

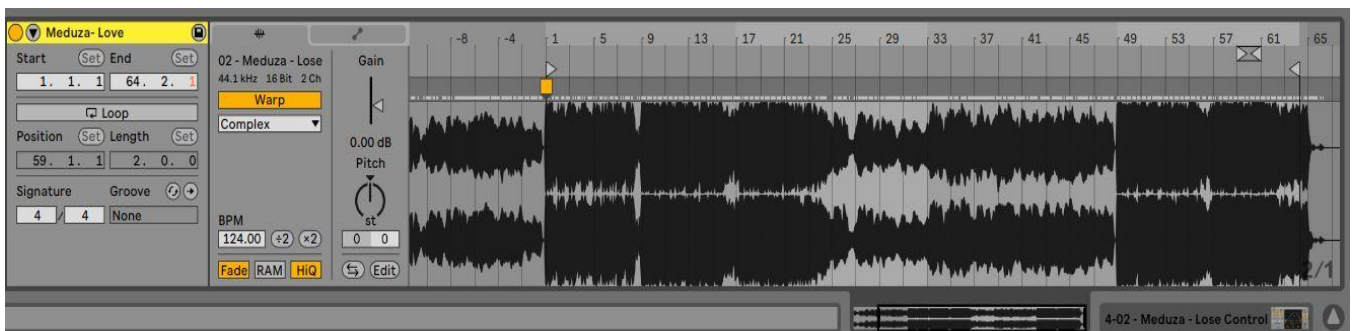
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Mash-up Write Up

Part 1- Warping / Clip Creation

In the first part of the mash-up project I downloaded the 4 songs I have chosen to use in my mash-up. I imported all 4 songs into Ableton 11 suite and began warping the songs.



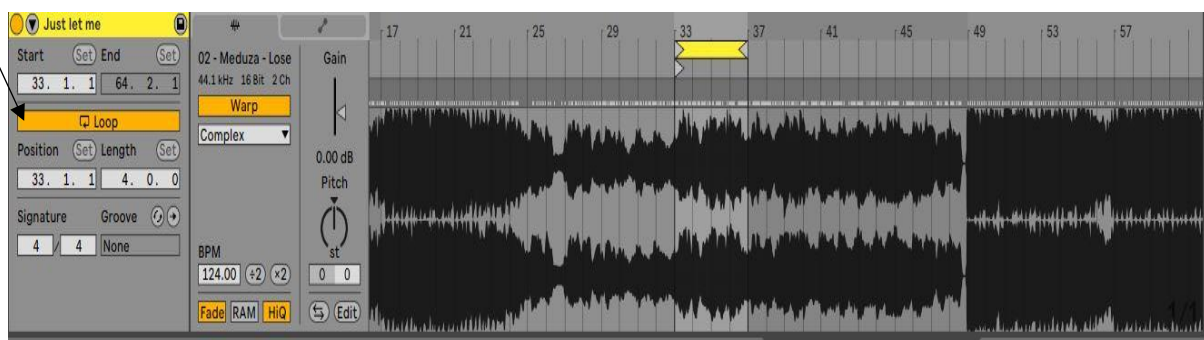
I placed the warp marker on the first beat of every song and set the correct tempo for each song.

I did have an issue with one of the songs I picked and I could not warp it correctly and it didn't sound right so I decided to leave out that song from my mash-up and go ahead with the other 3 songs I chose.

After I finished warping each song the next thing I did was to pick out the best 5-7 clips from each song which I would later use in my mash-up

3 14 - Loud Luxur	4 02 - Meduza - Lo	5 22 - Solardo - X
▶ Body on mah	▶ I need your lov	▶ Anything alri
▶ Effect	▶ When i loose co	▶ Shining XTC
▶ Ride with a 6	▶ Just let me	▶ Beat
▶ Hell Nah	▶ when i loose v2	▶ bwey bwey
	▶ Meduza- Love	▶ shining+beat
▶ Loud Luxury		▶ 22 - Solardo - X
	▶ i nned ur luv	
▶ On my	▶ Meduza- Love	▶ 22 - Solardo - X

I created the clips by selecting the loop button and then placing the loop markers wherever I wanted to take a clip out. The clips I used in each song were 1.0.0, 2.0.0 and 4.0.0 in length as longer ones like 8.0.0 were too long and didn't sound as good as taking smaller chunks of different sounds.



After I had around 5-7 clips created from each song I moved on to the next stage which is creating a beat/drum track.

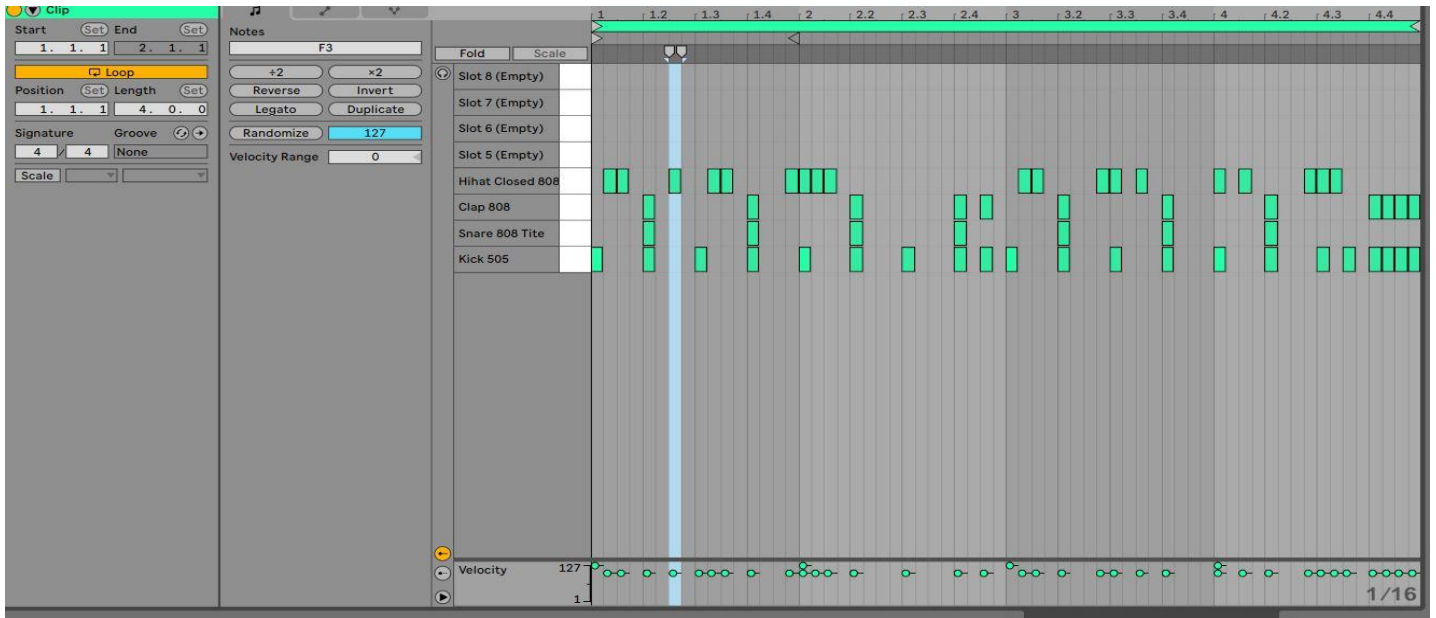
Part 2 – Beats / Drums

After finishing warping and creating clips I started creating my drum-track that would be used in mash-up project.

I started by creating a new MIDI Track and inserting a instrument into it which was impulse and started adding a kick, snare, clap and Hi-hat drum to the impulse track.



