



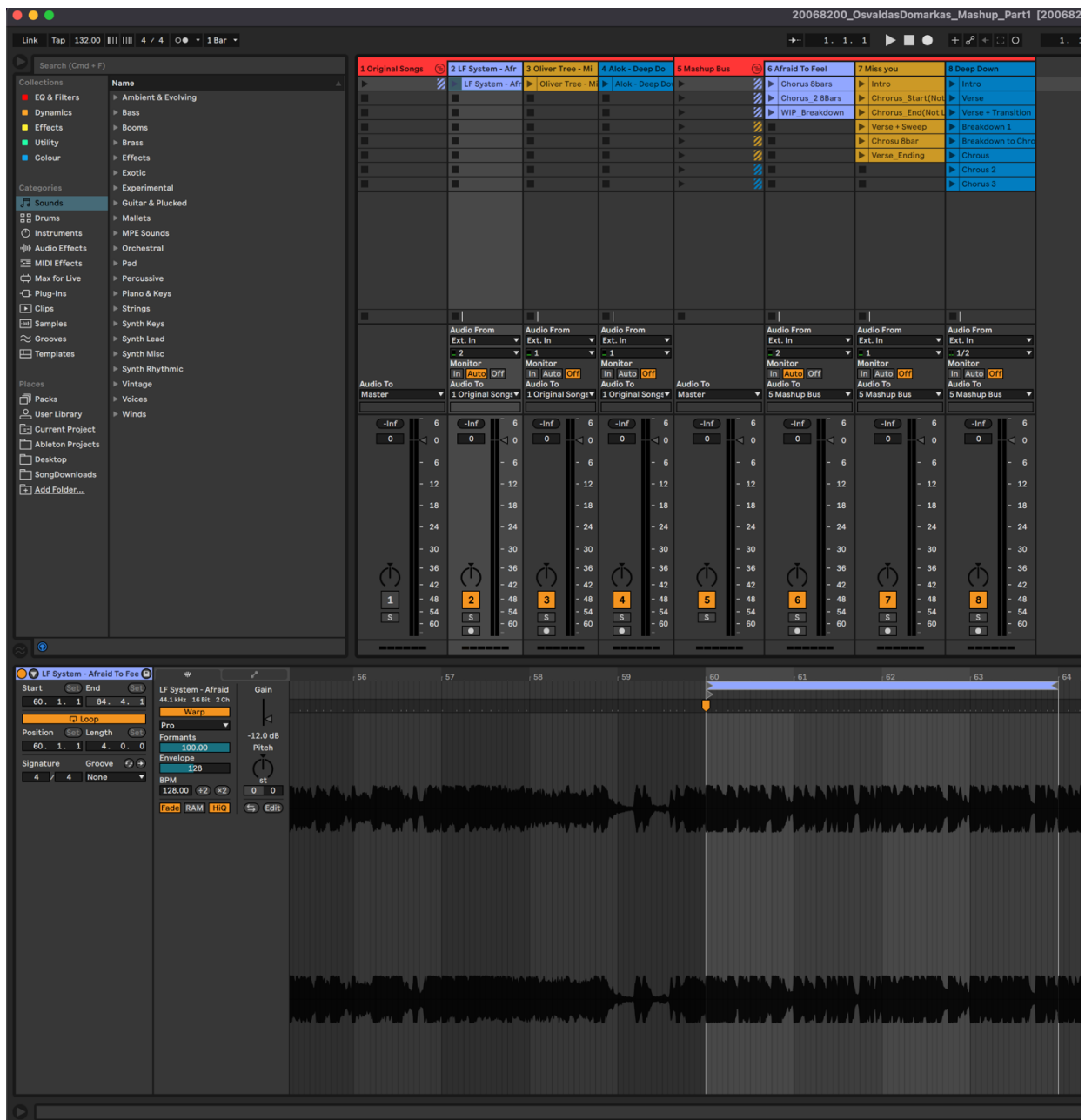
Audio Assignment 2- Writeup

Osvaldas Domarkas (20068200)

