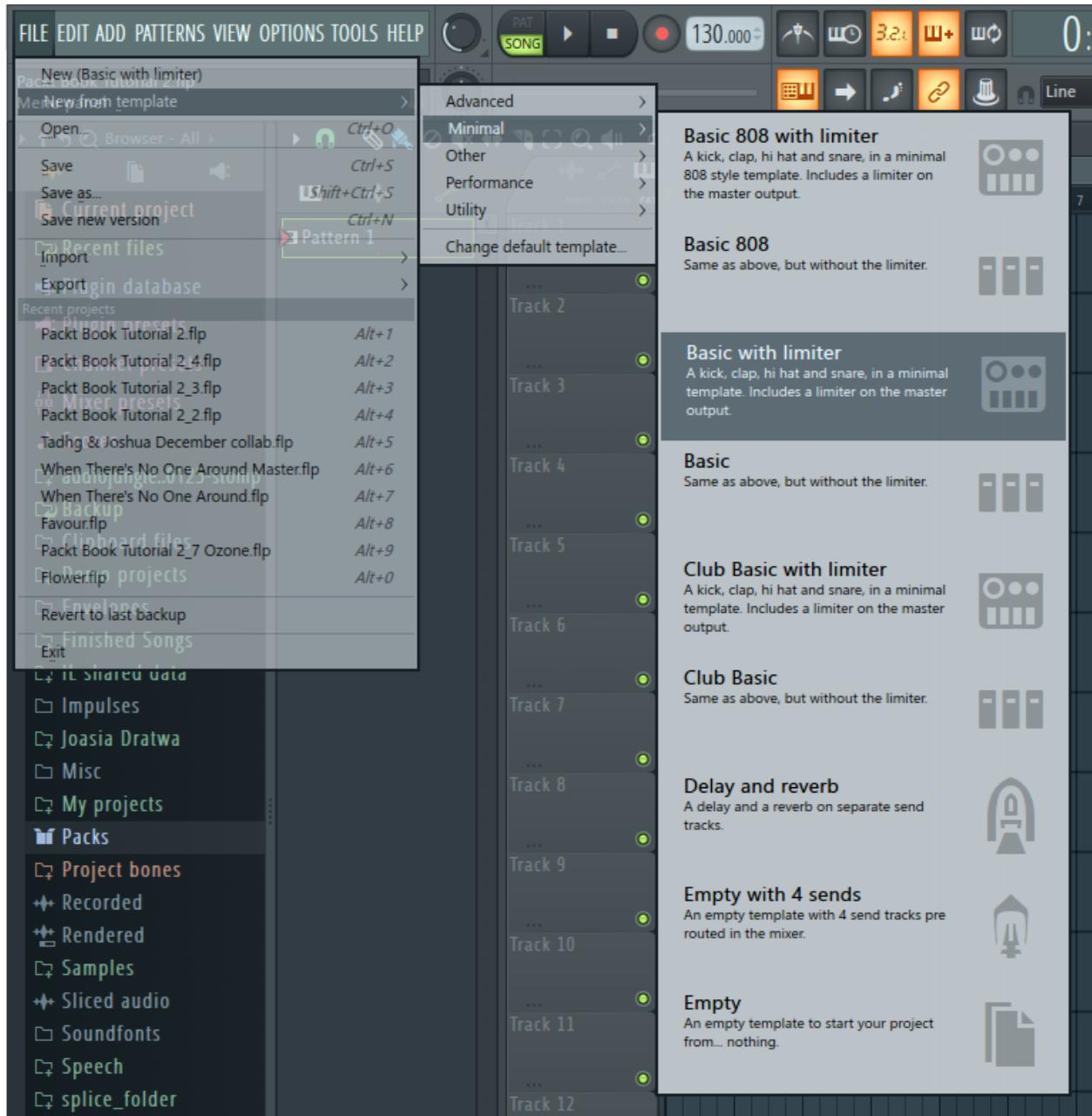
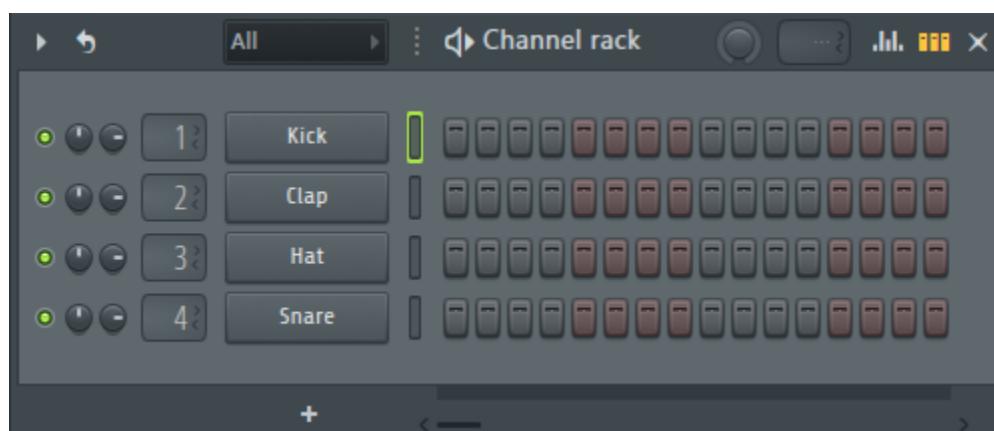
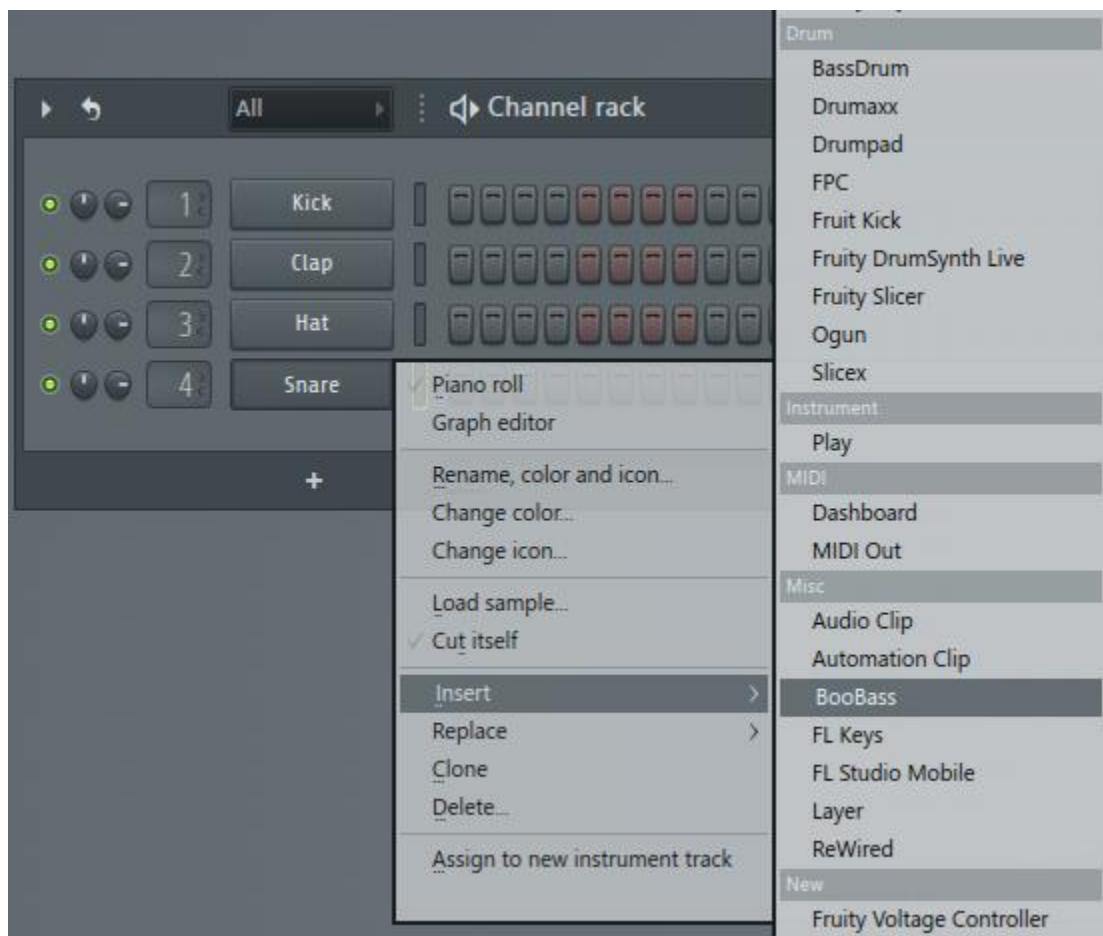
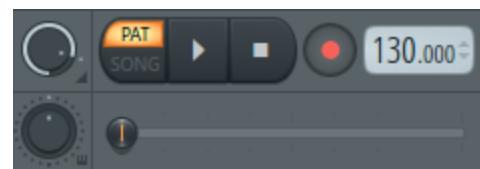


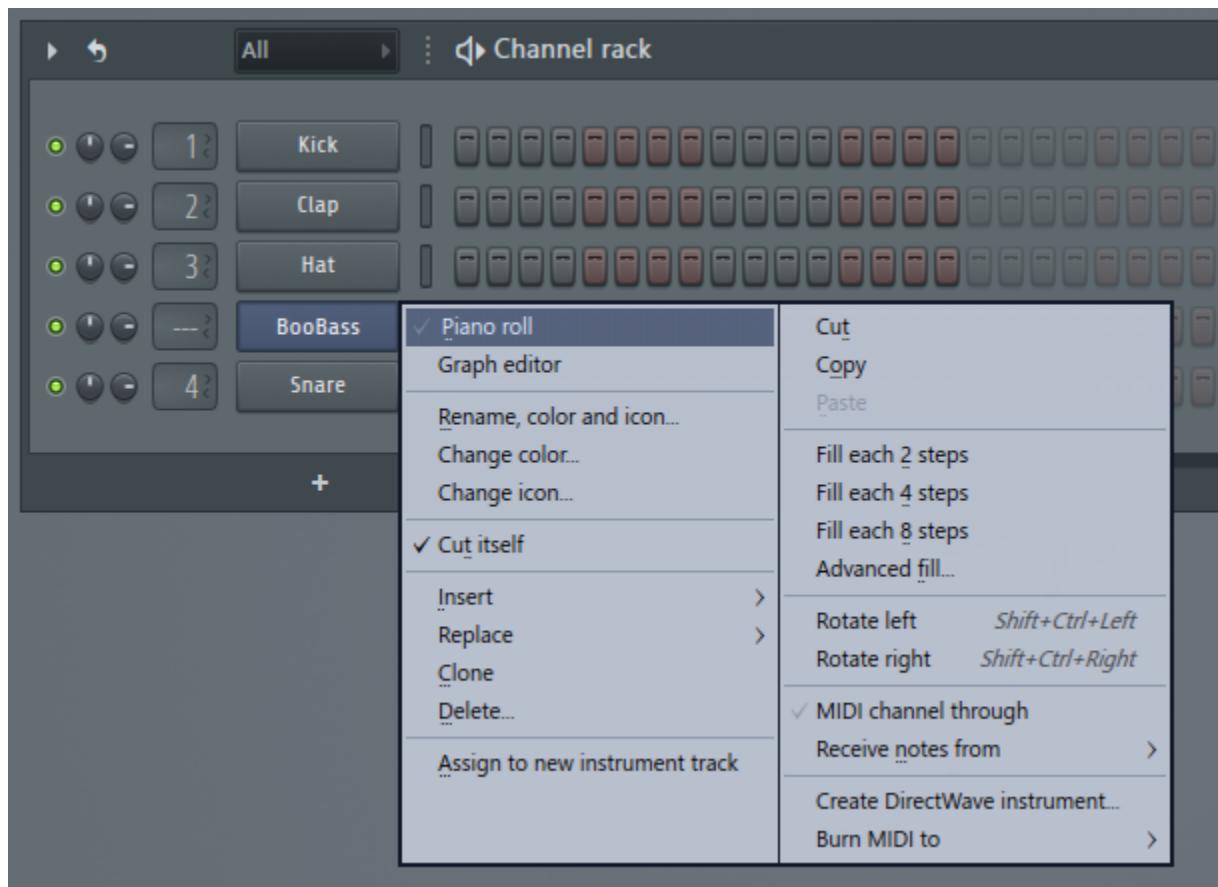
Chapter 01: Getting Started with FL Studio

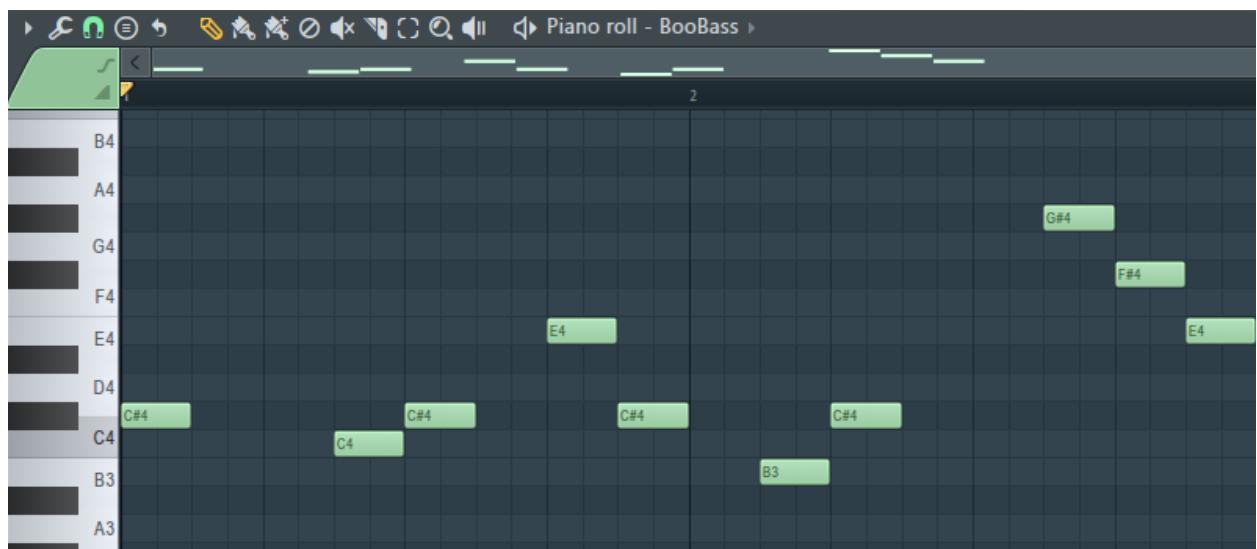
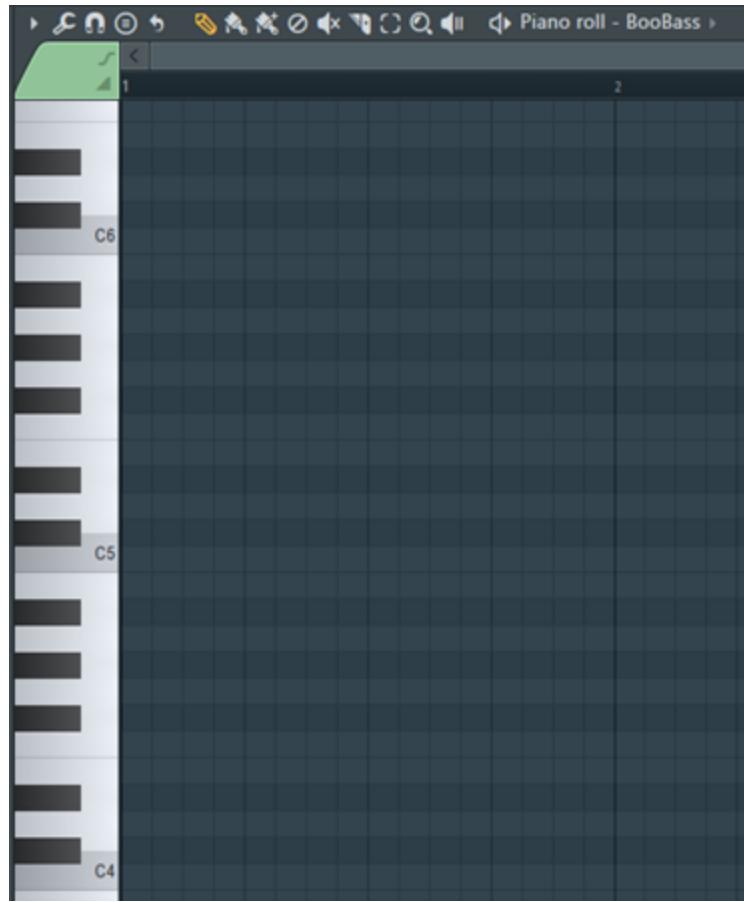


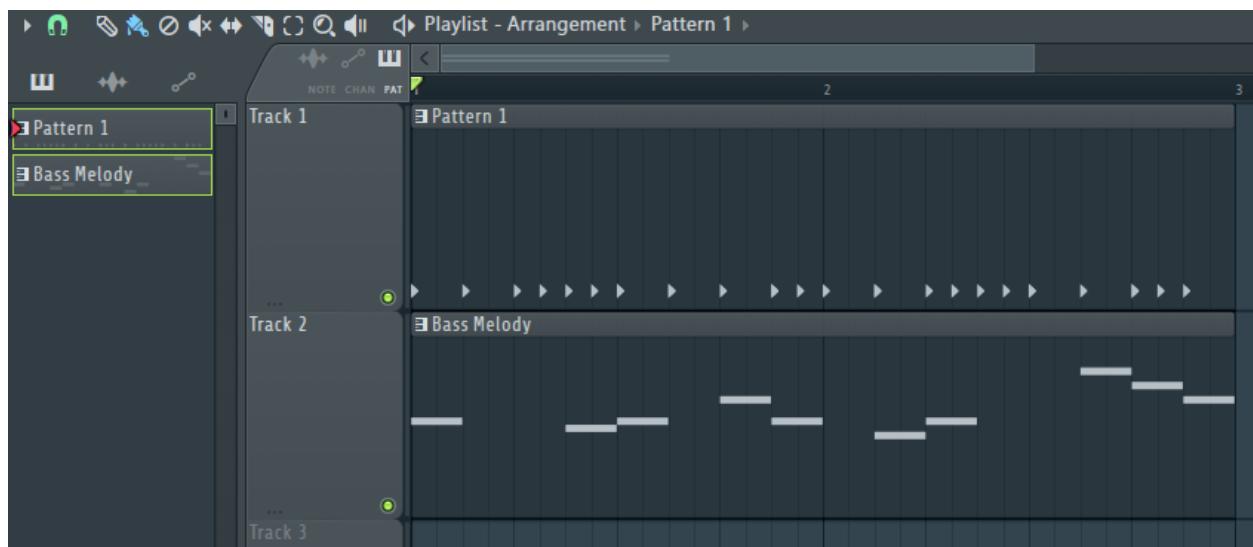
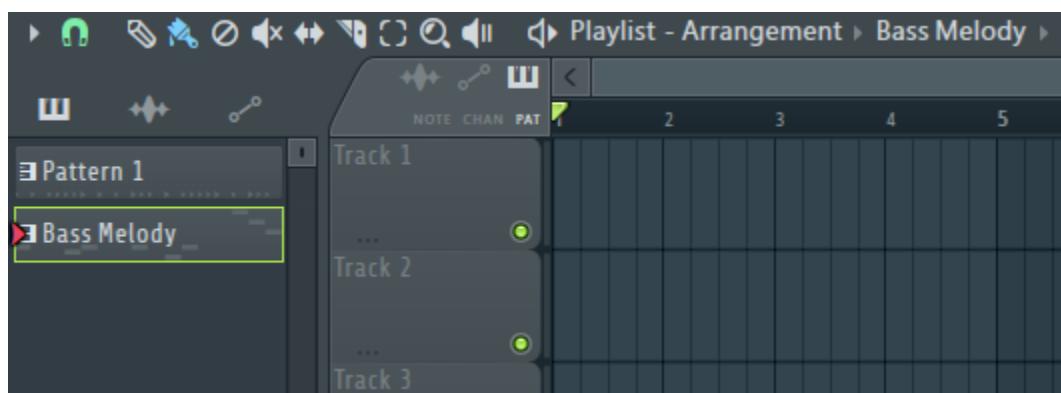


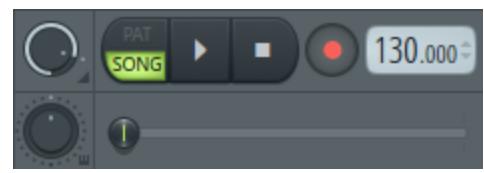




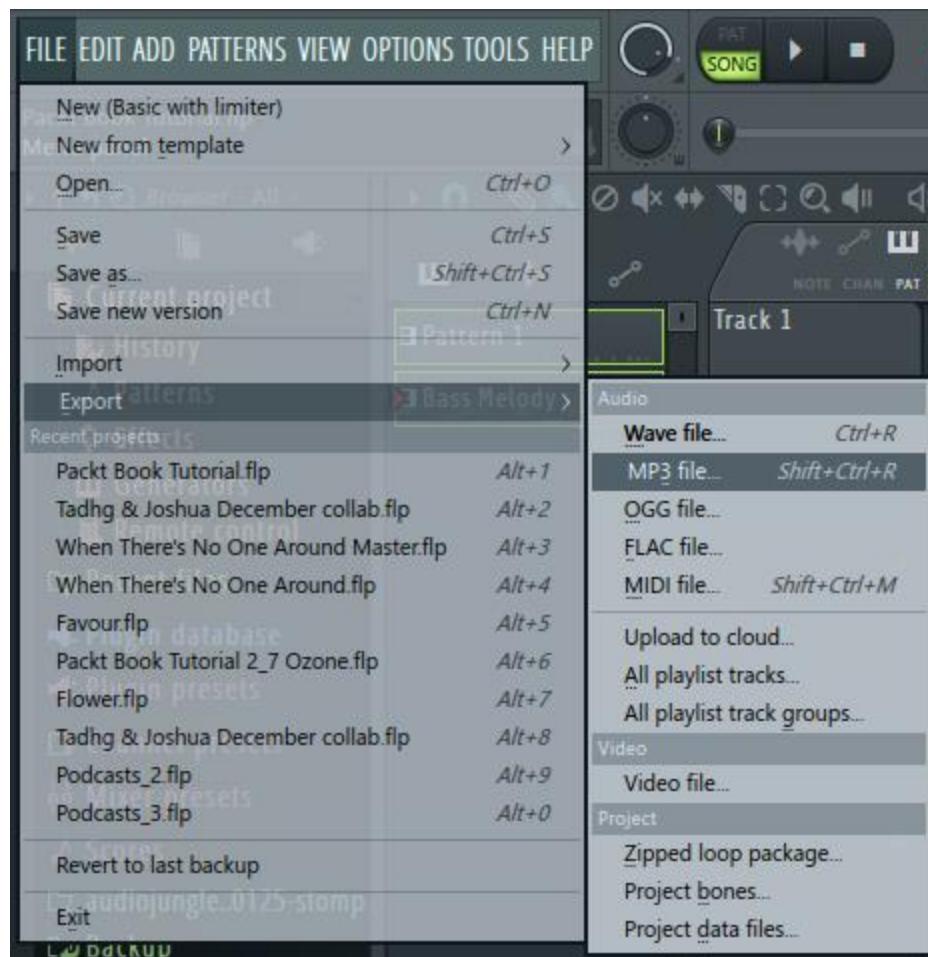


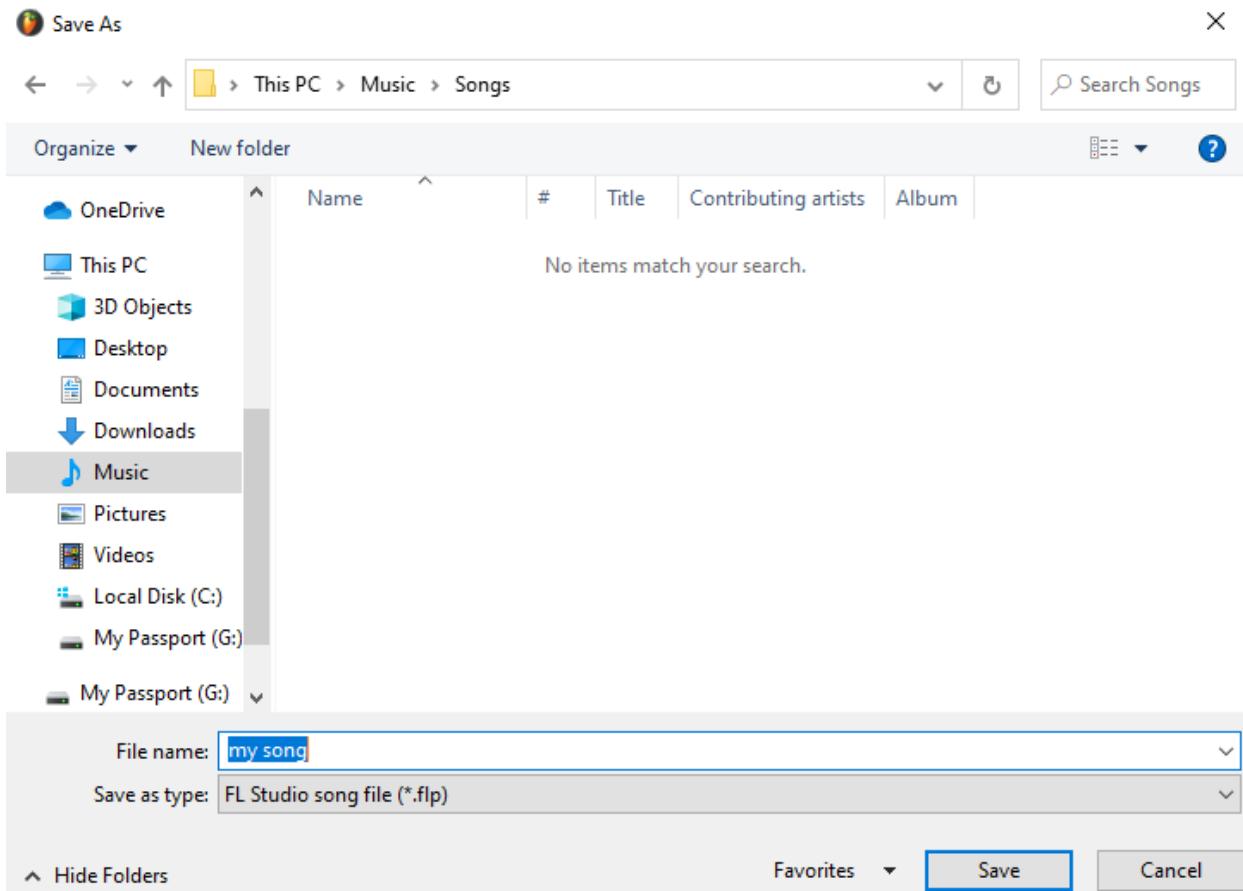


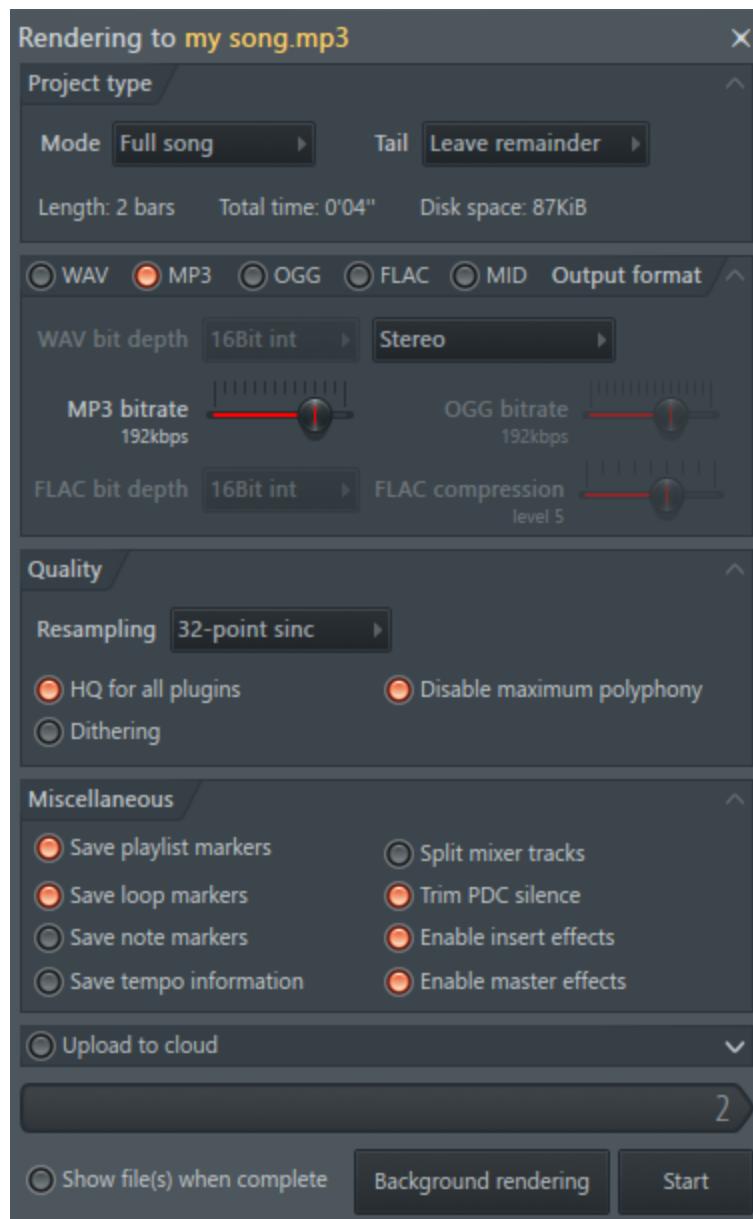




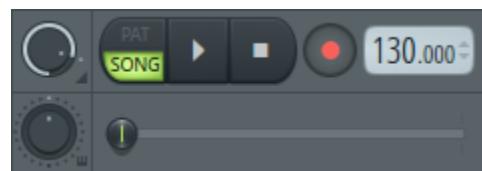
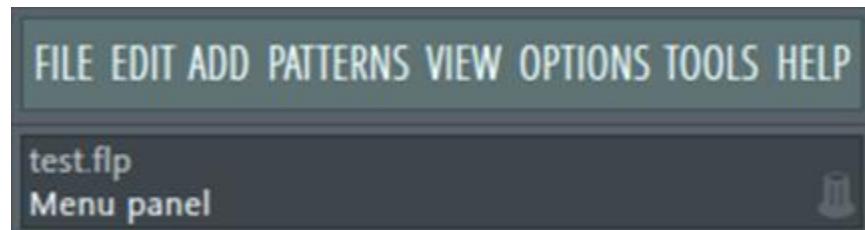


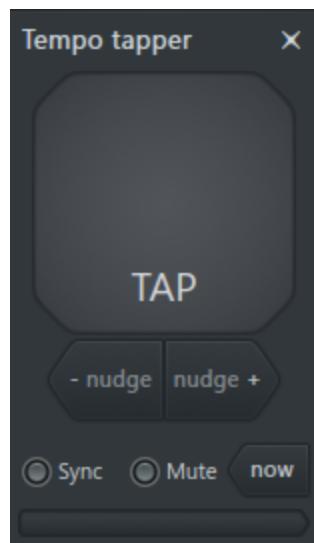


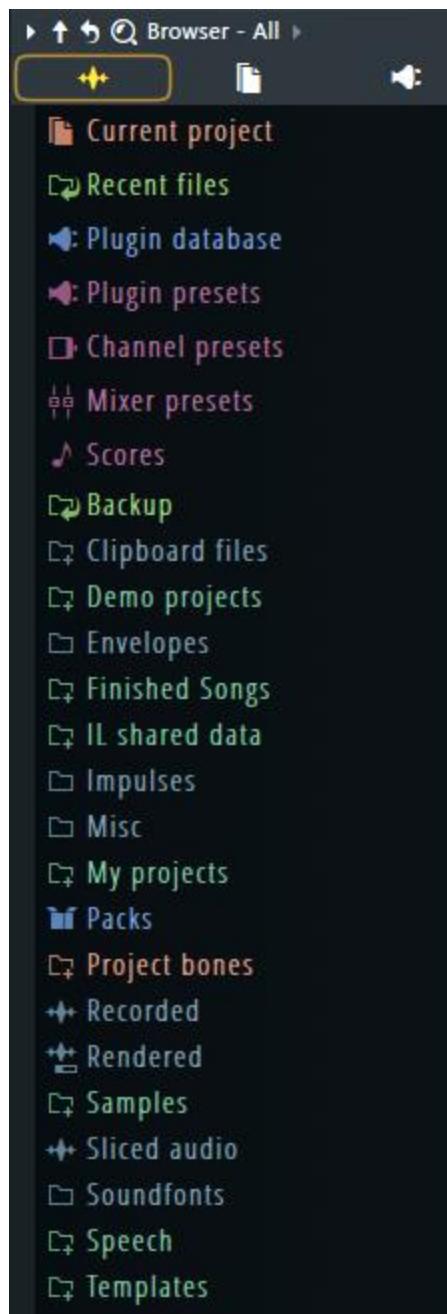


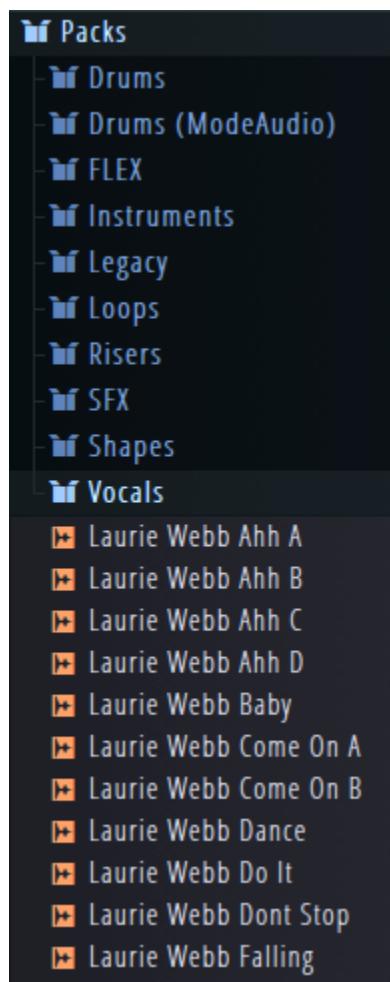
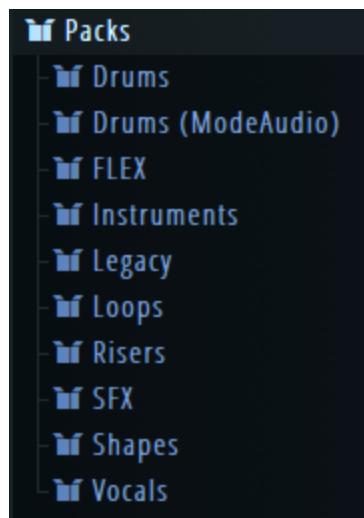


