

Mashup Write Up

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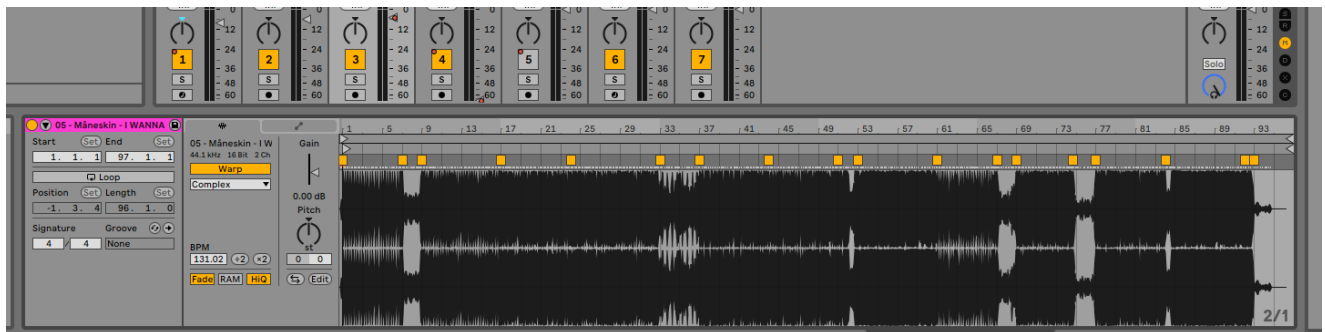
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Warping/Clip Creation

The first part of the mash up project involved me picking my 4 songs that I would use in my mash up. I chose to use Alan Walker – Faded, Maneskin – I wanna be your slave, Majestic – Rasputin and Tiesto – Business. The first thing I had to get done was to warp all of my tracks. In order to do that I opened each track in ableton 11 suite and began warping.



For three out of the four songs I used I only had to use 1 warp marker at the beginning of the track, however one of my four tracks proved to be more difficult to warp than the rest because of its fluctuating tempo, namely “I wanna be your slave” by Maneskin. For this song I had to use multiple warp markers for each section of the song.



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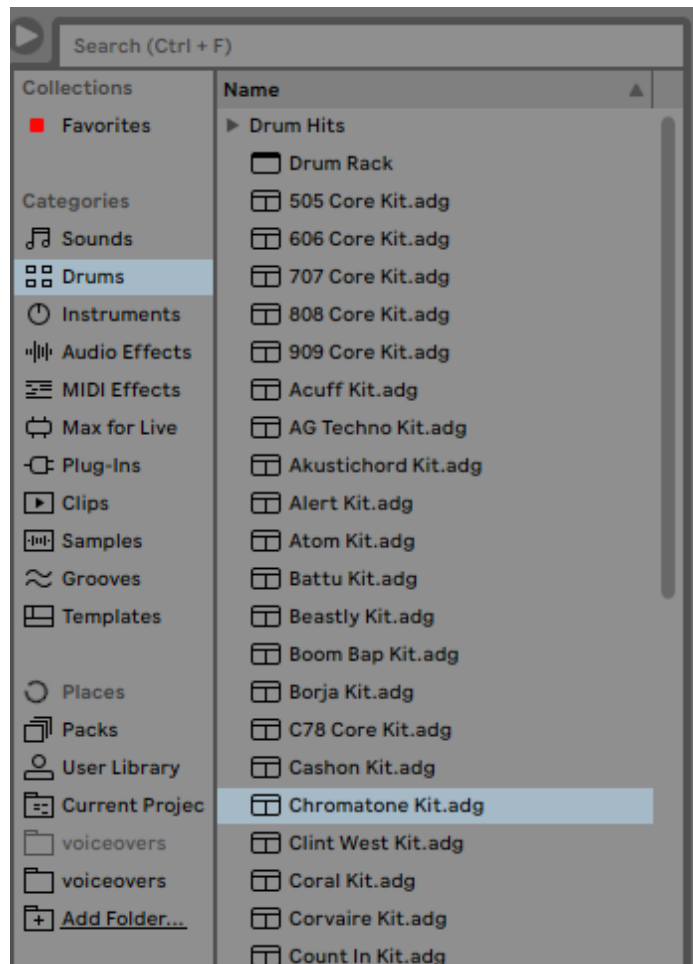
Beats/Drums

After warping my tracks getting them checked and getting told I'm ok to progress I started working on my drumtrack that would play throughout the whole mix.

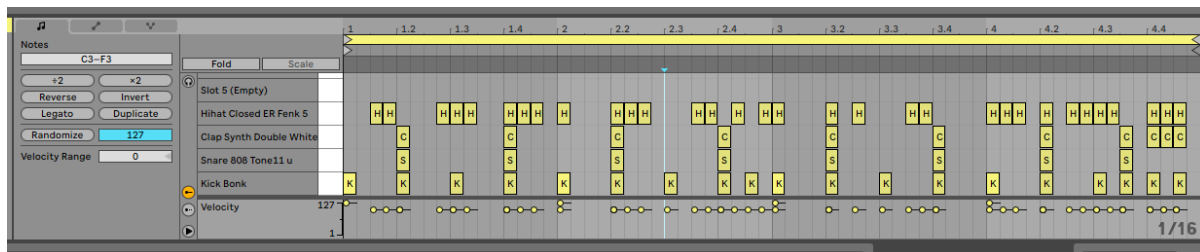
I started by picking out a kick drum, clap, hi-hat and snares that sounded nice and which I would use in my drums from the ableton library.

After picking out samples that I was satisfied with I put everything together and created my drums for the mix:

1. Library:



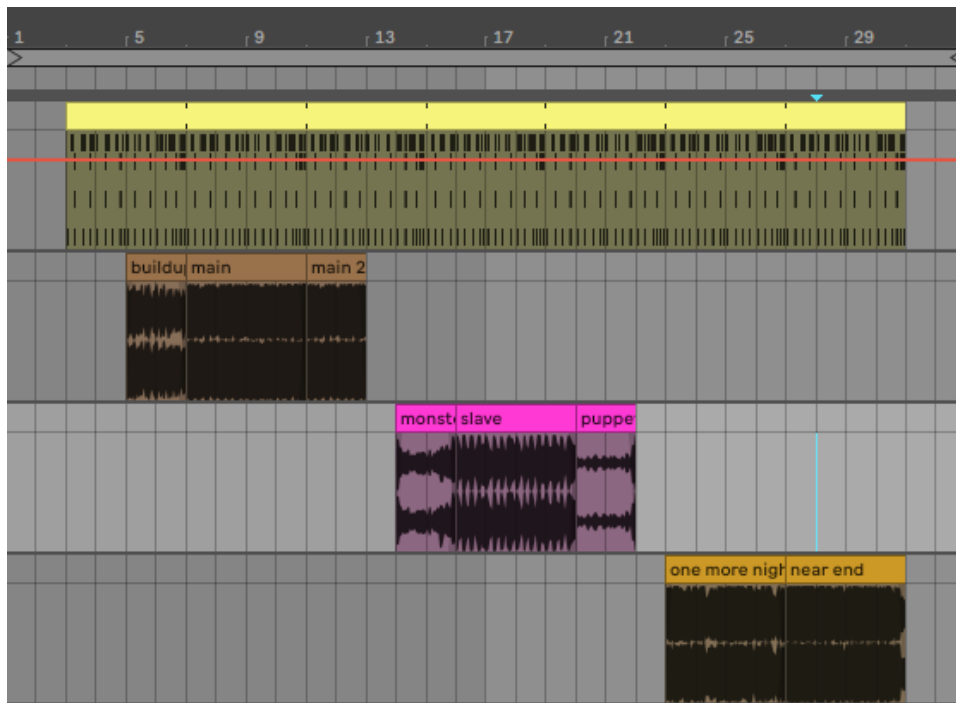
2. Complete Drums:



First Mix

After having completed my warping, making my clips and my drum track, It was time for me to start mixing. I created my first basic mix by placing my drum track across almost the whole 1 minute section which I would be using. And started adding clips in the session view to their corresponding tracks, mixing and matching them to see what would go well together.

I decided to only use 3 tracks because they had a similar tempo, and the 4th track had a lower tempo by quite a bit, my overall track tempo is 128 and Alan Walker's Faded ran at a tempo of 90 which wasn't ideal as all my other tracks had much faster bpm's of 120-133



After messing around for a bit and seeing what works I was happy with my mix and decided to move on.

VOX

Once I had my mix sounding decent I moved onto inserting voiceovers into my mix. I downloaded a provided folder with voiceover samples and used them in my mix. I inserted them between each song where there was a pause in order to make the whole thing flow and sound better.



I also created some build up effects which I inserted at the start of the mix and copied over to the start of each track.

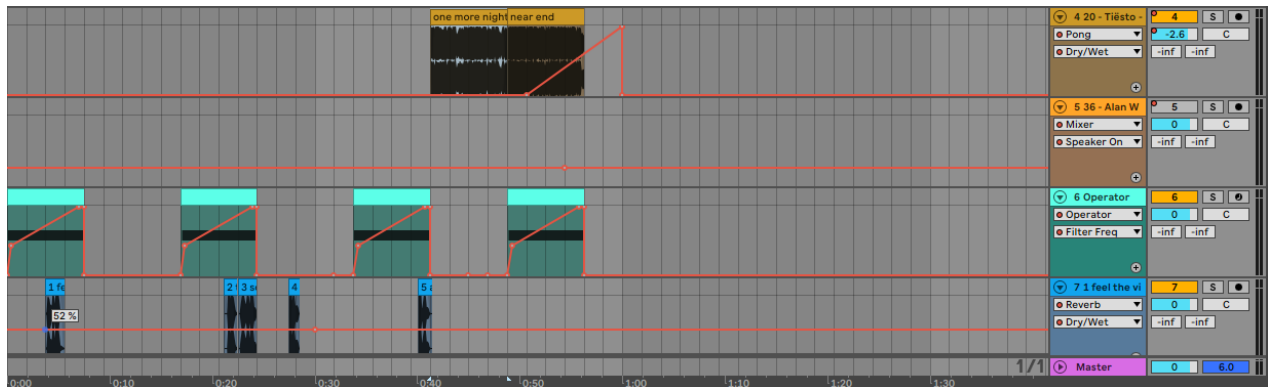


This fixed the issue with dead air between the tracks and made the whole thing sound a lot better.

Effects

I was happy with how the project was coming along so far and now it was time for me to start adding effects to all my tracks to enhance the audio. I started experimenting with effects such as delays, reverbs, choruses and others.

This also greatly impacted the end of each section of my mix, for example ping pong delays made it so the audio would echo at the end of a section and before another track started playing, filling up the empty space and sounding nice.



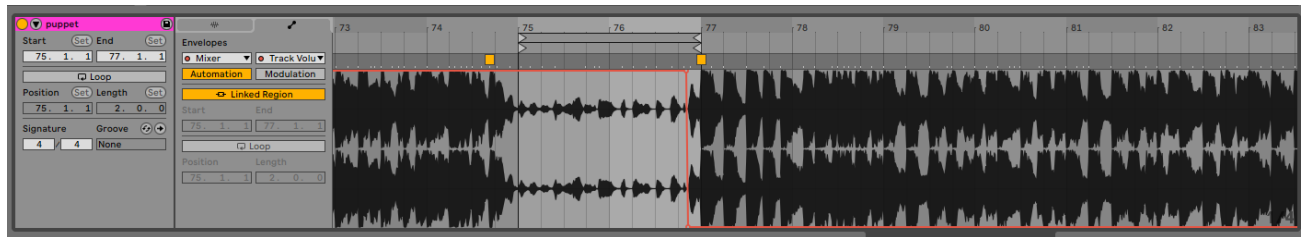
I also started editing more precisely and used the mixer to cut out very short parts of the audio such as a start of vocals at the end of a clip which didn't sound good.



Final Mixdown

At this point I decided to start working on my final mixdown.

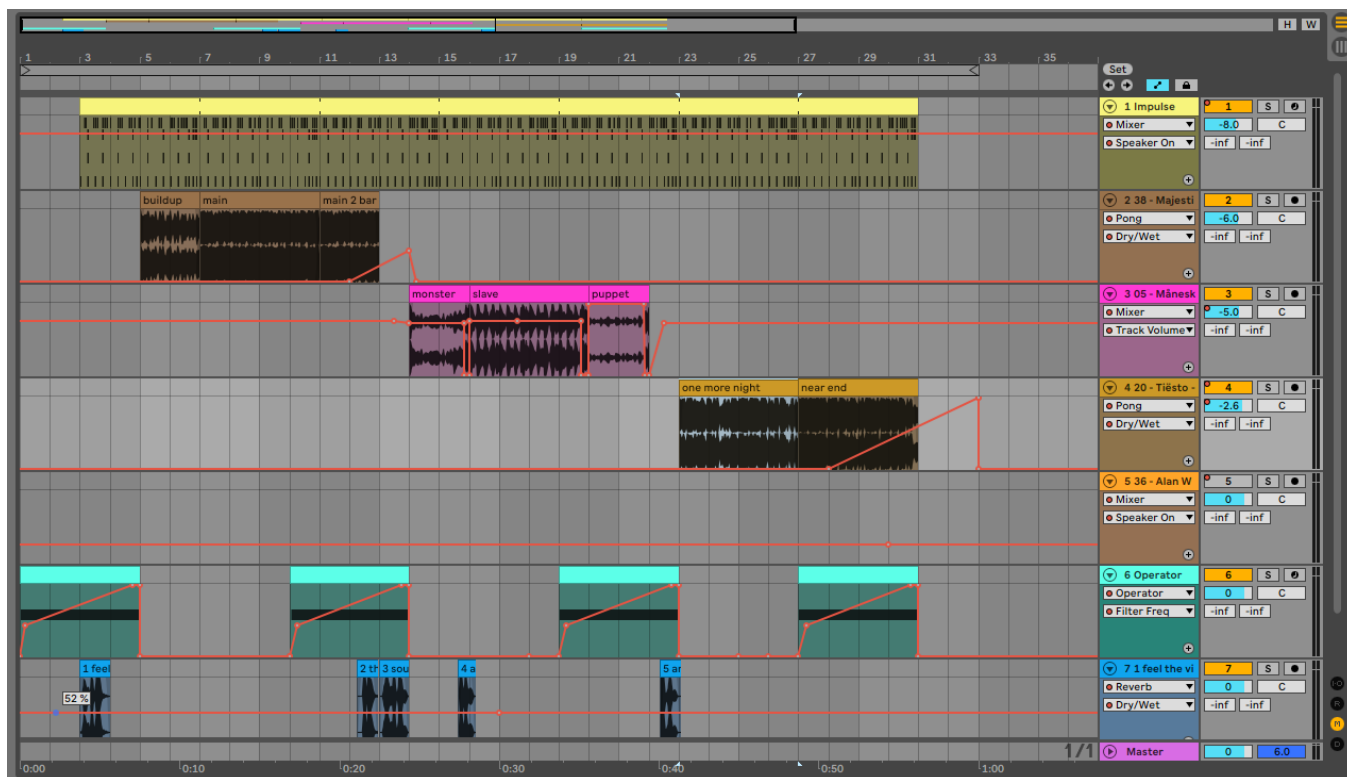
I had a lot of things to work on and adjust, first I started by editing my clips, some of them were not loud enough and so I had to go into the clip turn up the mixer volume and insert them back into the mix.



I also played around and experimented with effects, made some changes in the order in which the clips would play, added some additional effects.

I also had to turn up the volume of the voiceovers so you could clearly hear them over everything else, same goes for the drums. I had to turn the drum track up slightly too.

When I was happy with everything my final mixdown looked like this:



I was almost at the finish line, just made sure to listen to the mix a number of times and checked if anything needs further adjustment. Everything seemed okay so I decided to export my audio.