Part 1

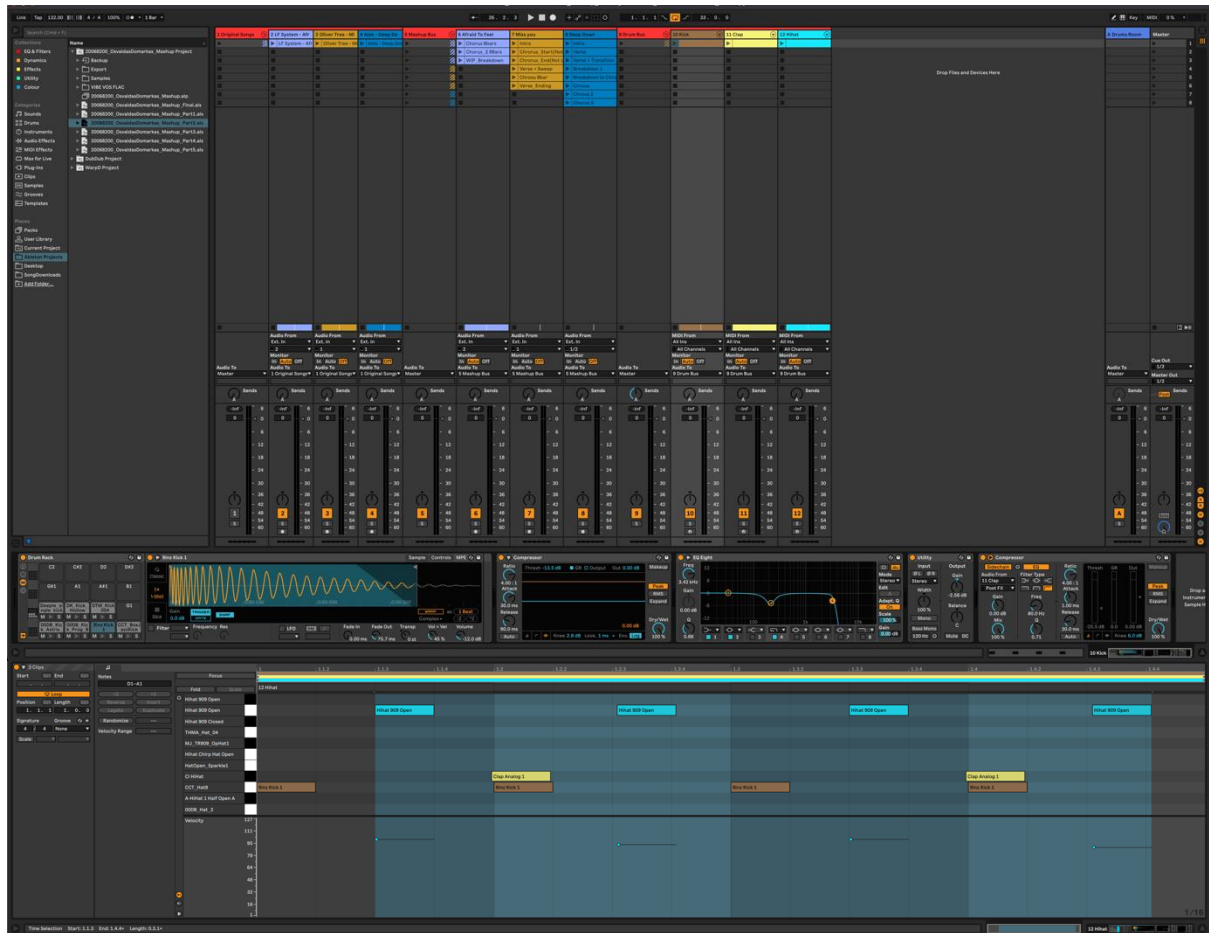
I started off by acquiring .flac files for songs that I liked. I initialised by project in Ableton by assigning the tap tempo button to the 't' key n my keyboard. I imported three songs into separate tracks in Ableton, for each song I would tap the tempo to the beat and once I was confident that I got the right tempo I would press warp on the clip editor and add a warp marker. The location of the warp marker depended on each song but generally I found that where the main beat starts is a good starting point.

After I warped all my songs, I used the clip loop feature to make clips of different sections of the songs that looped well.

