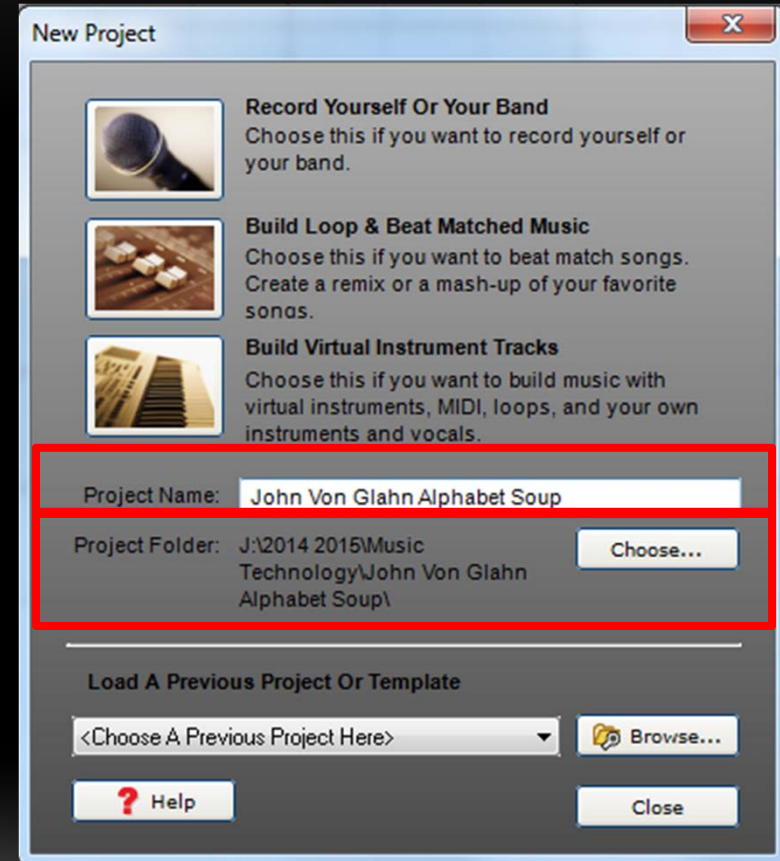


INTRO TO MIXCRAFT

NEW PROJECT

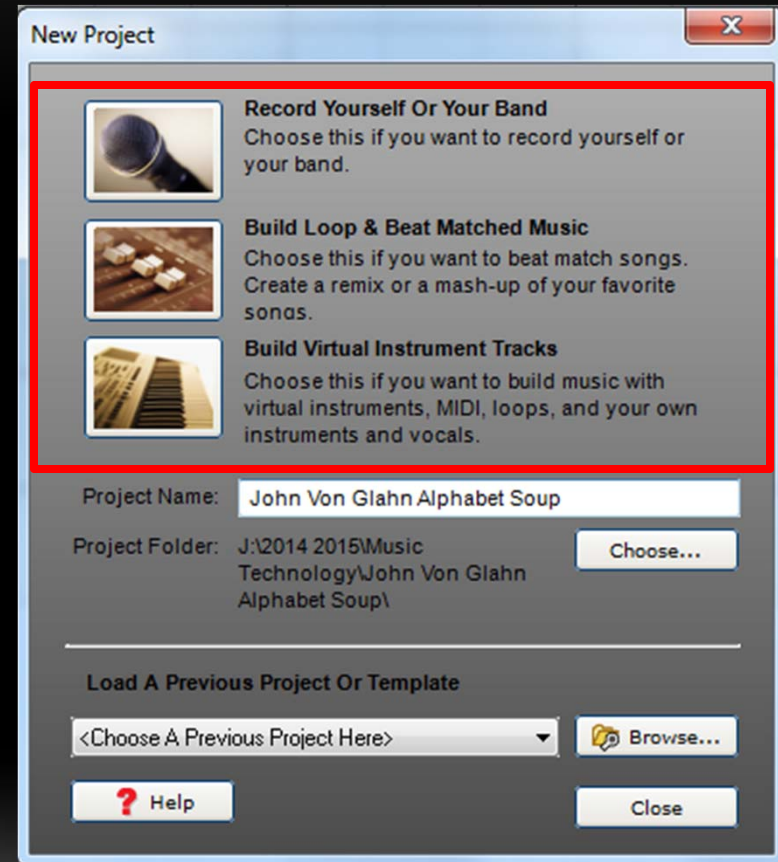
After you have completed your Project Name and directed the program to save to your Project Folder, you need to decide what type of project you'll be working with.

