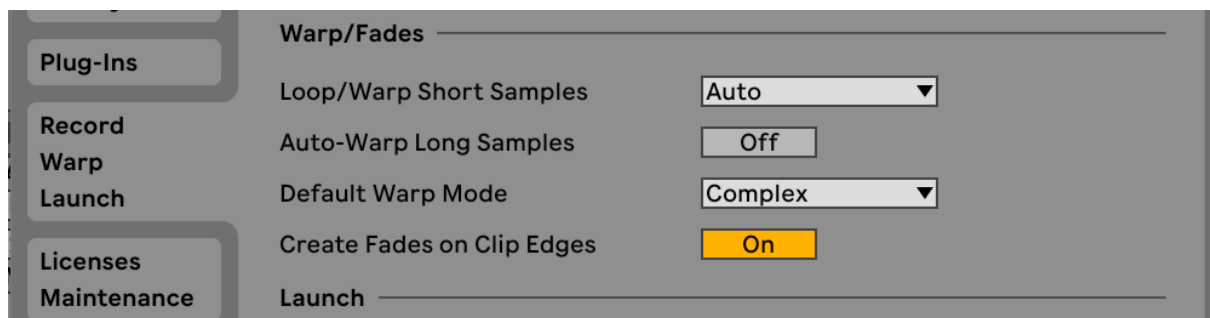


# Writeup for Audio Production Mashup Assignment

## Preferences:

The next step was to double check my preferences to make sure everything was working perfectly. I made sure all my warp settings were set as shown below

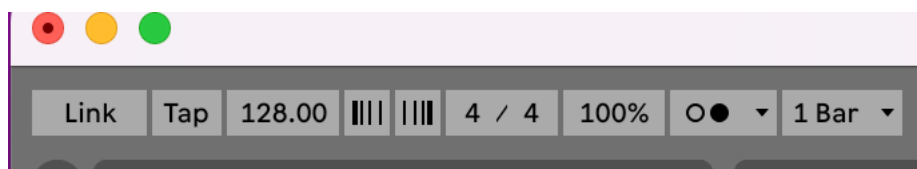


## Part 1 – Warping & Clip Creation:

The first three original tracks I decided to use I felt didn't jel together as much as I wanted them to, so after listening to all the tracks I finally decided on.

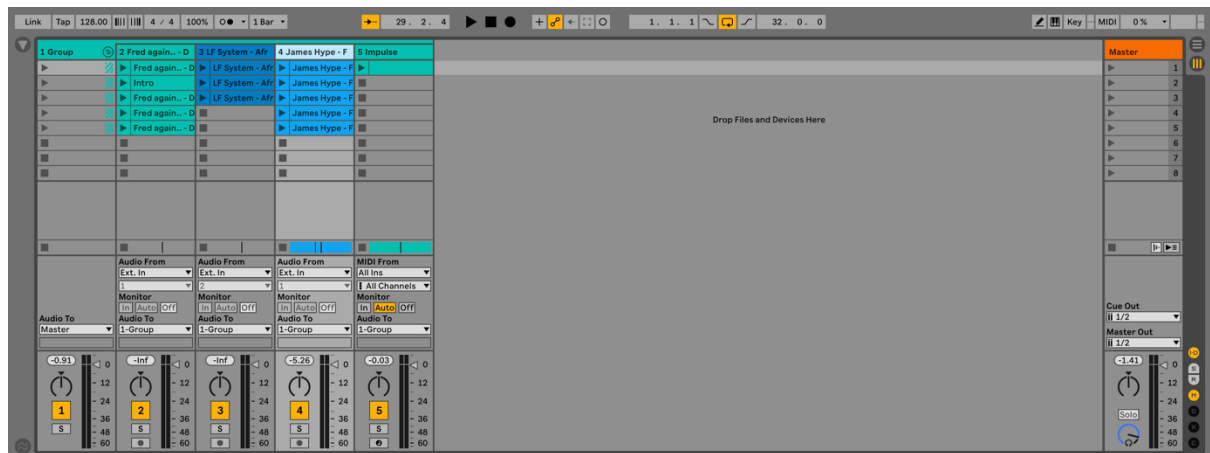
1. Fred again.. - Delilah (pull me out of this)
2. LF System - Afraid to Feel
3. James Hype - Ferrari

Next I warped all three of my tracks I started this off by pressing the T key on the beat of each song. I got 128.00 for the BPM of the mashup



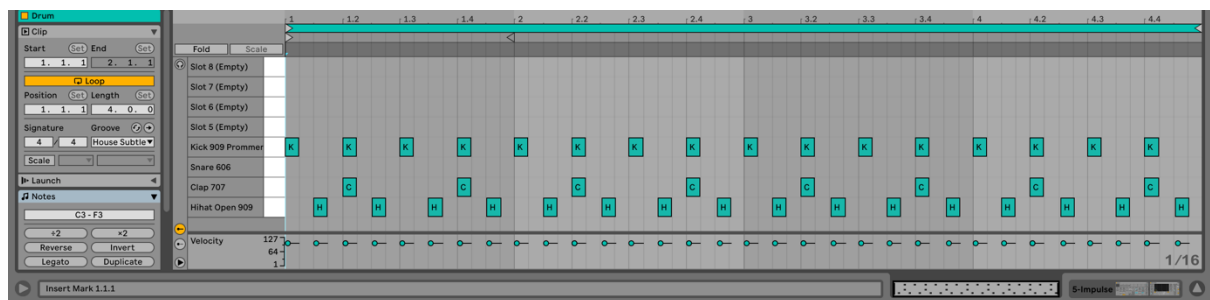
1. Tempo of 125 BPM for James Hype – Ferrari
2. Tempo of 134 BPM for Fred Again.. – Delilah (pull me out of this)
3. Tempo of 128 BPM for LF System – Afraid to Feel

At this stage my mashup looks like this with the added tracks



## Part Two – Drums & Beats

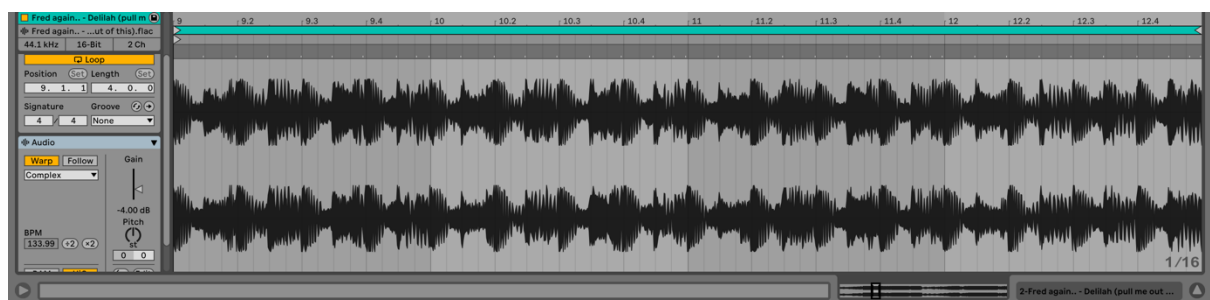
I started this part off by creating a MIDI track and I assigned Impulse from the Instruments in the categories menu. I then added a Kick, Clap and an open Hihat, I was going to add a snare also but I felt it didn't fit in right with the songs and the other parts of the drums. I added a 4 bar loop as well



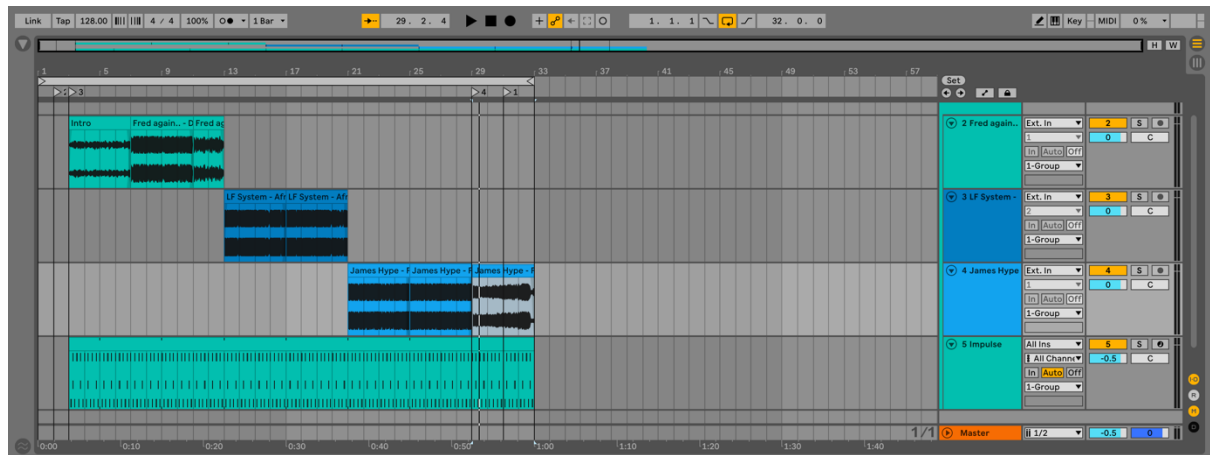
## Part Three – Mix A (Plain)