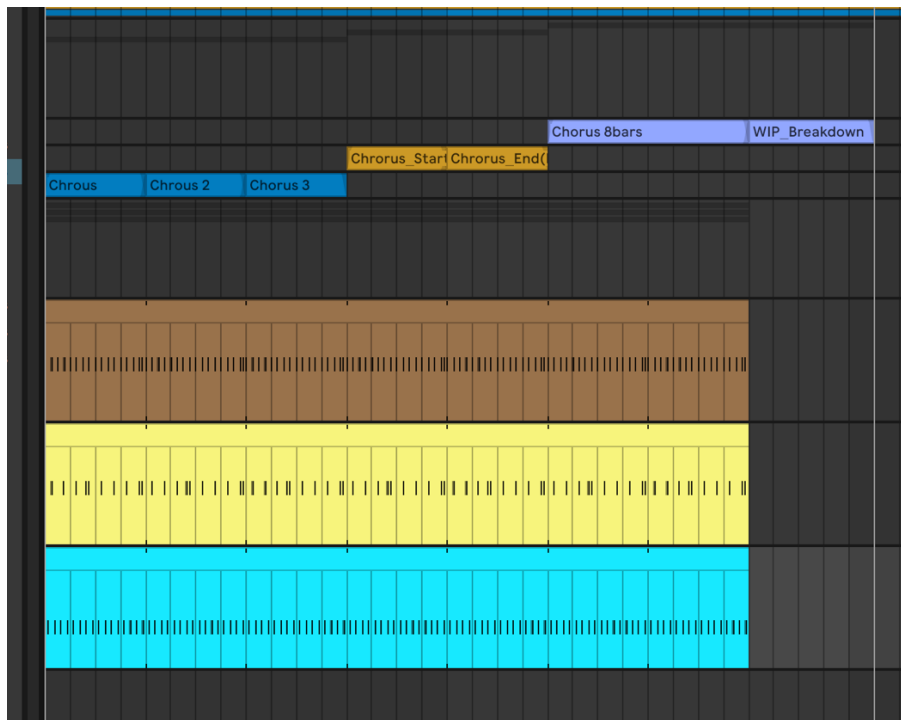


Part 2

For my drums, I used 3 separate drum rack instruments and I used my one-shot samples from the Ableton library. I programmed them into a basic 4/4 beat and then grouped them into a bus. I used an EQ to clean up each sample and then used a compressor to improve the punch of each drum hit. I also added a room reverb send/return for the drums to give them space and glue them together.

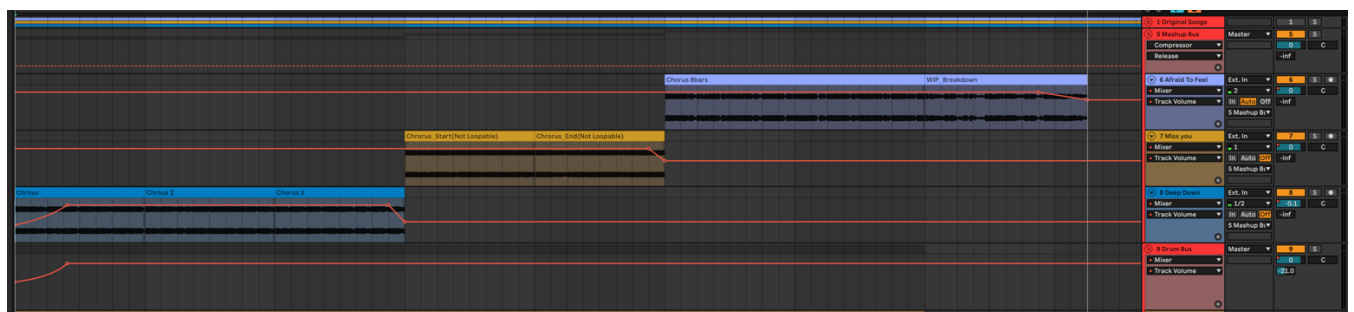


I also laid out my arrangement here.



Part 3

I had already changed the gain on most of my tracks before I got here but I was able to settle on volume parameters that I was happy with, I also added automation as well. I changed the gain on the clips themselves initially and I also used a utility at the end of my chains to change volume conveniently.

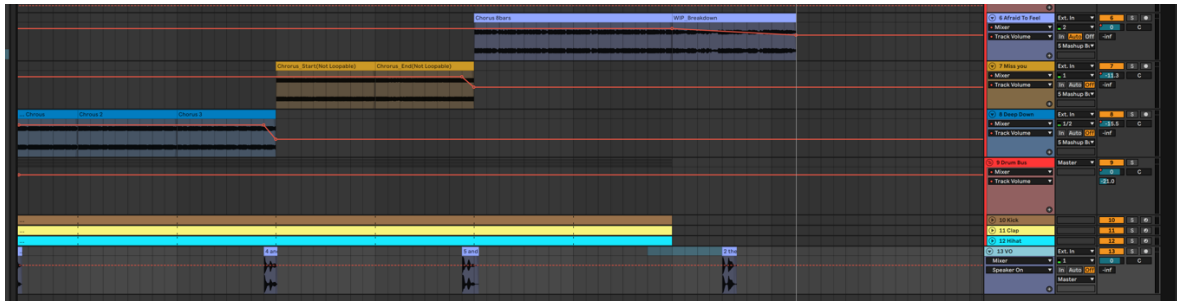


Part 4

I added the VO pack that was supplied, cleaned up the start points of the clip and aligned it to the grid. I also used various audio effects to process the sound.

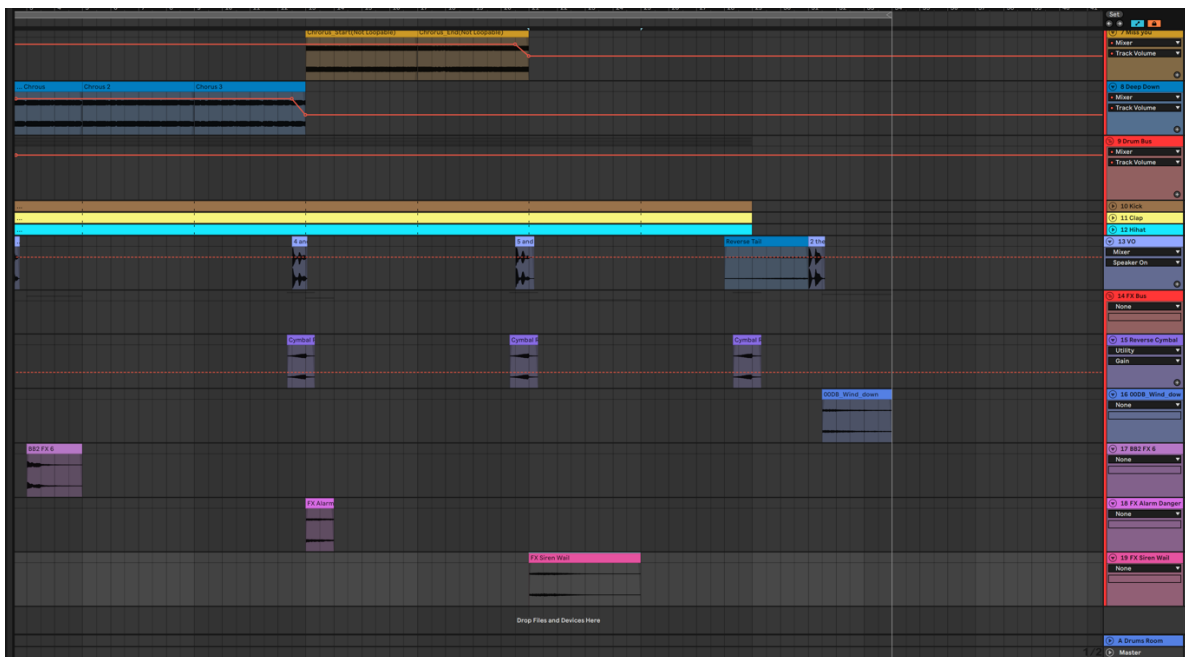
The chain goes as follows:

1. EQ to remove/attenuate unwanted frequencies
2. Multiband dynamics to balance out the frequency ranges
3. A parallel processing rack with a reverb and echo. This allows me to have a full dry signal coming through and it allows me to make changes to each effect as well.
4. A gate to remove tails that can't be heard in the mix anyway.
5. A compressor to level off the sound and thicken it.
6. A saturator to warm up the sound and then an EQ to remove more unwanted frequencies.



Part 5

Here I added some sound effects from the Ableton library.



Final

Isorted out all my levels for a start, made sure they were level and added automation to smoothen the transitions. I also added more processing to all my elements, even if it was just a reverb to add space. I used sidechain compression on some elements too. Below is my final result.

