

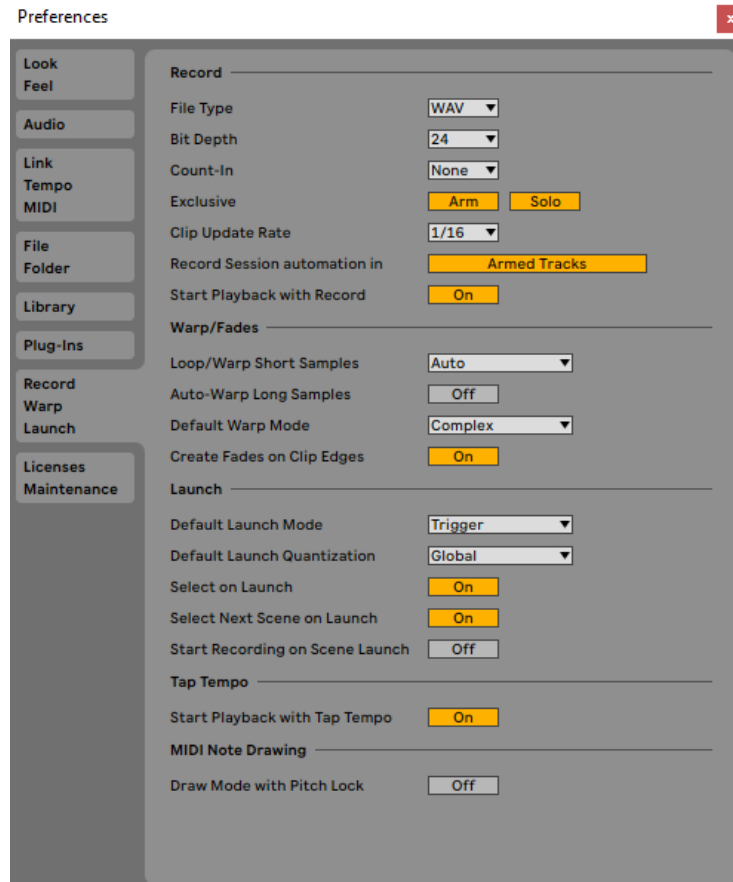
Mashup Promo

AUDIO PRODUCTION

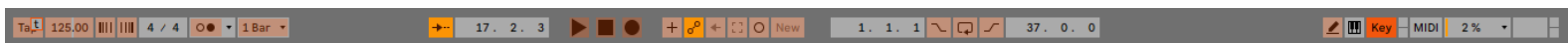
Shannon Garvey | 20092345 | 4th Dec

PART 1- WARPING / CLIP CREATION

The tracks were imported into the session view to be warped but before they can be warped, some setting needed to be changed. To change the needed settings, I went to Options... > Preferences... > Record, Warp, Launch and changed the settings to what you can see in the image below.



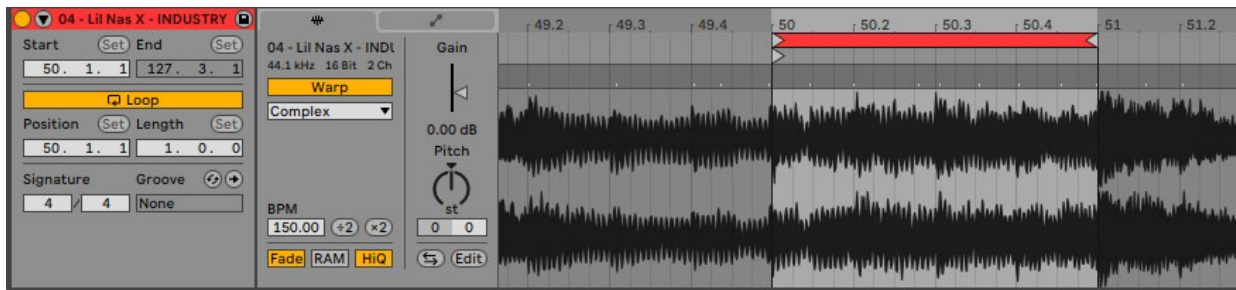
After that was done, I had to find the tempos of the tracks by turning on the Key button and clicking on the Tap button and setting it to T and then turning off the Key button when it was set. By doing this, I could just listen to the track and press the letter T on the keyboard to the beat to find the tempo.



Then, I warped the tracks to their tempos. To set it to the beat I right clicked on a sudo warp marker and clicked on “Set 1.1.1 Here”. When it was warped correctly, I clicked on the disk icon to save the warping to the ASD file. You can see one of the warped tracks in the image below.



With the tracks warped correctly, I began going through the tracks to find samples to use. I set the loop to 1 bar to go through the track. If I wanted the sample to be longer, I would just set the loop to 2-4 bars in size. Once I had found a sample that I liked, I pressed Ctrl + Alt to drag down the audio to a new scene and renamed it to what was said in the audio. I repeated this until I had enough samples to use.



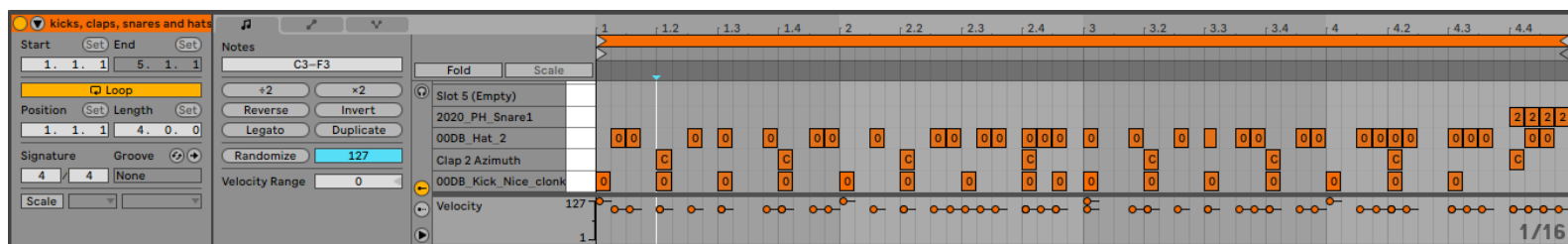
3 05 - Maneskin -	4 04 - Lil Nas X - I	5 14 - Loud Luxur	6 31 - CamelPhat
▶ 05 - Maneskin -	▶ 04 - Lil Nas X - I	▶ 14 - Loud Luxur	▶ 31 - CamelPhat
▶ I wanna make y	▶ and this one is	▶ Dont wait arou	▶ She sips the co
▶ You could be th	▶ I told you long a	▶ When i lean for	▶ That's what you
▶ I wanna touch y	▶ I don't run from	▶ Hell nah, i've be	▶ You drop your b
▶ I'm crying all m	▶ You was never	▶ Body on my, los	▶ It's getting late
▶ I wanna be a sin	▶ When I'm back	▶ Body on my, gri	▶ She can't tell th
▶ Baby i'm your d	▶ Funny how you	▶ Babe, just hit th	
▶ Ah-ha			

PART 2 – BEATS / DRUMS

To create the beats/ drums, I put the Impulse instrument into the midi track. Then, I went to samples and searched for a kick, clap, snare, and hat sound. When I found the ones that I wanted to use, I dragged them into the impulse box.

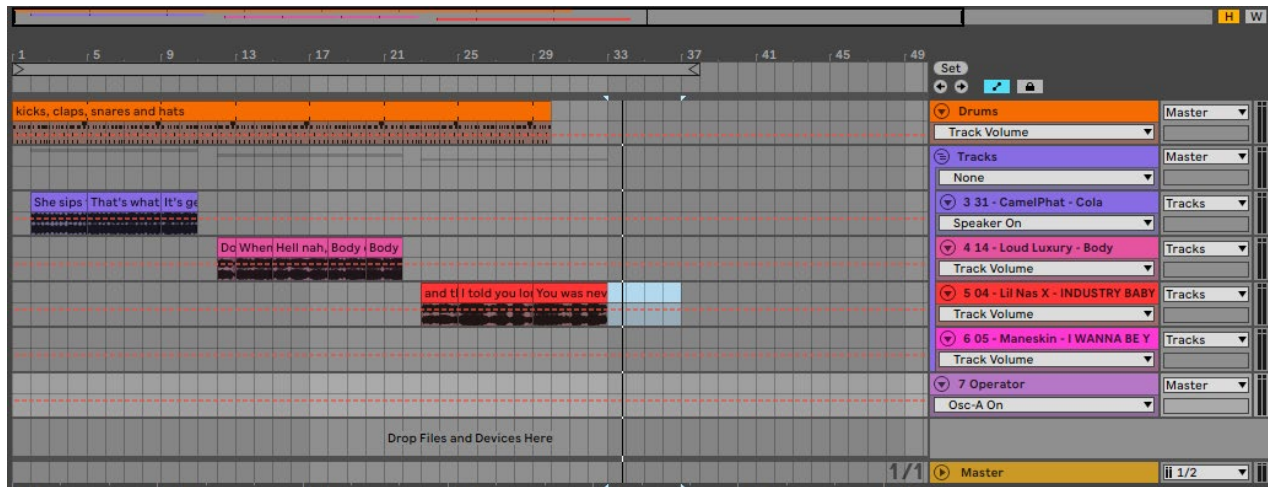


I used the draw tool to create the beats on the track. The beat was created in stages. I made the kick first and then used Ctrl + Alt to drag it to the next scene to add the claps and renamed it. I did same for the others. The kicks went on the 1's and the clap went on the 2's. The hat went in randomly and the snare replaced the fill at the end which was the kick fill. The kick was turned up for the first bar of each loop to make it sound less boring.

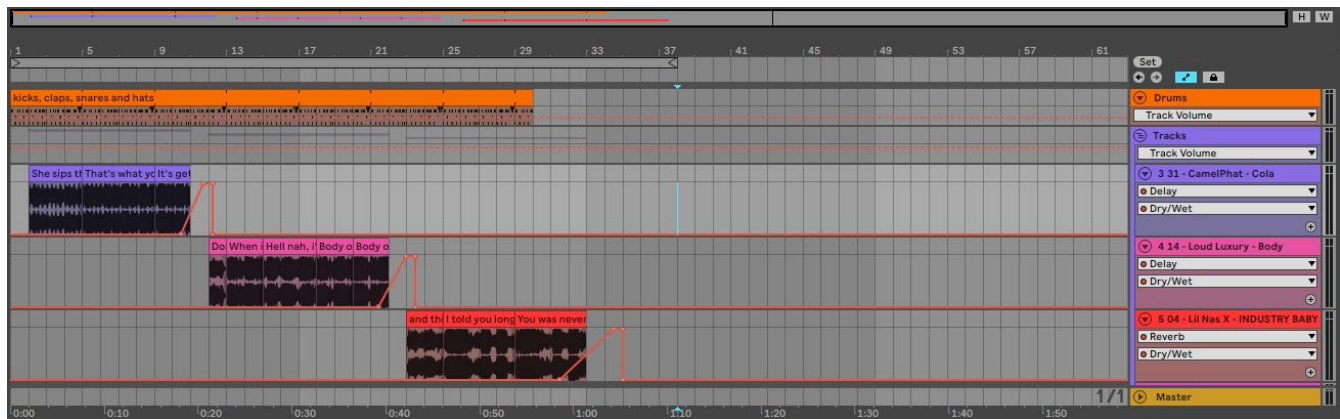


PART 3 – MIX A (PLAIN)

To create the arrangement, I started by dragging over the drum beat into the arrangement view. When it was in the arrangement view, I extended it to be around 56 seconds long. I then, brought the track samples into the arrangement and grouped them together.

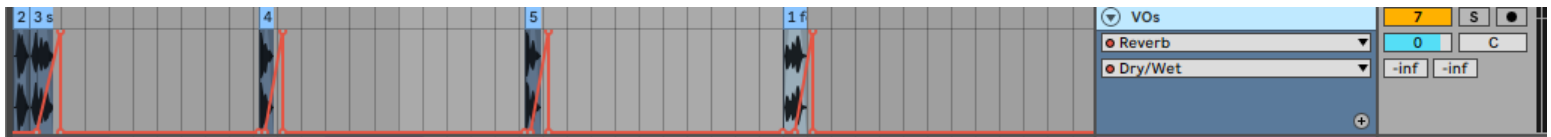
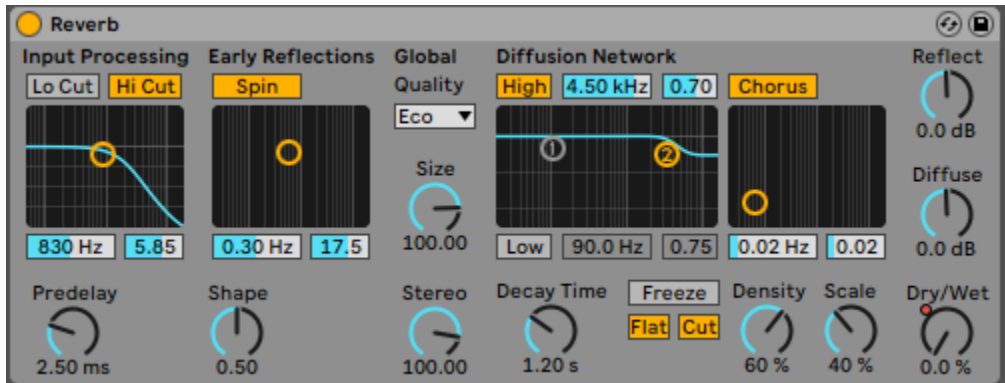


To add effects to the tracks, I added delay to the end of each clip and added reverb to the end of the last clip.



PART 4 - VOX

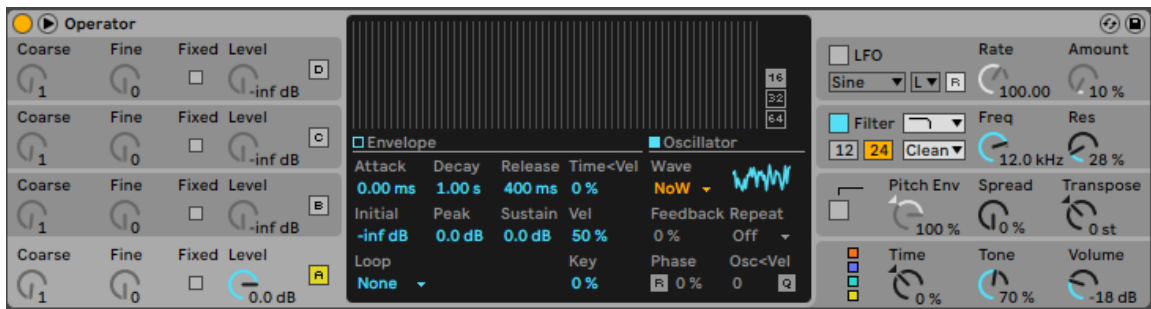
I downloaded the voiceover files and inserted them into the arrangement. When they were in the arrangement, I added a reverb effect to them to make the voiceovers sound better.



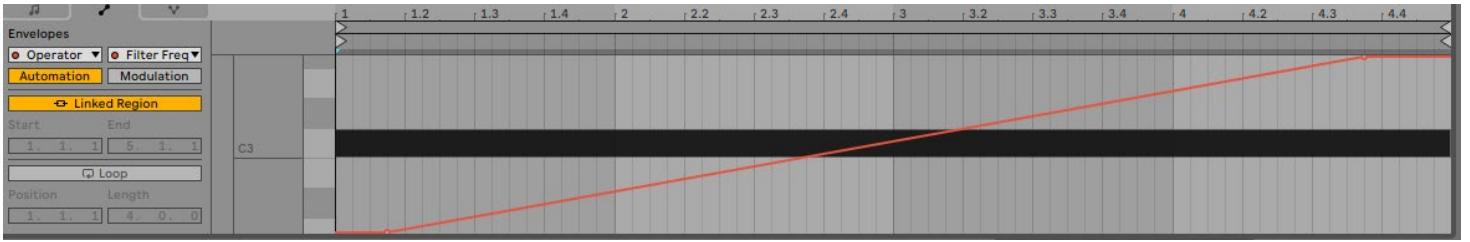
PART 5 – AUDIO PUNCTUATORS

FILTER SWEEPS

I created a Midi clip by double clicking on the scene under the Midi track. Then, I changed the length of the clip to 4. A note was added to the clip and dragged out so it will play for all 4 bars. To make the note play a sound an instrument needed to be add and to add one I needed to go to the browser > Instrument > Operator. In the Operator, I needed to turn off the D, C, B and change the wave to white noise.



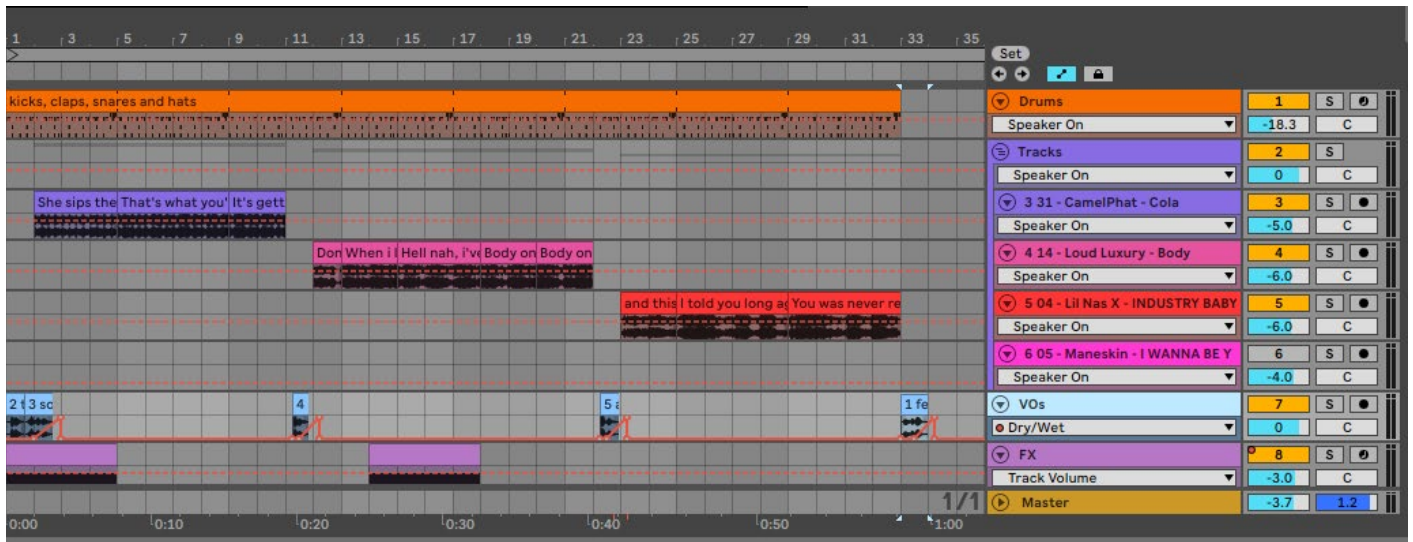
To make the sound be a sweeping noise, I had to add a ramp to it using the operator and filter frequency in the envelopes tab.



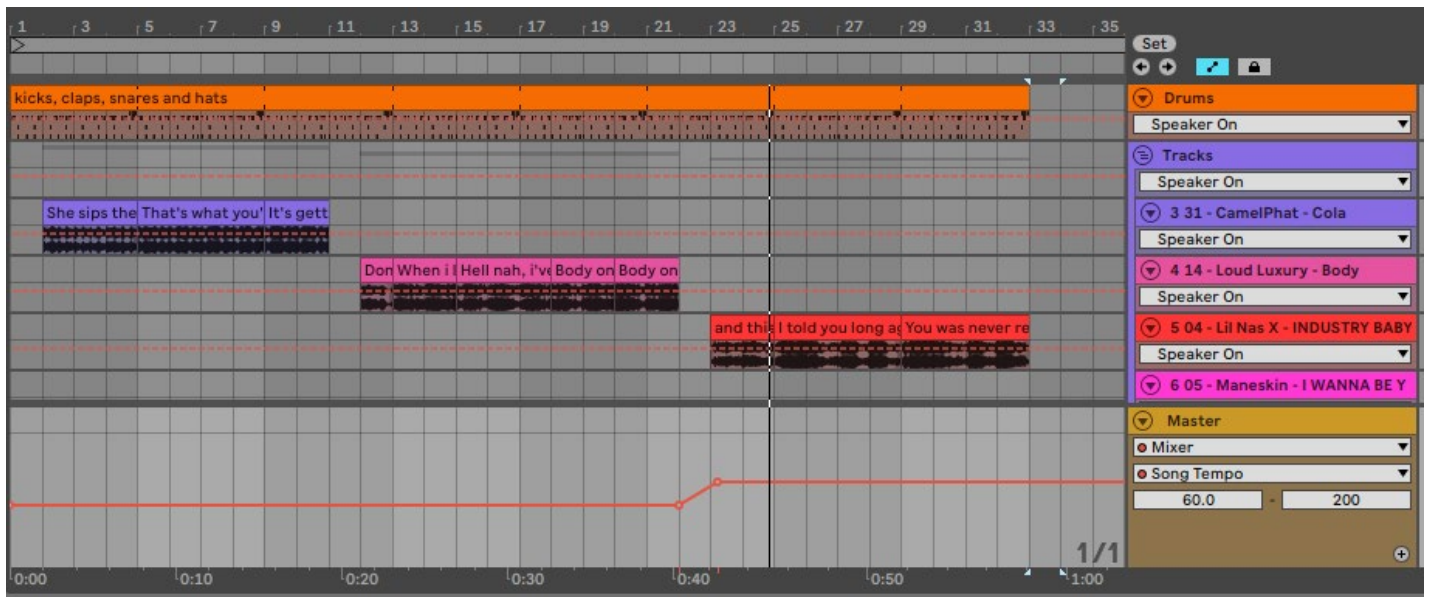
Then, I brought it over into the arrangement and added audio effects to it. I added a chorus classic effect and a reverb effect.



PART 6 - MIX B FINAL (WITH FX)

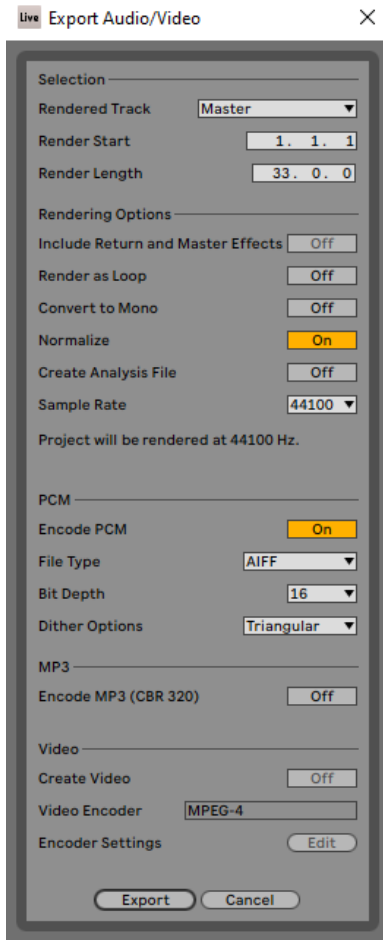


I added a tempo change for the last song. By setting it to mixer and song tempo, I could change the tempo by making two points and moving one up to the tempo that I wanted it to change to.

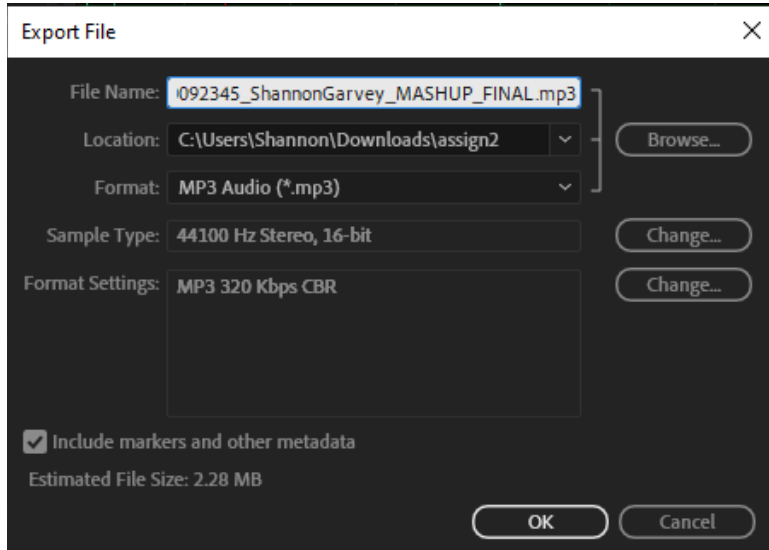


PART 7 – FINAL MIXDOWN

I exported the finished mashup by going to file > export audio/video...



I exported it as a .AIFF file and brought the aiff file into adobe audition to create the other files that I needed.



PART 8 – LIVE PACK

To create a live pack, I went to File > Manage Files...

Then, I checked to see if there were any missing files by clicking on manage set. There were not any missing files, so I moved on to checking the pack by going to manage project. In manage project, I scrolled down to packing section and clicked on create pack which created the pack.

