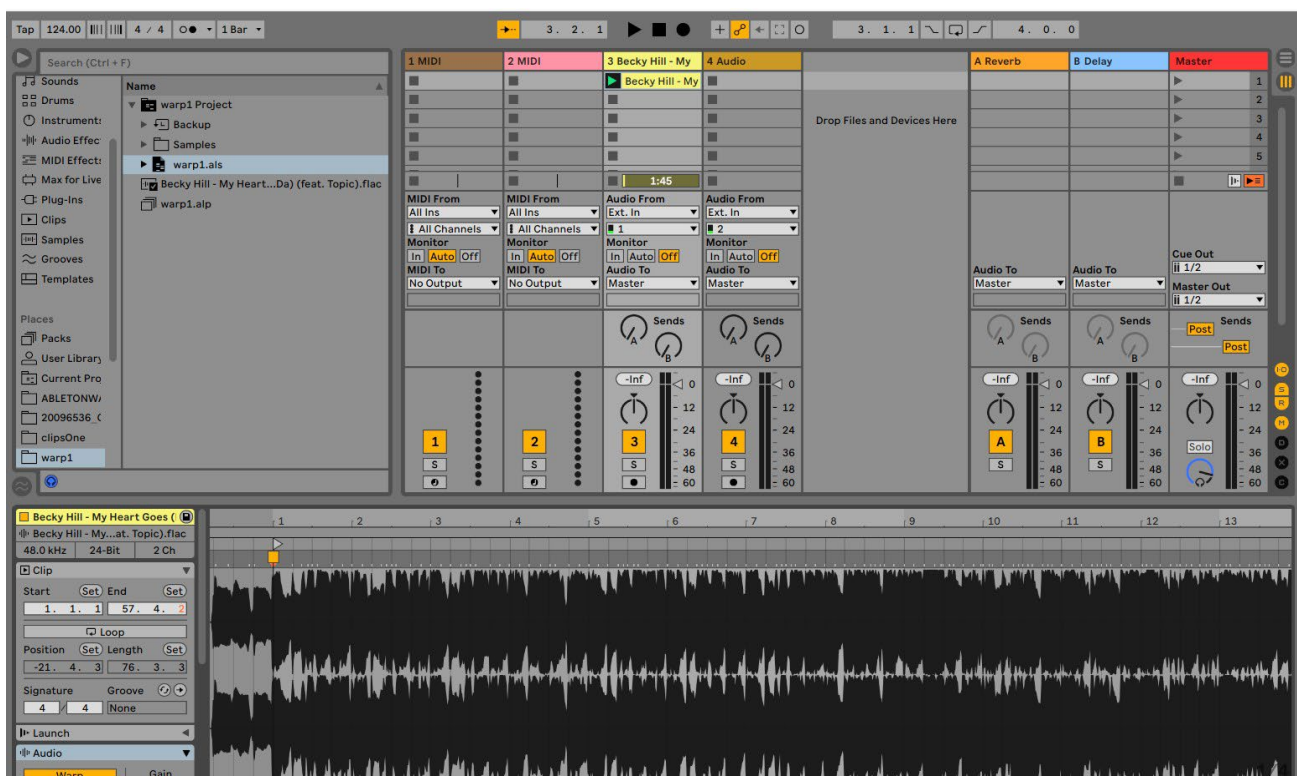
I then proceeded to download it from Spotify into a FLAC format for the songs to be warped on Ableton Live 11,(shown below):



To initialise the warping, I firstly made sure all my preferences were correct. I then proceeded to add my first song onto an audio track. I listened to the song in full and began tapping out the beat, using the 'Tap' key on the left-hand top corner.

I continued this process multiple times, noting the number (BPM) for the rounding process. When I was satisfied with the beats, I rounded the number to the nearest whole number. I then pressed the 'warp' button within the clip section and initialised the warping. I then found the first beat to the song and set the 1.1.1. Lastly, I listened to the song again and applied the metronome to see if the beat is in sync with it.