(Information regarding Project Name and Project Folder can be found in our previous powerpoint)



NEW PROJECT

By choosing between “Record Yourself Or Your Band”, “Build Loop & Beat Matched Music”, or “Build Virtual Instrument Tracks”, Mixcraft will set up eight tracks or “regions” that you’ll be working with.



RECORD YOURSELF OR YOUR OWN BAND

The screenshot shows the Mixcraft 6.1 software interface. The 'New Project' dialog box is open, highlighting the 'Record Yourself Or Your Band' option. The dialog box contains the following text:

Record Yourself Or Your Band
Choose this if you want to record yourself or your band.

Build Loop & Beat Matched Music
Choose this if you want to beat match songs. Create a remix or a mash-up of your favorite songs.

Build Virtual Instrument Tracks
Choose this if you want to build music with virtual instruments, MIDI, loops, and your own instruments and vocals.

Project Name: John Von Glahn Alphabet Soup

Project Folder: J:\2014 2015\Music Technology\John Von Glahn Alphabet Soup\

Load A Previous Project Or Template

<Choose A Previous Project Here>

Buttons: Help, Browse..., Close

The background shows the software interface with 8 audio tracks listed on the left. A red box highlights these tracks, and a red arrow points from the text box below to the 'Record Yourself Or Your Band' option in the dialog box.

"Record Yourself or Your Band" is primarily for live audio recording. Loops & MIDI can be added.

Choosing "Record Yourself or Your Band" will give you 8 regions preset for live audiorecording.

Name	Tempo	#Bars	Key	Instrument	Style	Song Kit	Author
Aerosol Spray				Sound Effect	Gaseous	Sound Effects	freesfx.co.uk
Air Raid All Clear				Sound Effect	Electronics	Sound Effects	SFXsource.co
Air Raid Siren Alert				Sound Effect	Electronics	Sound Effects	SFXsource.co
Alien Signal 1				Sound Effect	Science Fiction	Sound Effects	freesfx.co.uk
Alien Signal 2				Sound Effect	Science Fiction	Sound Effects	freesfx.co.uk
Aliens				Sound Effect	Science Fiction	Sound Effects	freesfx.co.uk

BUILD LOOP & BEAT MATCHED MUSIC

The screenshot shows the Mixcraft 6.1 software interface. The 'New Project' dialog box is open on the right side, with the 'Build Loop & Beat Matched Music' option selected and highlighted with a red box. The dialog box contains the following text:

Record Yourself Or Your Band
Choose this if you want to record yourself or your band.

Build Loop & Beat Matched Music
Choose this if you want to beat match songs. Create a remix or a mash-up of your favorite songs.

Build Virtual Instrument Tracks
Choose this if you want to build music with virtual instruments, MIDI, loops, and your own instruments and vocals.

Project Name:

Project Folder: J:\2014 2015\Music Technology\John Von Glahn Alphabet Soup\

Load A Previous Project Or Template

<Choose A Previous Project Here>

Text overlay 1: "Build Loop & Beat Matched Music" is primarily for loop-based recording. Live audio and MIDI can be added.

Text overlay 2: Choosing "Build Loop & Beat Matched Music" will give you 8 regions preset for loop recording.

The software interface also shows a track list on the left with 8 audio tracks, and a library of sound effects at the bottom. The system tray at the bottom right shows the date and time: 12:09 PM 8/3/2014.

