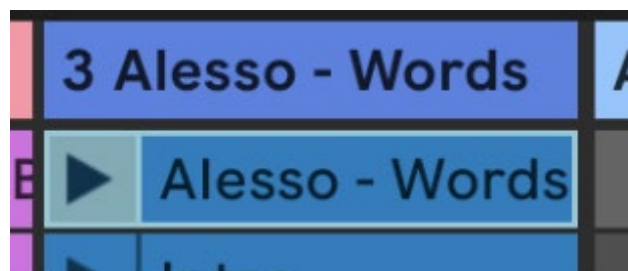


Audio Production assignment 2 required creating a mashup of three different songs worthy of being played on national radio. The assignment was to be completed using Ableton Live, along with some use of Adobe Audition.

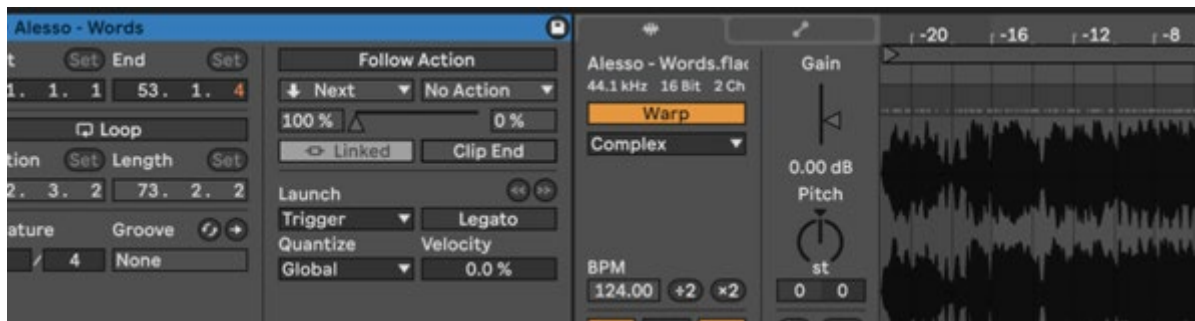
The first step was to choose three separate songs from the UK top 40 dance charts. The reason songs were chosen from this particular category was this genre generally uses a single, consistent beat throughout the course of a song, as opposed to other genres which sometimes use differing beats for each instrument, making warping considerably harder. The songs were downloaded as flac files since these were the highest quality available. The songs I chose were “Break My Soul” by Beyonce, “Words” by Alesso and “Messy in Heaven” by Venbee.

Once I had downloaded the flac files, I opened each up in a separate track of Ableton Live.

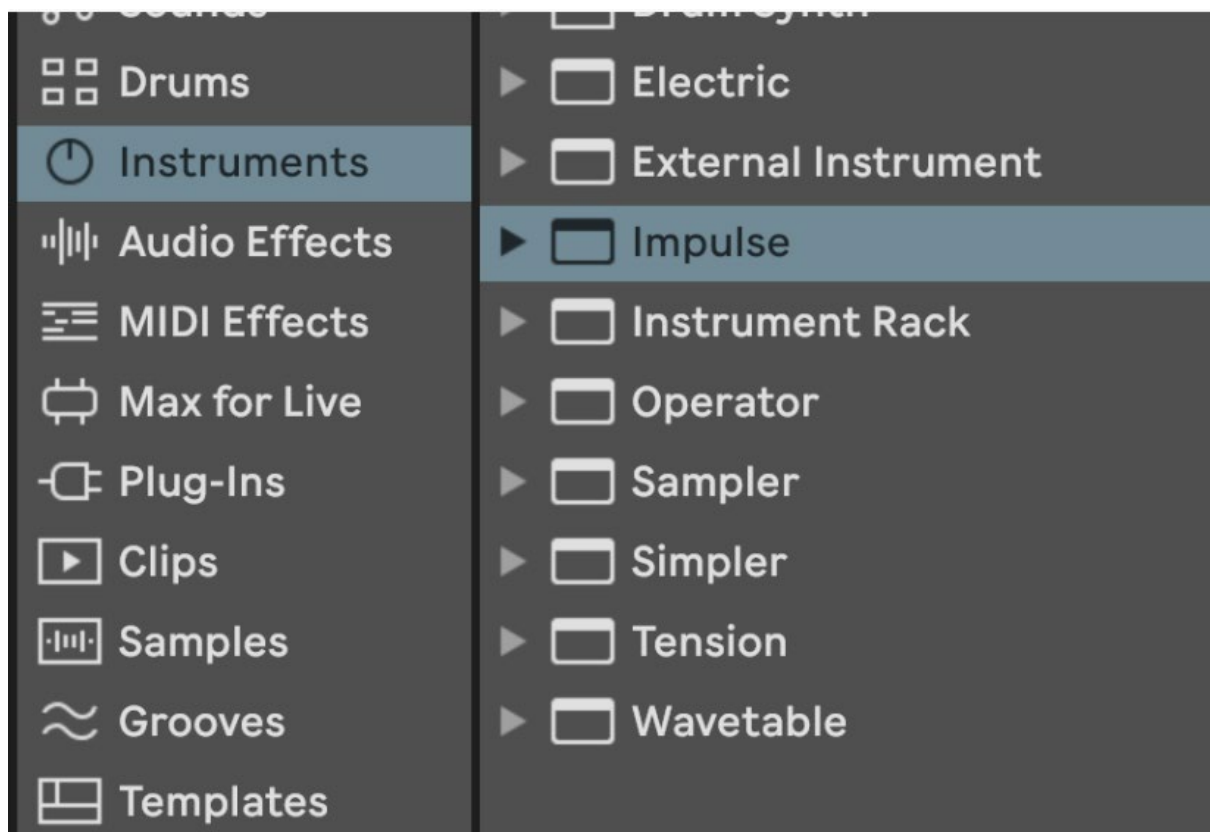


The tracks had to be warped to a consistent tempo in order for the mash-up to work properly, but this required finding the original tempo of each song. This involved mapping the ableton live metronome to the T key on the keyboard and tapping manually to the beat of the song in order to find the Beats per Minute (BPM). This required several attempts as being off the mark by just a single BPM would cause the metronome to run out of sync. I found it easiest to use the tapping method for a rough estimate, compare it to the song and then adjust the BPM accordingly depending on whether the Metronome was too fast or too slow until I found the exact BPM. Break My soul had a BPM of 115, Words was 124 and Messy in Heaven was around 84.

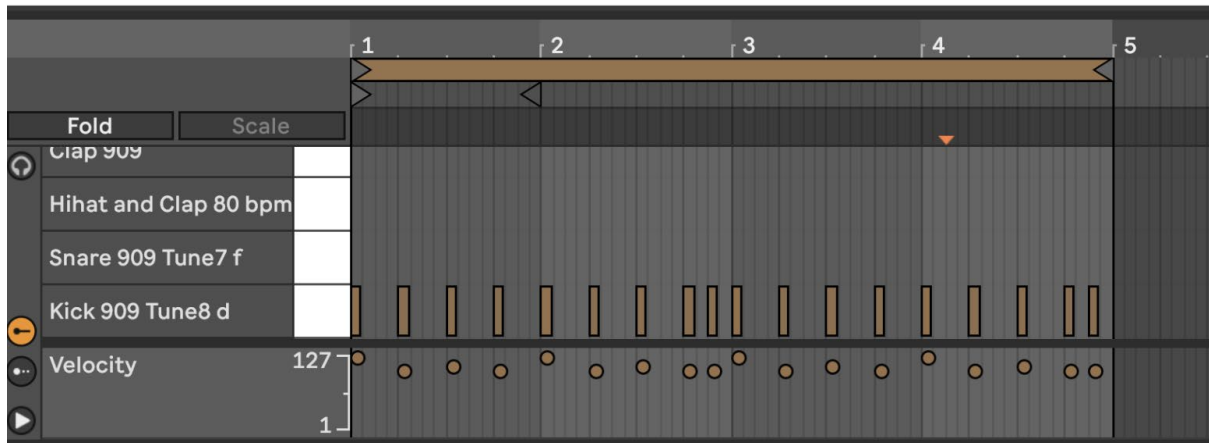
Once I had found the song's BPM, I manually changed the point where the song would begin to the section where the main beat began, set the BPM in the warp tab and pressed the orange warp button.



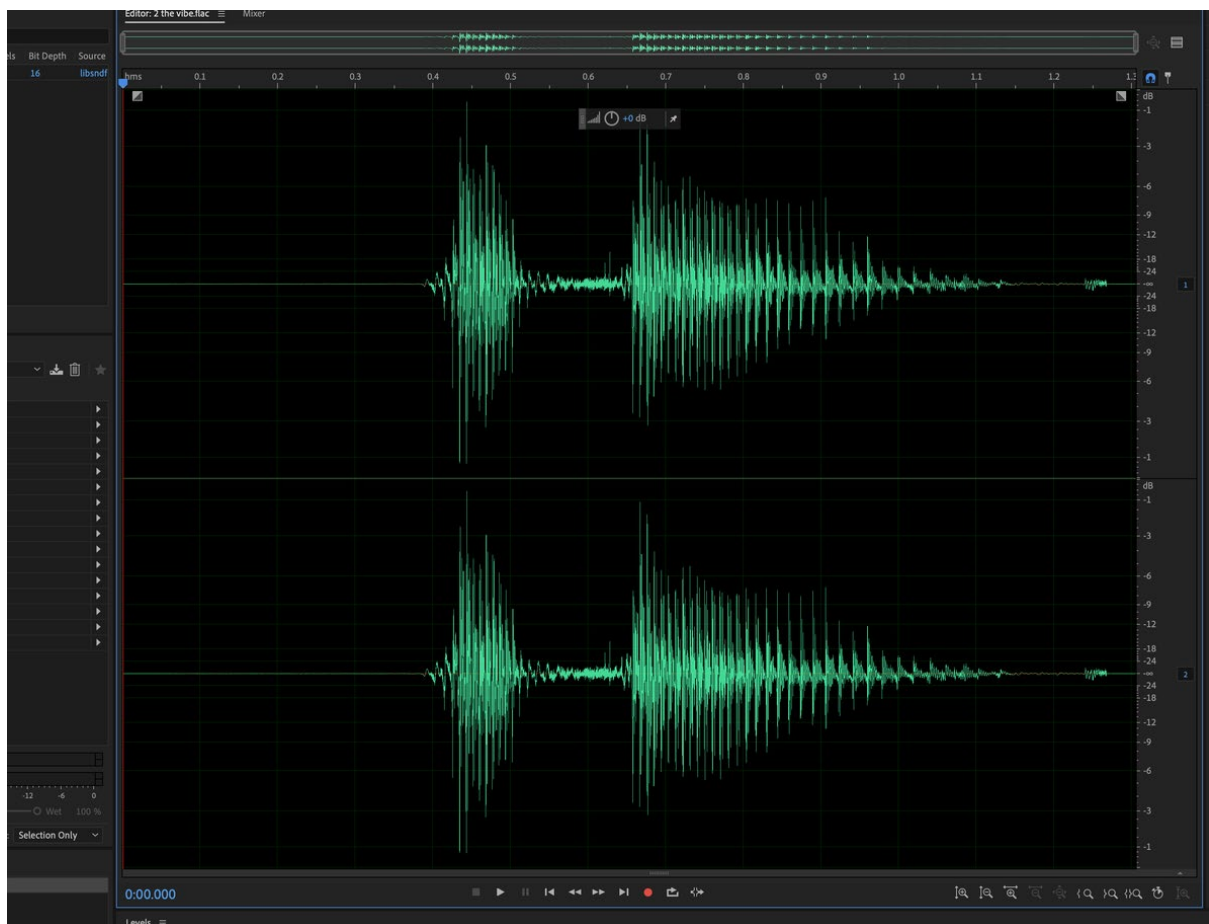
After warping the tracks, I created a drum track to run alongside at the same tempo (I decided on a tempo of 115 BPM since it didn't slow Words down by too much and didn't make Messy in Heaven sound too fast to listen to). I created a new midi track and selected the impulse instrument. I then chose three different drumming effects: Kick 909, Snare 909 and Snare and Clap.



I then proceeded to create a drum beat using these three sound effects and the draw button. The track was a four bar loop but had a handful of shake-ups to prevent it from getting dull on the ears.

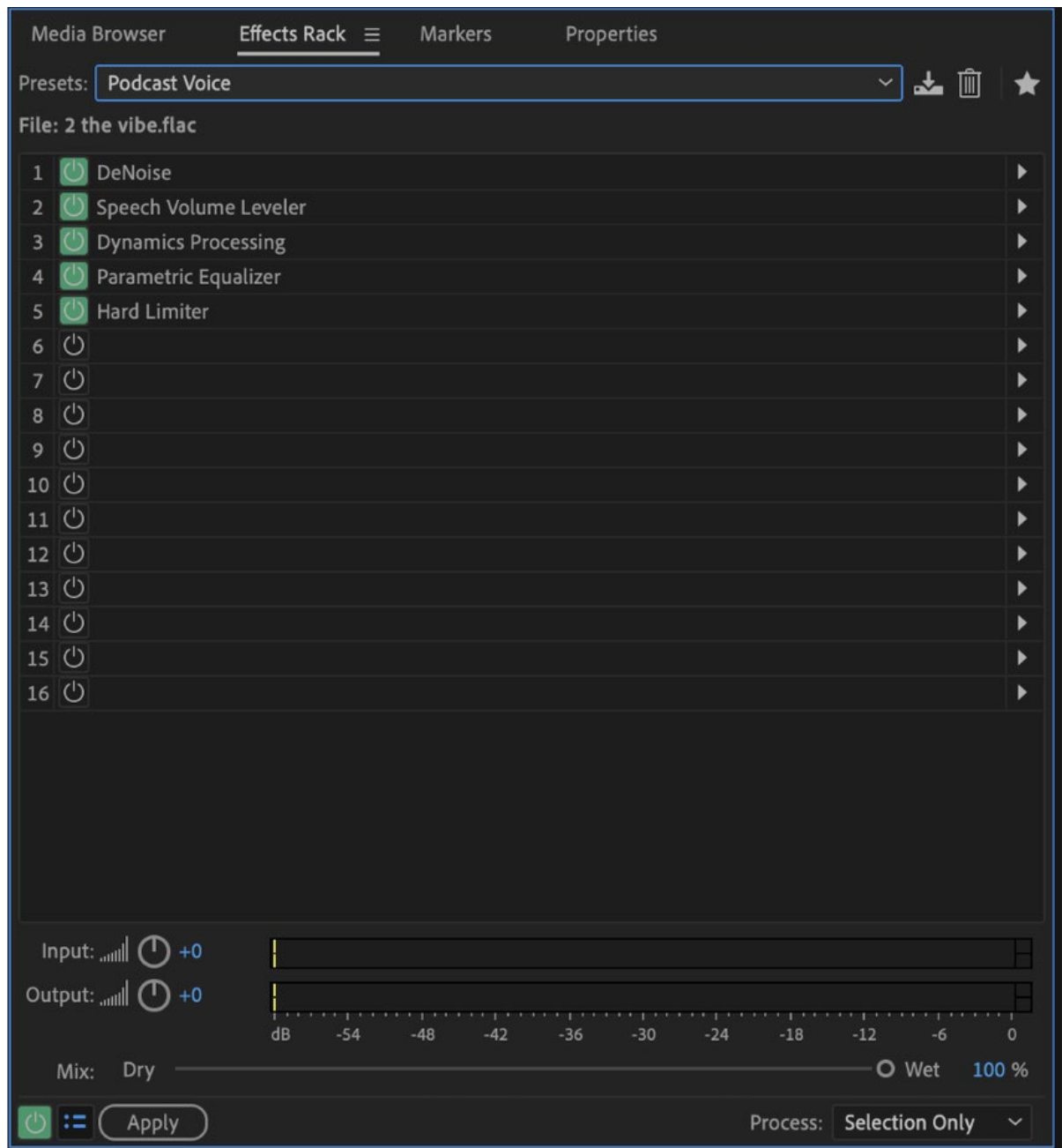


With the drum track created, I also needed an announcer to cut between tracks during the mashup. A handful of raw audio files were provided, but to make these broadcast quality, they had to be manipulated in adobe Audition.



In order to make the audio sound better, the Podcast Voice preset was applied. This added compression, levelled the volume and adjusted the EQ to make the clips sound louder and clearer. A

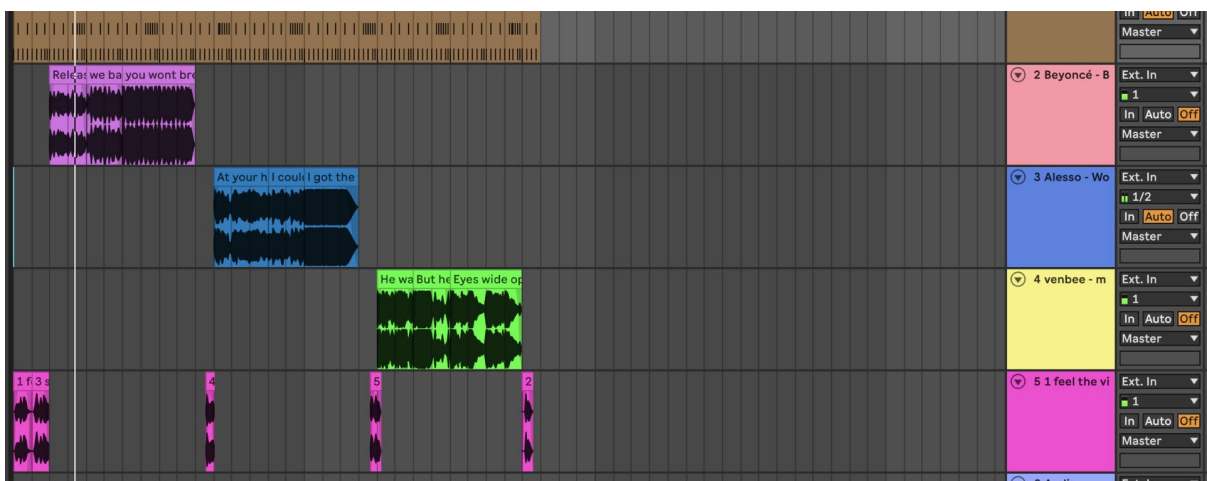
handful of small tweaks were added after using the preset to optimise the quality of the clips before saving them (renamed with a WET suffix) and opening them in Ableton.



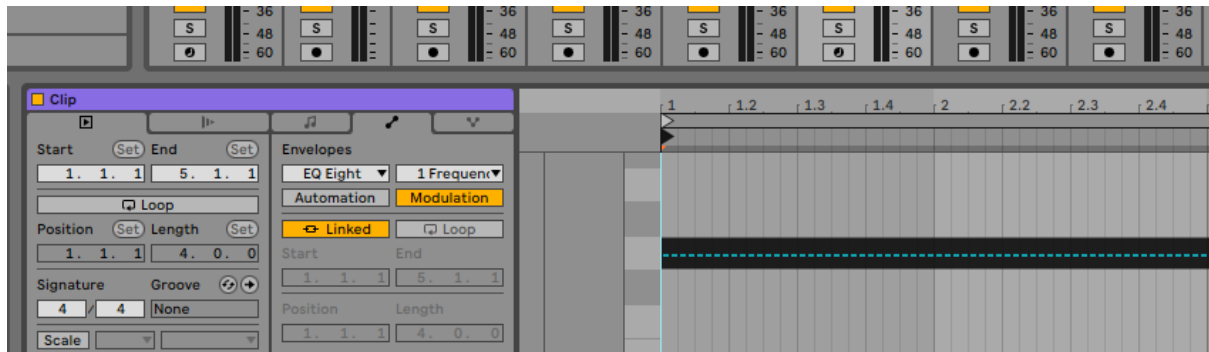
Next, I had to create a handful of samples from each song. This was done by copying the song clips and cutting them down to 2 or 4 bars, specifically in areas where a new section of the song would start. It was important to clip precisely at the start of a bar and not in the middle of one, as this would throw it out of sync with the beat of the rest of the mashup.



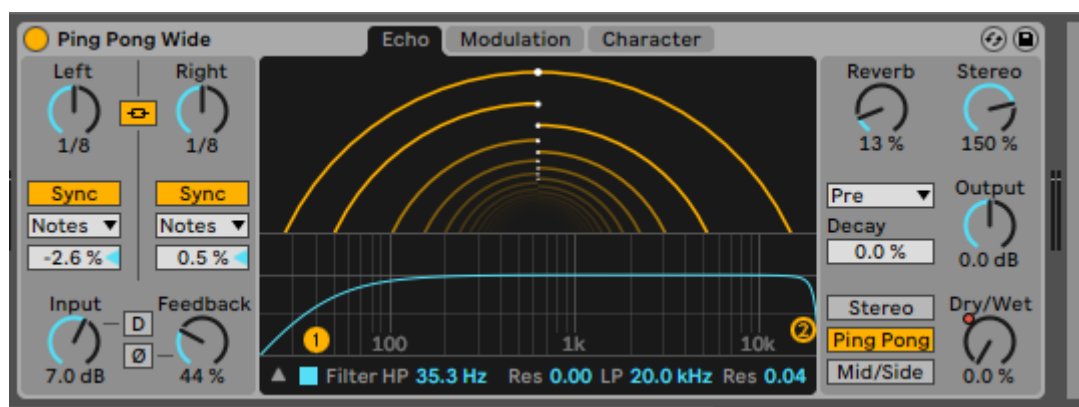
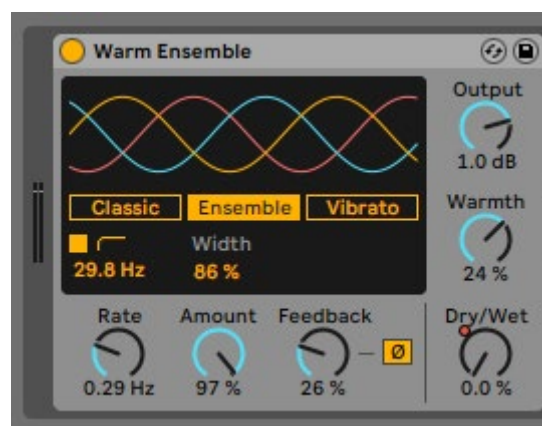
With all of these elements ready, the clips were arranged on the timeline view. The mash-up had to be a minute long so it was important to fit the clips together optimally. The best three samples of each song were used and placed together to create an overview of the song, with the announcement clips placed in between and the drumbeat playing underneath, loud enough to drown out the other song's drums. The volume of each track also had to be lowered to prevent clipping.



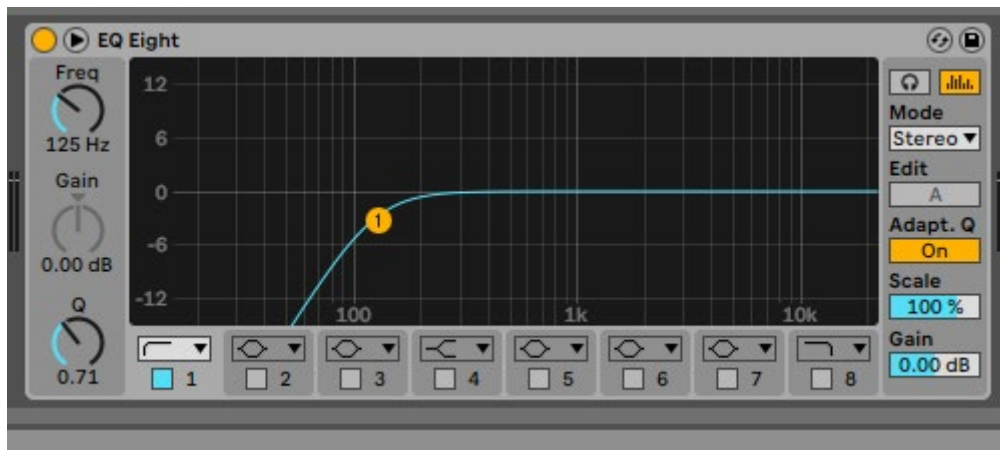
Next, I created a sweeping filter to create an interesting sound effect at the start and end of the track. This involved creating a new midi track, selecting the operator instrument and creating a single note that spanned 4 bars. I then used the envelope tab to change the note to a white noise piece and added reverb and an EQ filter to it, creating a strong sweeping sound.



I also added a handful of effects to the tracks already in the timeline. I applied a Ping Pong reverb and a high-pass EQ filter. The announcement tracks were also given a parallel walls reverb effect to give them a loud booming sound.



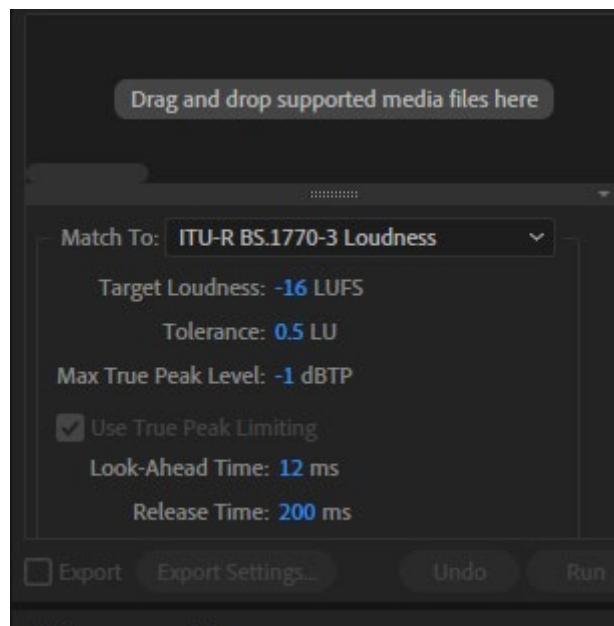
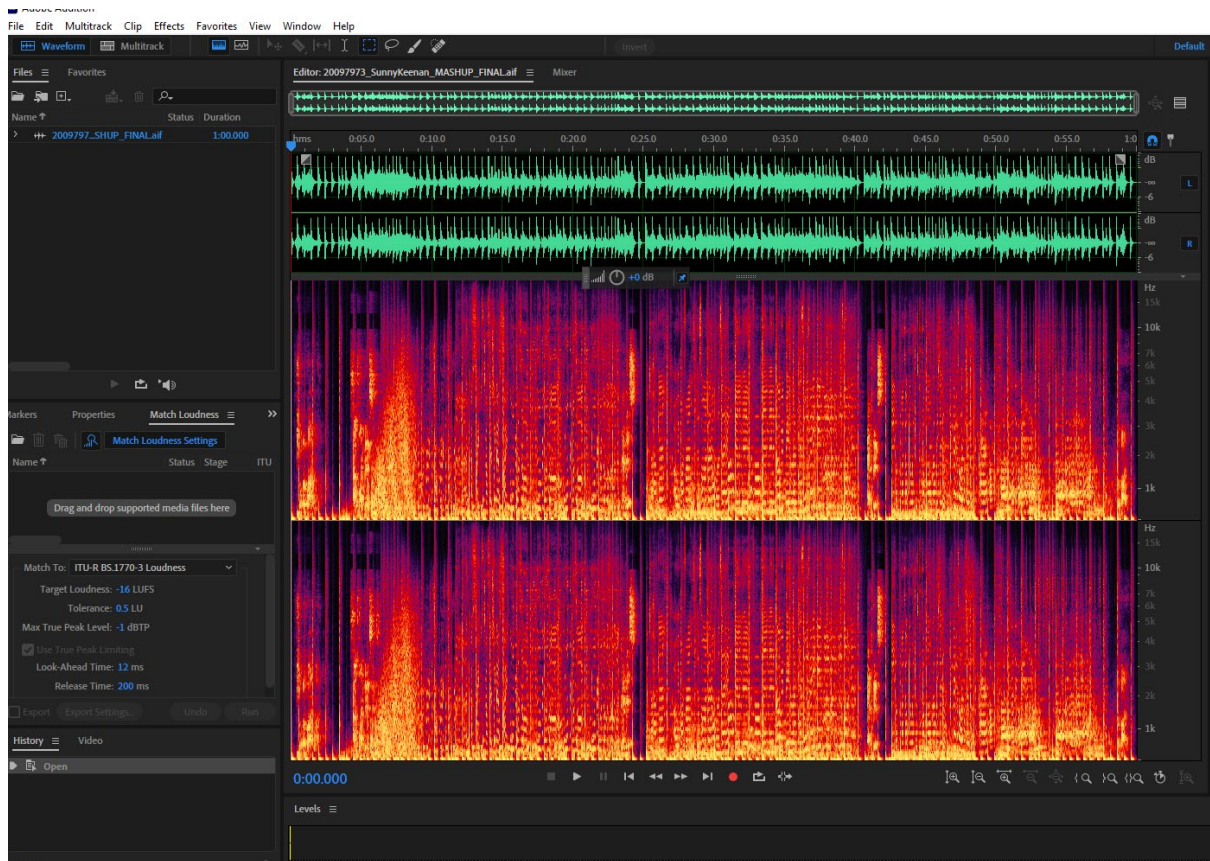




The levels of each of these effects was controlled by setting them as Dry/Wet and shifting their handles, allowing them to fade in and out where appropriate.



Once I was satisfied with the end result, I exported the track as an AIFF file. I then opened the file in adobe Audition and changed the audio level from 19 LUFS to 16 LUFS, as well as saving it in MP3, AAC and OGG formats.



With the project exported, the final step was to collect and save all the necessary files used in the Ableton Project and convert them into a Pack, allowing the project to be opened by other devices without any media being lost. This step turned out to be the hardest as the ableton software on my machine had been set to save projects at the very top of the root, meaning it would try and scan the



entirety of the computer when trying to collect and save. I had to save the project onto my USB keyring to get it to save properly.