After a successful warp, I proceeded to do the same with my other two songs, completing the first stage of the mashup. An example of my warped clips is below:

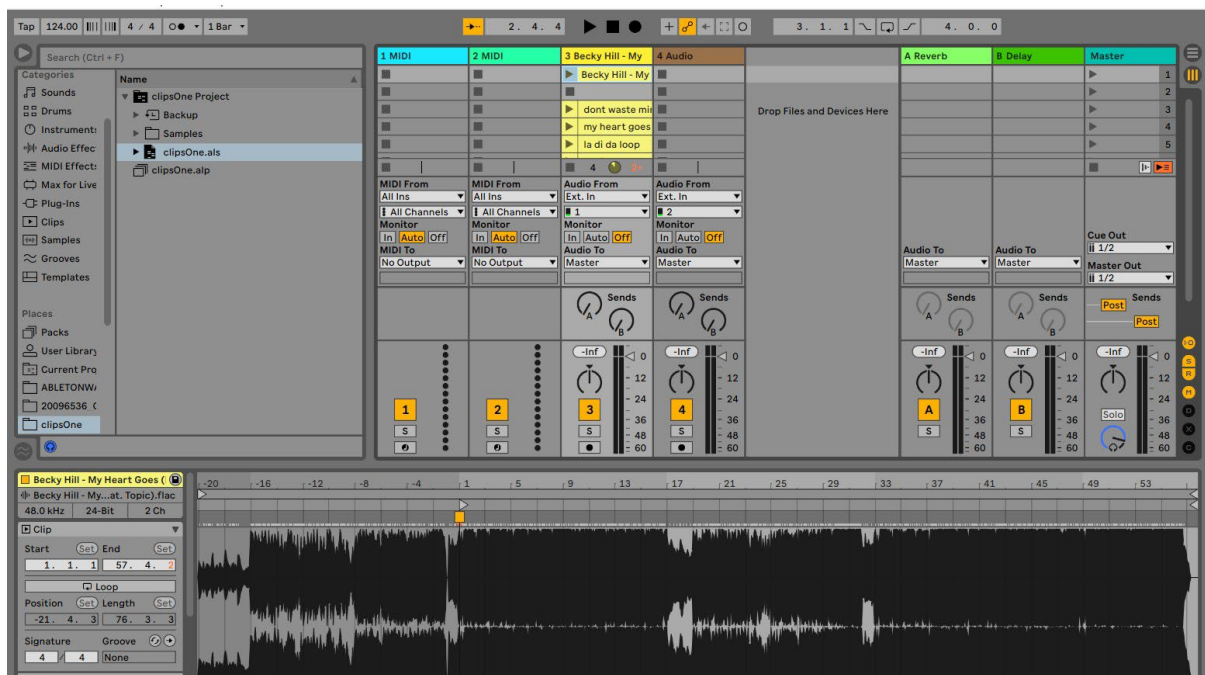


CLIP CREATION

I proceeded to create the clips that I want from my chosen songs to put in my mashup. To do so, I created a new live set and chose the warped songs from my warping folders. I then dragged each song separately out onto an audio track.

The first step of this was to begin noting which parts I wanted to add and set the length and position of such parts. I chose parts with a simple 4 beat, 2 beat and 1 beat rhythm. I then pressed the 'loop' button within each part to create a loop for the section to play repeatedly. When this was done, I had multiple clips ready to be mixed. I saved my live set and collected the clips and added them into my clips folder. (.alc)

An example of my clips is below:

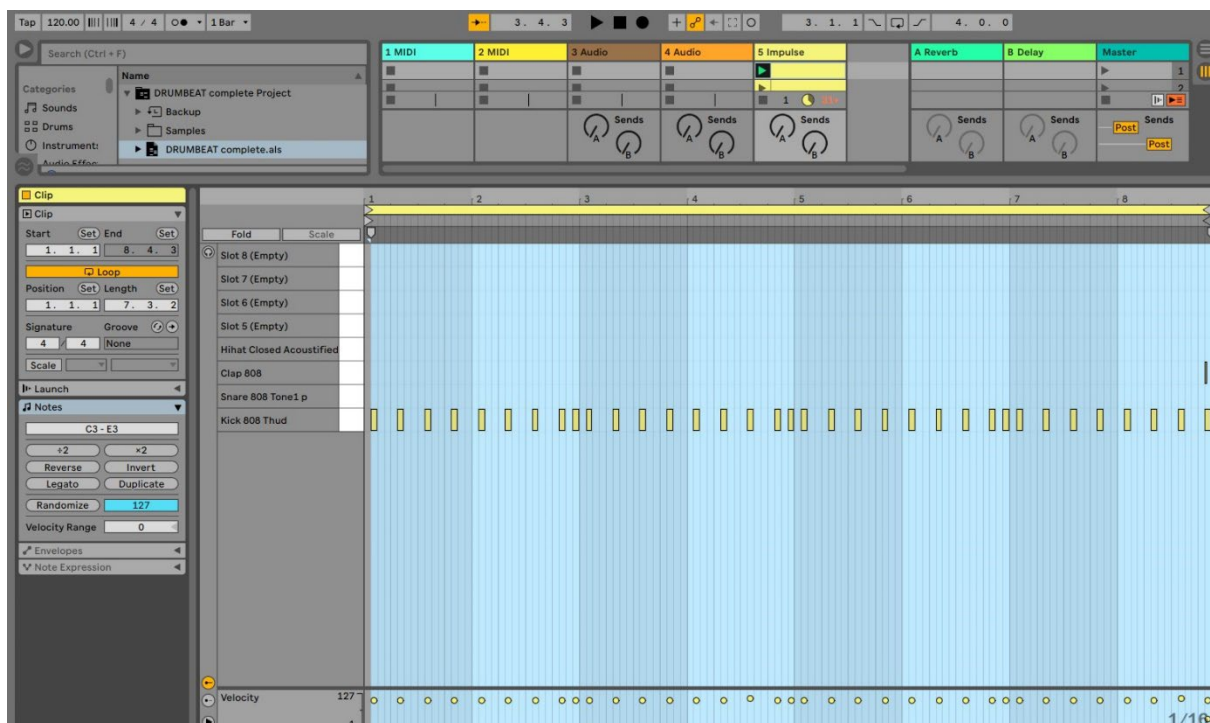


PHASE TWO-DRUM/BEATS

For this section, I began to create a drum pattern as a building ground for my complete mashup. To do so, I created a new live set, and this time added the 'drum' to the audio track. I then used an 'impulse' track, located within the sounds section to get my drum line started. I chose my preferred drum sounds, such as the 'kick drum' to give my mashup height and dynamics. I then chose a 'snare', 'clap' and 'hat' to complete the full sound. (Although I did not use all of those sounds listed above).

After I have completed that section, I then went on to draw in the notes that I wanted within my drum pattern. After I have completed that, I replayed it over and over until I felt it was good enough to match with my songs. It was more simplistic, but it had a great effect on my overall sound. I then saved the live set and saved the drum pattern as a clip, just like the clips in the previous section.

An example of my drum pattern and how it was laid out is below:

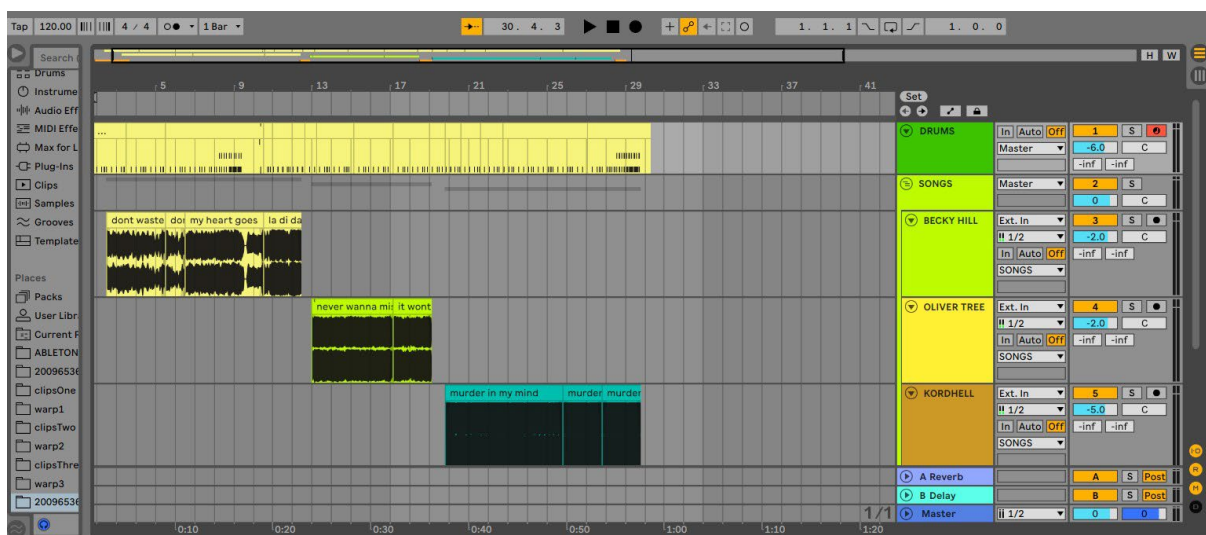


PHASE THREE-MIX A (PLAIN)

For the next section, I proceeded to start mixing my clips and drumbeat to create the mashup. I did this by creating a new live set and adding all of the clips from each song onto an audio track. A separate audio track for each song. I then added my drum track to another separate track. I grouped the three clipped tracks as to make it easier to change volume without having to do it separately.

I then began adding the drum pattern to the drum layer within the 'arrangement view' I have been working within the session view up until this point. This view is horizontal and allows me to see the multiple tracks to make it easier mashing up. I then began taking the tracks to their desired location (The tracks were already named by their clips). I then proceeded to separate them so that they would appear one after the other. I laid my drum track corresponding to the song's beats and did a lot of arranging for my drum track to suit the corresponding songs.

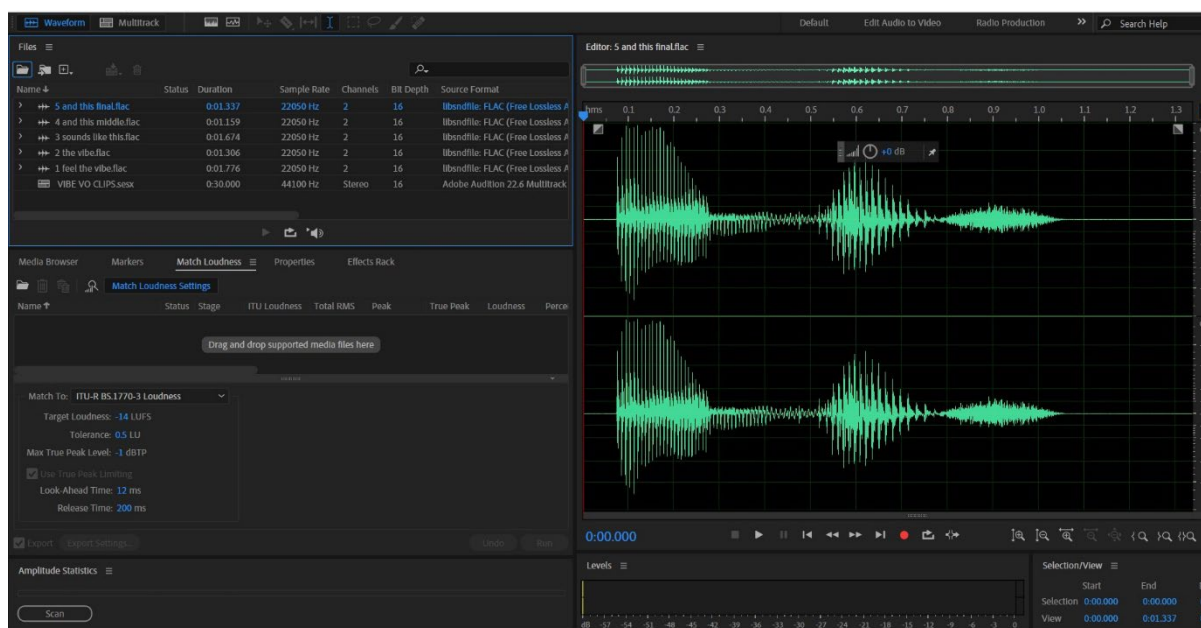
An example of the clips being within the arrangement view is below:



PHASE FOUR-VOX

For this section, I proceeded to add in the given voice overs for my mashup. I added them between the clips so that they would be introducing each clip. To do so, I edited them in Adobe Audition.

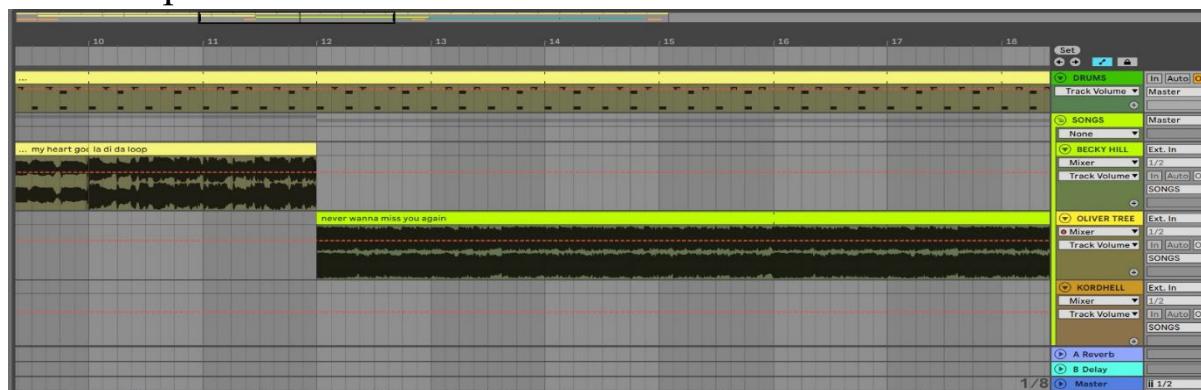
An example is below:



I then went on to add some effects to the VOS to make them sound more dynamic. I added effects such as 'parametric equaliser', 'reverb', 'multiband compressor', 'single band compressor', 'dynamic sound' and 'normalise'. I applied all these effects to each of the VO tracks and added them back into the Ableton Live suite.

I also applied additional effects onto the VOS in Ableton using the 'Audio effects' samples provided. I added robotic sound effects and a 'pong' effect for dynamics and vocal bounce.

An example of such is below:



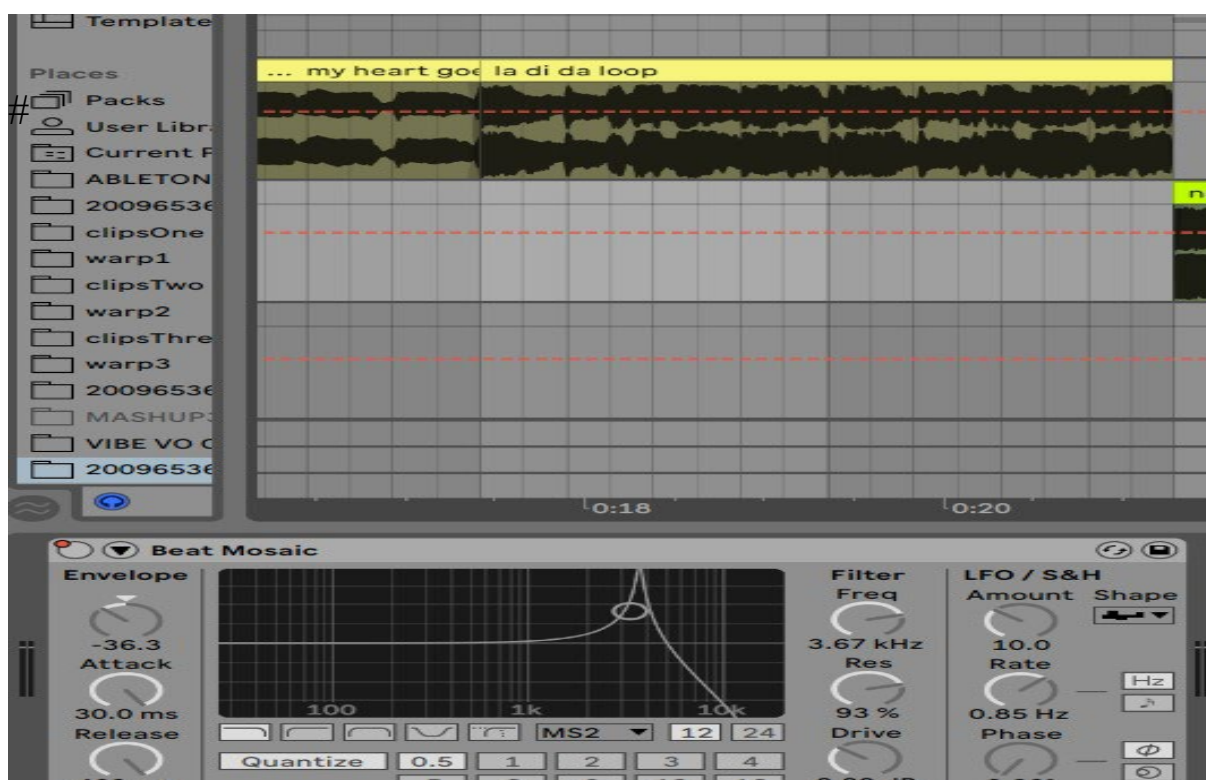
PHASE FIVE-AUDIO PUNCTUATORS

For this section, I proceeded to add several FX sounds to my warped songs, to create a more fluid and dynamic range. I added FX sounds such as ‘reverb’, ‘compression’, ‘crashing waves’, ‘time-shifter’, ‘shifting’ and more. I added these to the beginning, middle and end of my VOS and clips.

I had to use the ‘dry/wet’ filter to add how much of the FX I wanted to hear through the songs. I also changed the filter frequencies. I then went on to add some ‘vinyl distortion’ to the VOS as they were quite monotone at first.

To do this, I double clicked on the FX of my choice and clicked on the clip I wished to add it to. I turned on ‘automation’ to begin changing the filters within the FX sounds. I proceeded to trial and test each sound by soloing the clip of choice, to really hear the sound in action. When I was satisfied with my choice, I played it back with the new FX sound to see if it blends well.

An example of such process is below:



PHASE SIX-MIX B FINAL(WITH FX)

For the last part, I made sure that I was satisfied with all of my VOS and FX choices. I made sure all songs were together and mixed correctly, along with the mashup being played over and over to finalise my choices. Once I was finished with that part, I proceeded to save all (Collect all and save) and then brought onto Adobe Audition as a saved (.aif) file.

I then proceeded to bring the LUFS to -14, along with converting my new final live set to mp3,m4a and ogg. Once those files were converted, I embedded them into my new portfolio website to be shown and downloaded.

An example of such process is below:

