

Digital Audio Production  
Ableton Live Mashup Report



Name: Sean Whelan  
Student Number: 20085513  
Module: Digital Audio Production  
Course: Year 2 Multimedia Applications Development  
Year: 2021-2022

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## **Introduction**

As part of the course module, we were given the task to make a mashup project on the software Ableton Live. We had to choose the minimum of four songs and warp them.

## **Songs**

The first thing I had to do, is listen to the songs that I had chosen and the songs that I had picked were:

“Sorry” – Joel Corry

“Black Magic” – Jonasu

“Goosebumps” – HVME

“A Little Bit of Love” – Tom Grennan

## **Warping**

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After I had selected my final songs, I imported them in Ableton Live, each on separate track, which made an .asd (Sample Analyse File). Each track had to be warped, which is the toughest part of the assignment.

After playing the track and getting a feel for the song, I then moved onto the tapping. I had to do the tapping in two parts. When the first beats started in the song I did the first round of tapping, to make sure that I was getting the right BPM, I then paused the tapping and waited for a new section of the song to play and did the tapping again. I then came up with a BPM of the song. I then went online and checked song bpm (TuneBat) just to see if they were correct in their tapping. I received help from the lecture doing the warping and to make sure that each song was warped correctly before moving on to the next task in the assignment.

## BPMs

Each track, that I warped ended up with these BPM numbers:

125.00 - "Sorry" – Joel Corry

124.00 - "Black Magic" – Jonasu

125.00 - "Goosebumps" – HVME

106.00 - "A Little Bit of Love" – Tom Grennan



Warped track

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After I had all the songs were warped, I started to make multiple clips for each track by using the start and end handles and copy and paste, it was an easy task to create clips. I had to make as 3 or 6 bars for each track.

## Drums

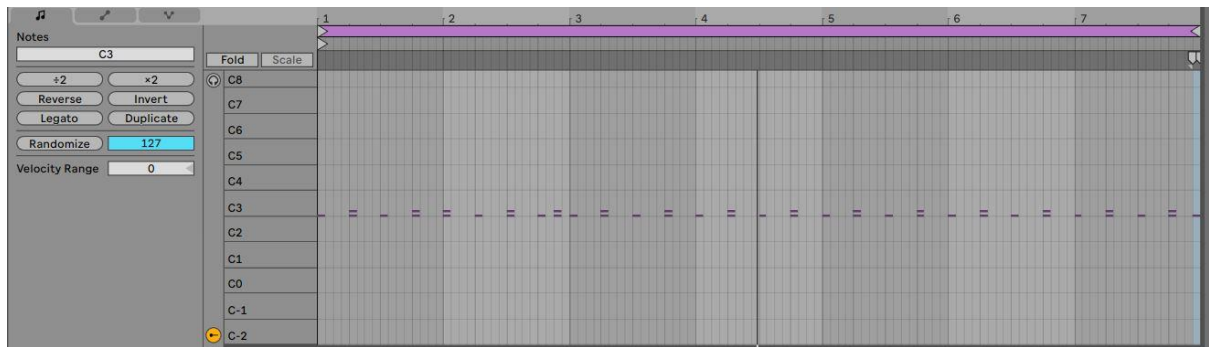
After I had all the tracks warped, The next step was to make the drum track that would tie all the elements together. One of the important things that the lecturer had shown me for this step in the project was to use Impulse instead of the regular drums.

I had to create a new MIDI track and drag it down in front of the other tracks.

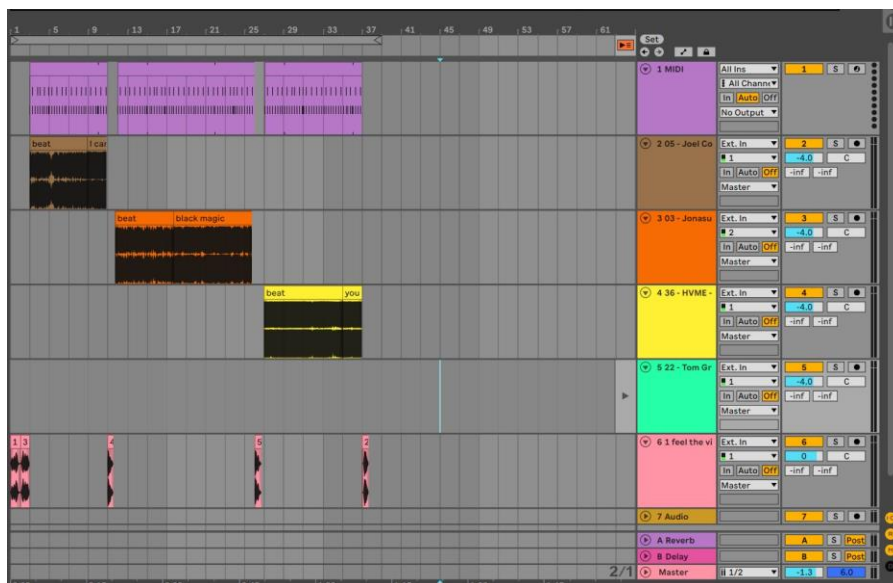
In the browser menu I went into the instruments section and selected Impulse. I had to listen to each sound and see which one I liked. When I found the sounds that I liked, I dragged them down on to the impulse menu.

Once I had found the right sounds for my MIDI track, my next task was to add them on to the MIDI track and draw notes for the chosen sounds on the keyboard.

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## Session View



In my session view, I imported my warped clips from 3 out of 4 of my warped songs, and on each grid, I had to put each clip together on their respective track, next I used two effects, the first was a high ping pong filter for each track and the second as when I imported my voiceovers and used a Sixteenth note delay filter.

Once this was all done, I had to add them on to my webhost as part of my web portfolio.

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## **Conclusion**

Overall, this was a tough assignment, but I had learned a load of new things and theories along the way and this would be something that I would be able to look back on if I were to do this again.

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