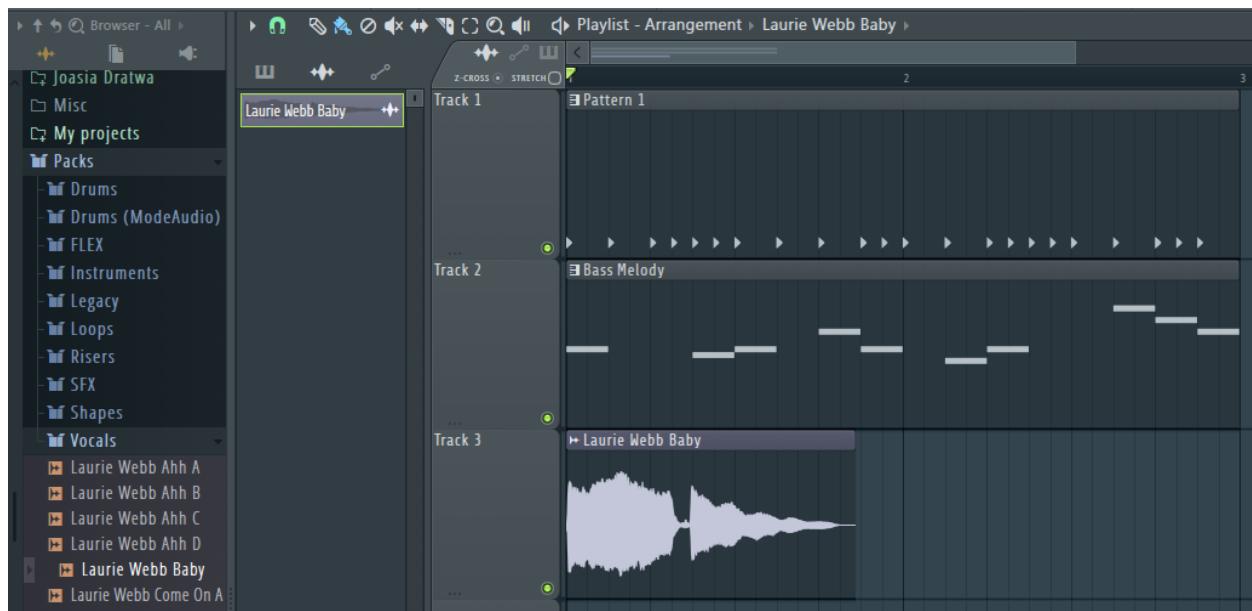
Chapter 02: Exploring the Browser, Playlist, and Channel Rack

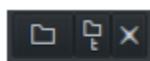


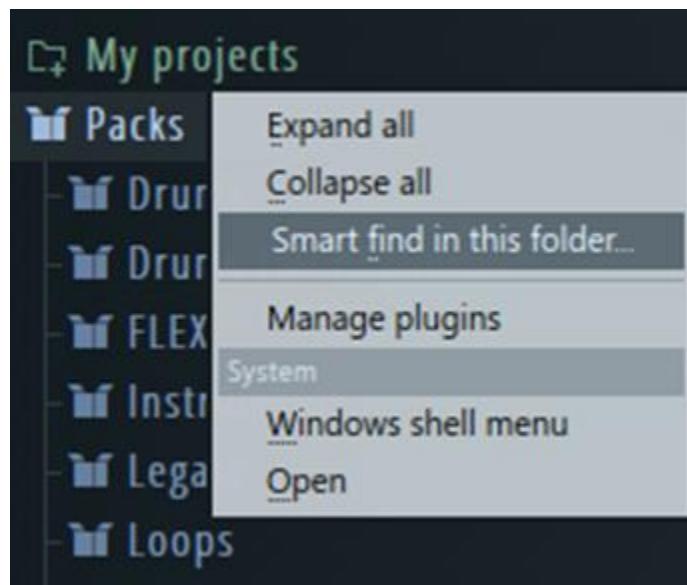


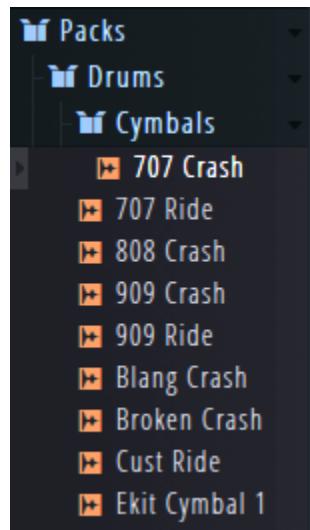
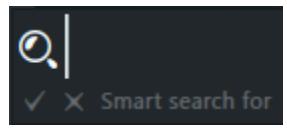


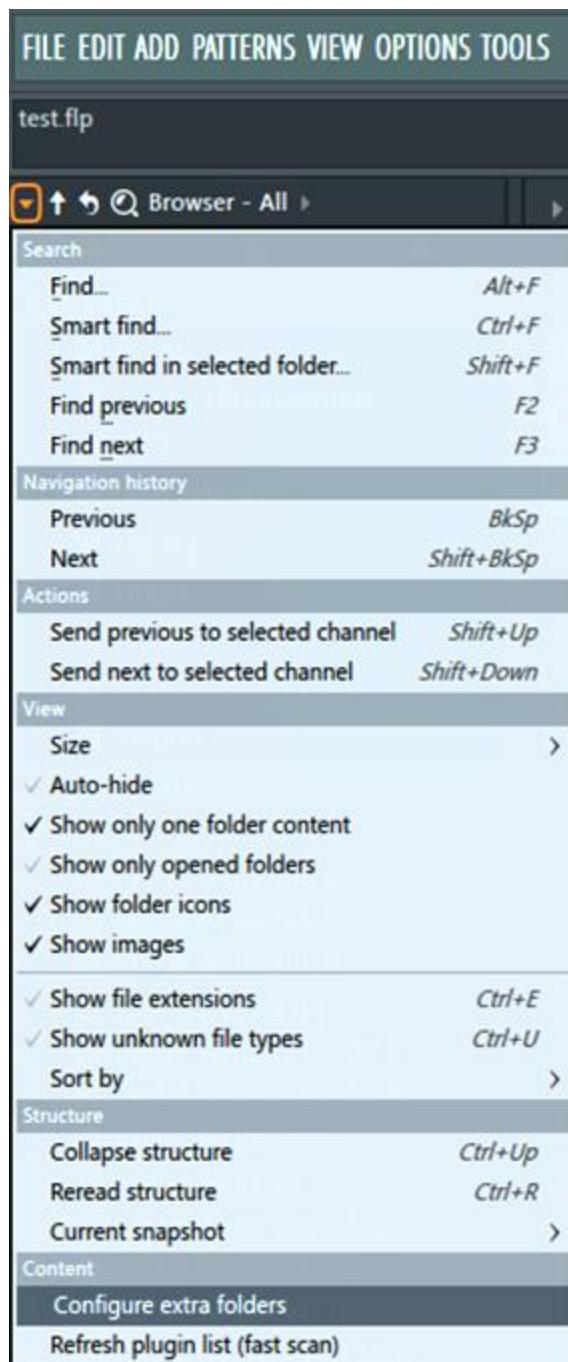


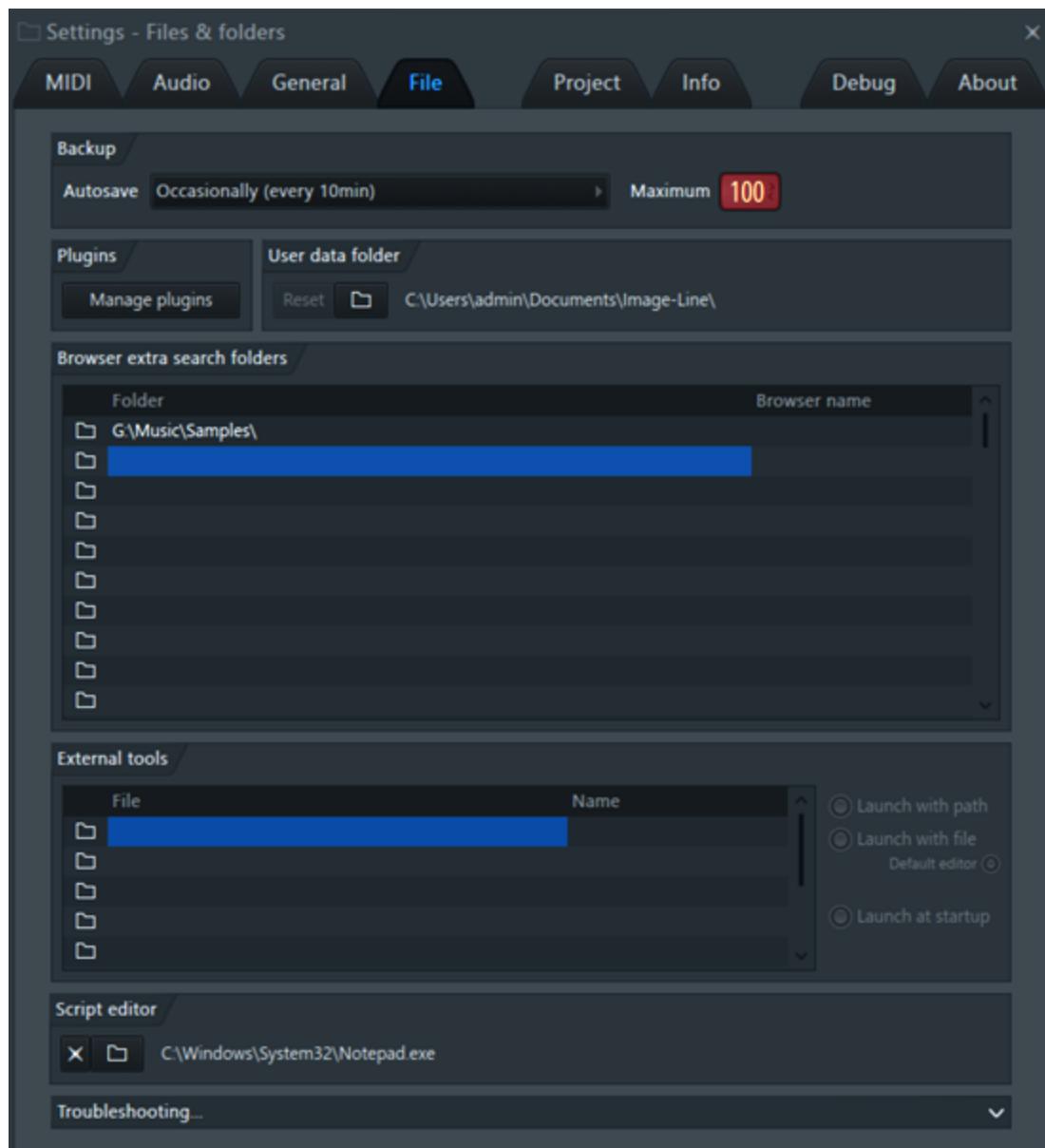


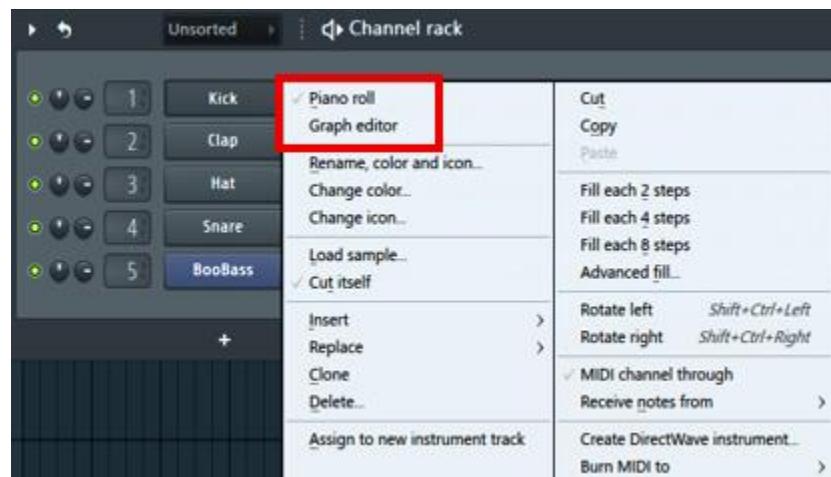


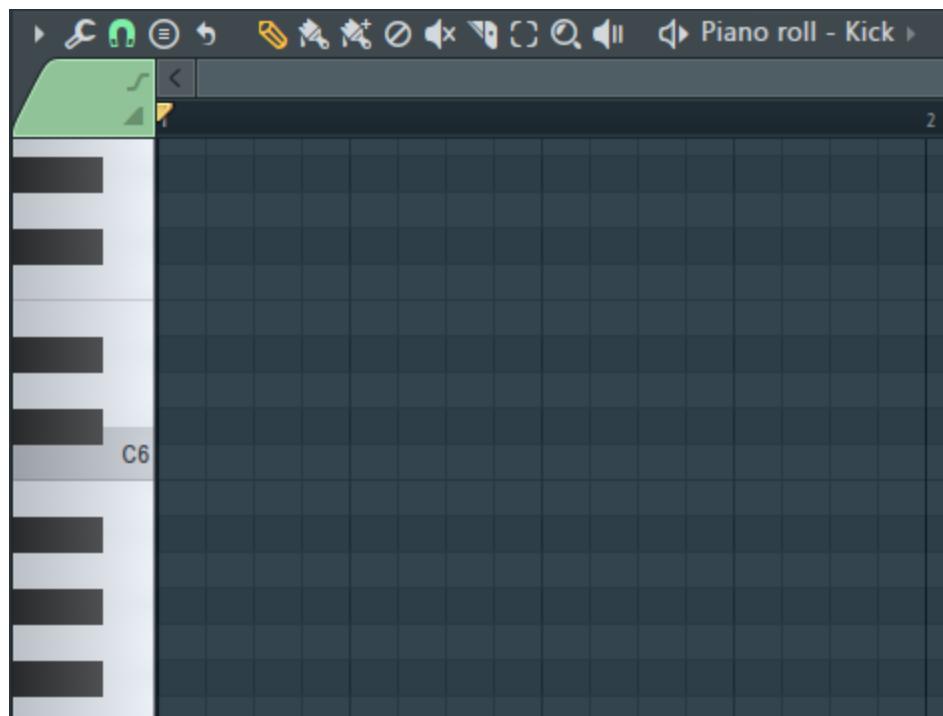


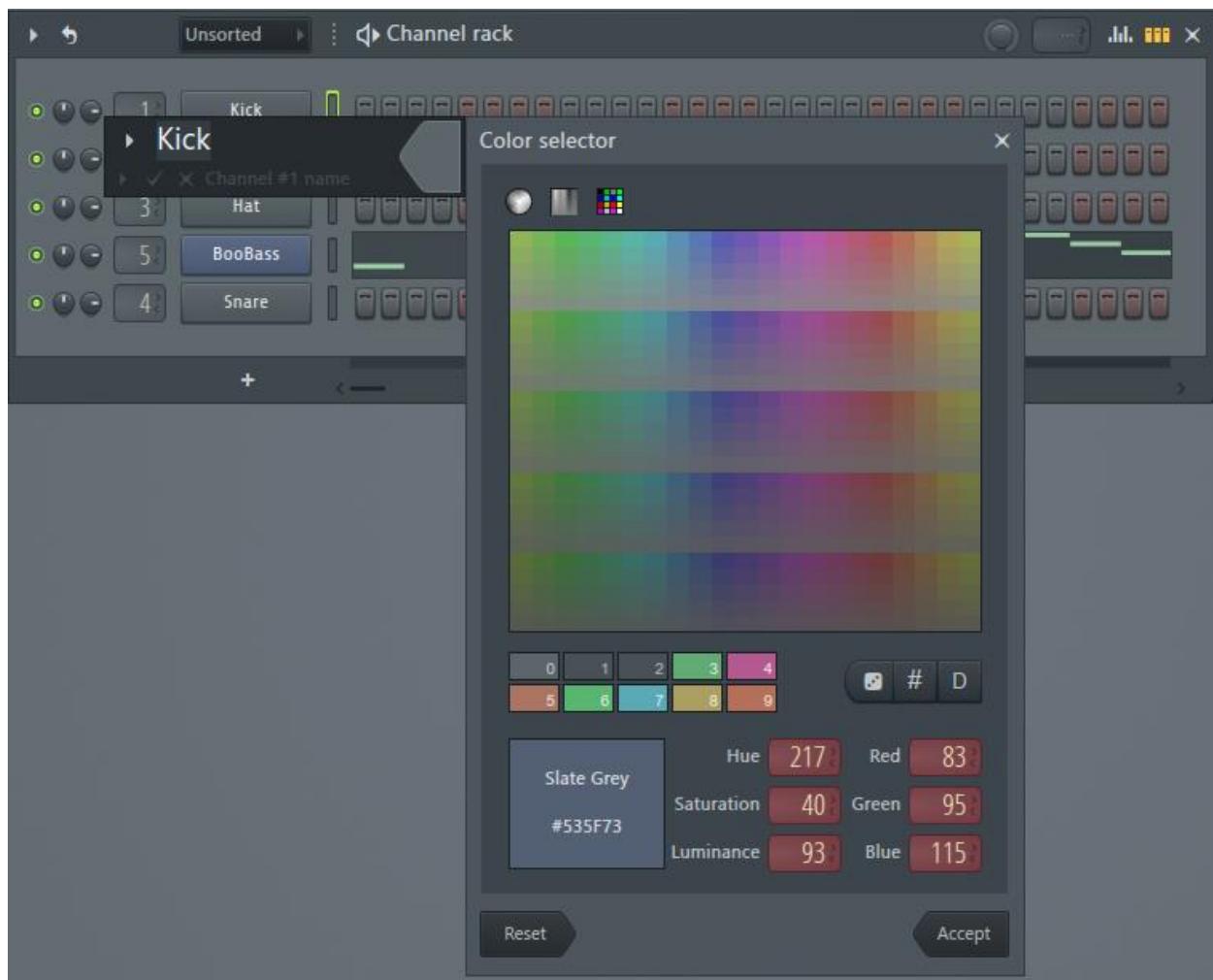


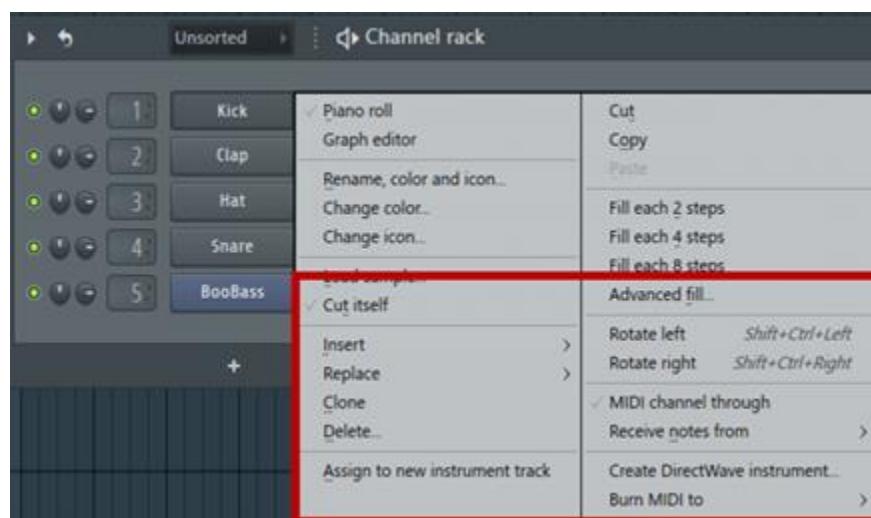
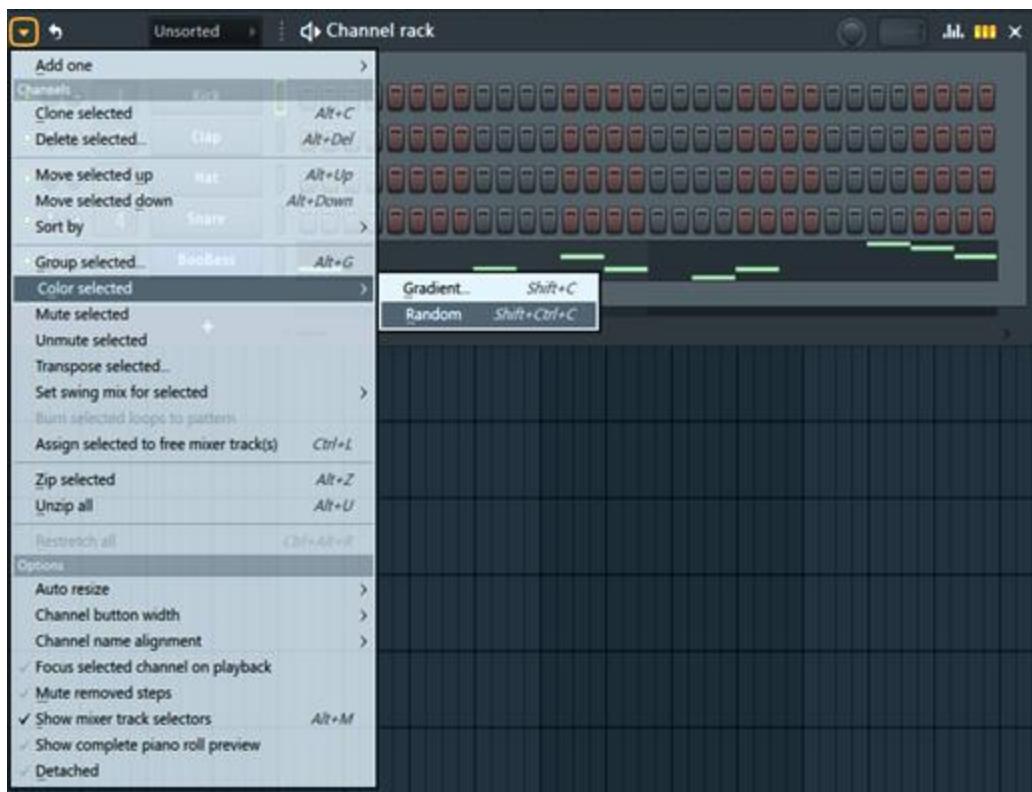


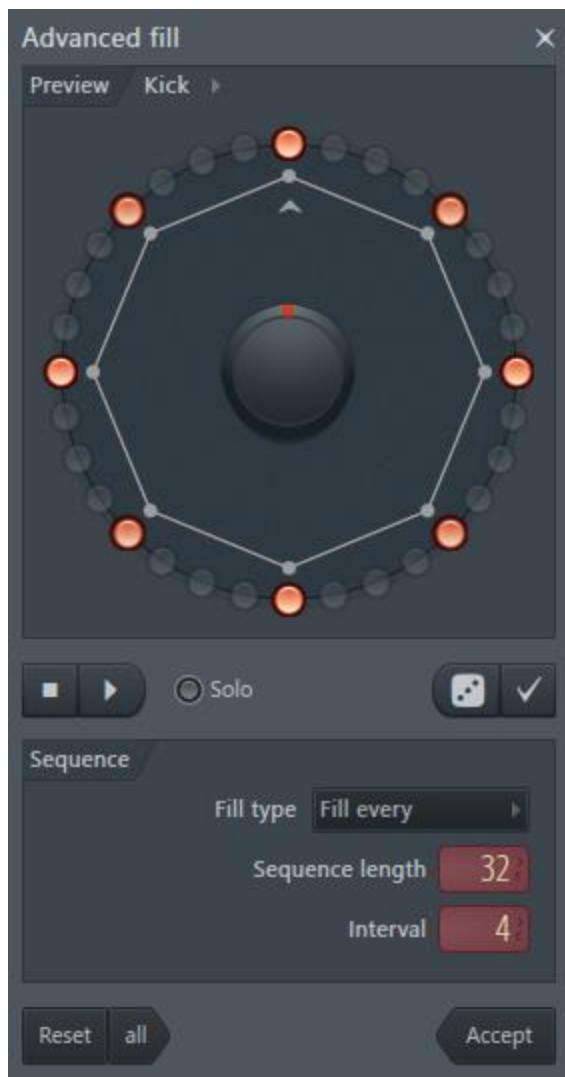


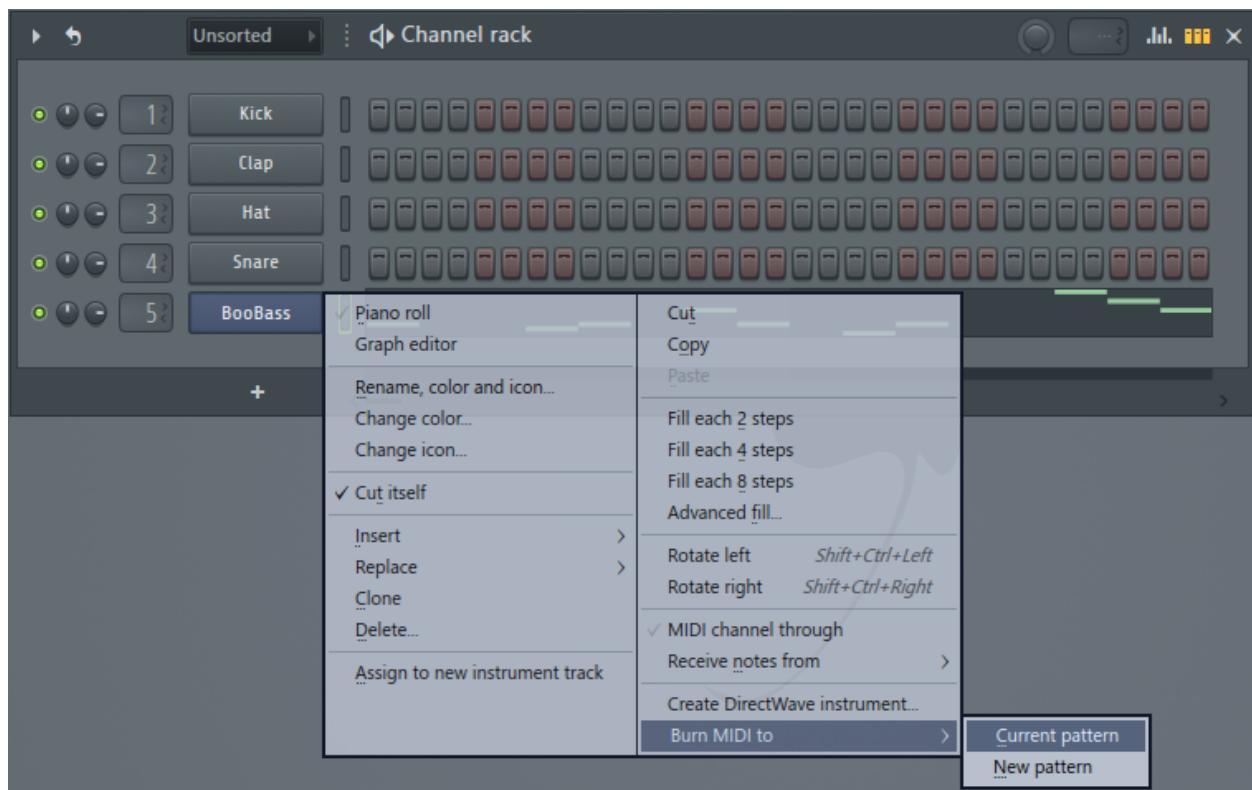


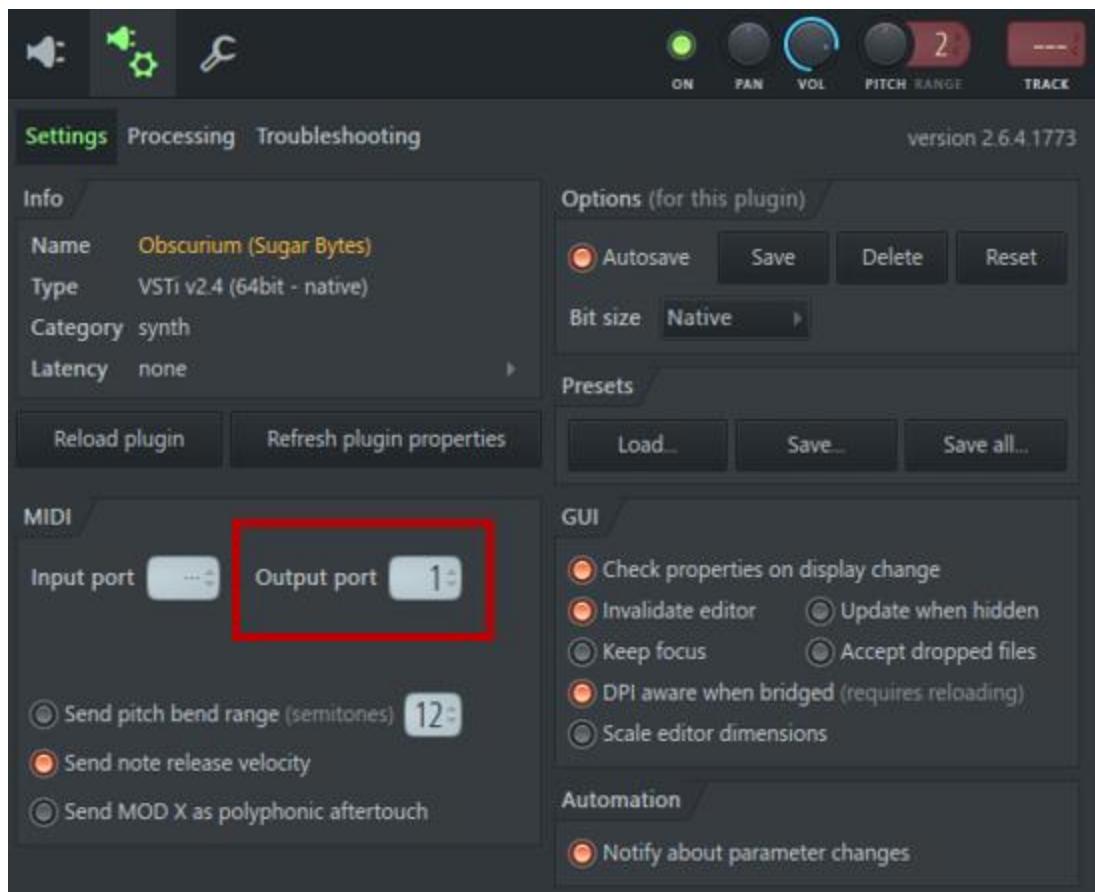


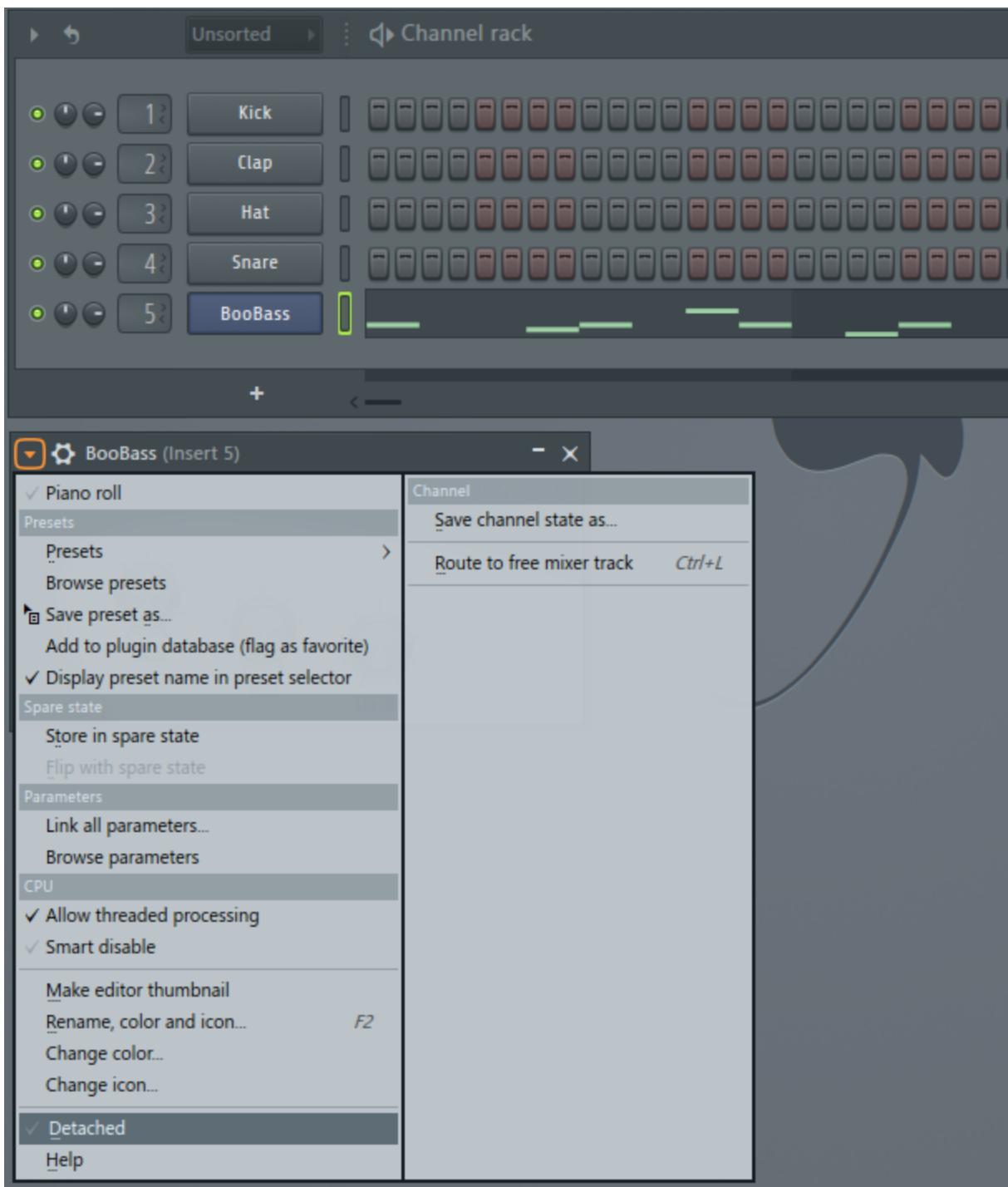


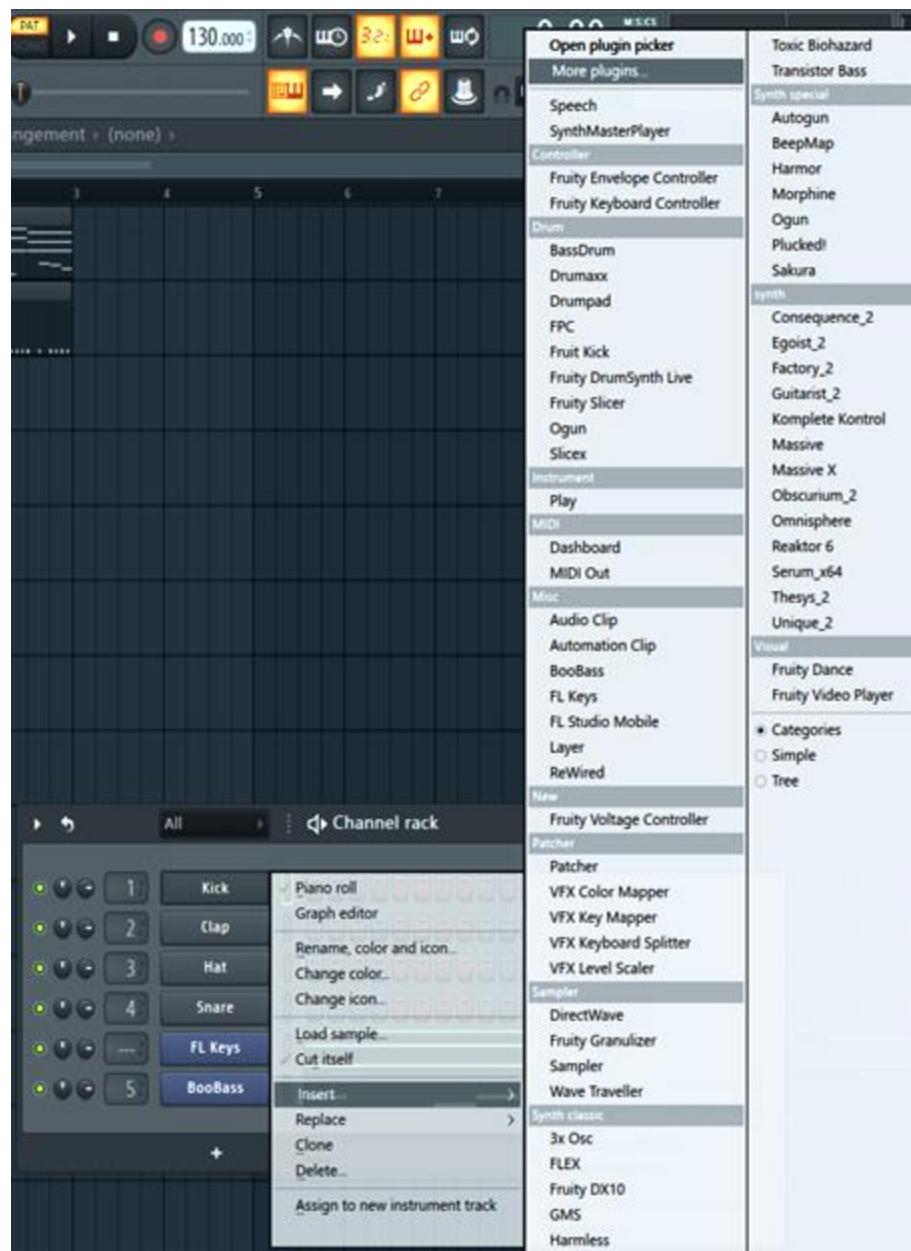








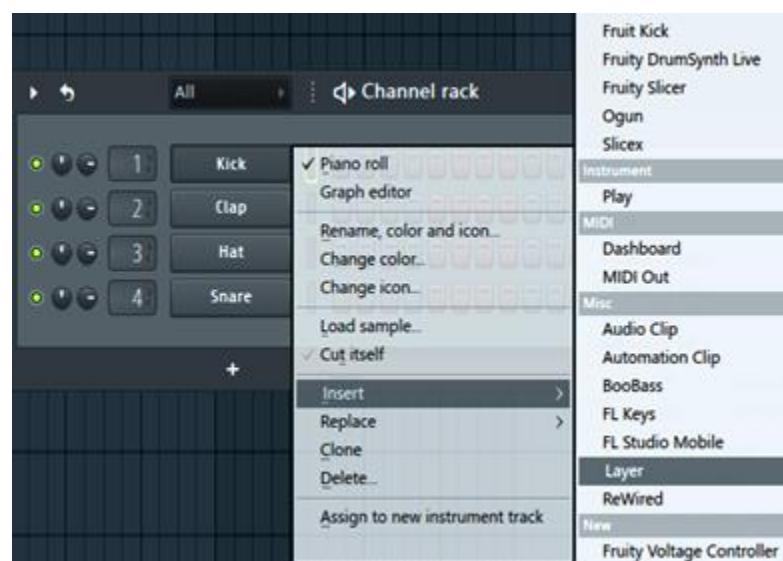




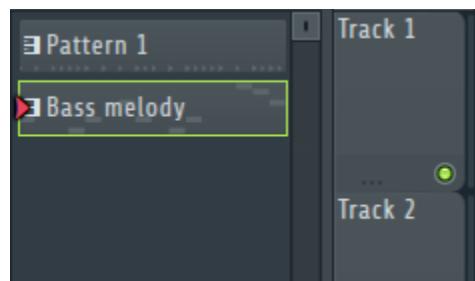
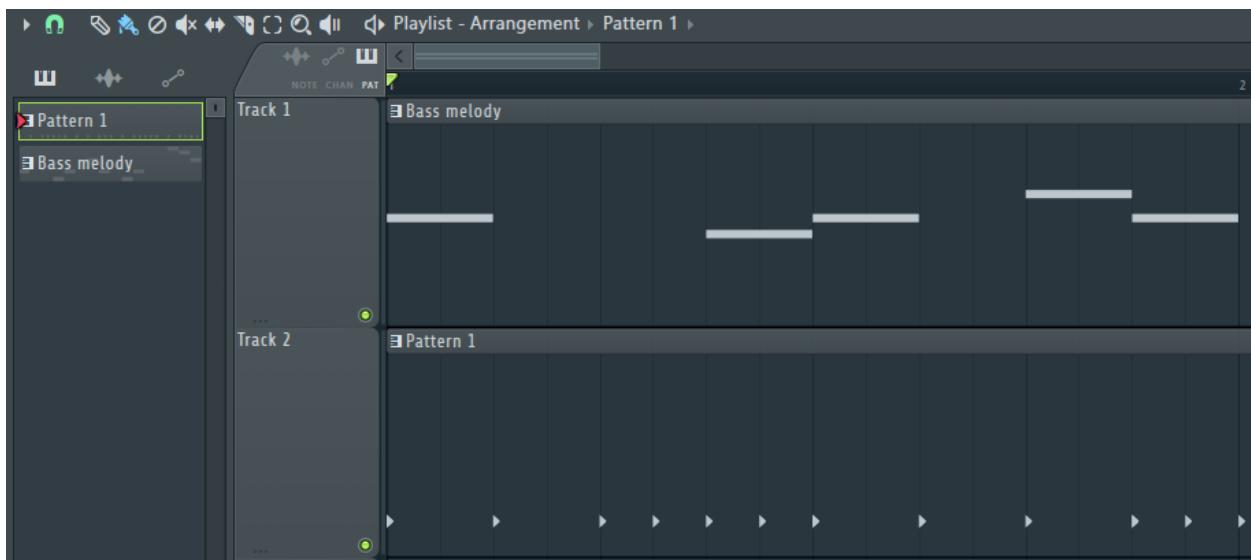
FL Studio Plugin Manager v1.6.12.2115

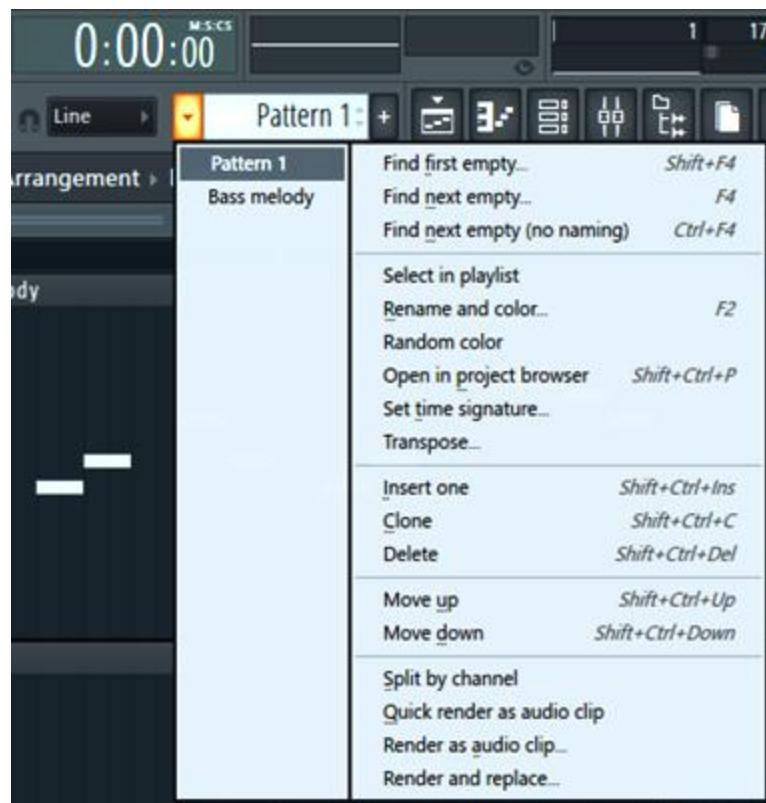
The screenshot shows the FL Studio Plugin Manager interface. On the left, there's a sidebar with options like 'Find more plugins', 'Options' (selected), 'Plugin', 'Verify plugins', 'FL Studio folder' (set to 'C:\Program Files (x86)\Image-Line\'), 'Plugin search paths' (listing various plugin locations), 'Scan options' (with radio buttons for rescanning previously verified or errored plugins, and trying to prevent popups), and 'Always on top'. The main area is a table listing 1455 plugins. The columns are: F (checkbox), Name, Status, Format, Bits, Effect/Synth, Vendor, and Filename. The table lists numerous Image-Line plugins such as 3x Osc, Autogun, BassDrum, BeepMap, BooBass, Control Surface, Dashboard, DirectWave, Distructor, Drumaxx, Drumpad, Edison, Effector, EQUO, FL Keys, FL Slayer, FL Studio Mobile, FLEX, FPC, Fruit Kick, Fruity 7 Band EQ, Fruity Balance, Fruity Bass Boost, Fruity Big Clock, Fruity Blood Overdrive, Fruity Center, Fruity Chorus, Fruity Compressor, Fruity Convolver, and Fruity Dance.

F	Name	Status	Format	Bits	Effect/Synth	Vendor	Filename
★	3x Osc	ok	FL	32+64	Synth	Image-Line	3x Osc_x64.dll
★	Autogun	ok	FL	32+64	Synth	Image-Line	Autogun_x64.dll
★	BassDrum	ok	FL	32+64	Synth	Image-Line	BassDrum_x64.dll
★	BeepMap	ok	FL	32+64	Synth	Image-Line	BeepMap_x64.dll
★	BooBass	ok	FL	32+64	Synth	Image-Line	BooBass_x64.dll
★	Control Surface	ok	FL	32+64	Effect	Image-Line	Control Surface_x64.dll
★	Dashboard	ok	FL	32+64	Synth	Image-Line	Dashboard_x64.dll
★	DirectWave	ok	FL	32+64	Synth	Image-Line	DirectWave_x64.dll
★	Distructor	ok	FL	32+64	Effect	Image-Line	Distructor_x64.dll
★	Drumaxx	ok	FL	32+64	Synth	Image-Line	Drumaxx_x64.dll
★	Drumpad	ok	FL	32+64	Synth	Image-Line	Drumpad_x64.dll
★	Edison	ok	FL	32+64	Effect	Image-Line	Edison_x64.dll
★	Effector	ok	FL	32+64	Effect	Image-Line	Effector_x64.dll
★	EQUO	ok	FL	32+64	Effect	Image-Line	EQUO_x64.dll
★	FL Keys	ok	FL	32+64	Synth	Image-Line	FL Keys_x64.dll
★	FL Slayer	ok	FL	32+64	Synth	Image-Line	FL Slayer_x64.dll
★	FL Studio Mobile	ok	FL	32+64	Synth	Image-Line	FL Studio Mobile_x64.dll
★	FLEX	ok	FL	32+64	Synth	Image-Line	FLEX_x64.dll
★	FPC	ok	FL	32+64	Synth	Image-Line	FPC_x64.dll
★	Fruit Kick	ok	FL	32+64	Synth	Image-Line	Fruit Kick_x64.dll
★	Fruity 7 Band EQ	ok	FL	32+64	Effect	Image-Line	Fruity 7 Band EQ_x64.dll
★	Fruity Balance	ok	FL	32+64	Effect	Image-Line	Fruity Balance_x64.dll
★	Fruity Bass Boost	ok	FL	32+64	Effect	Image-Line	Fruity Bass Boost_x64.dll
★	Fruity Big Clock	ok	FL	32+64	Effect	Image-Line	Fruity Big Clock_x64.dll
★	Fruity Blood Overdrive	ok	FL	32+64	Effect	Image-Line	Fruity Blood Overdrive_x64.c
★	Fruity Center	ok	FL	32+64	Effect	Image-Line	Fruity Center_x64.dll
★	Fruity Chorus	ok	FL	32+64	Effect	Image-Line	Fruity Chorus_x64.dll
★	Fruity Compressor	ok	FL	32+64	Effect	Image-Line	Fruity Compressor_x64.dll
★	Fruity Convolver	ok	FL	32+64	Effect	Image-Line	Fruity Convolver_x64.dll
★	Fruity Dance	ok	FL	32+64	Synth	Image-Line	Fruity Dance_x64.dll

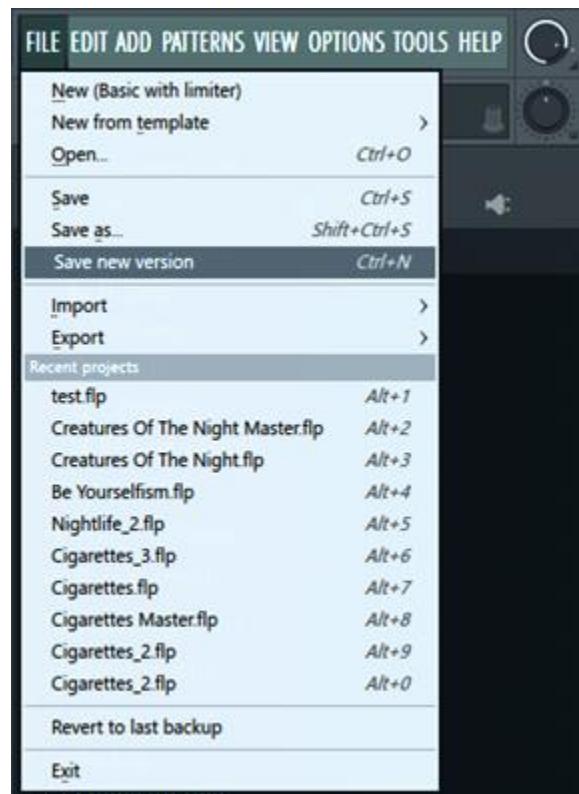
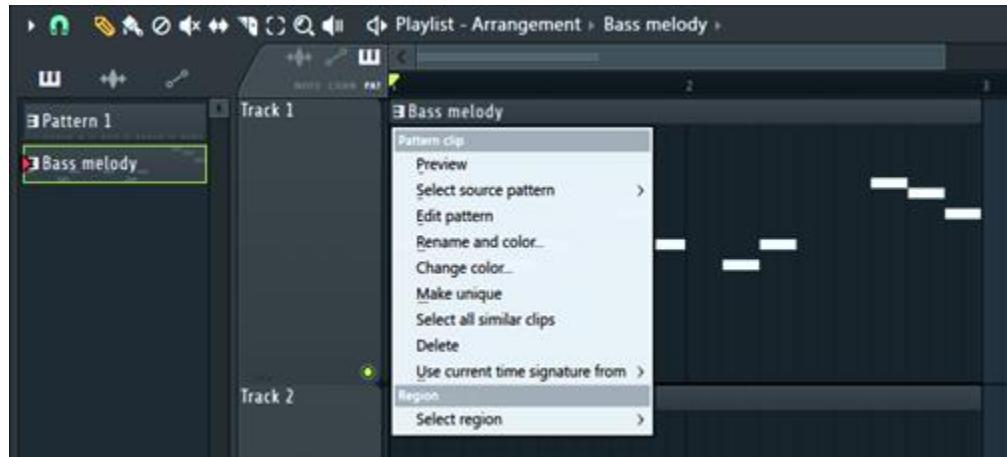


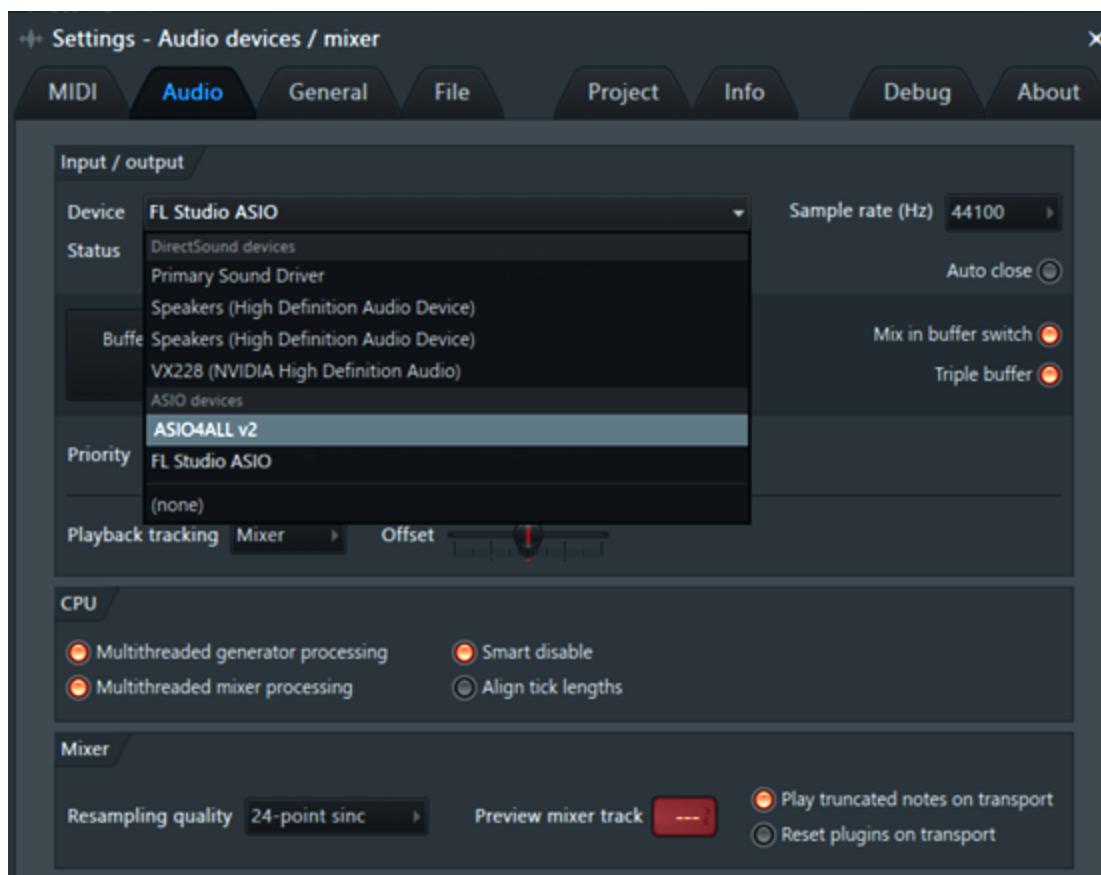


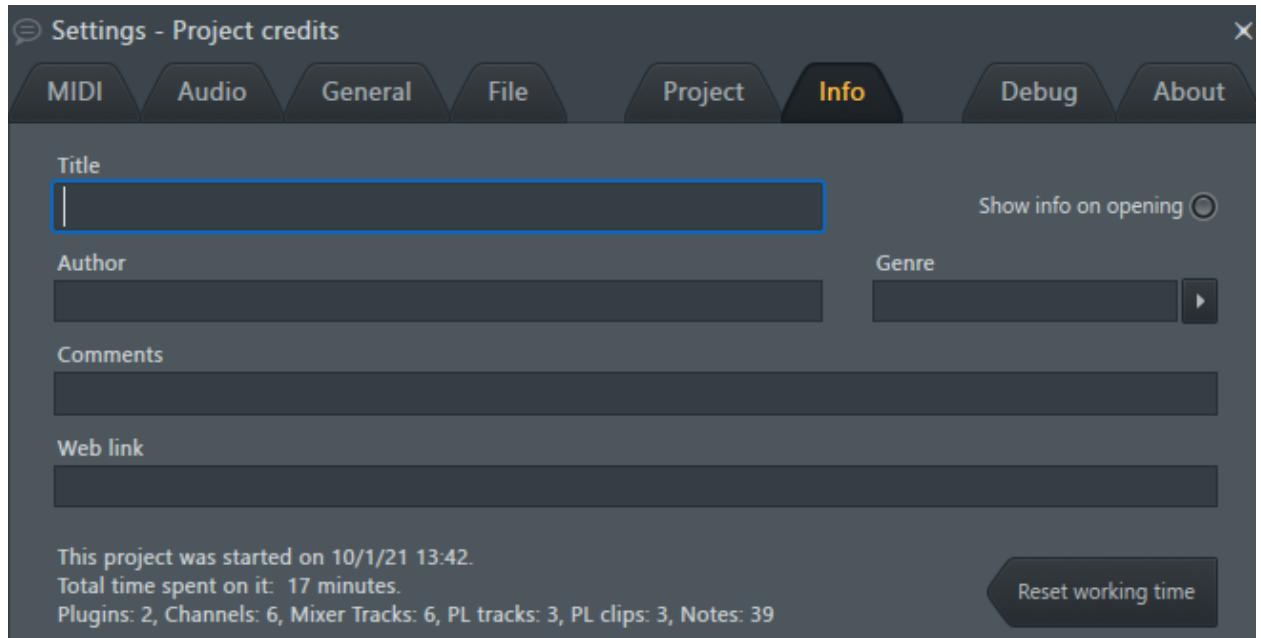




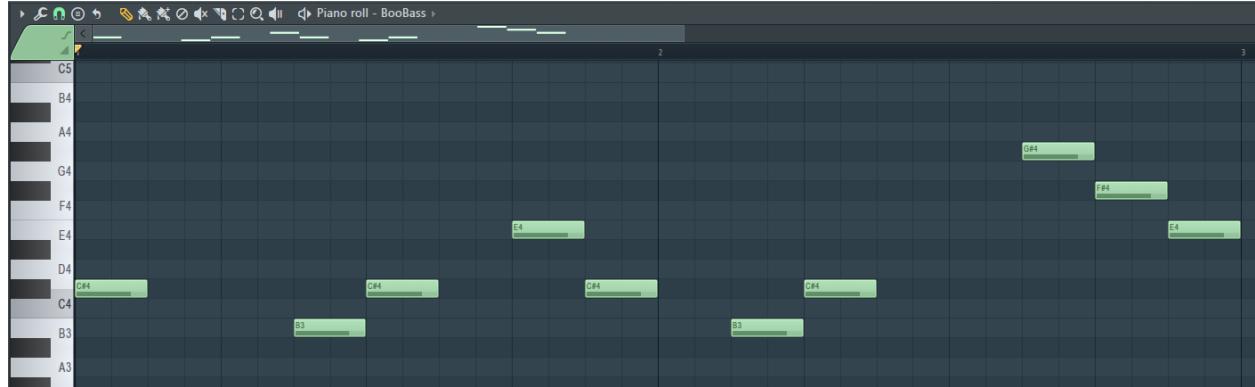
■ Bass melody

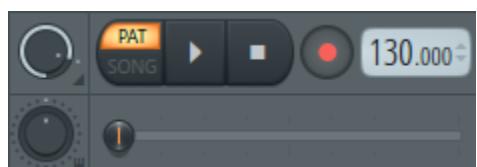
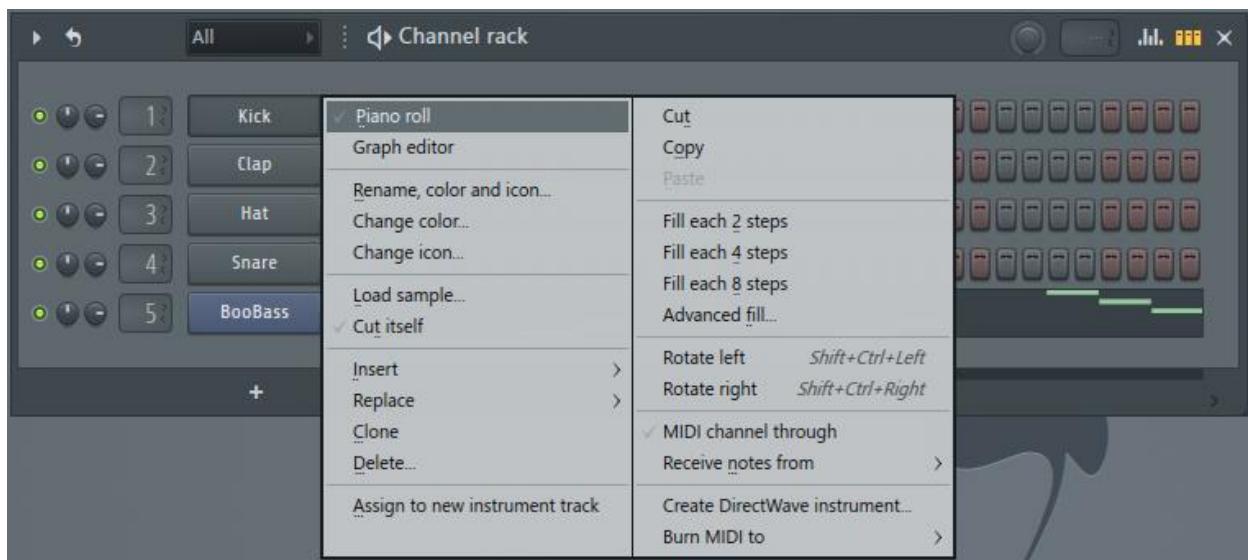




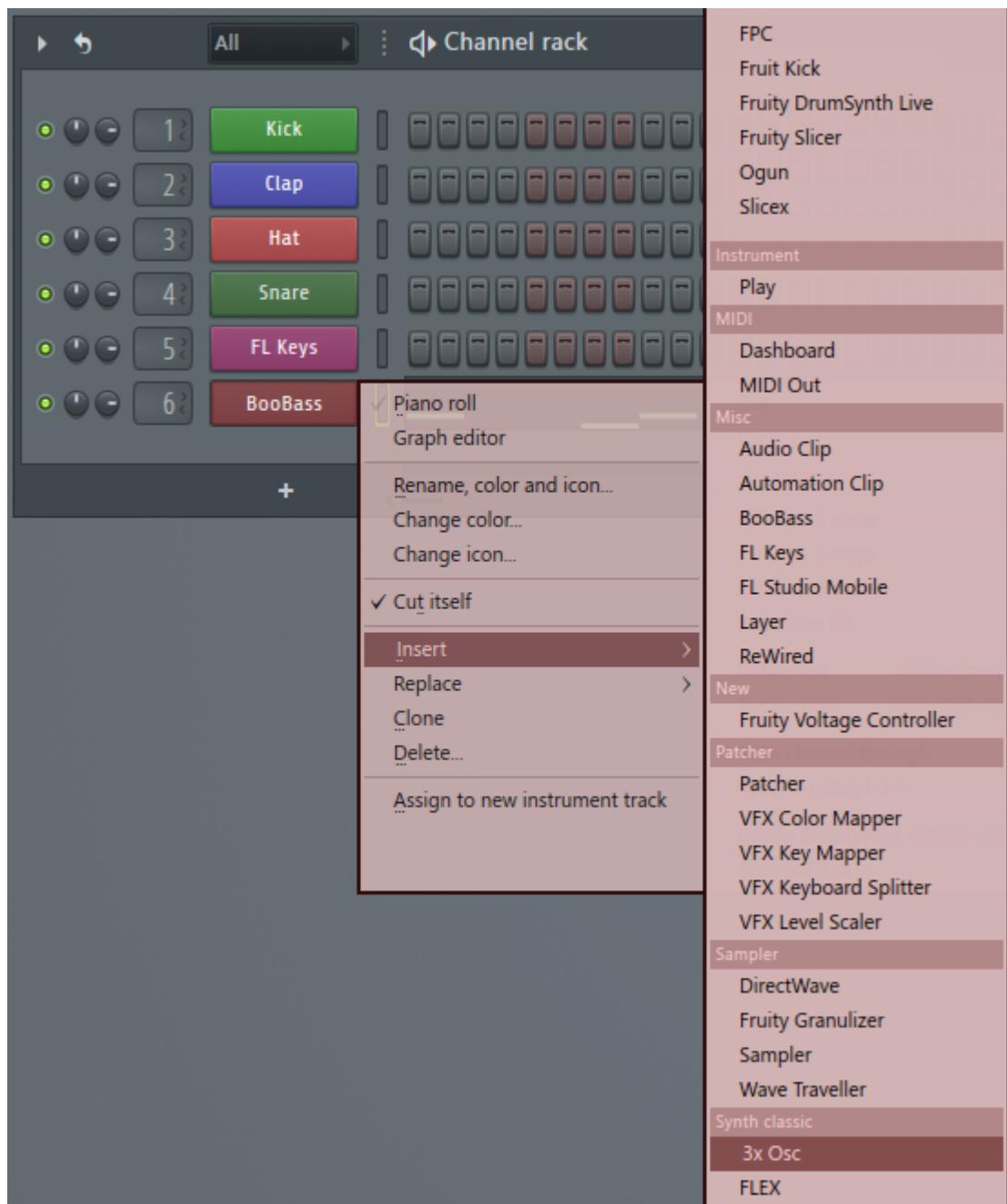


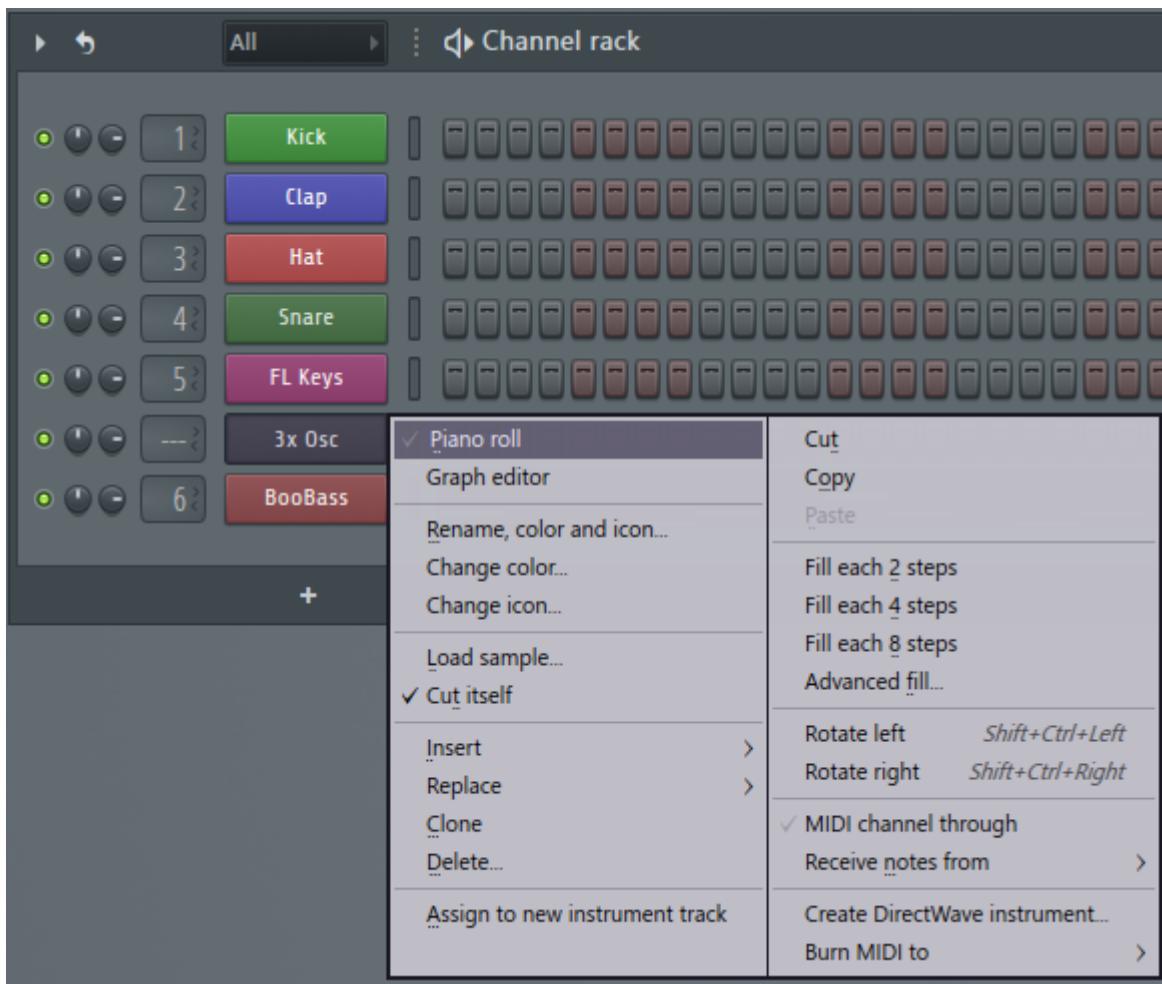
Chapter 03: Composing with the Piano Roll

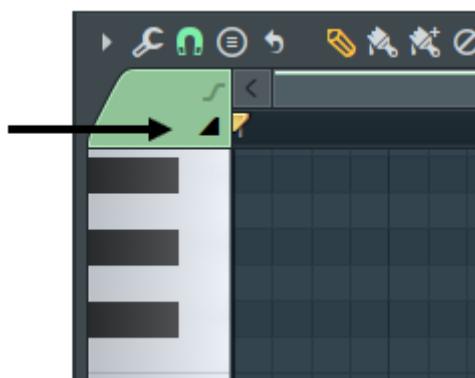
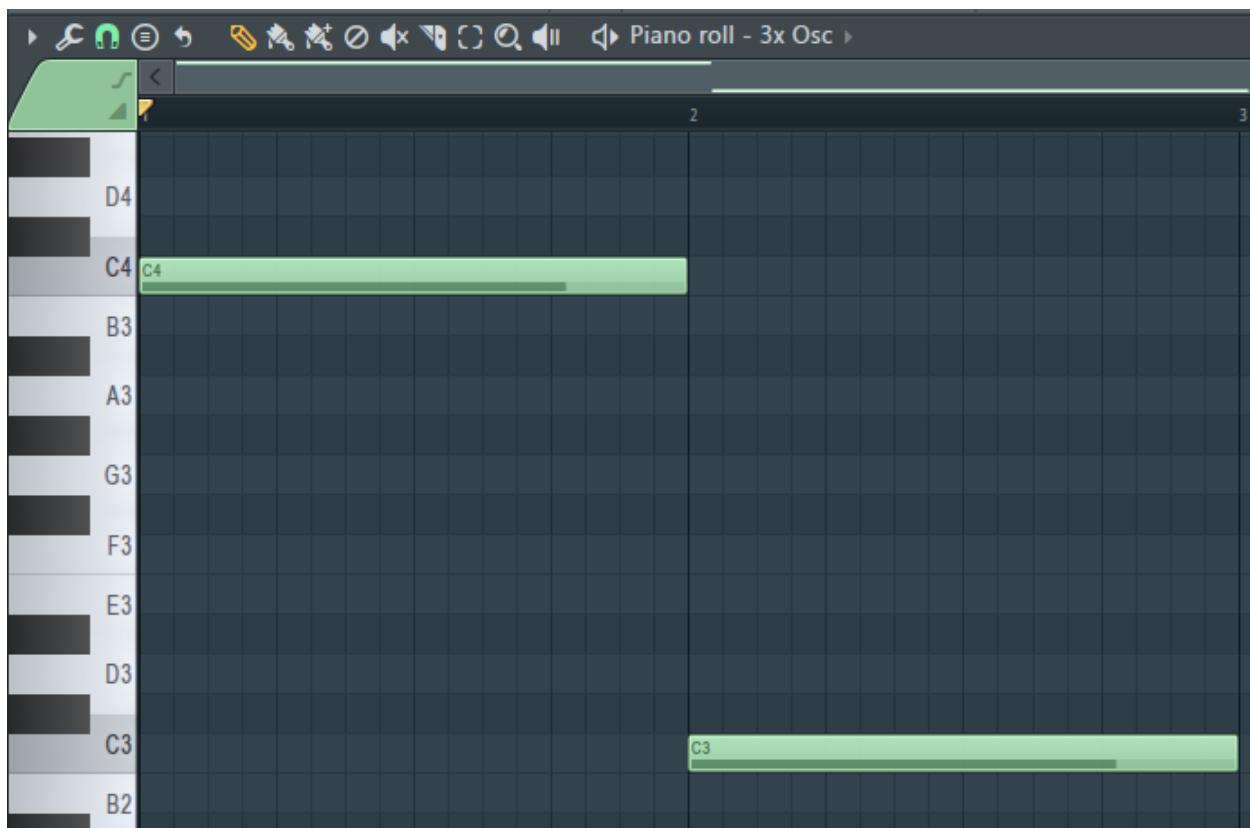