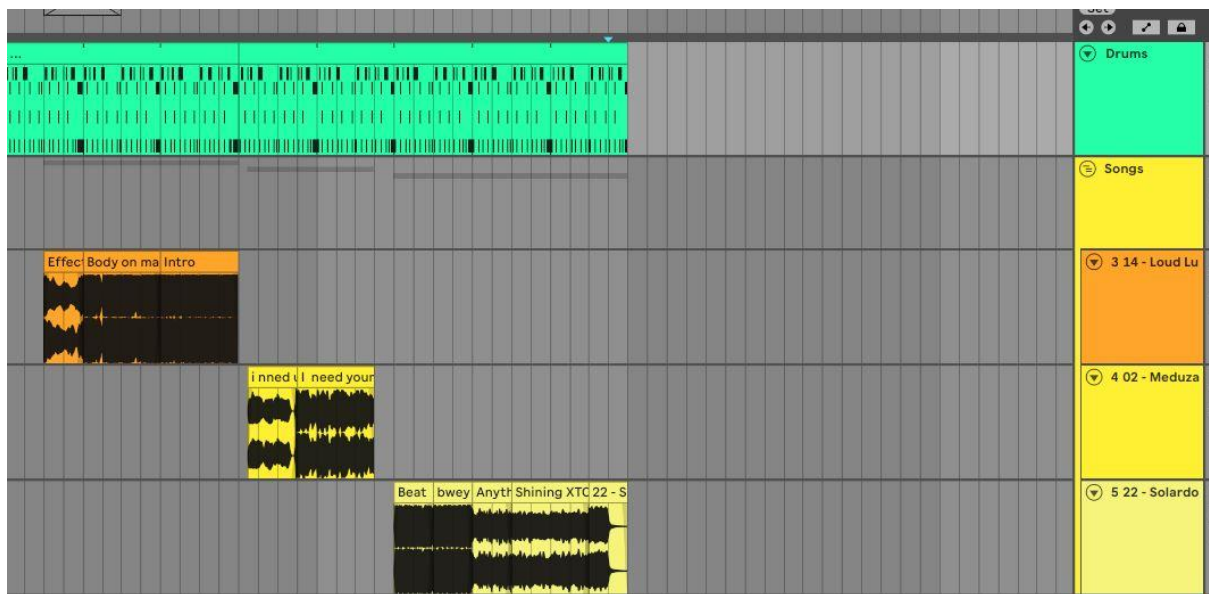
I double clicked into the drum midi track I just created and followed the video that was given on how to create a drum track and started making the beats with the draw tool.



I set the velocity of the first kick to 127 and repeated it at every start of the kick. The length of my drum track was 4.0.0

Part 3 – Mix a Plain

After I have finished warping, creating clips and creating a drum track I was ready to go start creating my first mash-up samples.



I added the drum loop at the very top and decided it would start playing from the 1st second to the last second as it sounded better rather than it starting to play a bit later.

I picked out the best clips I had from each song and I put them together and left a 1 bar space in between each song to later add in transition effects in-between them. I also adjusted the DB of each track so they would all be playing at the same loudness.

Part 4 – VOX

I started by downloading the VIBE Vos-FLAC from Moodle which included the voiceovers and then imported them into my project in Ableton. I laid out my arrangement like shown in the project brief. I inserted the voice-overs in between the breaks of the songs and 2 at the beginning and 1 at the end of the mash-up.



I turned up the DB of the voiceovers so they can be loud and clear and also added some reverbs to them so they would blend in better with the mash-up.

Part 6 – MIX B Final (With FX)

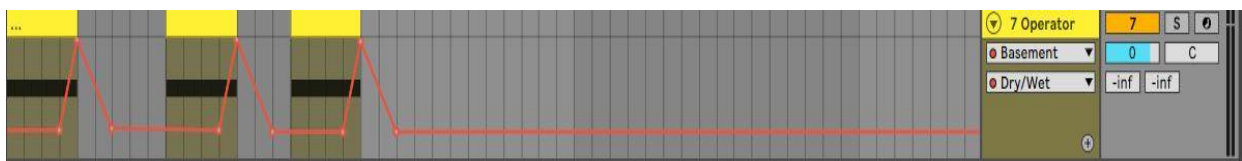
At the end I made a sweeping Filter which would be used at the beginning of the mash-up and in between the songs for a smoother transition

I started off with creating a new MIDI track and inserting a Operator Instrument I then created a MIDI note that lasted 4 bars long and added a Auto filter audio effect I then swept the filter frequency to hear the effect. I then selected the AutoFilter from the device chooser in the track header and Frequency from the Automation Control Chooser. Then I added a handle to the red line in the bottom left and another in the top right which gradually made the frequency go up.

At the end I also added Chorus, A (space) reverb as I thought it sounded the best and fit in well with the mash-up. I also added a Ping-Pong delay and adjusted it to dry/wet.

And at the end I added a EQ eight which cut off the frequencies from 125-250hz to remove any low frequencies from the effect.

The final product looked like this:



At the end I also added the ping-pong delay (Dry/Wet) at the end of the 2 songs so the transition between them will be more smooth the final product looked like this:

