OVERTHROW SOUND-3!

CEMMI

The Collaborative Electronic
Mixed Media Institute

OVERTHROW SOUND!
A first course in electronic music production
Prof. Russell Hanson, April 2012

Class 3 Outline:
- I. **Go over last week's homework**
- II. **Mapping MIDI and Controls**
- III. **Synths and Mixing**
- IV. **Using Ableton as a DJ rig with headphones to cue**
- V. **Filters**
- VI. **Transitions**
- VII. **Homework for next week**

I. **Go over last week's homework**
Write a song of a minimum two minutes
The song should have a "song structure" including an intro, a theme, a transition or two, a modified theme or theme #2, and an outro and ending of the song. There should be something memorable in the song that makes it stick out, there has to be something there -- an idea, a vocal, a feeling, an instrument, a sample, etc.

In the words of Felix Cartal (http://dropthebeatsd.com/2011/08/23/artist-interview-felix-cartal/): "DropTheBeat SD: What's the number one rule you follow when it comes to producing a track?
Felix: Umm… *I think you just have to create one thing that is memorable. And that's what I try to do for every track. Whether that's the sound of an instrument, a little riff that's very catchy, or a vocal that's really good. You know, there has to be that one part where the next day I'm humming it.* I don't want to make a track where it's getting played on the radio; I want to make a track where the guy on the street is whistling."

II. **Mapping MIDI and Controls**
Mapping MIDI controls in Ableton can be very easy:

1) Plug-in your MIDI controller
2) Push the MIDI button in the upper right
3) Select with the mouse a control you want to map the MIDI control to. Turn the knob or push the pad/key you want mapped. Set parameter max/min values in MIDI Mappings. Map multiple controls this way.
4) Hit the MIDI button again to close MIDI Mappings.

III. **Synths and Mixing**

Download Sylenth1 Demo Version 2.2
http://www.lennardigital.com/modules/downloads/

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SSL G Series Bus Compressor Plug-In
http://www.uaudio.com/store/compressors-limiters/ssl-g-series-bus-compressor.html

SSL G-Master Buss Compressor   SSL G-Equalizer   SSL G-Channel   SoundShifter

Melodyne plugin – Celemony
http://www.celemony.com/cms/index.php?id=products_plugin

Waves Plugins
http://www.waves.com/content.aspx?id=91

Rusko Producer Masterclass Part 1
http://www.youtube.com/watch?v=j71qvxns7C4

Swedish House Mafia In The Studio With Future Music
http://www.youtube.com/watch?v=vLbGrfnRGK4

Video Sound Remixes in Ableton
http://www.pogomix.net/
http://www.youtube.com/watch?v=qs1bG6BIYlo

Programming Beats using the Impulse Drum Machine
Ableton: Creating Beats
http://www.youtube.com/watch?v=9Ff0AcOsH3E

More sample sources: Vengeance Essential Clubsounds Vol. 3
"Bigger kicks, fatter loops, groovy fills and loads of creative special sounds…"
http://www.vengeance-sound.com/samples-vec3.html

Practice Interactive Drumming and Sample Triggering
Use a MIDI controller and map some of the pads to percussion and some pads to trigger samples

Session View vs. Arrangement View and Mixing
Ableton | Session View vs. Arrangement View
http://www.musictechtutorials.com/ableton-session-view-vs-arrangement-view/

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[Tab]/Copy-Pasting to Session View
NB. Consolidating clips will stop sound.

How to enable "one-shot" samples in Session View:
Clip/Launch/Trigger/Quantization, Change from "Global" to "None"

IV.   Using Ableton as a DJ rig with headphones to cue

1) Double-click **Solo** on the master track to get **Cue** then the **Solo** button acts as headphone cue
2) To channel A house sound to channel B to headphones
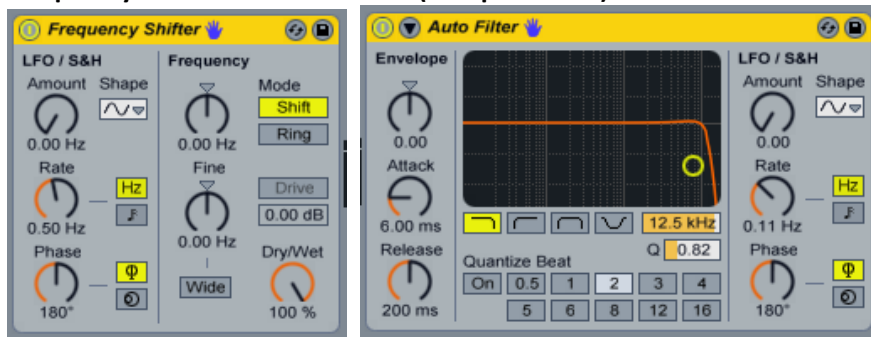Ableton Tip: Cue in headphones (DJ)
http://www.youtube.com/watch?v=9Cbkbof9wXk
How To DJ In Ableton Live Part 1: Setting Up Ableton And Preparing The Songs
http://www.youtube.com/watch?v=paL1G-8oF6A

V.   Filters

Frequency Shifter and Auto Filter (low-pass filter)

Mixing through a sonic maximizer such as "L1" "L2" "L3" etc.
http://erikhawkins.berkleemusicblogs.com/2011/07/03/why-mixing-through-a-gain-maximizer-is-a-bad-idea/
http://www.waves.com/Content.aspx?id=211 Waves > Plugins > L2 Ultramaximizer
http://www.soundonsound.com/sos/aug05/articles/wavesl3.htm

Erik Hawk Interviews Lucky Date – discussion of mastering, stems, remixing, mostly in Reason etc.
http://www.youtube.com/watch?v=1qNCkn4tXn4 (Jan 15, 2012)

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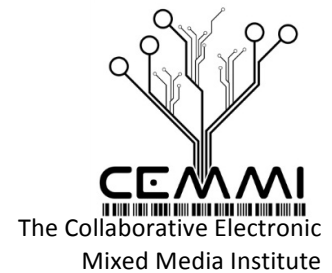
VI.   Transitions

How to make the accelerating snare/percussion hit mapping the coarse tempo control to a knob
1) Draw a long "Insert MIDI" clip
2) Add snare drum hits every beat in a 140 BPM song, make about 40-50 measures
3) Hit the MIDI button, hit the "Tempo (coarse)" control, i.e. the BPM in the upper left hand corner, to the left of the decimal point is "Tempo (coarse)" to the right is "Tempo (fine)"
4) Turn a knob you want to assign "Tempo (coarse)" to, set min/max tempo to 120/800 BPM
5) Press Play and turn the knob!

Dubstep synths in Reason:
Lucky Date - Create a Bleepy Dubstep Bass in Reason! (Tutorial)
http://www.youtube.com/watch?v=UYG4rcxMQvI

VII.   Homework for next week

- Take your song elements from your song for last week and make it performable in Session View. Make several scenes you can switch through. Make variations between clips for different scenes; don't repeat the same clip or loop too often.
- Make a remix by adding a new drum beat to a song, re-sample the vocal or instrument in the song.
- Drop some samples in the Impulse Drum Machine and use them as part of the performance.
- Make a remix or mashup of a song by adding wobble bass, distorted bass, or bleepy synth or another musical element to the song.
- Make a live mashup setup in Session View.