I made my drum loop 56 seconds long to allow for the sound effect at the start that I'll add later. I brought all the clips I liked and started to join them together.

I turned all the tracks down to -4db

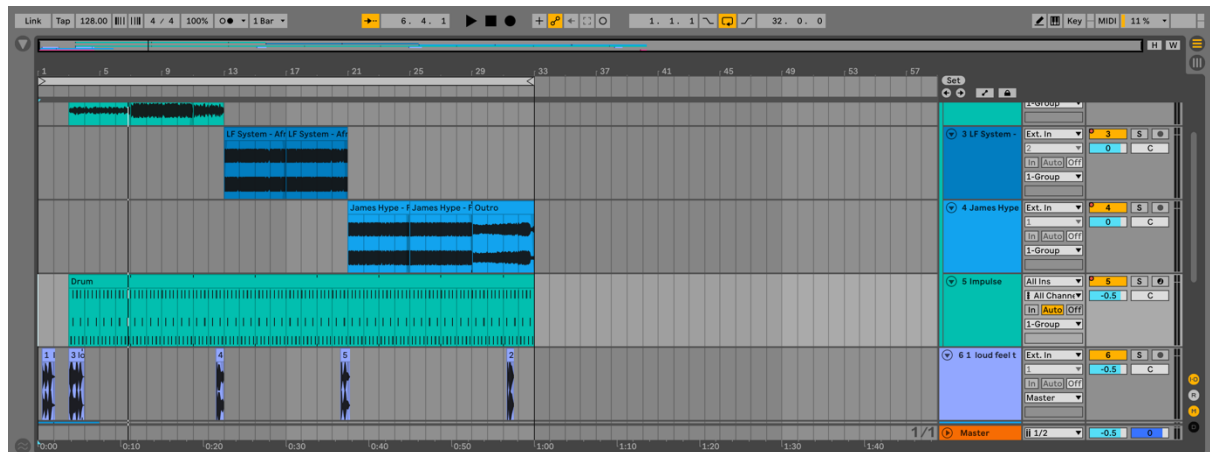


I made three four bar clips for the Fred Again and James Hype Tracks (1<sup>st</sup> and 3<sup>rd</sup> Track) and two four bar clips for the LF System track (2<sup>nd</sup> Track).

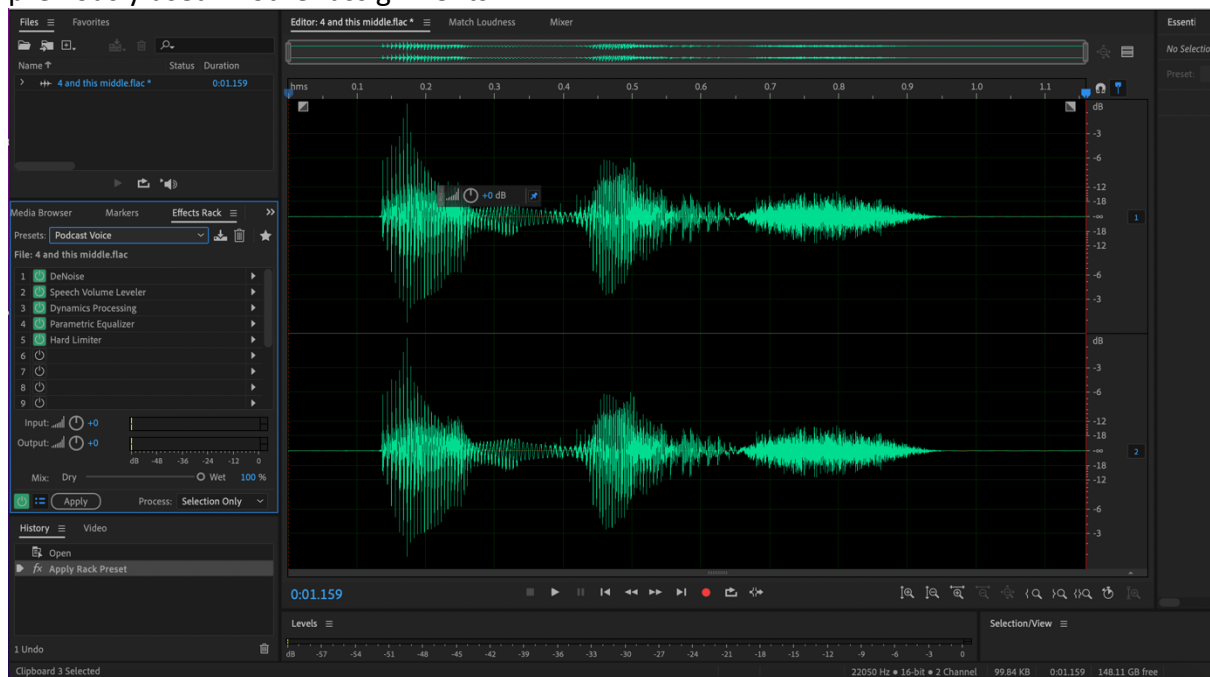


## PART FOUR – VOX

I next added the VIBE voiceover FLAC files I put “Feel the vibe” and “Sounds Like This” before the first track and after that I put in the “And this” before the second track and used the second “And This” leading into the third track and ended it all off with “The Vibe” at the climax of the third track



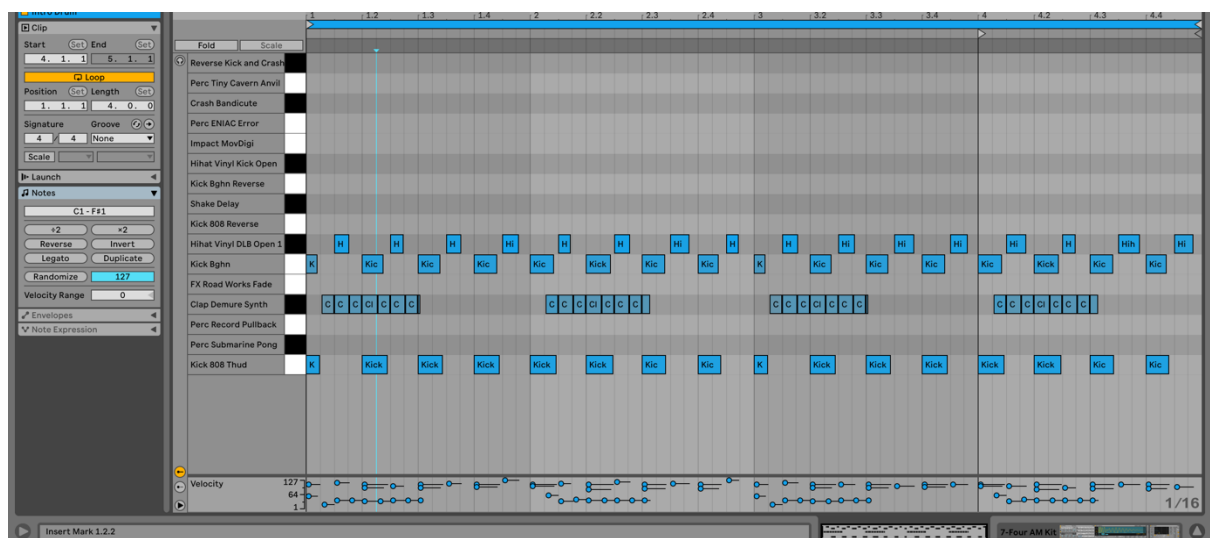
I made the voiceover clips louder using Adobe Audition by using the Podcast Voice which I previously used in other assignments.



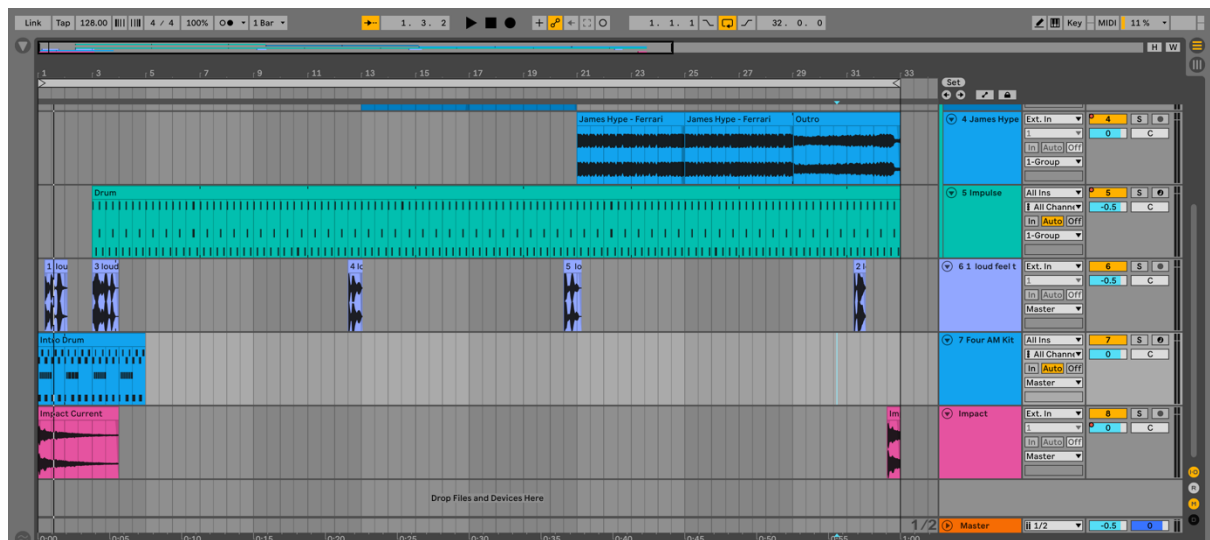
## Part Five – Audio Punctuators

In this part I added an Impact at the start and end of the mashup. I decided to use the same sound but I shortened it from 3 bars to 2 bars, I did this by dragging the marker and changing the fixed grid to 1/16.

Half way through I felt that my drum was very robotic at the start and to also fill up the silence after the “Feel the vibe” voiceover so I decided to add another drum I found from one of the Ableton packs and it blends in very well between the two tracks.



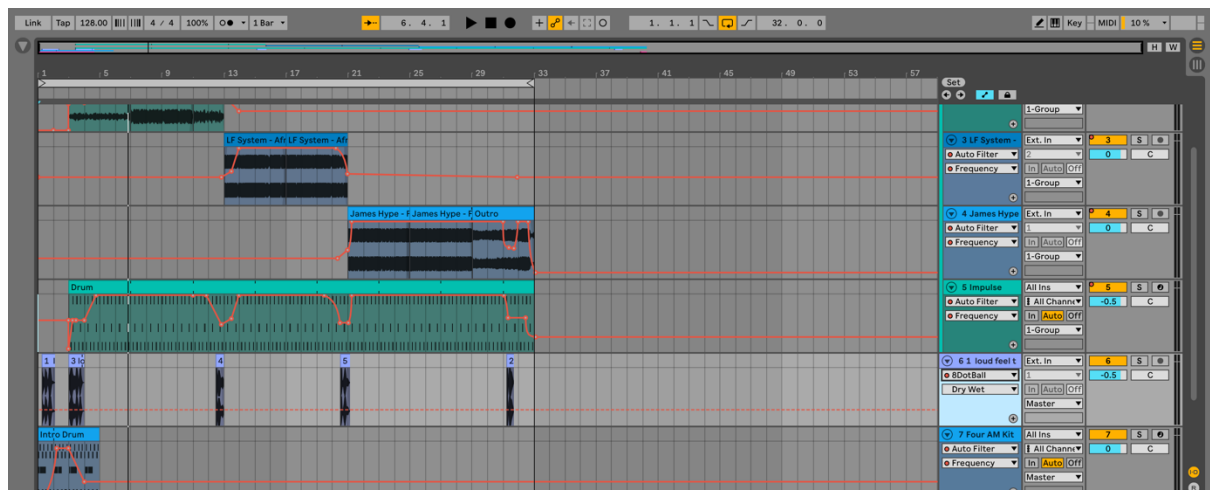
Below is how my track view looks after I added the second drum and the two impacts



## Part Six – Mix B (With FX)

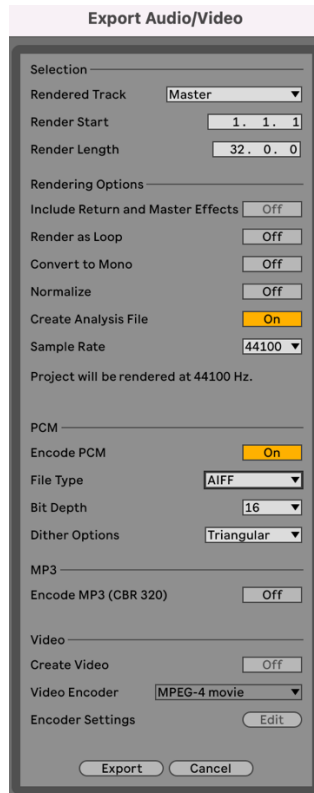
In this part of the mashup this is the part that I felt really completed and jelled the tracks together. I used Auto Filters to make each track phase into each other and the drum loop also copied whichever track was phasing into the other. I added a 8DotBall and Phaser-Flanger for the voiceover clips to give it a rough loud echo effect.

Below are the curves I created to make the transition sound a lot smoother



## Part Seven – Final Mixdown

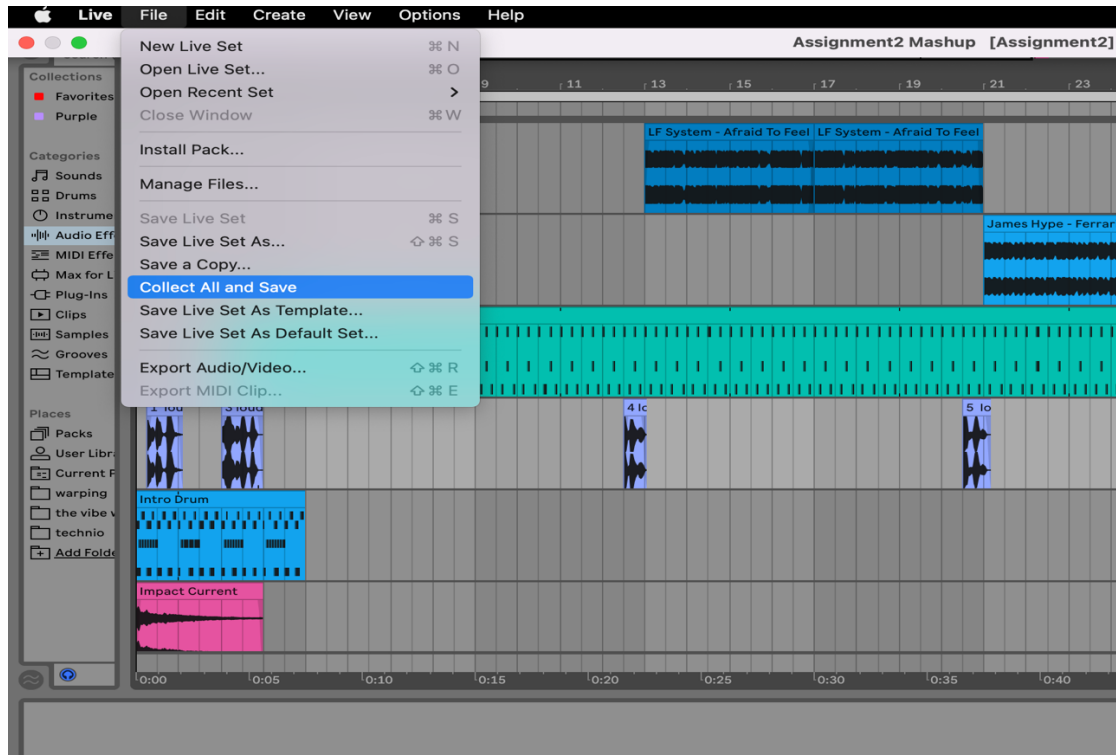
In this part of the assignment I exported the project into an audio file which was an AIF file



Next I created an MP3, MP4 and OGG file from the AIF file using Adobe Audition to convert it for me.

## Part Eight – Live Pack

I created a Live Pack next, I clicked file at the top left and clicked “Collect All And Save” gathers all samples you have used and puts them in the project folder.



The next step was to click on Manage Files in the top left again and click on Manage Files which ensures that you have no missing external files click at the bottom on Create Pack and save to a safe destination.