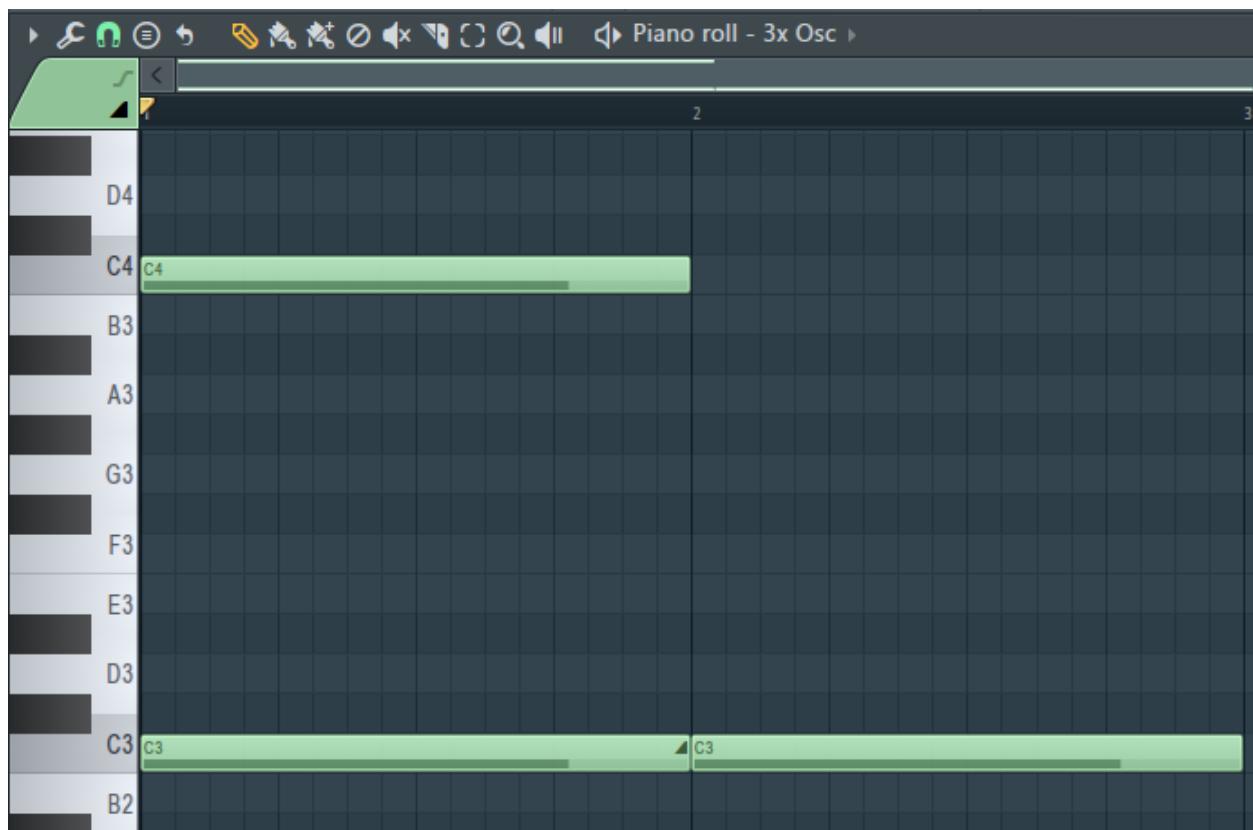


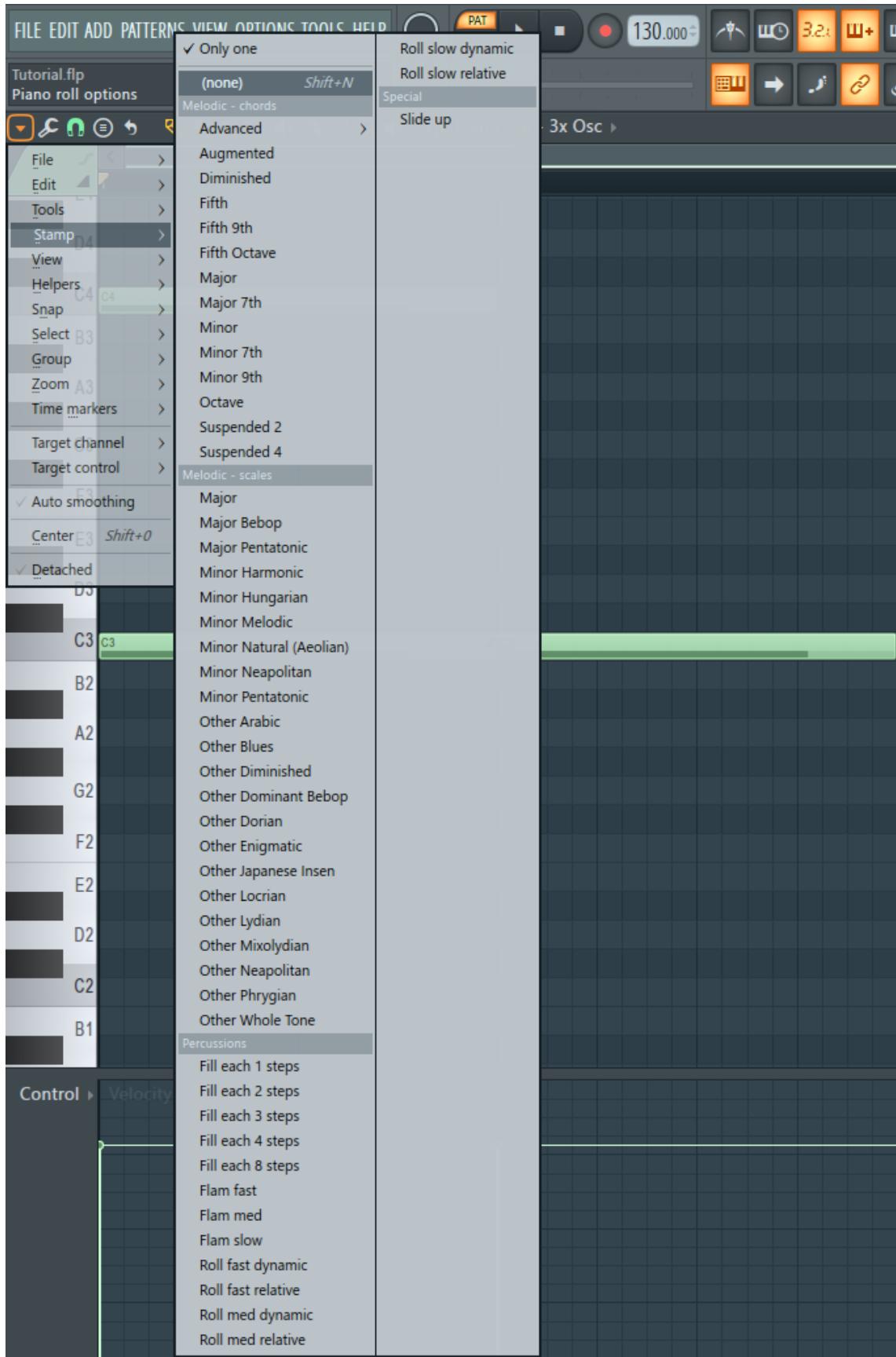


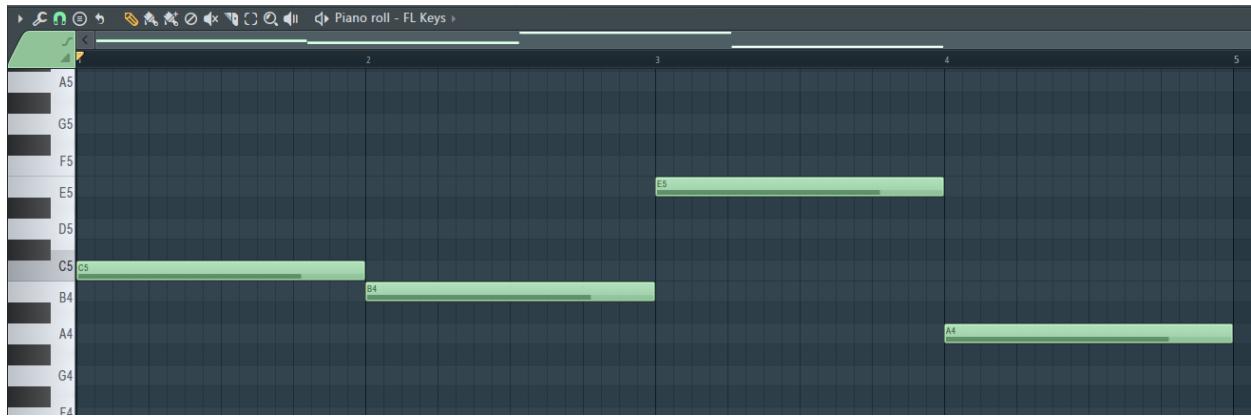


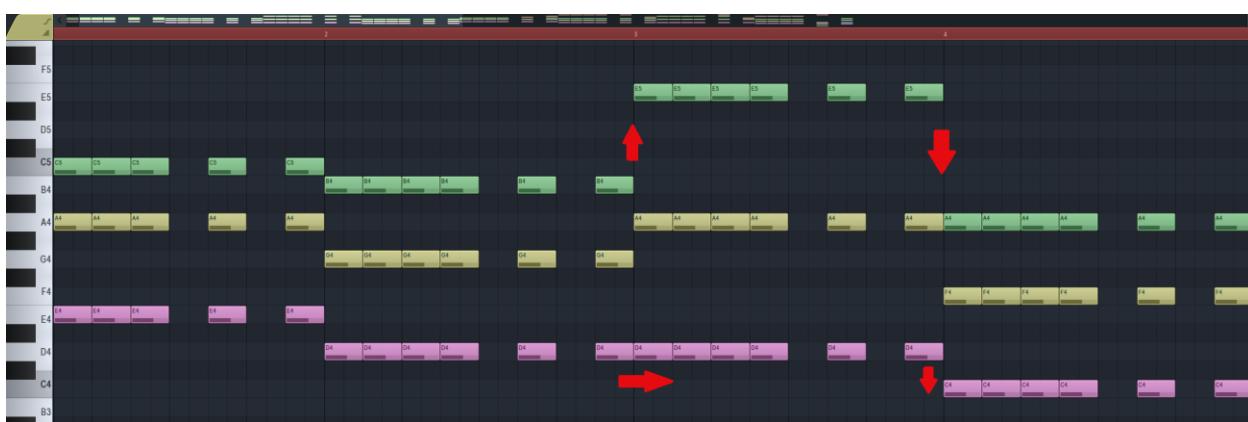


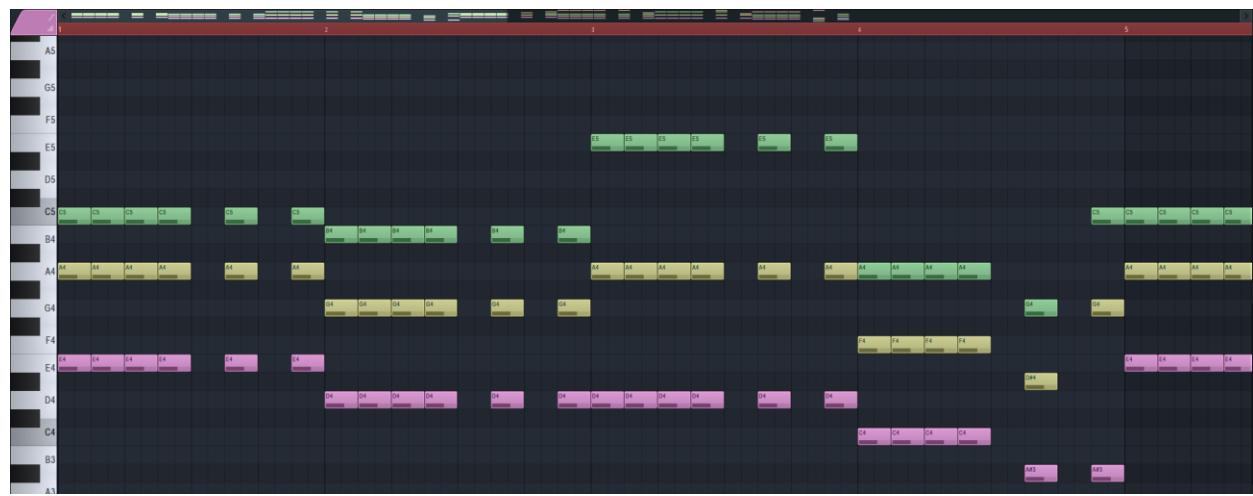
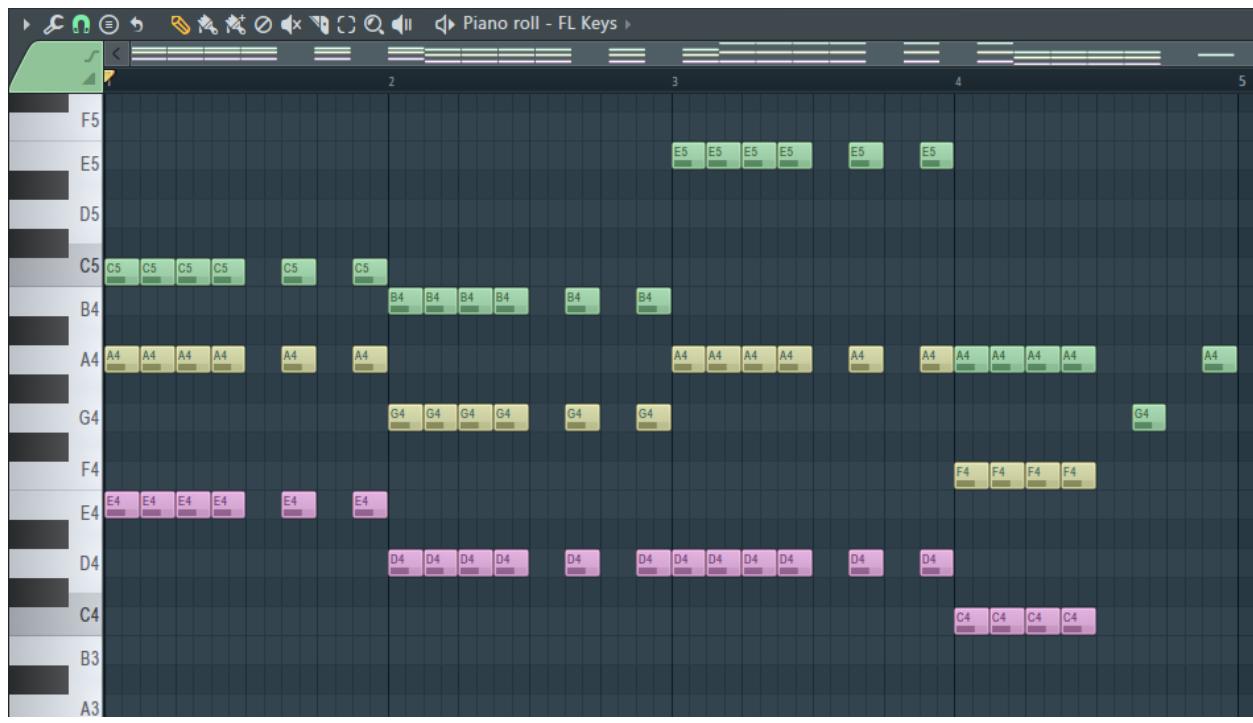




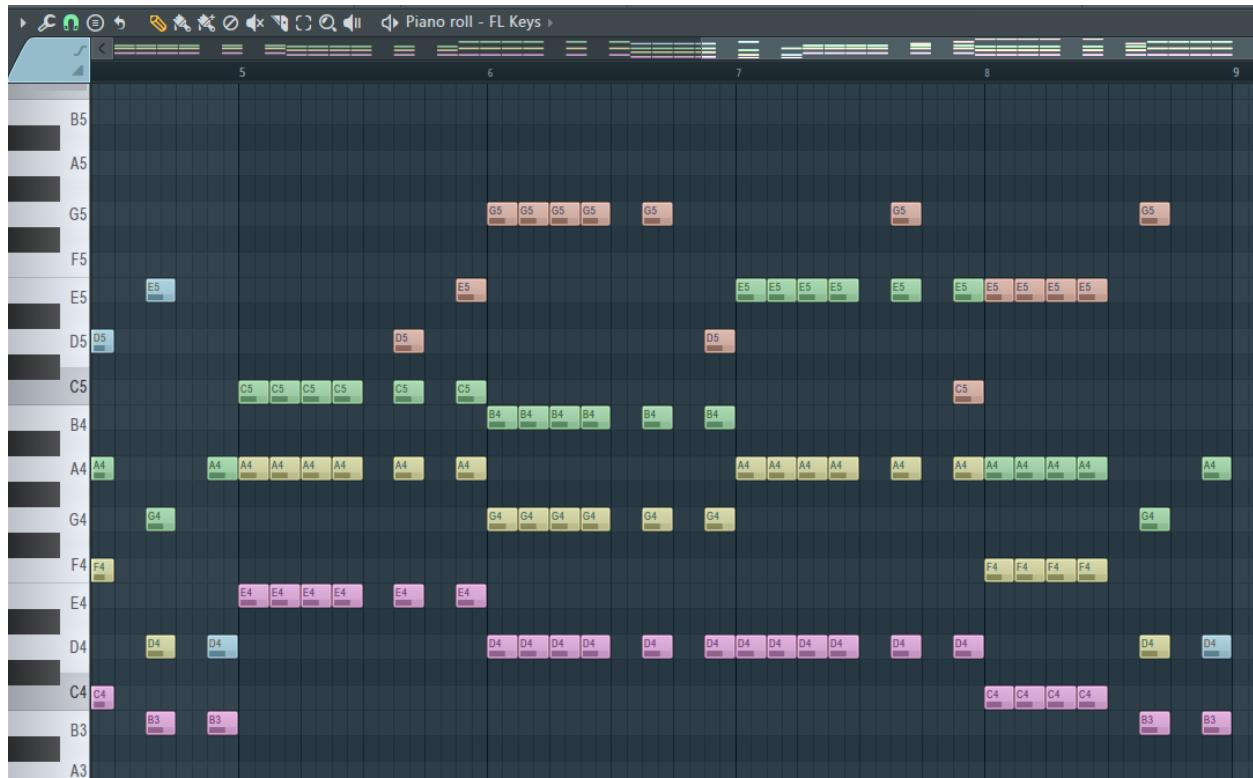


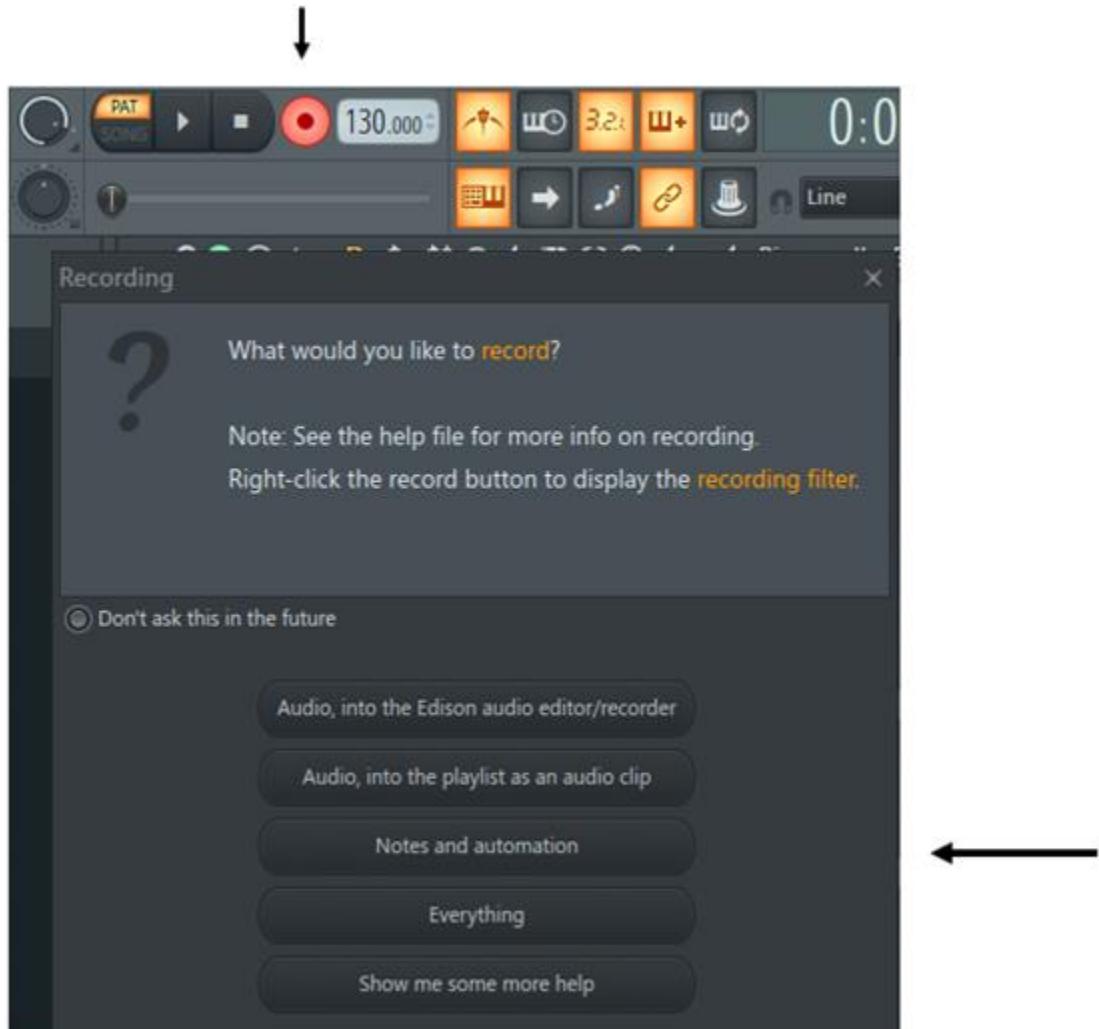


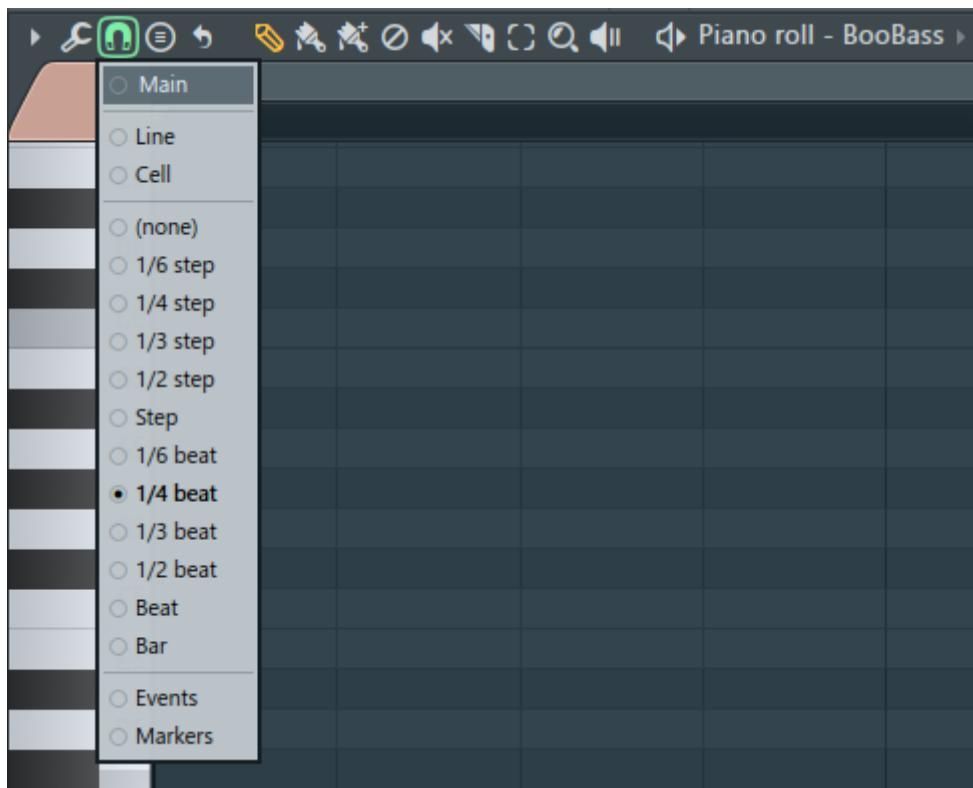


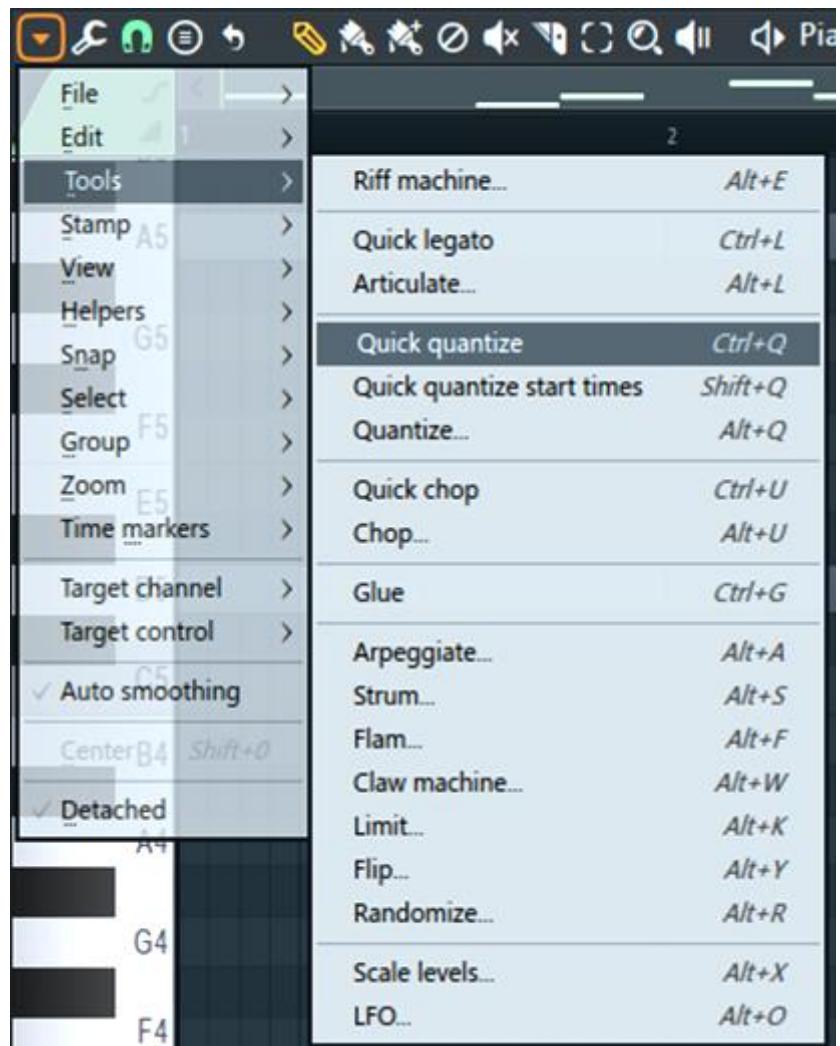


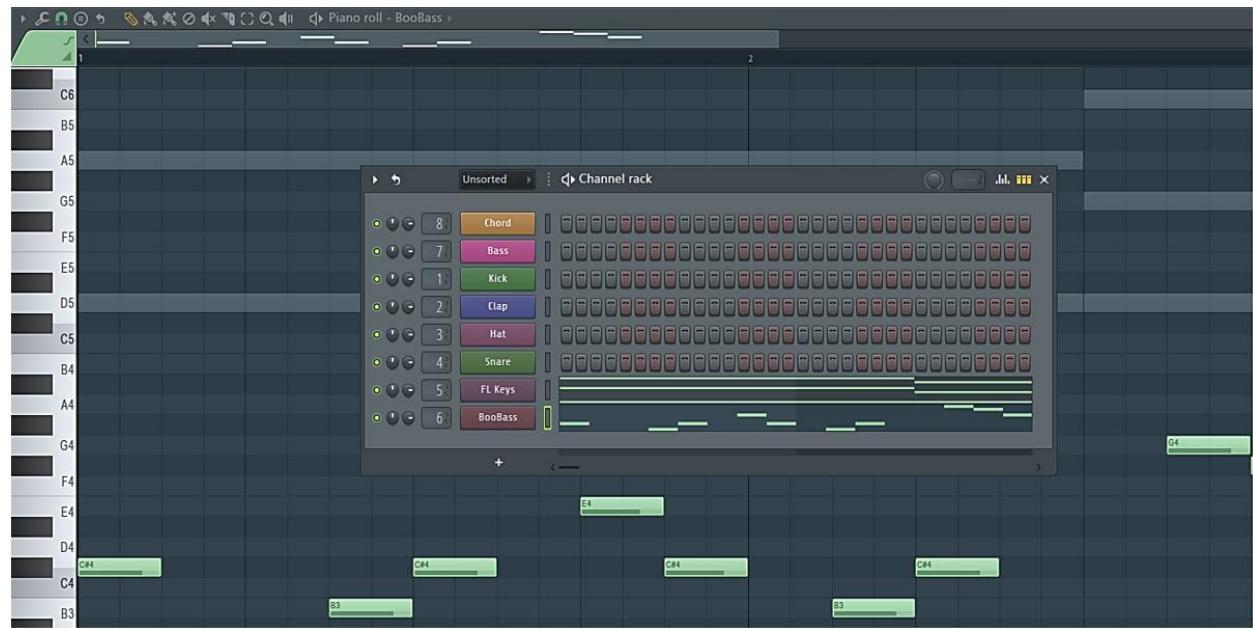
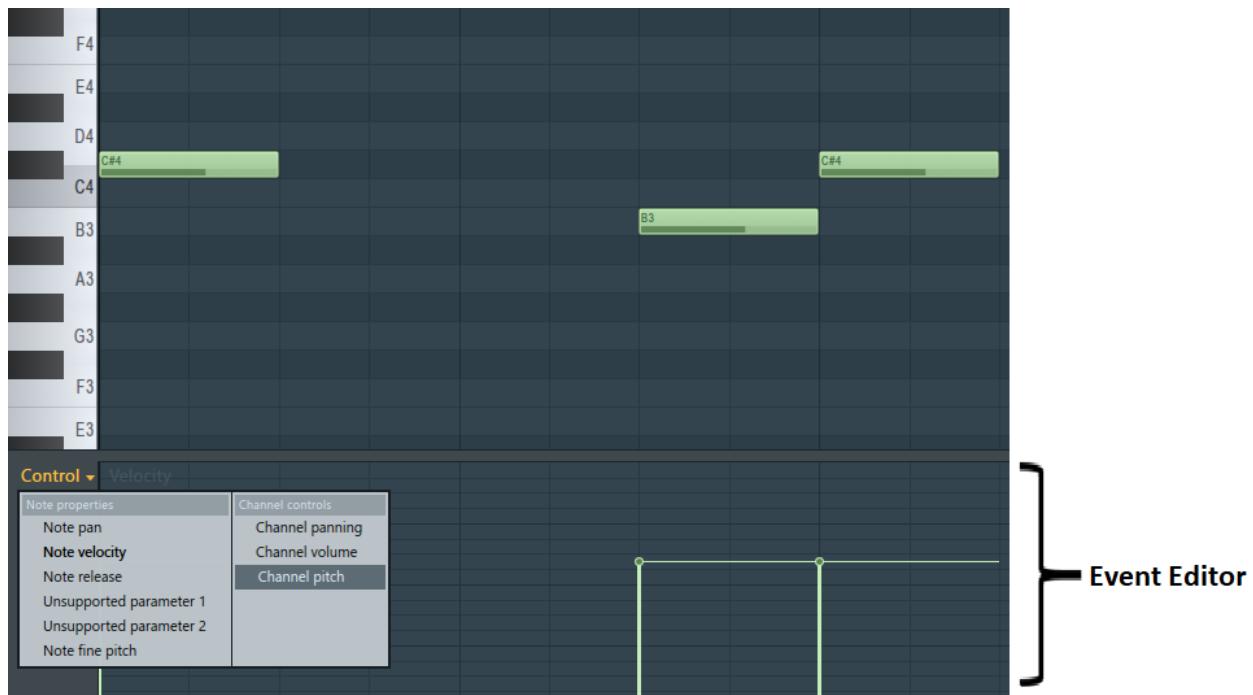


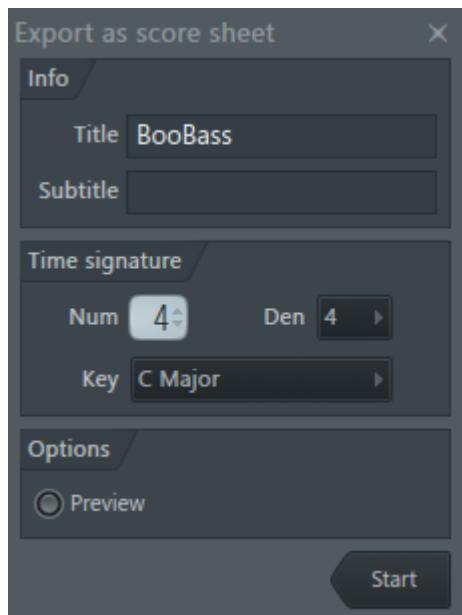










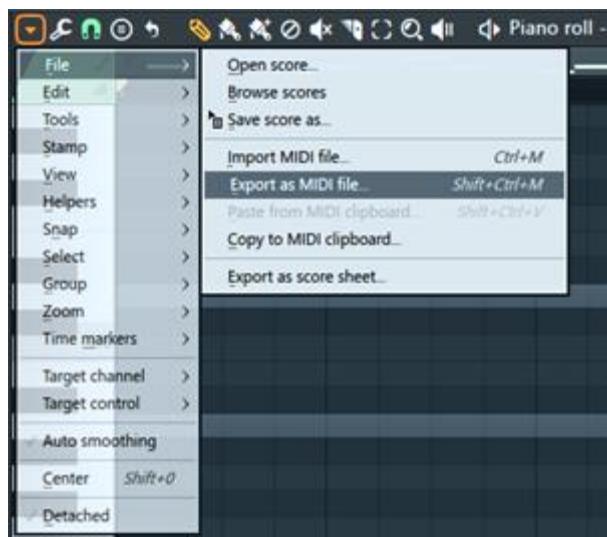


BooBass

$\text{♩} = 130$

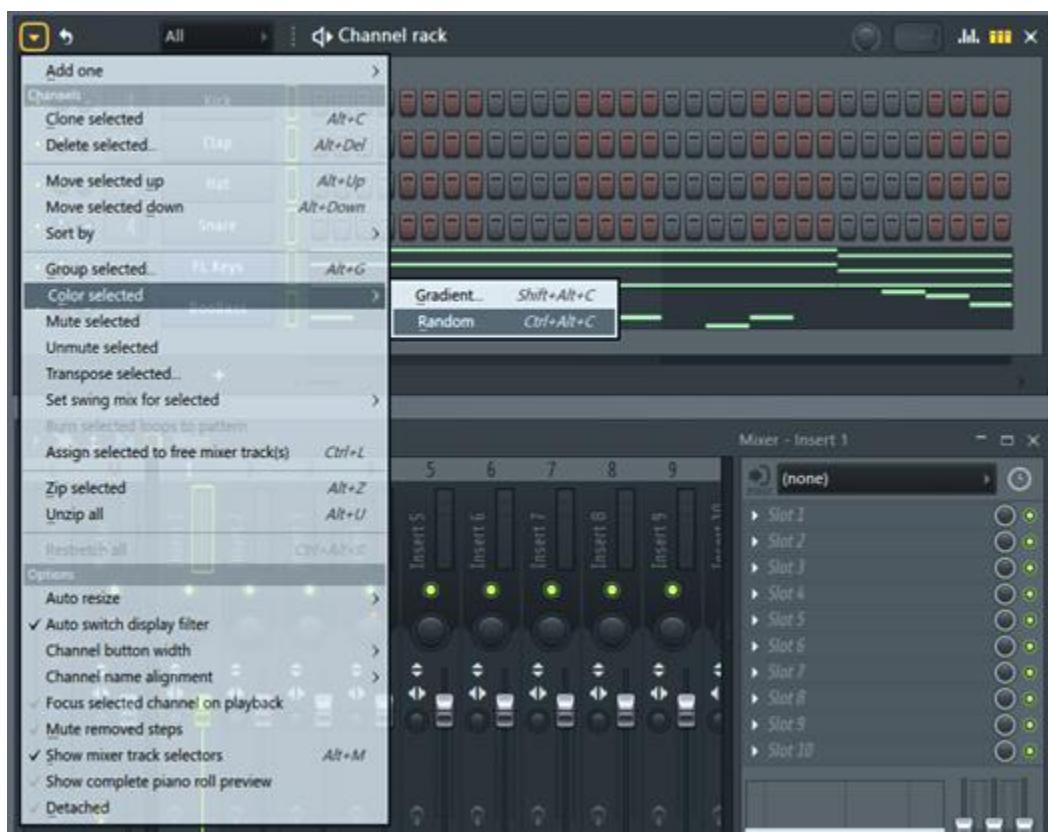
BooBass 1

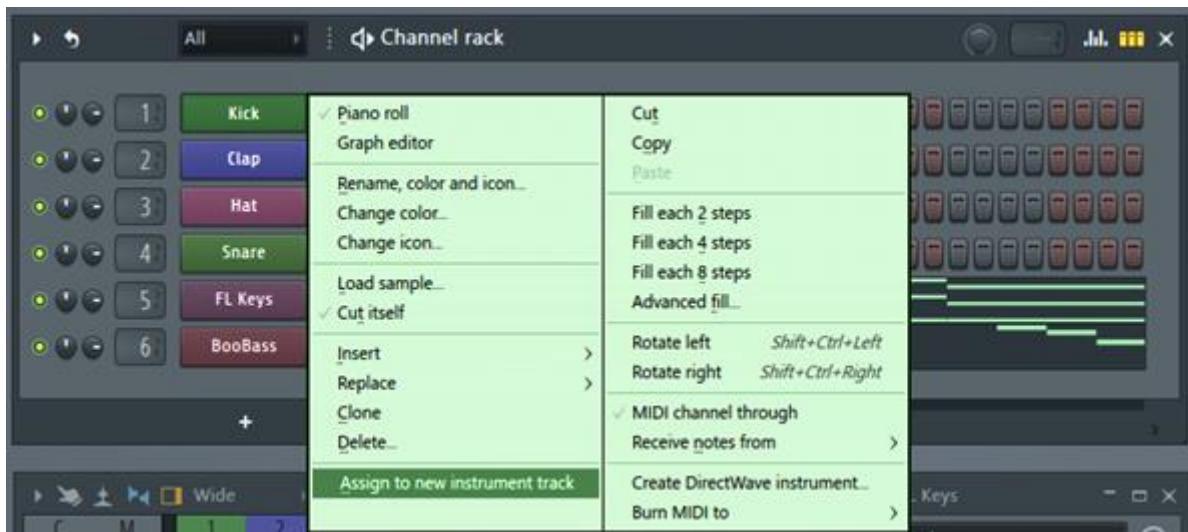
A musical score for 'BooBass' is shown. The title 'BooBass' is at the top right. Below it is a tempo marking of $\text{♩} = 130$. The staff begins with a bass clef. The first measure, labeled 'BooBass 1', contains a series of notes and rests, some of which are written in blue ink. The music continues with more notes and rests across the page.



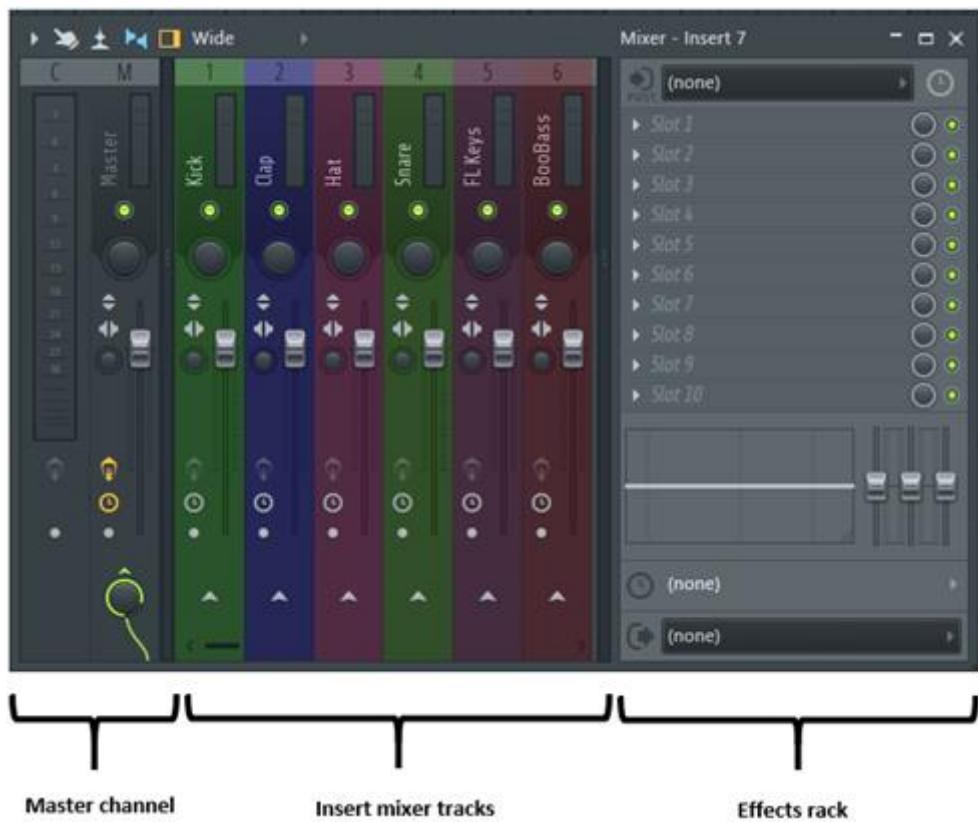
Chapter 04: Routing to the Mixer and Applying Automation

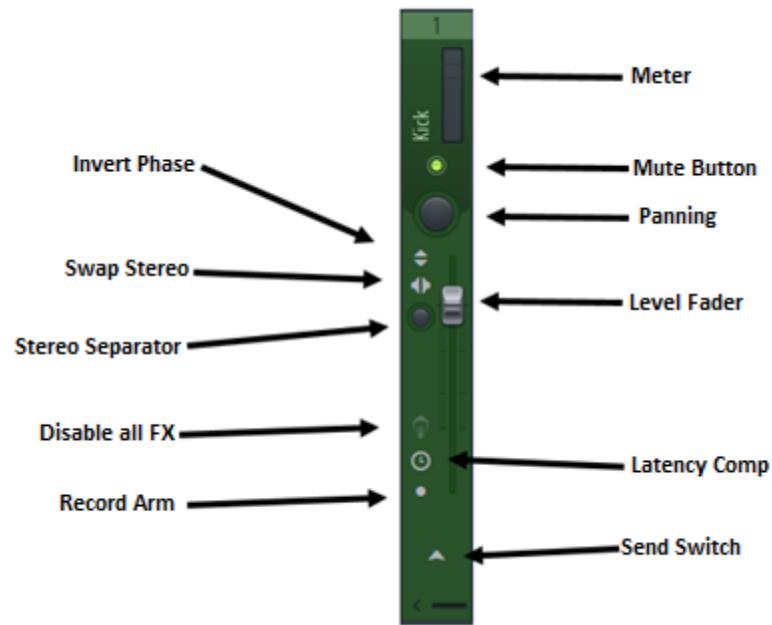


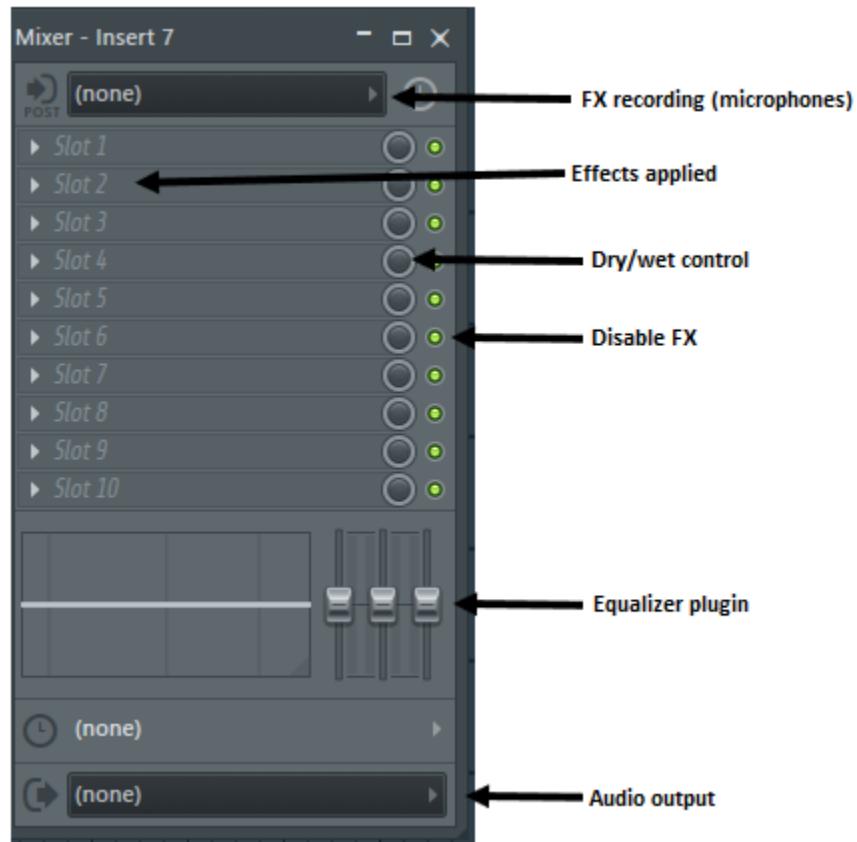




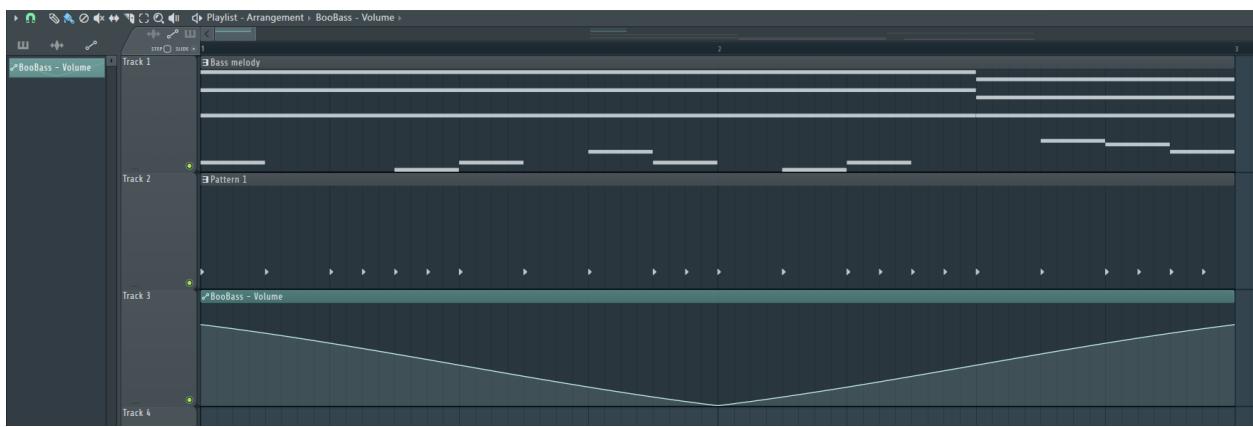
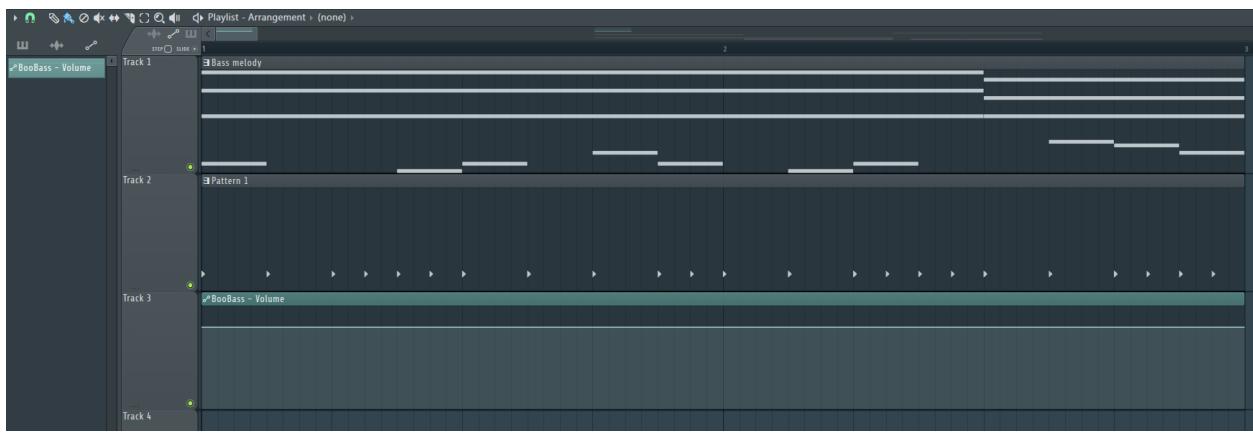


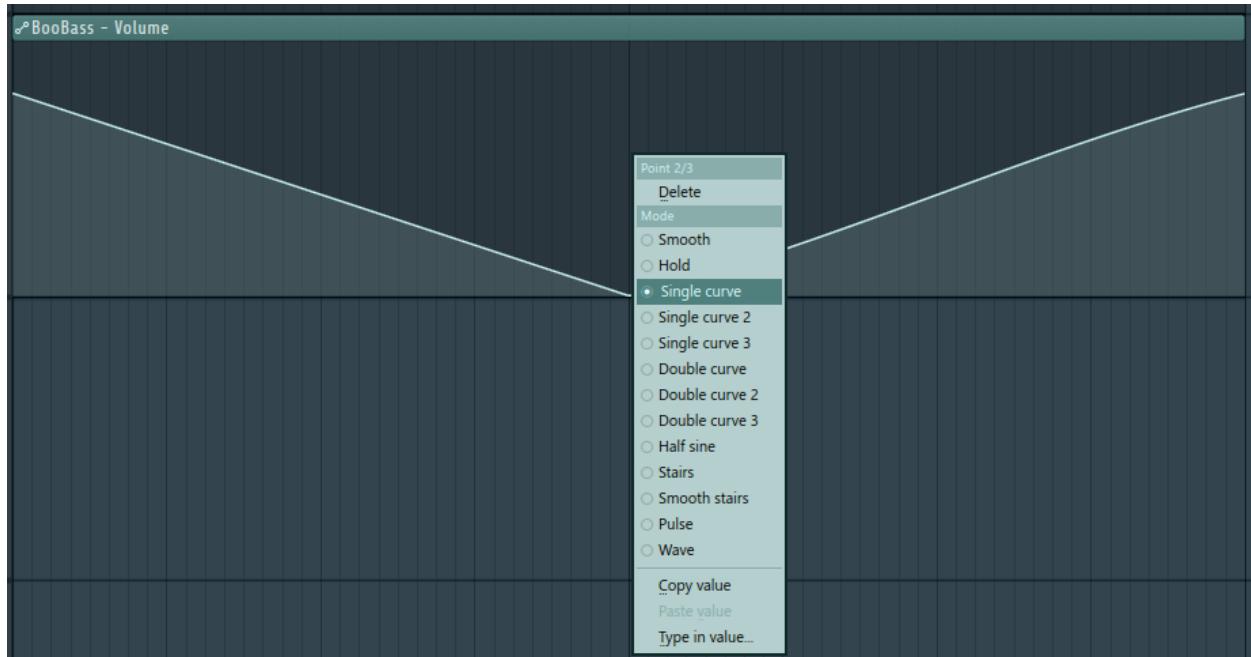
















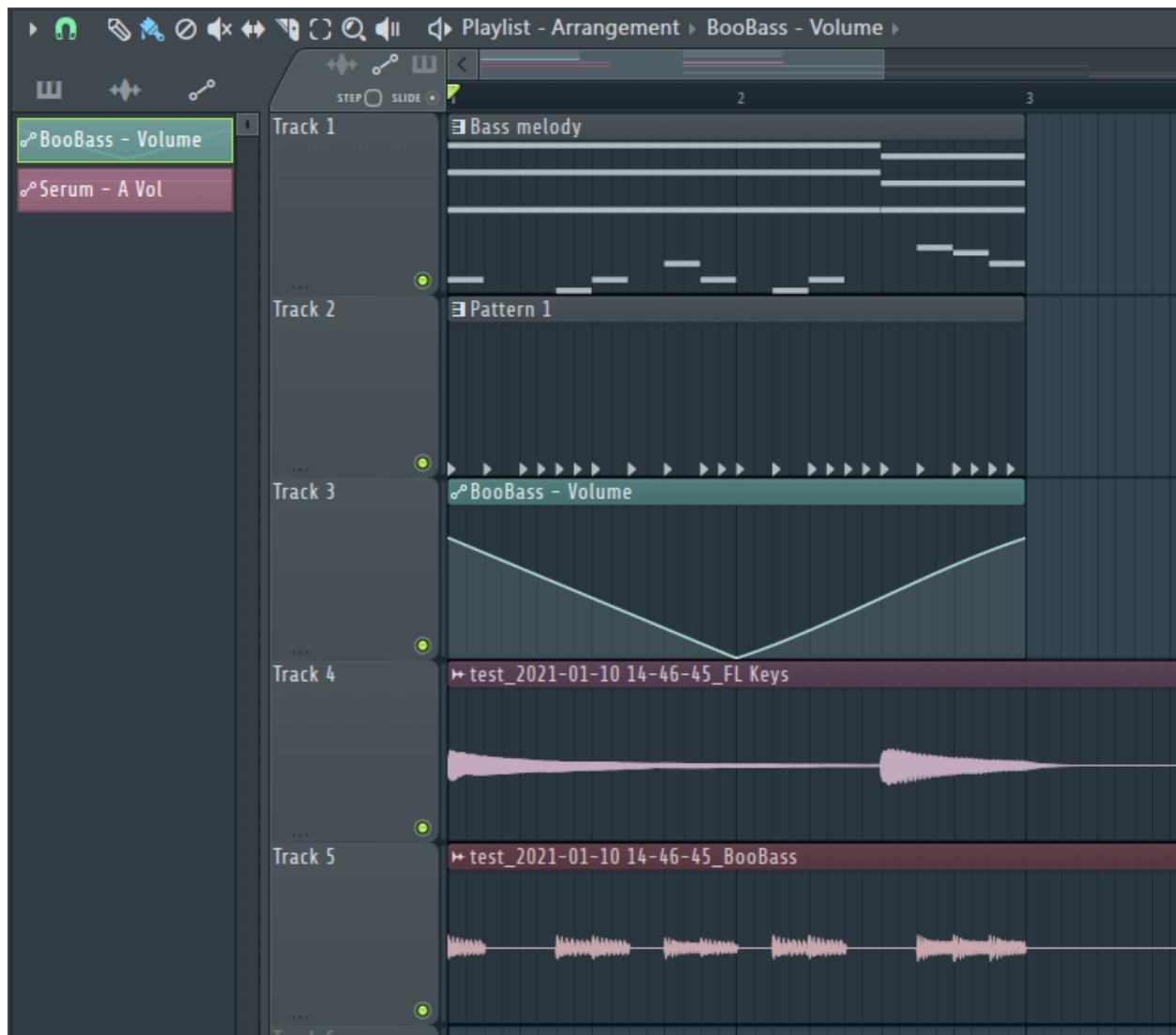




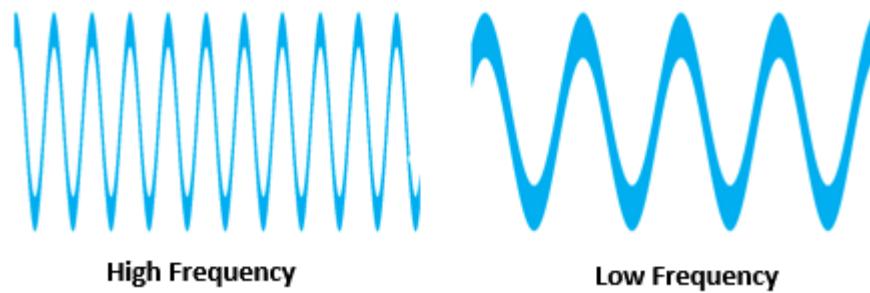
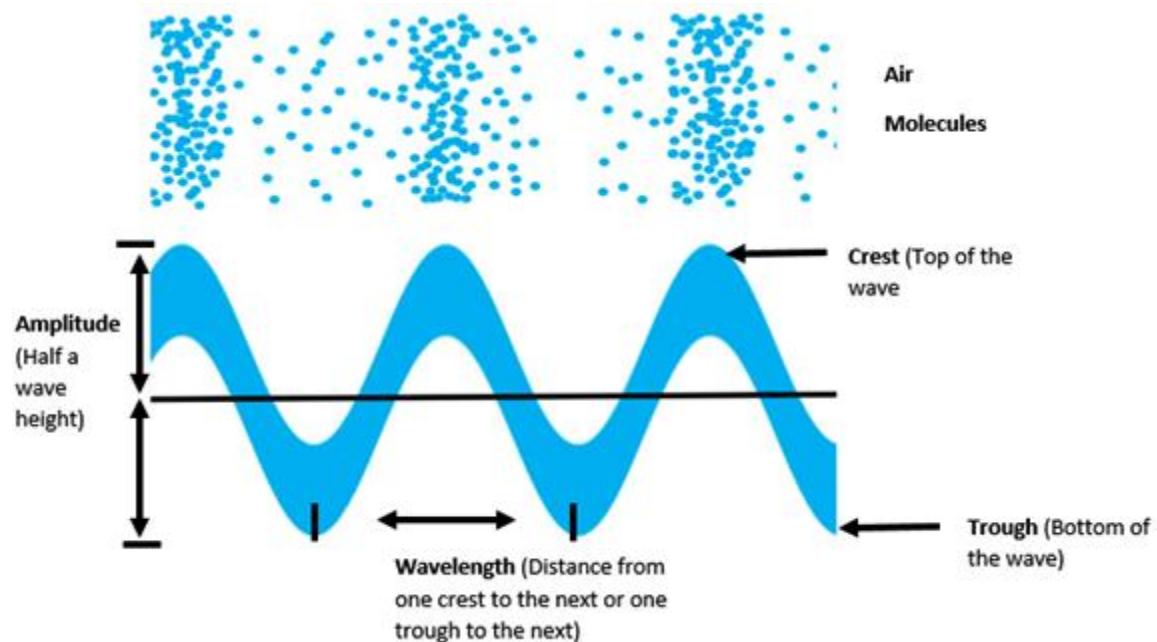








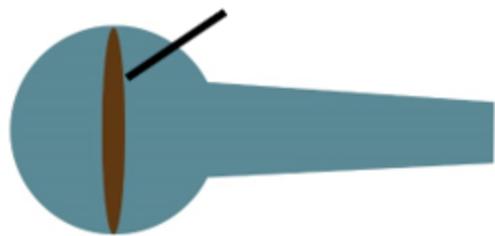
Chapter 05: Sound Design and Audio Envelopes



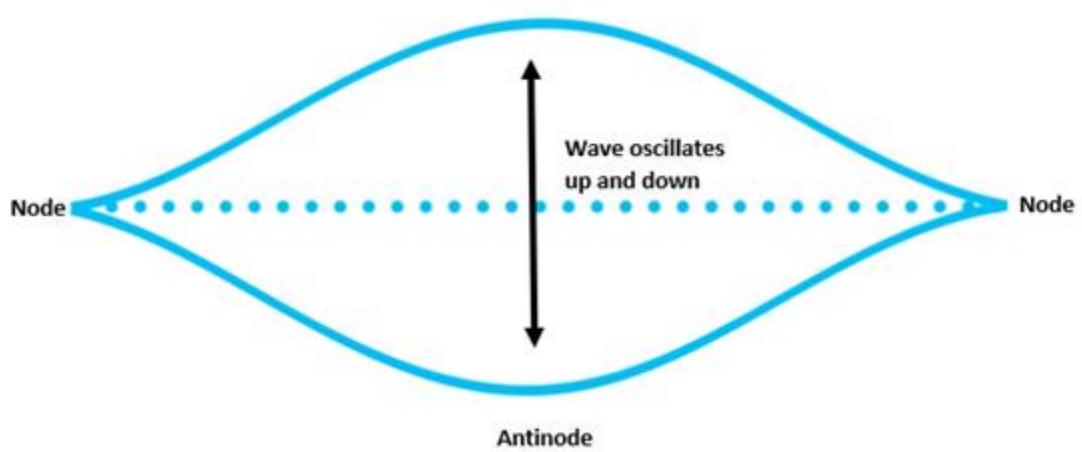
Sound waves cause air pressure changes

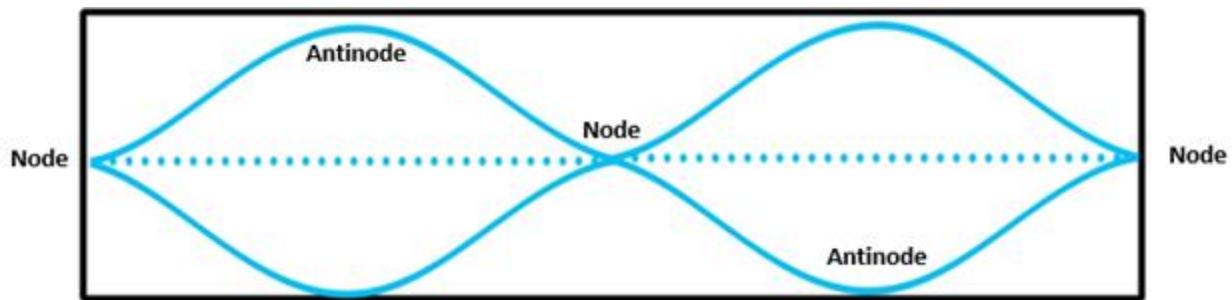
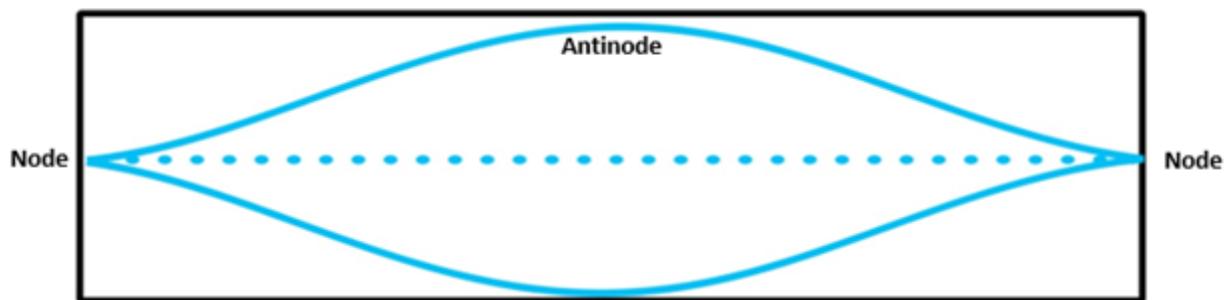
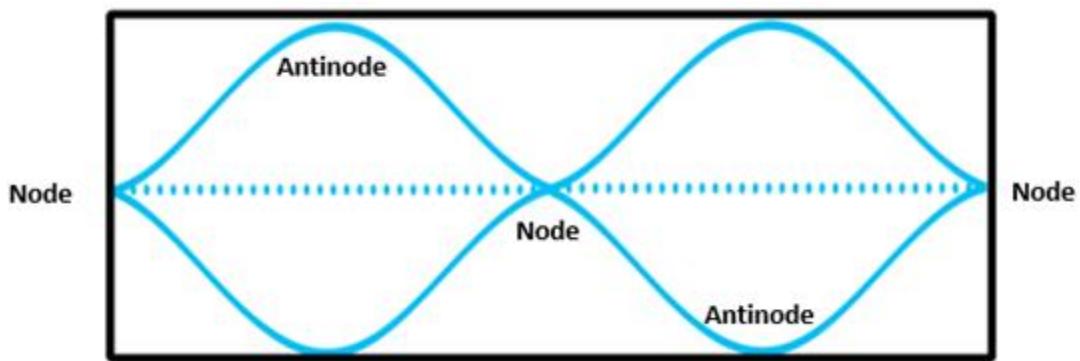


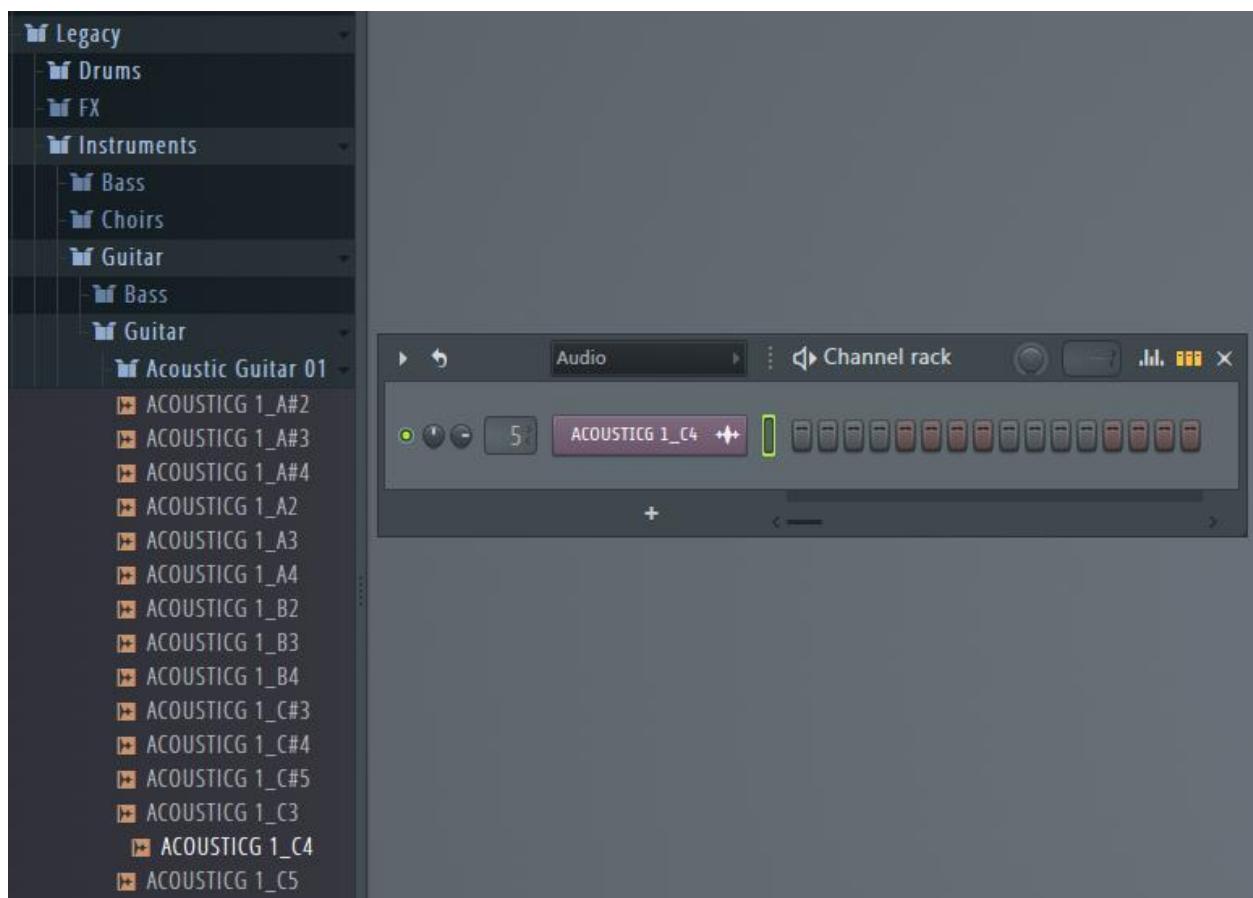
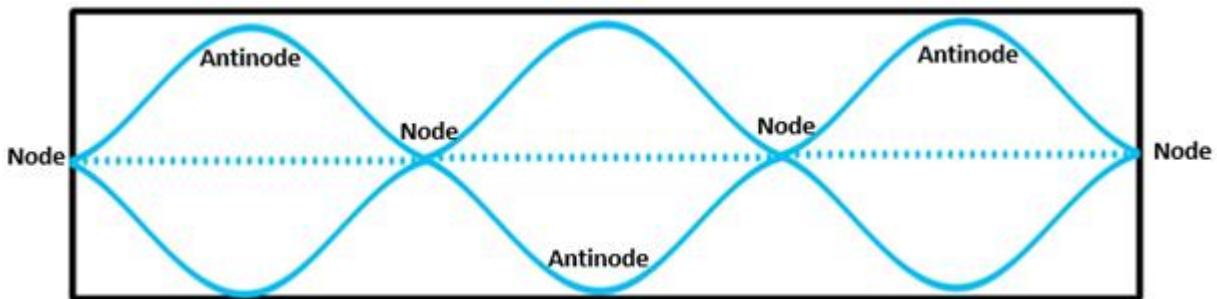
Diaphragm vibrates due to air pressure changes



Antinode







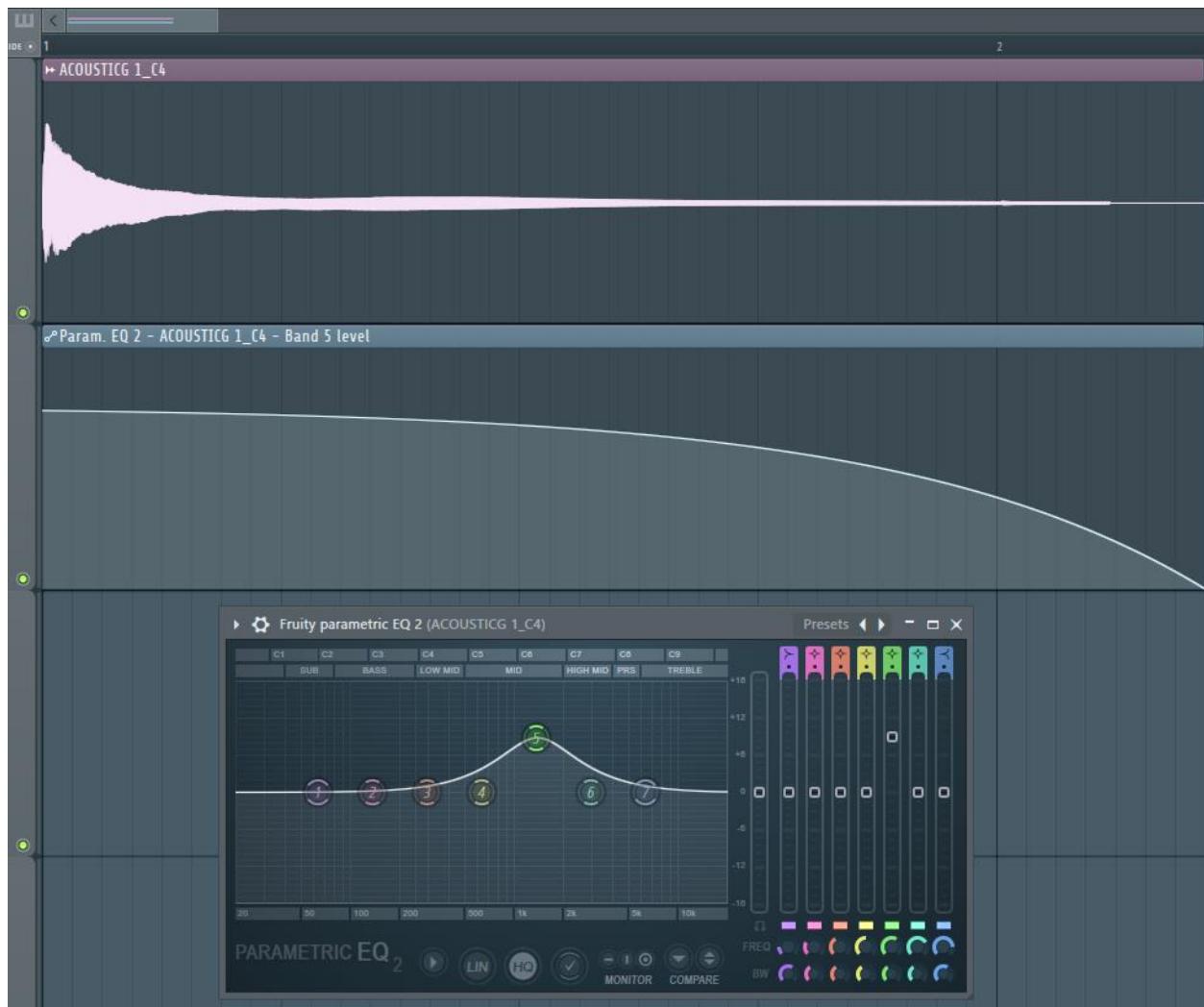




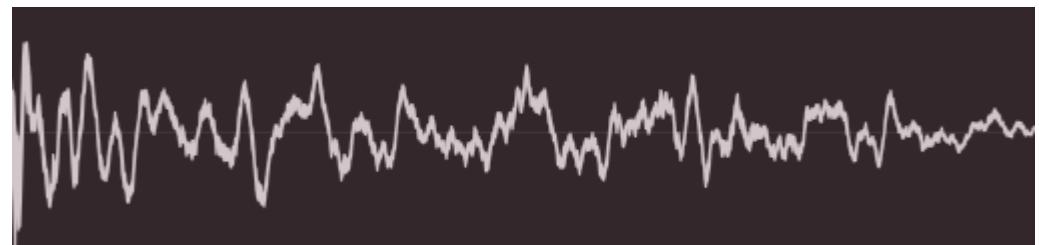






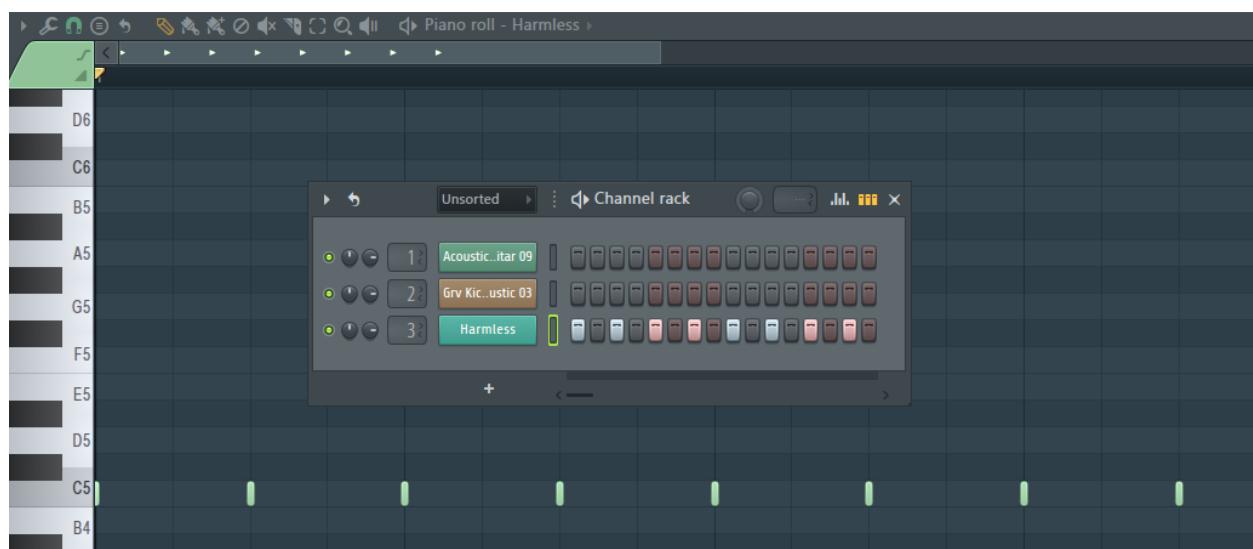
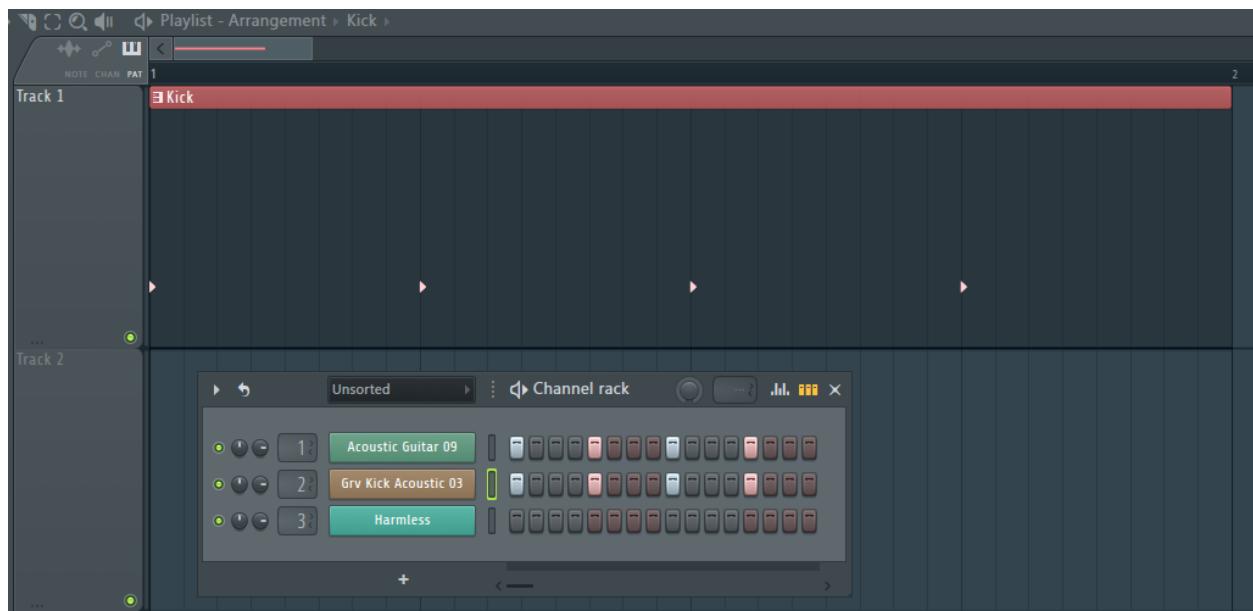


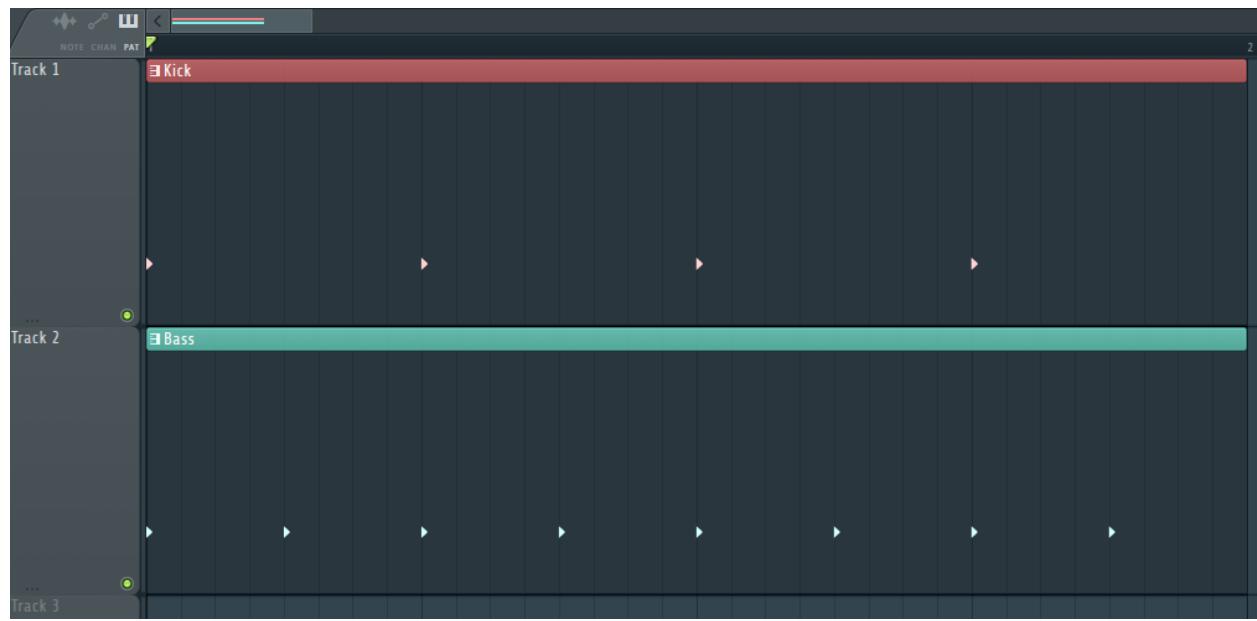
Chapter 06: Compression, Sidechaining, Limiting, and Equalization







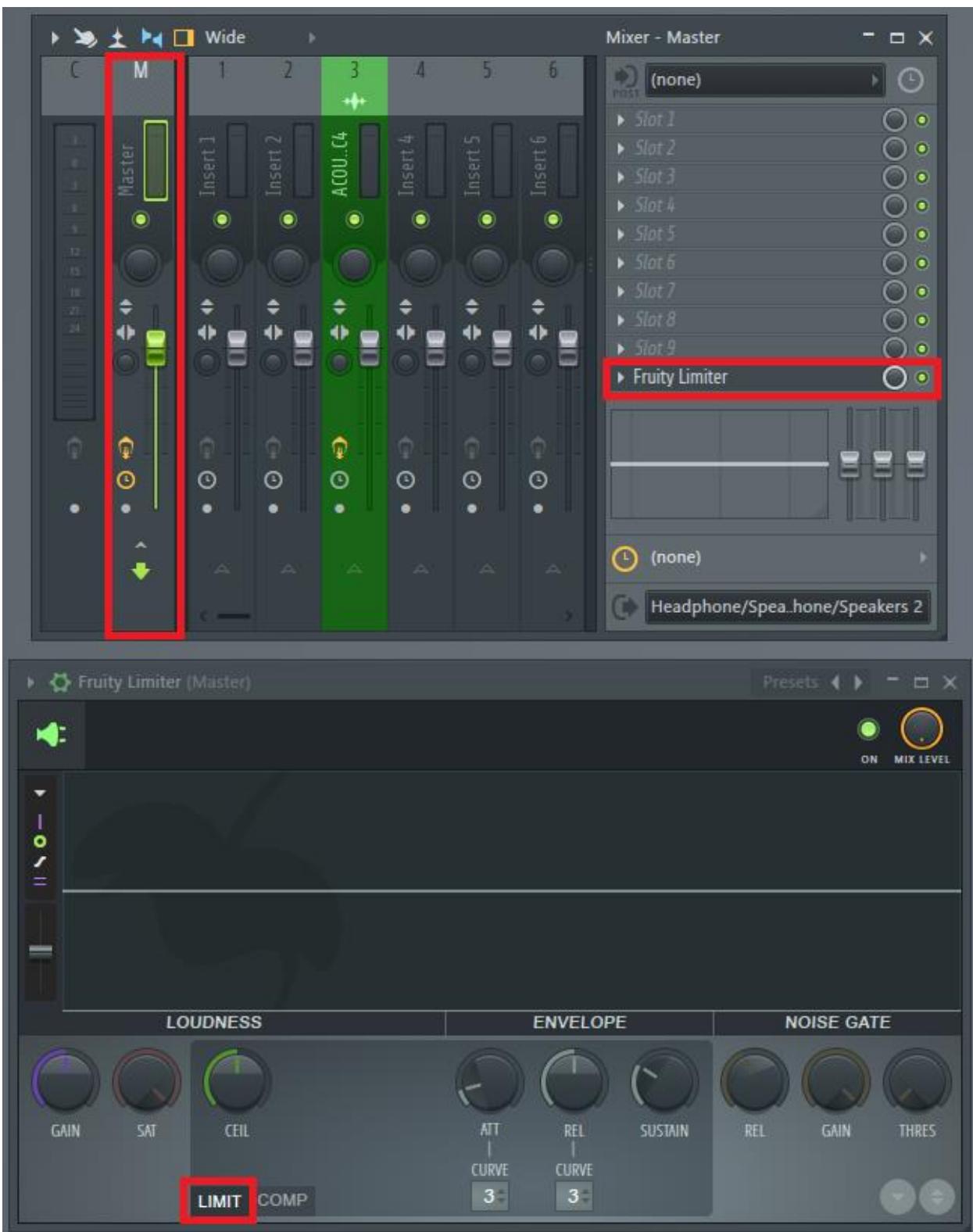














Frequency Octave Range	Popular Definition
31 Hz	Sub-Bass
63 Hz	Bottom
125 Hz	Boom, Thump, Warmth
250 Hz	Fullness or Mud
500 Hz	Honk
1 kHz	Whack, Nasal
2 kHz	Crunch
4 kHz	Edge
8 kHz	Sibilance, Definition, <i>Ouch</i>
16 kHz	Air

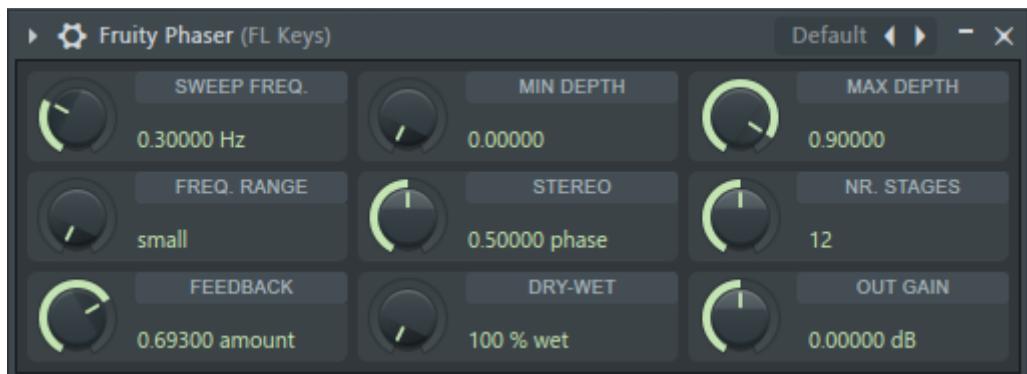
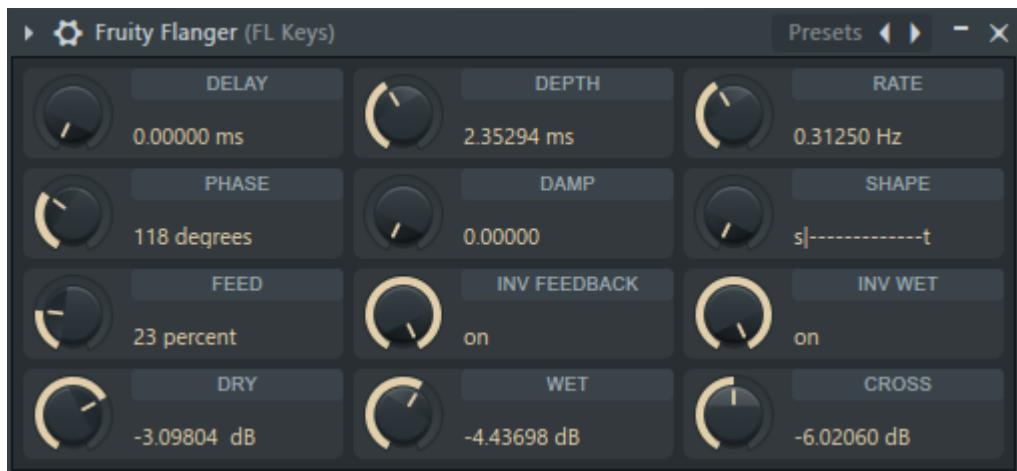
Chapter 07: Stereo Width: Panning, Reverb, Delay, Chorus, and Flangers





Default	Field Clearing (C)	IMP Cabinet Model R
Blur	Forest (Backwards)	IMP Cabinet Model S
Blur Pink	Forest (Behind Speaker)	IMP Cabinet Model T
Blur White	Forest (Behind Tree)	Halls
Chambers	Forest (In Tree)	Church (Close)
Auditorium (Doors-In)	Forest (Medium)	Church (Distant)
Auditorium (Doors-Out)	Forest (Occluded)	Church (Far)
Auditorium (Narrow-Back)	Forest (Ravine A)	Church (Medium)
Auditorium (Narrow-Front)	Forest (Ravine B)	Large Hall
Auditorium (Wide-Back)	Graveyard (Air)	Montclair Church (A-Close)
Auditorium (Wide-Front)	Graveyard (Air-Windy)	Montclair Church (A-Far)
Cafeteria (Narrow-Back)	Graveyard (Burried)	Montclair Church (A-Far-SB-UI)
Cafeteria (Narrow-Front)	Graveyard (Direct-Muffled)	Montclair Church (A-Far-UI)
Cafeteria (Wide-Back)	Graveyard (Direct-Occluded)	Montclair Church (B-Close)
Cafeteria (Wide-Front)	Graveyard (Direct-Slapback)	Montclair Church (B-Far-UI)
Classroom	Graveyard (Indirect-Muffled)	Montclair Church (B-Mid)
Desk (On)	Graveyard (Indirect-Occluded)	Montclair Church (C-Far 1-UI)
Desk (Under)	Graveyard (Open Grave)	Montclair Church (C-Far 2-UI)
Library (Door Closed-Back)	Graveyard (PA-Loudspeaker)	Montclair Church (C-Far)
Library (Door Closed-Front)	Hill Forest (20ft)	Montclair Church (C-Mid)
Library (Door Open-Back)	Hill Forest (20ft-B5)	Montclair Church (D-Mid)
Library (Door Open-Front)	Hill Forest (50ft-B5)	Montclair Church (E-Mid)
Library (Sideays-Back)	Hill Forest (80ft)	Montclair Church (F-Far)
Oven (Closed)	Hill Forest (100ft-Indirect)	Montclair Church (G-Far)
Oven (Open)	Seaport Dock	Montclair Church (G-Far-SB)
Warehouse (Hall A-Dark)	Trail Hillside (BS-Close A)	Montclair Church (G-Mid)
Warehouse (Hall B-Dark)	Trail Hillside (BS-Close B)	Montclair Church (H-Far 1)
Warehouse (Hall C-Dark)	Trail Hillside (Distant)	Montclair Church (H-Far 2)
Warehouse (Hall D-Dark)		Montclair Church (H-Far-SB)
Warehouse (Hall E-Dark)		Montclair Church (H-Midfar 1)
	Bee (Pipe)	







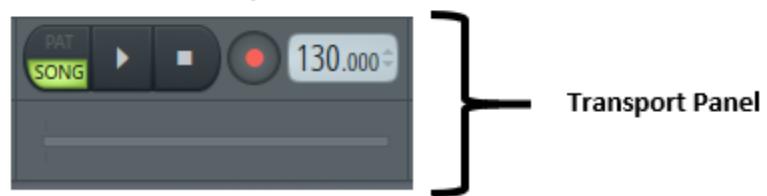


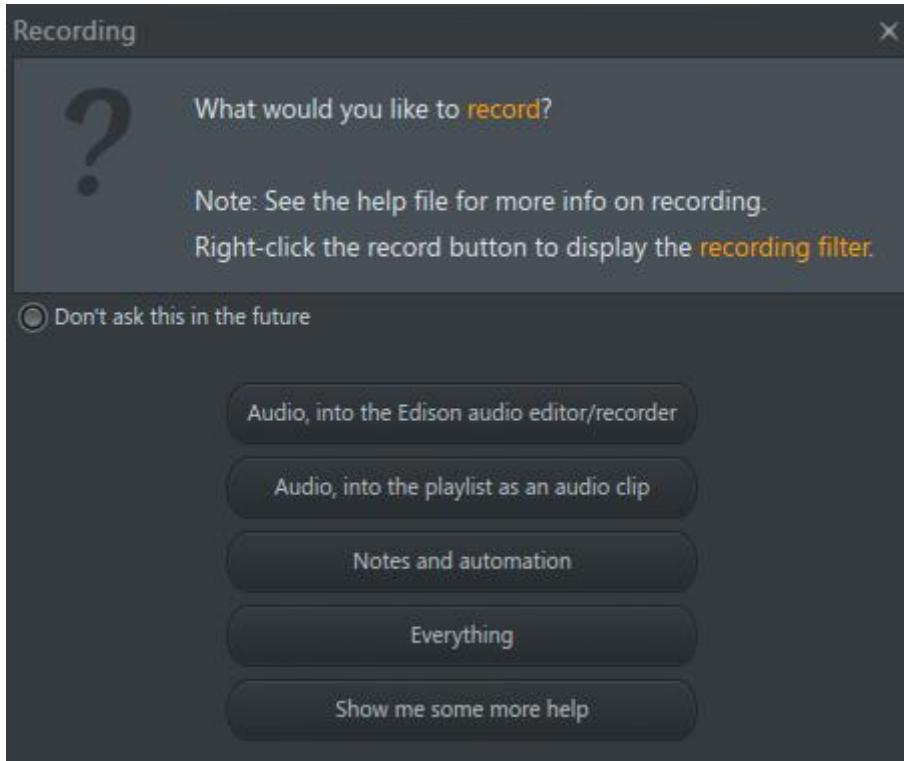
Chapter 08: Recording Live Audio and Vocal Processing





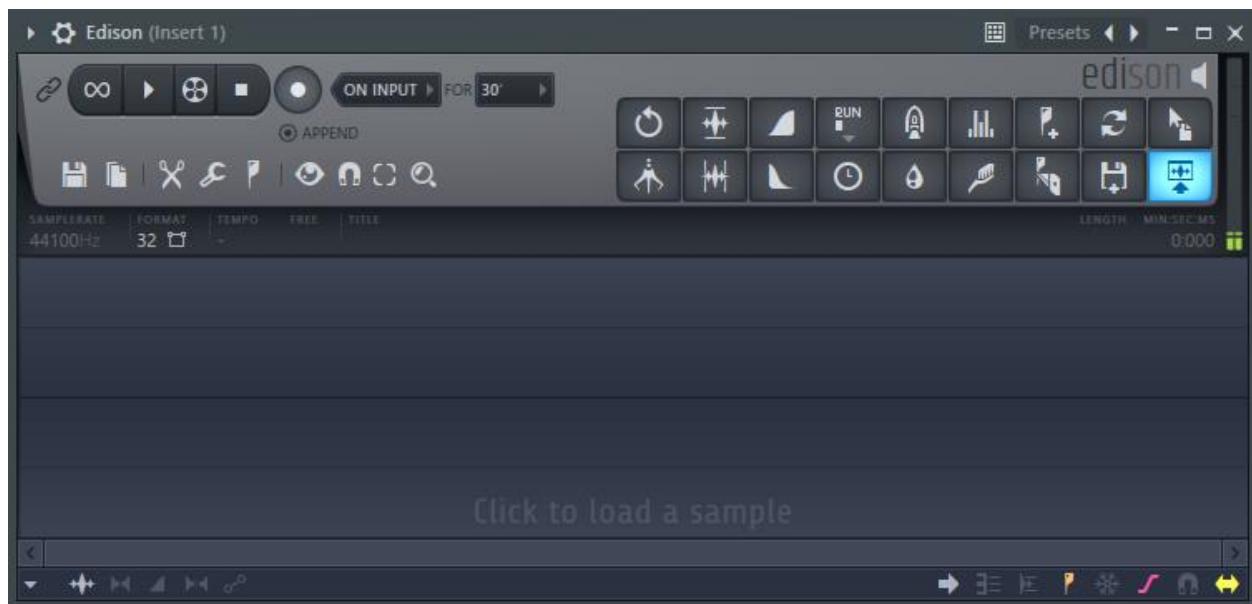


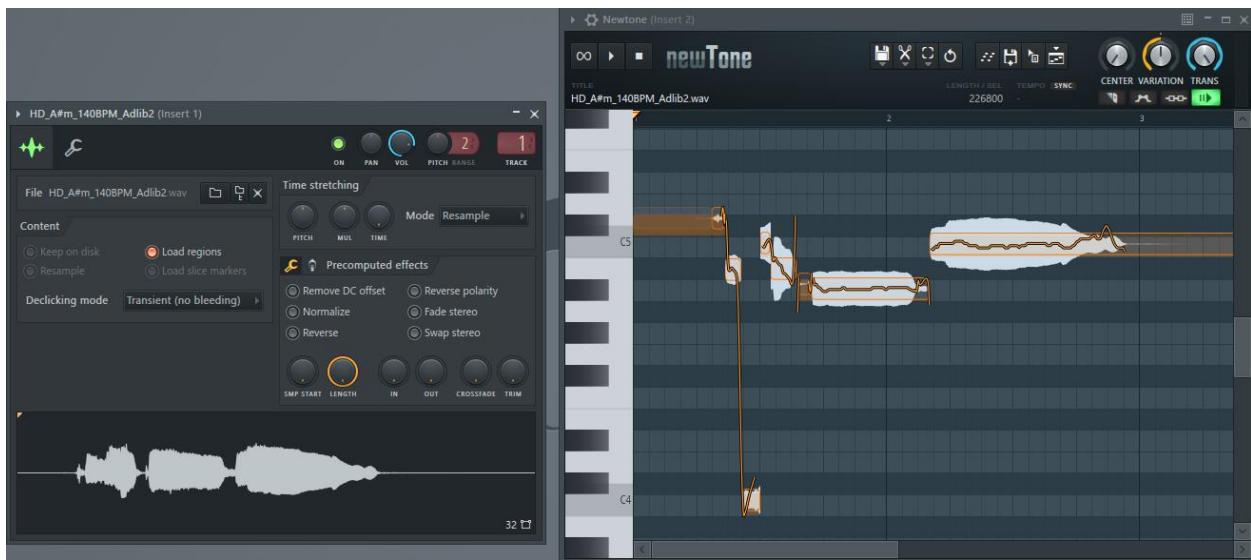






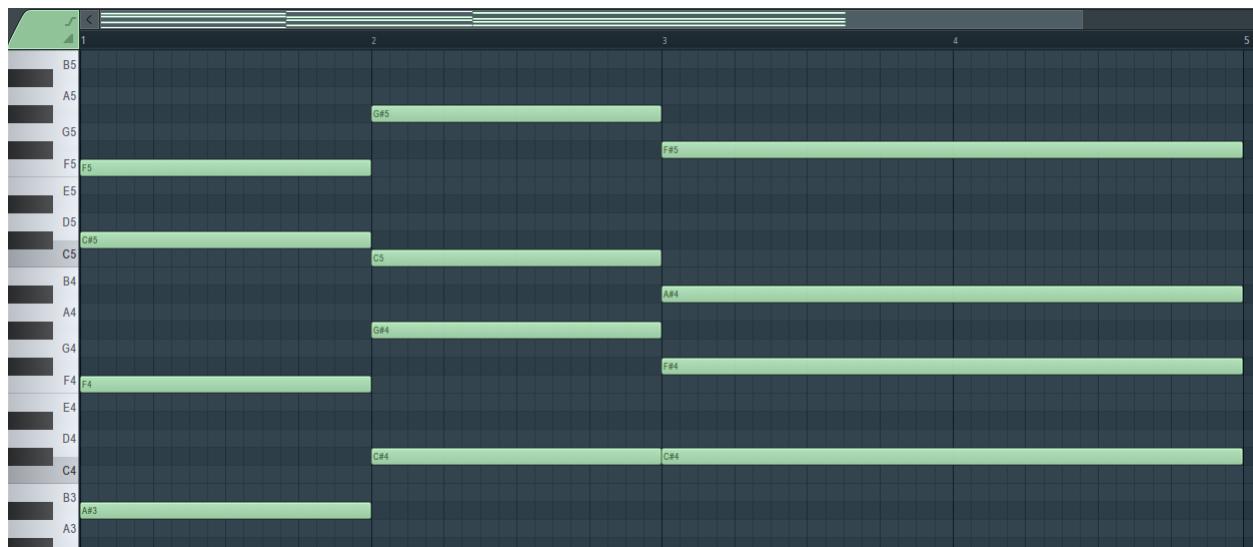


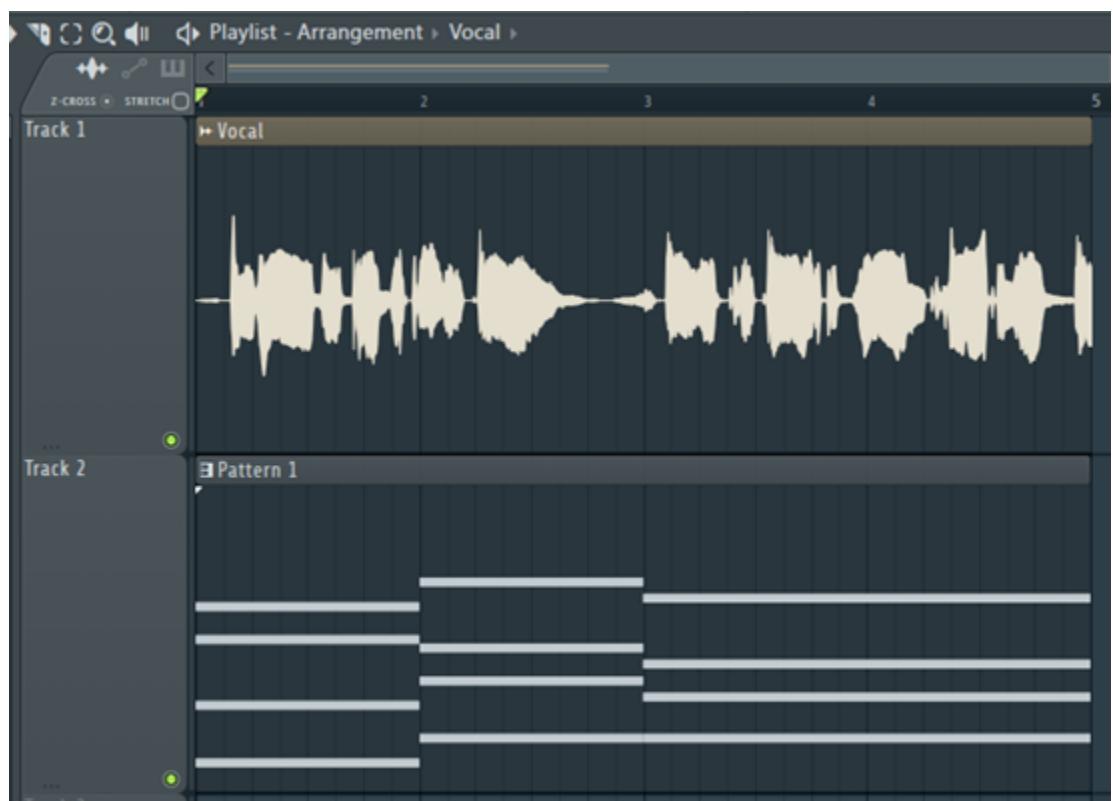


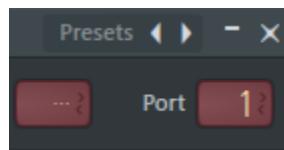




Chapter 09: Understanding Vocal Effects













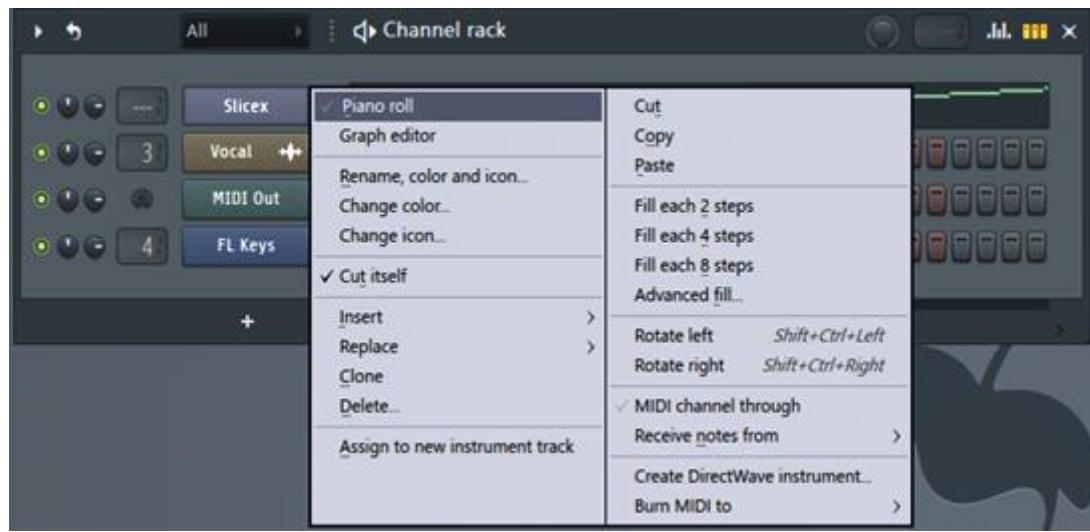


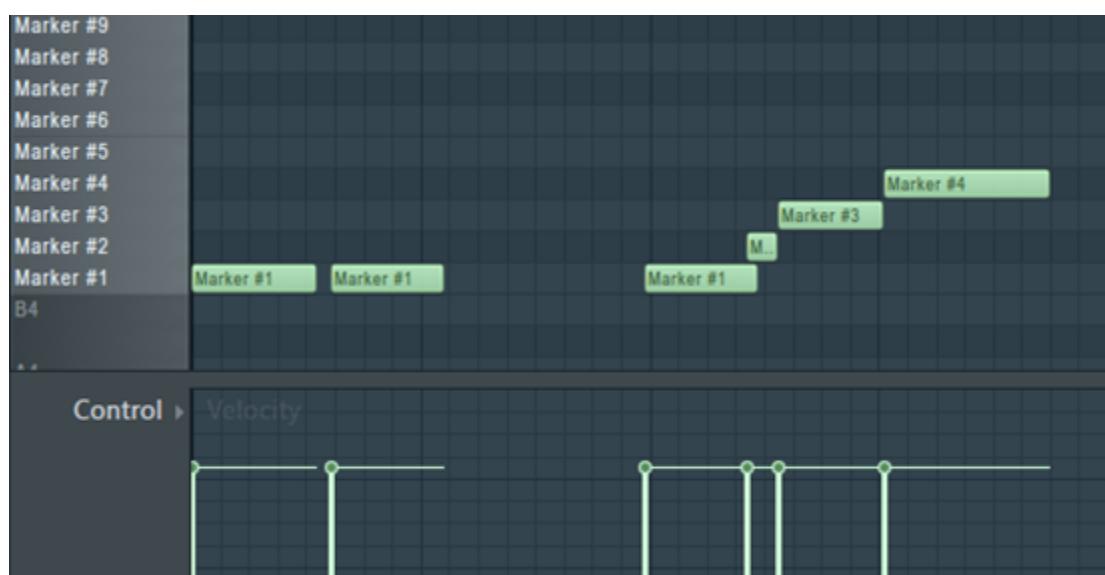
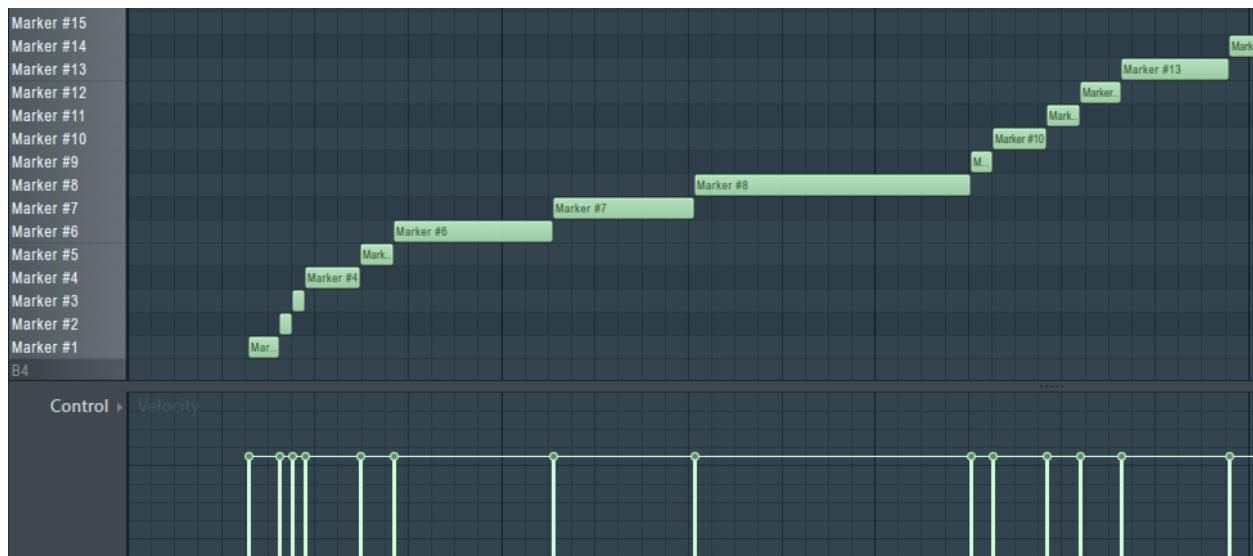


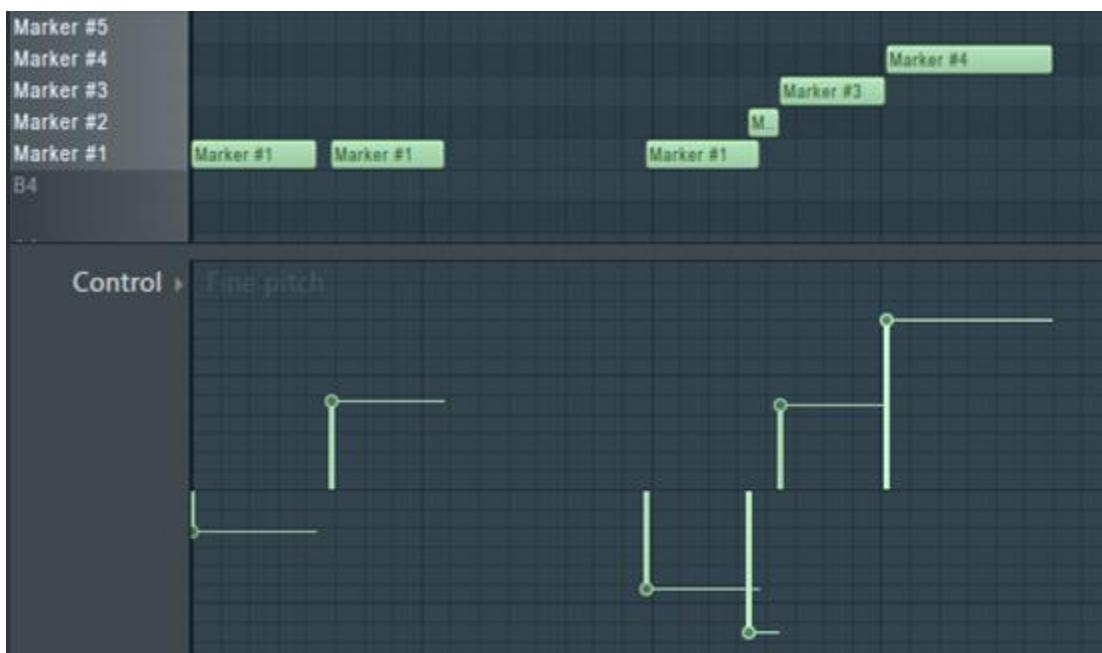


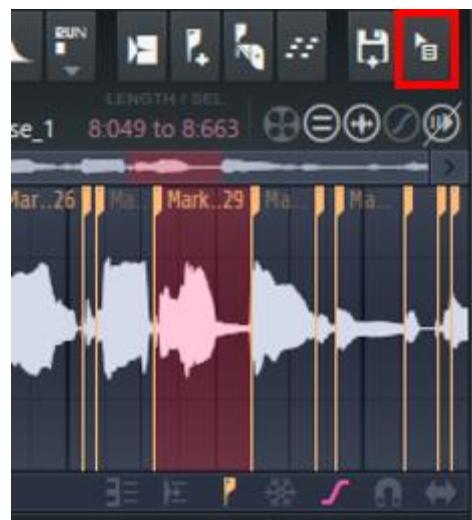


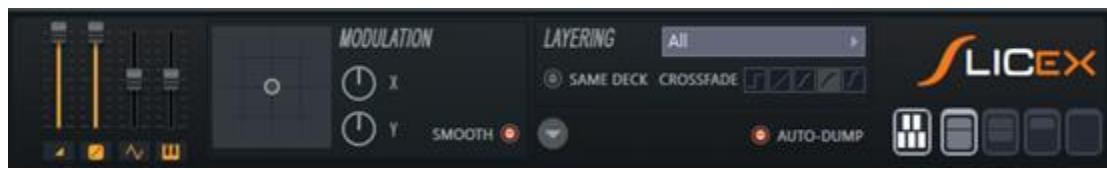


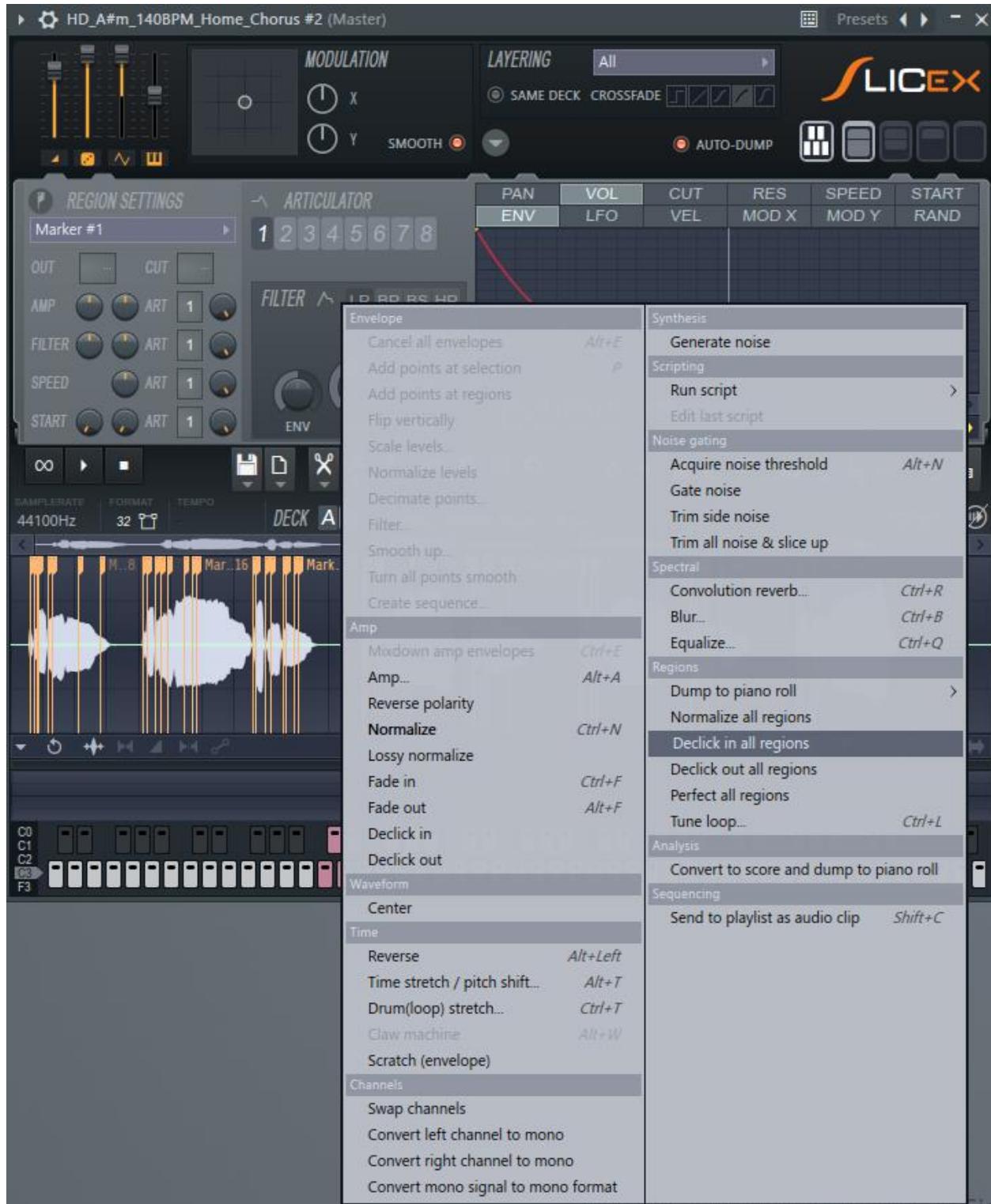














Chapter 10: Creating Your Own Instruments and Effects



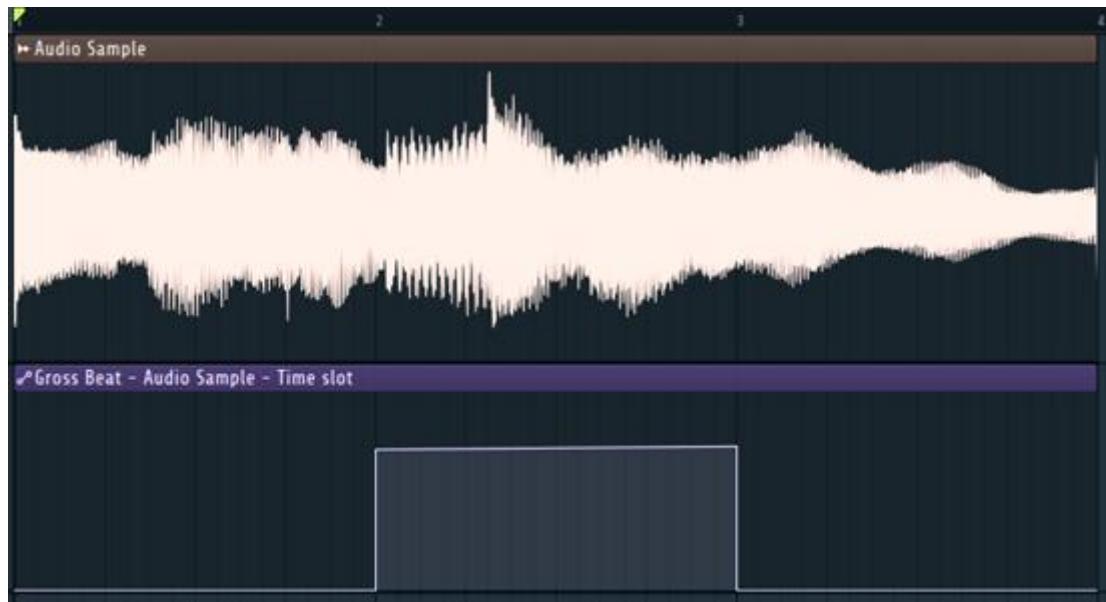
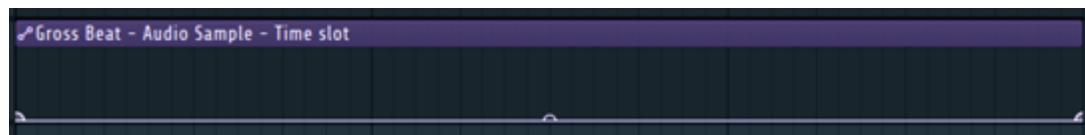
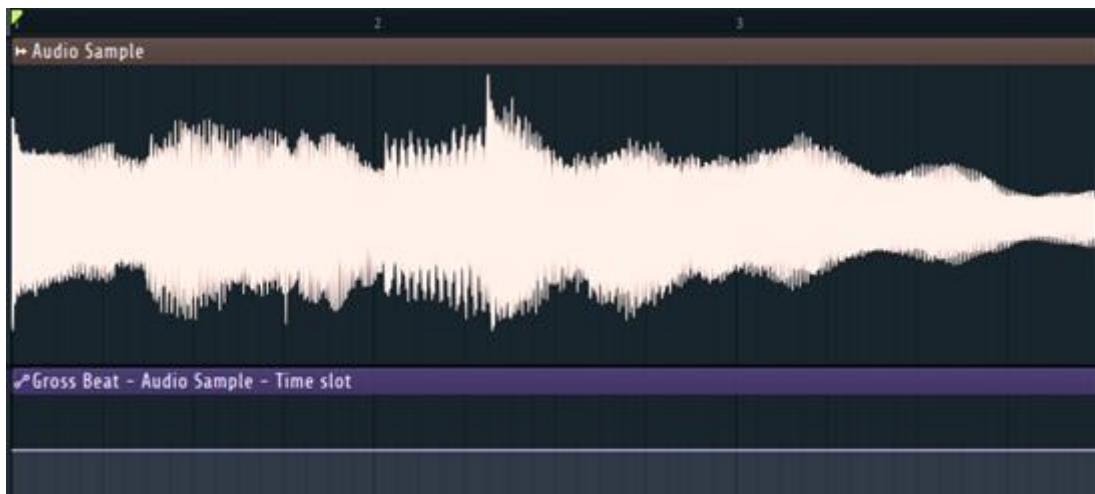
Empty	Basic 1	Basic 2	Basic 3
Basic 4	Basic 5	Basic 6	Basic 7
Basic 8	Basic 9	Basic 10	Basic 11
Complex 1	Complex 2	Complex 3	Complex 4
Complex 5	Complex 6	Complex 7	Complex 8
Complex 9	Complex 10	Complex 11	Complex 12
Chaos 1	Chaos 2	Chaos 3	Chaos 4
Chaos 5	Chaos 6	Chaos 7	Chaos 8
Chaos 9	Chaos 10	Chaos 11	Chaos 12
Empty	2 Beat Gate	1 Beat Gate	1/2 Bt Gate
1/3 Bt Gate	1/4 Bt Gate	1/6 Bt Gate	1/8 Bt Gate
Trance Gt 1	Trance Gt 2	Trance Gt 3	Trance Gt 4
Saw Gate 1	Saw Gate 2	1st Step	1st Stp Fade
2 Step Gate	Off Beat	1/4 Dynamic	1/4 Swing
1/4 Gate Out	1/4 Gate In	Spd Up Gate	Slw Dn Gate
End Fade	End Gate	Tremolo Slw	Tremolo Fst
Sidechain	Drum Loop	Copter	AM
Fade In	Fade Out	Fade Out In	Mute

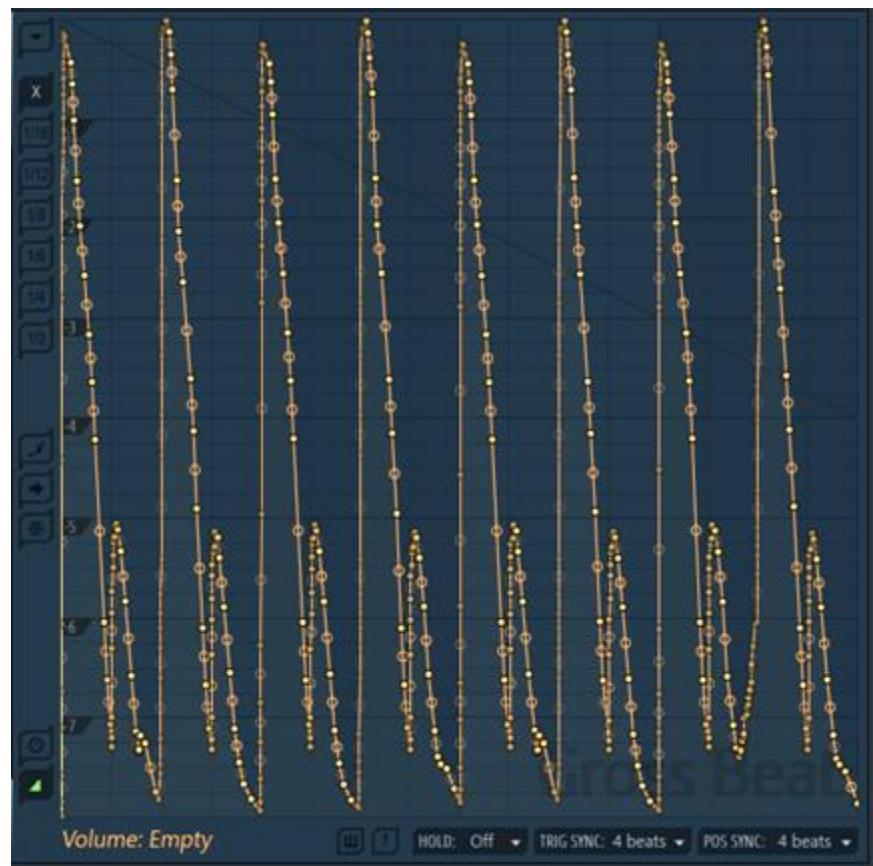
Empty Basic 1 Basic 2 Basic 3 M12 1/8 -2

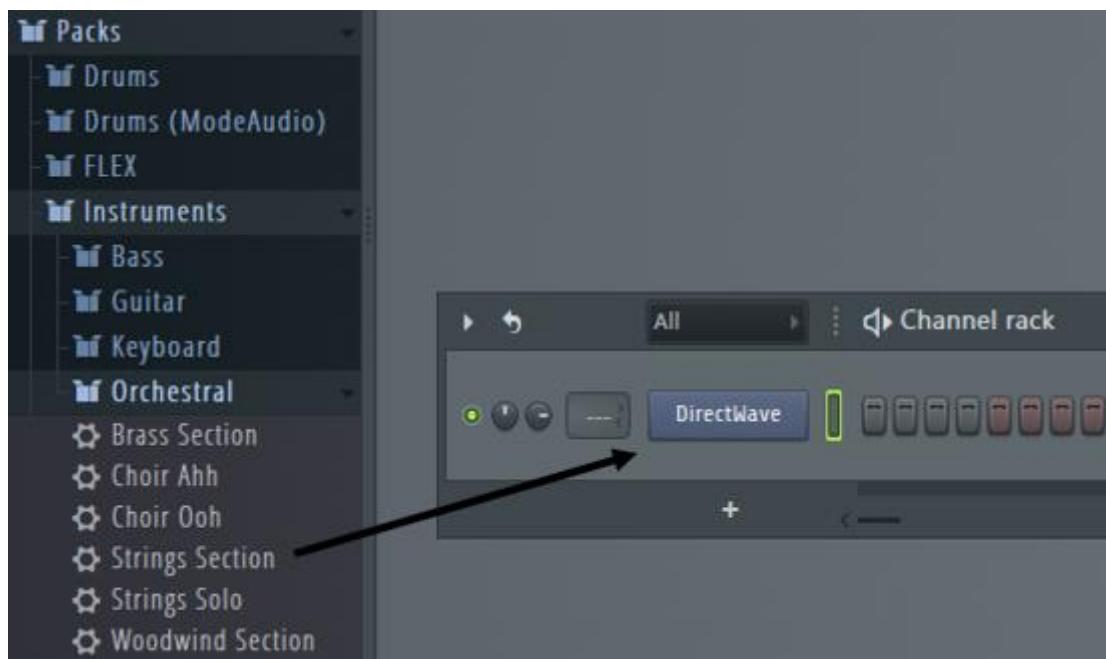
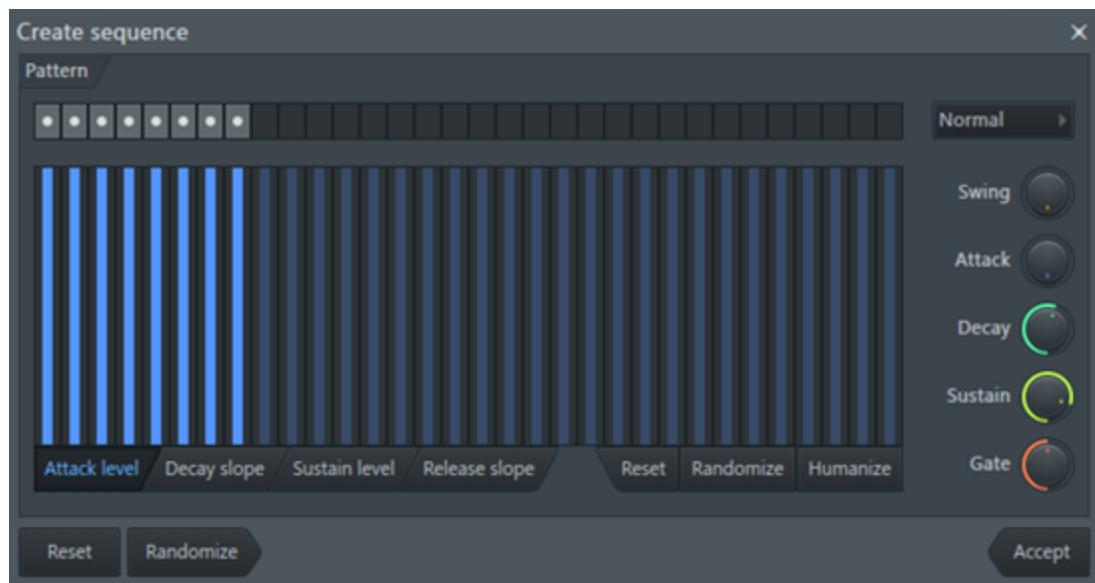
Empty	Basic 1	Basic 2	Basic 3
Basic 4	Basic 5	Basic 6	Basic 7
Basic 8	Basic 9	Basic 10	Basic 11
Complex 1	Complex 2	Complex 3	Complex 4
Complex 5	Complex 6	Complex 7	Complex 8
Complex 9	Complex 10	Complex 11	Complex 12
Chaos 1	Chaos 2	Chaos 3	Chaos 4
Chaos 5	Chaos 6	Chaos 7	Chaos 8
Chaos 9	Chaos 10	Chaos 11	Chaos 12
Empty	2 Beat Gate	1 Beat Gate	1/2 Bt Gate
1/3 Bt Gate	1/4 Bt Gate	1/6 Bt Gate	1/8 Bt Gate
Trance Gt 1	Trance Gt 2	Trance Gt 3	Trance Gt 4
Saw Gate 1	Saw Gate 2	1st Step	1st Stp Fade
2 Step Gate	Off Beat	1/4 Dynamic	1/4 Swing
1/4 Gate Out	1/4 Gate In	Spd Up Gate	Slw Dn Gate
End Fade	End Gate	Tremolo Slw	Tremolo Fst
Sidechain	Drum Loop	Copter	AM
Fade In	Fade Out	Fade Out In	Mute

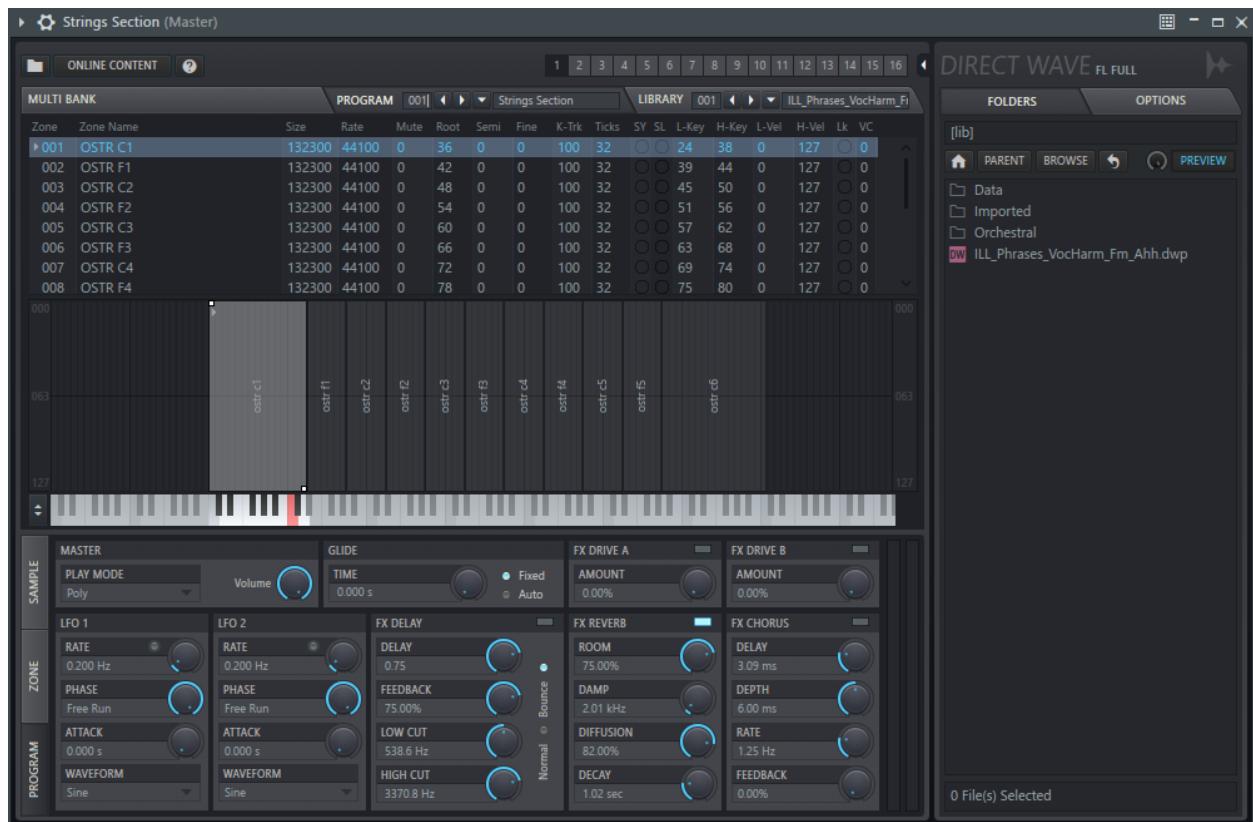
- Reset
- Edit slot name...
- Move slot left
- Move slot right
- Automation**
- Edit events
- Edit events in new window
- Edit events in piano roll
- Init song with this position
- Create automation clip**
- Remote control
- Link to controller...
- Override generic link...
- Value**
- Copy value
- Paste value
- Type in value...
- Set...

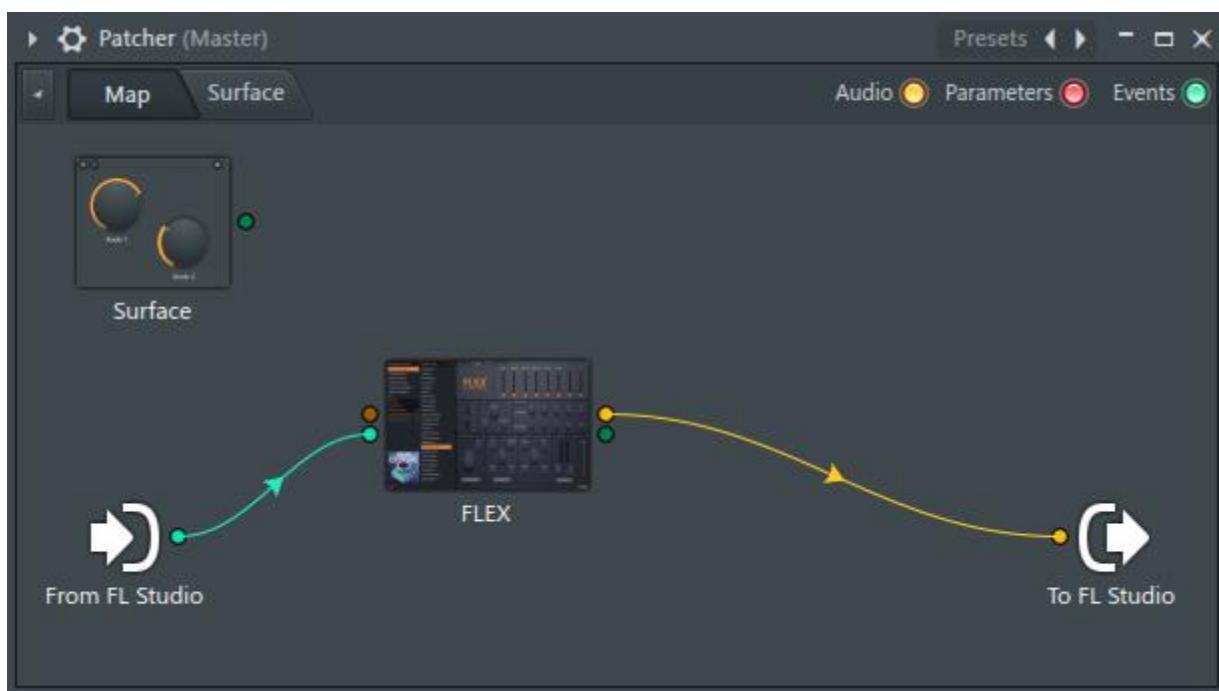
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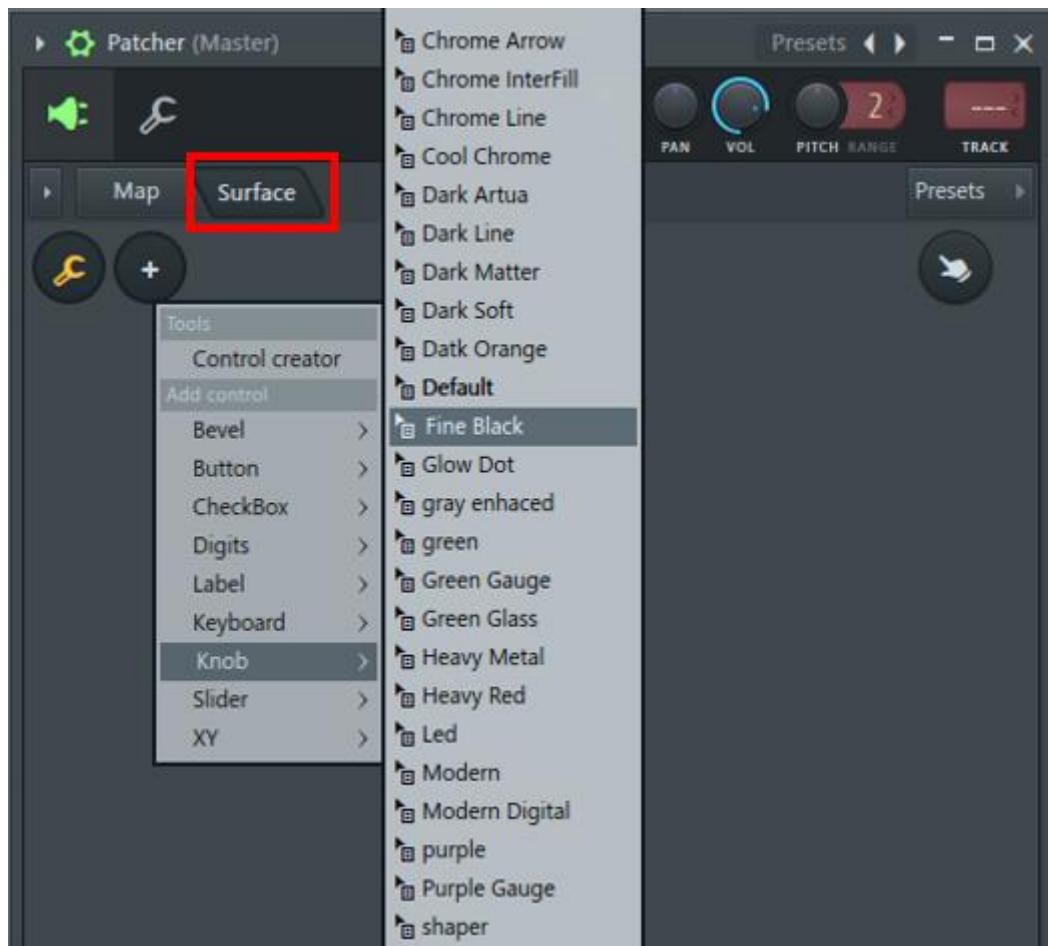












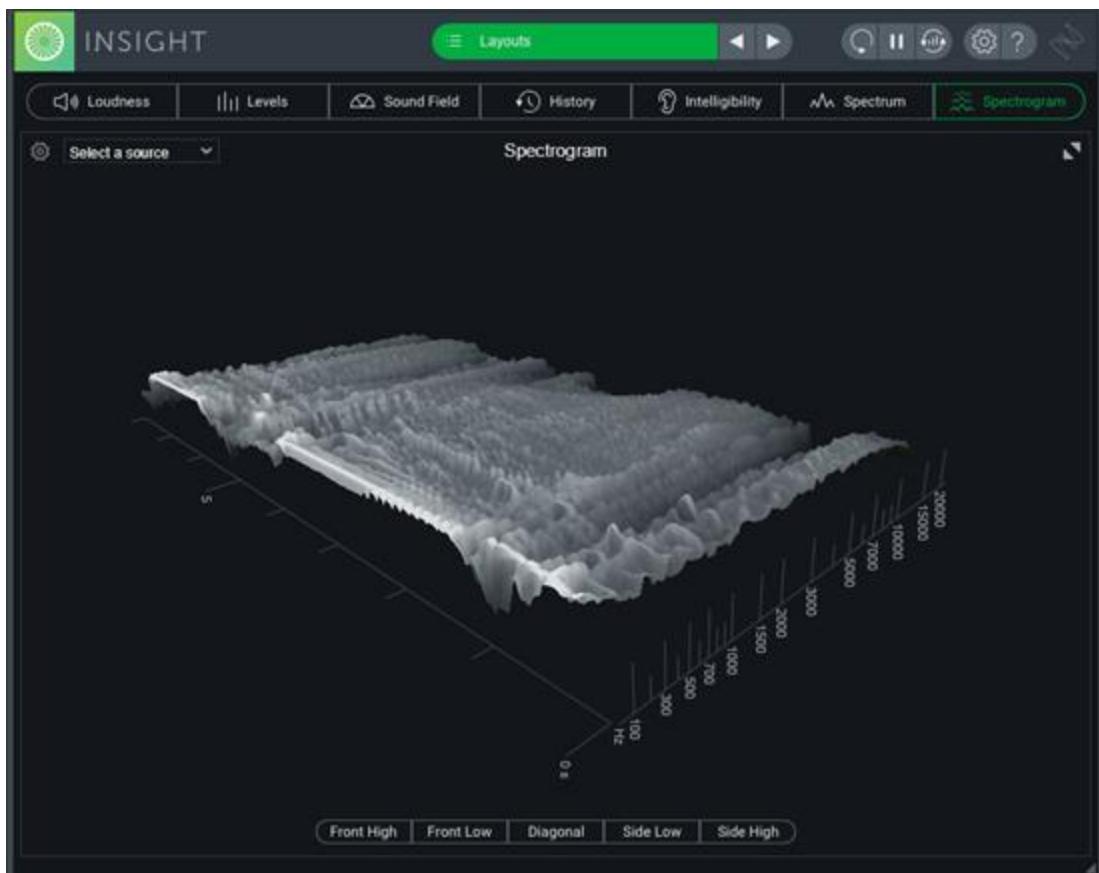




Chapter 11: Mastering Fundamentals









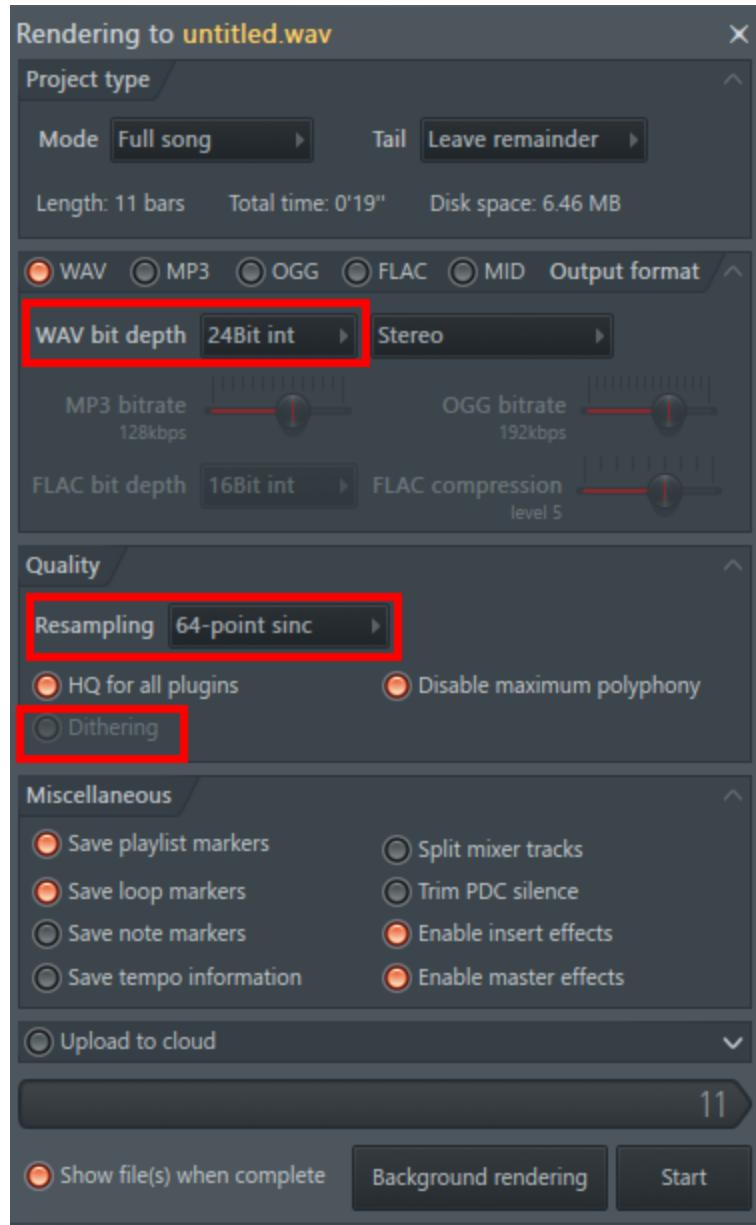


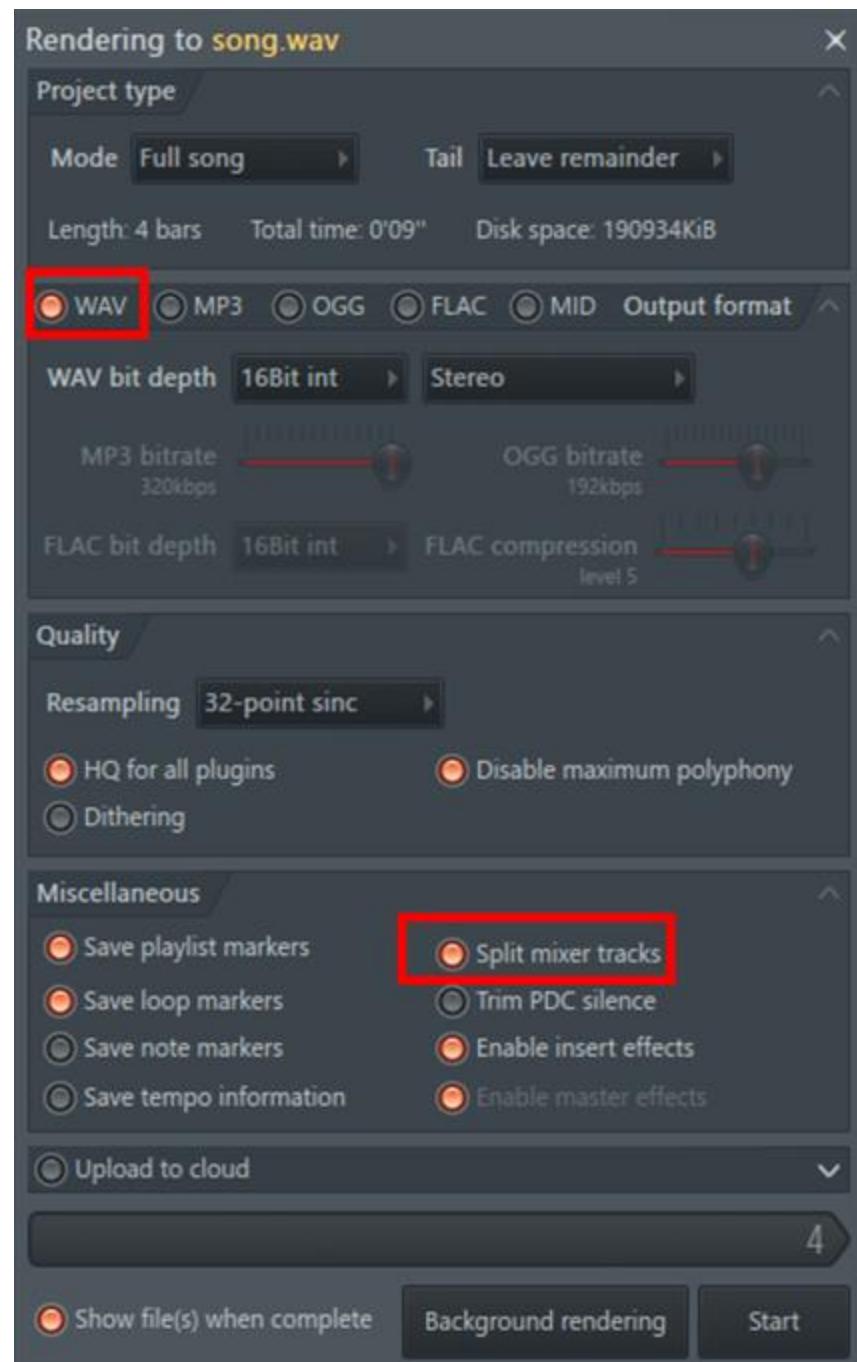




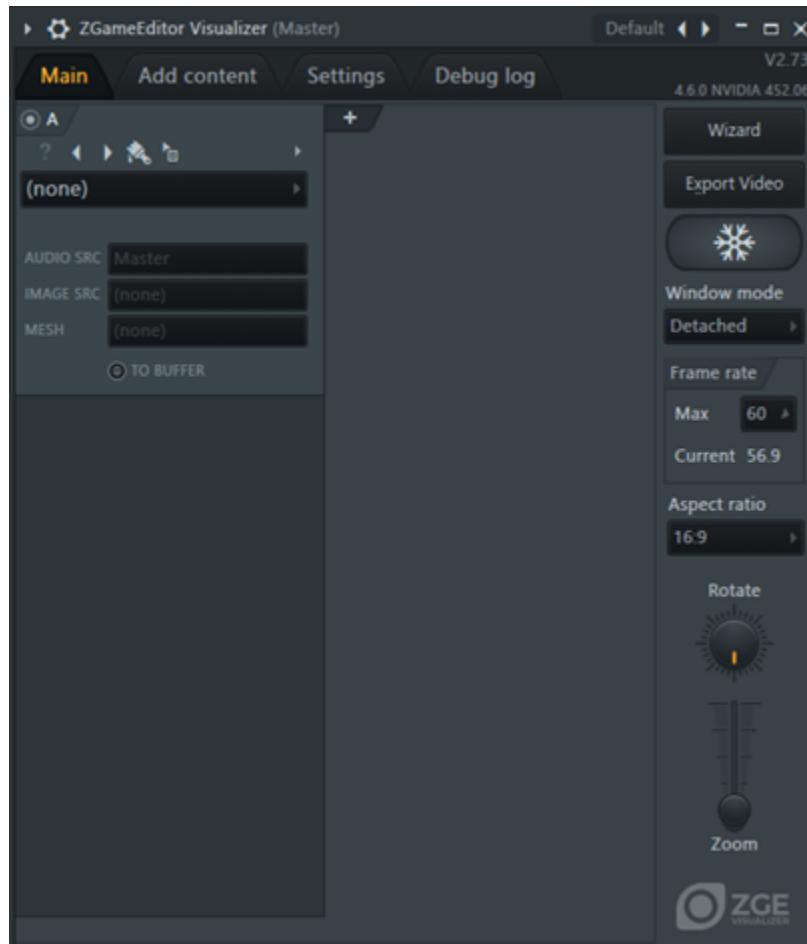


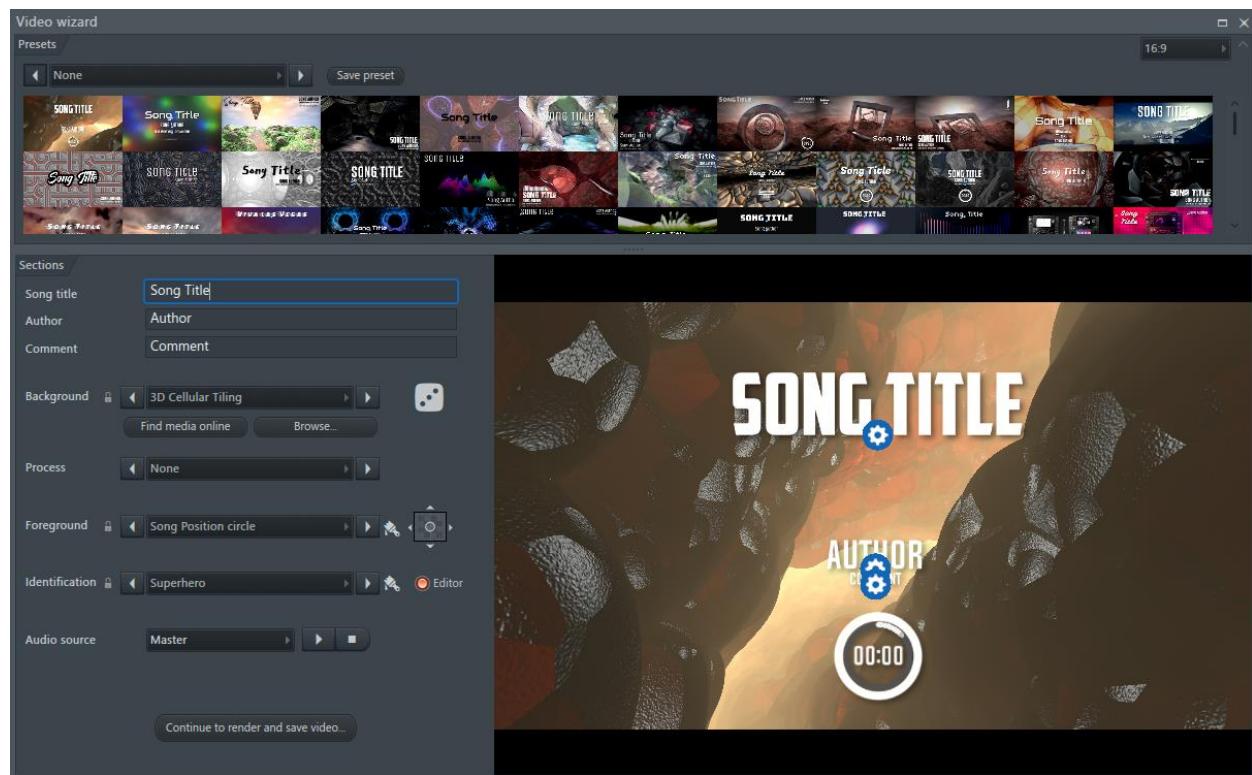


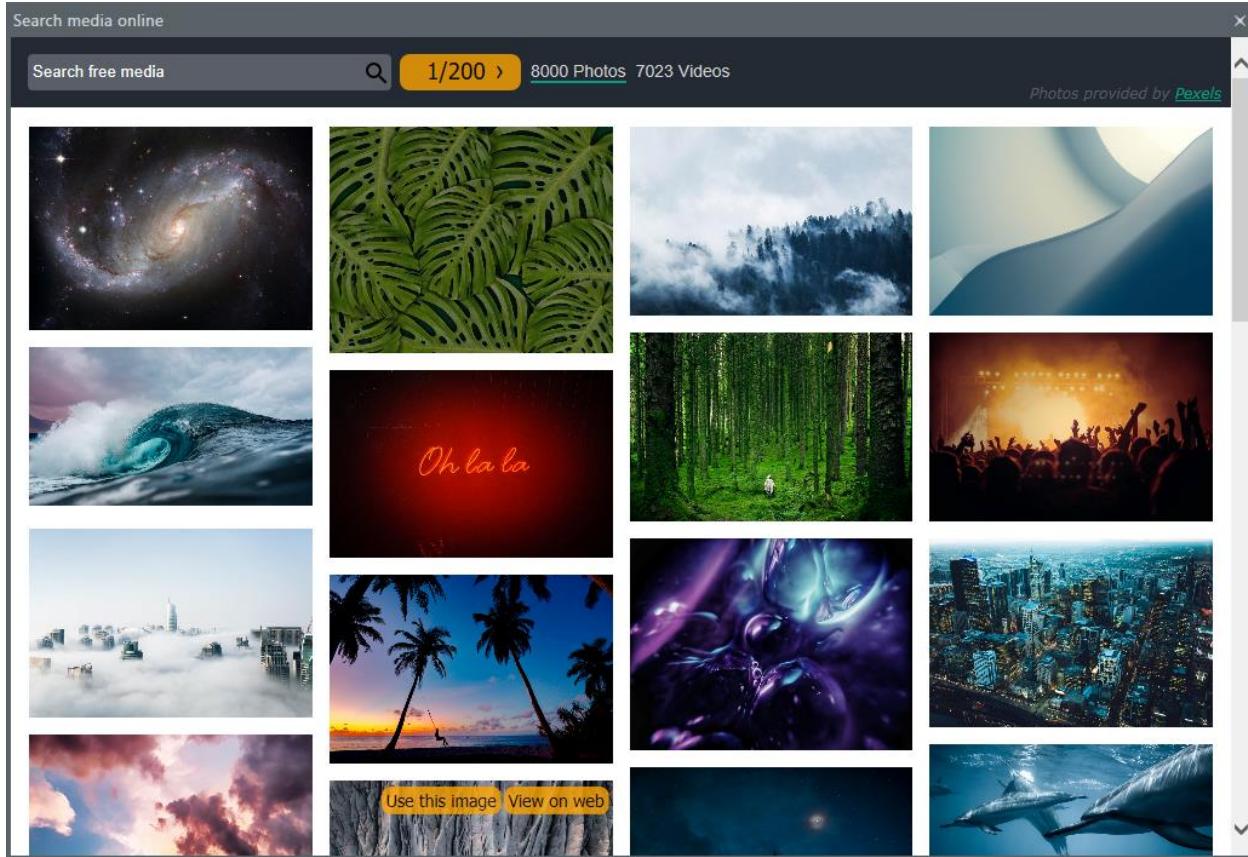


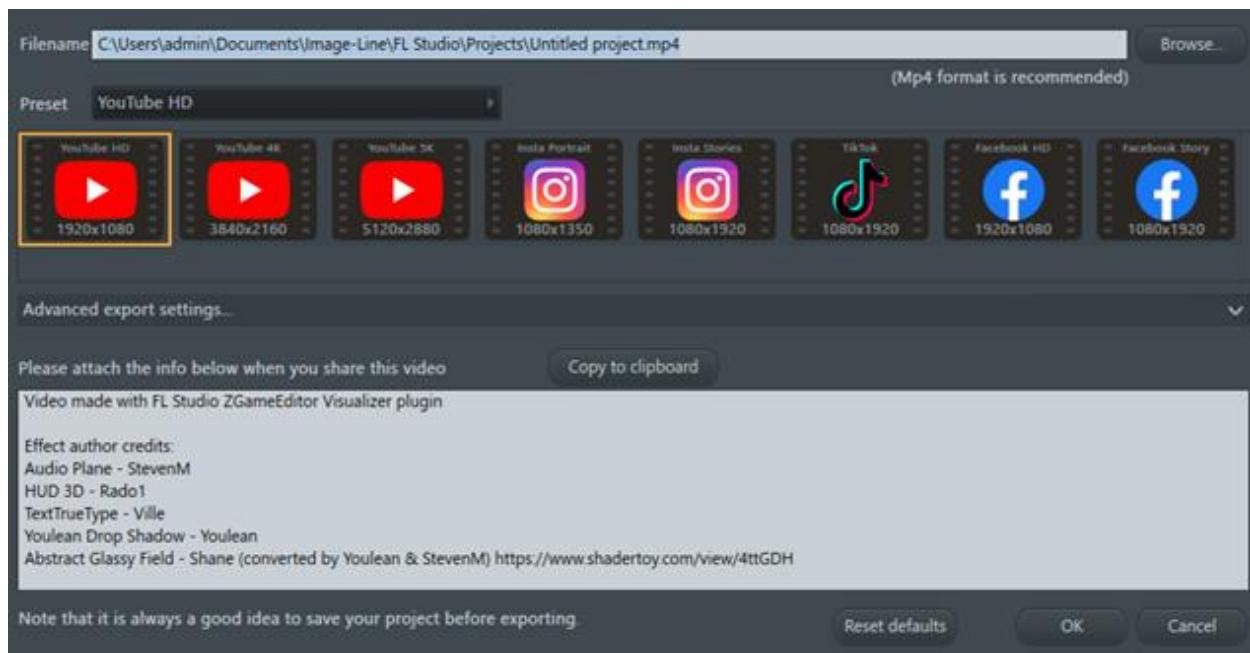


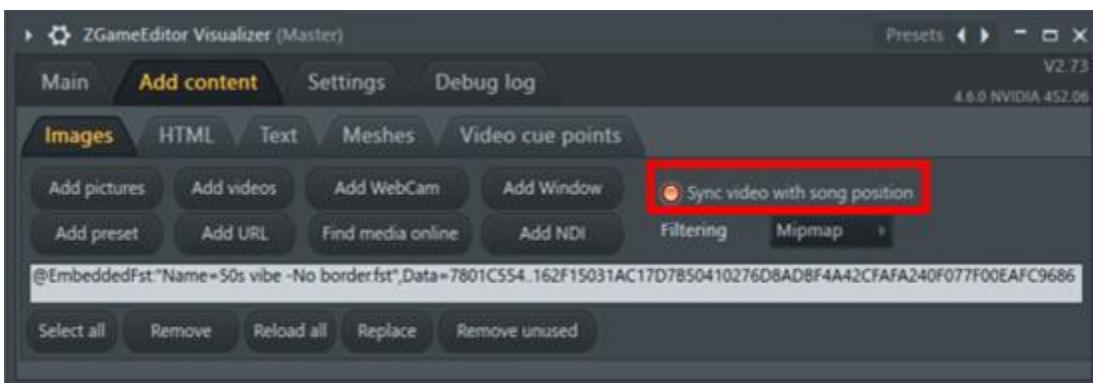
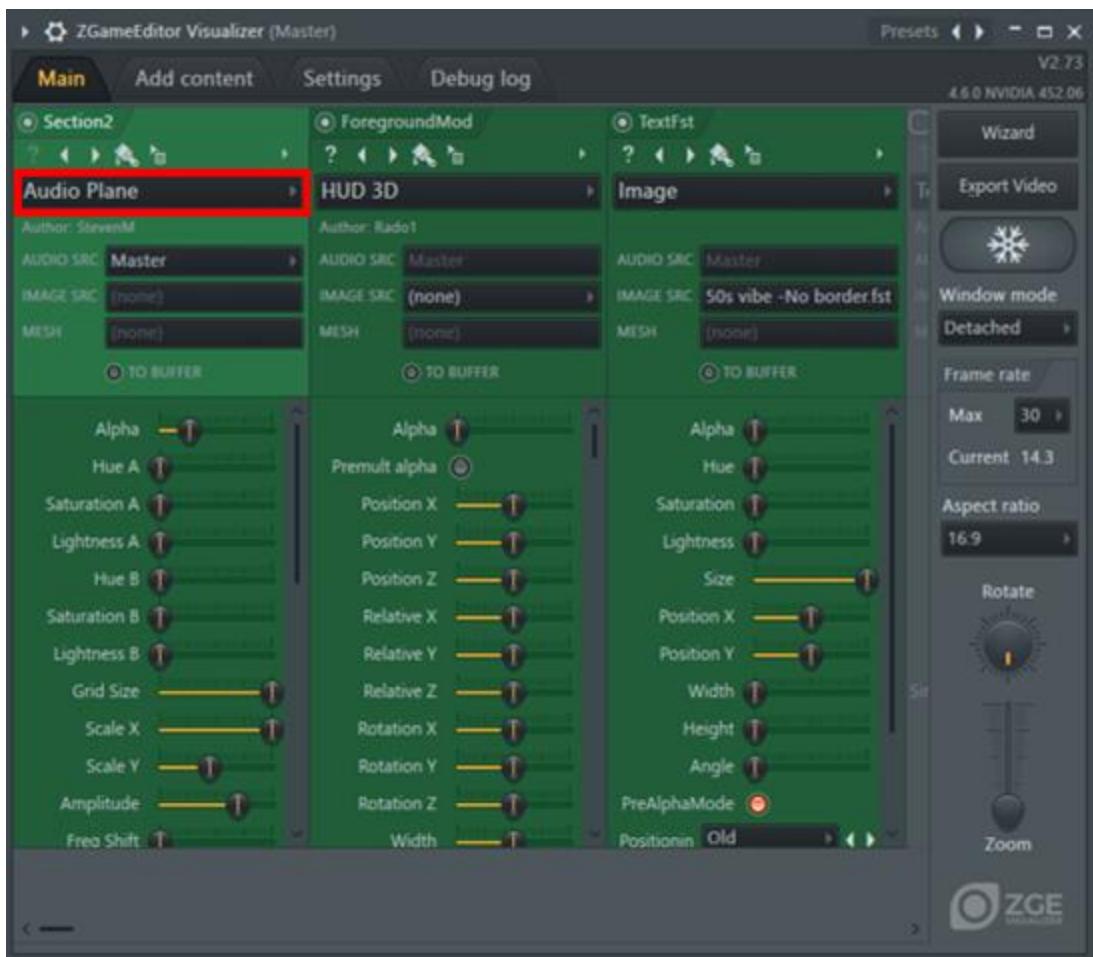
Chapter 12: Branding, Promotion, and Marketing











Chapter 13: Publishing and Selling Music Online

The screenshot shows a file explorer window with the following details:

- Top Bar:** Includes icons for File, Home, Share, View, and Music Tools. The "Play" tab is highlighted.
- Submenu Tabs:** File, Home, Share, View, Music Tools.
- Toolbar:** Contains icons for Pin to Quick access, Copy, Paste, Cut, Copy path, Paste shortcut, Move to, Copy to, Delete, Rename, New folder, New item, Easy access, Properties, and Open.
- Breadcrumb Navigation:** Shows the path: < Music > FL Studio > Projects > Finished Songs > Deeply Satisfying Album > Finished Album.
- Left Sidebar:** Shows a tree view of local drives and cloud storage.
 - Desktop
 - Downloads
 - Documents
 - Pictures
 - B16608_11_ForRewrites
 - Finished Songs
 - Packt Book
 - Sections and PI
 - Creative Cloud Files
 - OneDrive
 - This PC
 - 3D Objects
- Right Panel:** A table listing songs in the "Finished Album" folder.

	Name	#	Title
1	Chester Sky - Deeply Satisfying		
2	Chester Sky - Thumbnail		
3	We're Both Cheating	1	We're Both Cheating
4	Deeply Satisfying	2	Deeply Satisfying
5	Something Different (feat. Star Captain Dread)	3	Something Different (feat....)
6	Creatures Of The Night	4	Creature of the Night
7	Light Sax	5	Light Sax
8	Selling Shade	6	Selling Shade
9	Violent Gibberish	7	Violent Gibberish
10	Klub Karabarabumbah (feat. Pavel Sinelnikov)	8	Klub Karabarabumbah (fe...
11	Love and a Dream	9	Love and a Dream
12	Lavender for Tina	10	Lavender for Tina
13	Light (feat. Asia Dratwa)	11	Light (feat. Asia Dratwa)

Mp3tag v3.04a - G:\Music\FL Studio\Projects\Finished Songs\Don't Wake Me Up Album\Wavs\

File Edit View Convert Actions Tag Sources Tools Help

Filename	Album Artist	...	Genre
Chester's Jam.wav	Chester Sky	3	Electronic
Crush.wav	Chester Sky	4	Electronic
Don't Wake Me Up.wav	Chester Sky	2	Electronic
Dreams.wav	Chester Sky	8	Electronic
Mediocre Movie.wav	Chester Sky	9	Electronic
Miss You and I Need Somebody....	Chester Sky	7	Electronic
On My Mind (feat. Jon Oghah).wav	Chester Sky	1	Electronic
Show Me the Stars.wav	Chester Sky	6	Electronic
Video Game (feat. Sappho).wav	Chester Sky	5	Electronic

Title

Artist

Album

Year **Track** **Genre**

Comment

Album Artist

Composer

Discnumber

Directory
G:\Music\FL Studio\Projects\Finished Songs\Don't Wake Me Up Album\Wavs\

 UPLOAD MY MUSIC TEAMS UPGRADE BANK MORE ▾

RELEASES

	Deeply Satisfying · 11 tracks Chester Sky	
	Don't Wake Me Up · 10 tracks Chester Sky	
	The Sound of Tuesday (Triggered Film Soundtrack) · 12 tracks Chester Sky	
	Limerence · 13 tracks Chester Sky	
	Summer I'll Remember · 10 tracks Chester Sky	
	You Are Not Here · 10 tracks Chester Sky	
	Imaginary Friends · 13 tracks Chester Sky	
	Dangerous Gift · 13 tracks Chester Sky	
	Regicide · 14 tracks Chester Sky	



UPLOAD

MY MUSIC

TEAMS

UPGRADE

BANK

MORE ▾

UPLOAD MUSIC

Services

- Spotify
- Apple Music
- iTunes
- Instagram & Facebook
- TikTok & Resso
- Google Play & YouTube Music
- Amazon
- Soundtrack by Twitch
- Pandora
- Deezer
- Tidal
- iHeartRadio
- ClaroMúsica
- Saavn
- Anghami
- KKBox
- NetEase (beta)
- Tencent (beta)
- Triller (beta)
- MediaNet plus many smaller outlets (such as...)

Number of songs

1 song (a single)



Previously released?

Has this single been previously released?

 No Yes

Artist/band name

Chester Sky (change)

Sale date							DISPLAY	CSV	
September 2020		Chester Sky	All releases	All stores					
REPORTING MONTH	SALE MONTH	STORE	ARTIST	TITLE	QUANTITY	SONG/ALBUM	CUSTOMER PAID	COUNTRY OF SALE	EARNINGS (USD)
Oct 2017	Aug 2017	Spotify	Chester Sky	Janitor Man	8	Song	n/a	CA	\$0.029594675595 95% of team
Oct 2017	Aug 2017	Spotify	Chester Sky	Janitor Man	2	Song	n/a	GB	\$0.013175711738 95% of team
Oct 2017	Aug 2017	Spotify	Chester Sky	Delicate Snowflake	8	Song	n/a	CA	\$0.029594675595 95% of team
Oct 2017	Aug 2017	Spotify	Chester Sky	Delicate Snowflake	1	Song	n/a	FR	\$0.005453949525 95% of team
Oct 2017	Aug 2017	Spotify	Chester Sky	I Hate Dubstep	6	Song	n/a	CA	\$0.022195446743 95% of team
Oct 2017	Aug 2017	Spotify	Chester Sky	Eruption	7	Song	n/a	CA	\$0.025894501215 95% of team
Oct 2017	Aug 2017	Spotify	Chester Sky	A Charming State of Confusion	12	Song	n/a	CA	\$0.044390893485 95% of team
Oct 2017	Aug 2017	Spotify	Chester Sky	A Charming State of Confusion	2	Song	n/a	CA	\$0.002875922460 95% of team

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Upload / YouTube Content ID

Intro

Monetize Unauthorized Videos Using Your Music on YouTube

Choose your upload method below and start earning revenue

*Remixes for which you are not the owner of the original recording, and any creative commons tracks are strictly prohibited. Any uploads of this material will result in the immediate termination of your account

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- files containing watermarks
- remixes
- creative commons
- samples
- any 3rd party content
- nature sounds
- sound effects
- audiobooks
- drum loops
- soundscapes
- podcasts
- spoken word
- any beats that are licensed and unlicensed (all beats must be originally composed)
- tracks produced for other artists (you must own the master and/or publishing)

Supported File Formats

Our browser uploader currently supports mp3 files no larger than 50MB. If your mp3's are over 50MB, please use Dropbox, Soundcloud, or FTP to upload.

Covers/Parodies

If uploading covers and/or parodies, you must secure mechanical licenses and the songs must be commercially available. Unsure if you meet these requirements? Email us at contact@adrev.net.



Select Files



Use FTP



Connect SoundCloud



Connect Dropbox

Edit Asset

Song Title

Artist

Nothing Selected

Label (Optional)

Album Title

Album UPC

ISRC (Optional)

Track Code (Optional)

Publishing Controlled

Submit Edits