BUILD VIRTUAL INSTRUMENT TRACKS

The screenshot displays the Razer Synapse 2.0 Configurator interface. On the left, a track list is visible, with two 'Instrument Track' entries (1 and 2) and six 'Audio Track' entries (3 through 8). A red box highlights the first two tracks, and a green arrow points from the first track to the first text box. A red arrow points from the second text box to the 'Build Virtual Instrument Tracks' option in the 'New Project' dialog box. The dialog box is open on the right side of the screen, showing three options: 'Record Yourself Or Your Band', 'Build Loop & Beat Matched Music', and 'Build Virtual Instrument Tracks'. The 'Build Virtual Instrument Tracks' option is highlighted with a red box. Below the options, the 'Project Name' is set to 'John Von Glahn Alphabet Soup', and the 'Project Folder' is 'J:\2014 2015\Music Technology\John Von Glahn Alphabet Soup\'. The 'Load A Previous Project Or Template' section has a dropdown menu set to '<Choose A Previous Project Here>' and a 'Browse...' button. At the bottom of the dialog box are 'Help' and 'Close' buttons. The bottom of the screen shows the Windows taskbar with various icons and the system tray displaying '8:51 PM 8/5/2014'.

1 Instrument Track
2 Instrument Track
3 Audio Track
4 Audio Track
5 Audio Track
6 Audio Track
7 Audio Track
8 Audio Track

Volume Snap To Measure

Start 120.0 4/4 C

1 2 3 4 5 6 7 8

File Edit Mix Track Sound Video View Help

Volume Snap To Measure

120.0 BPM 4 / 4 C
01:01.000

Project Sound Mixer Library

Ready CPU: Mixcraft 0%, System 5%

8:51 PM 8/5/2014

Undo

New Project

Record Yourself Or Your Band
Choose this if you want to record yourself or your band.

Build Loop & Beat Matched Music
Choose this if you want to beat match songs. Create a remix or a mash-up of your favorite songs.

Build Virtual Instrument Tracks
Choose this if you want to build music with virtual instruments, MIDI, loops, and your own instruments and vocals.

Project Name:

Project Folder: J:\2014 2015\Music Technology\John Von Glahn Alphabet Soup\

Load A Previous Project Or Template

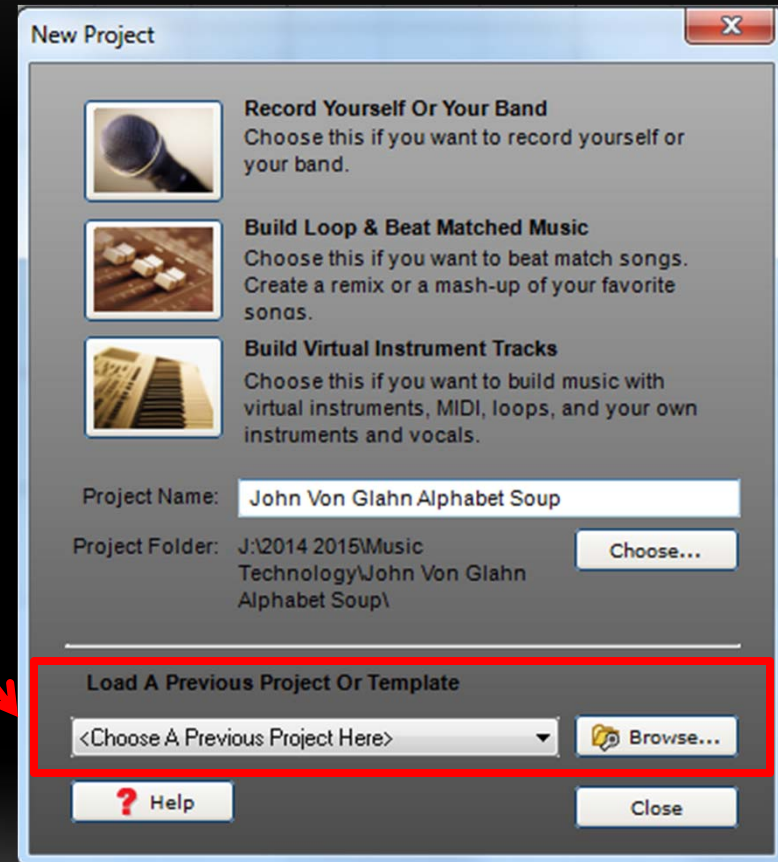
<Choose A Previous Project Here>

"Build Virtual Instrument Tracks" is primarily for MIDI-based recording. Live audio and loops can be added.

Choosing "Build Virtual Instrument Tracks" will give you 2 regions preset for MIDI recording with Virtual Instruments and 6 regions for audio or loop recording.

NEW PROJECT

You may also open a previous project by selecting the title or browsing through your files.



MIXCRAFT'S INTERFACE

Pull Down Menus

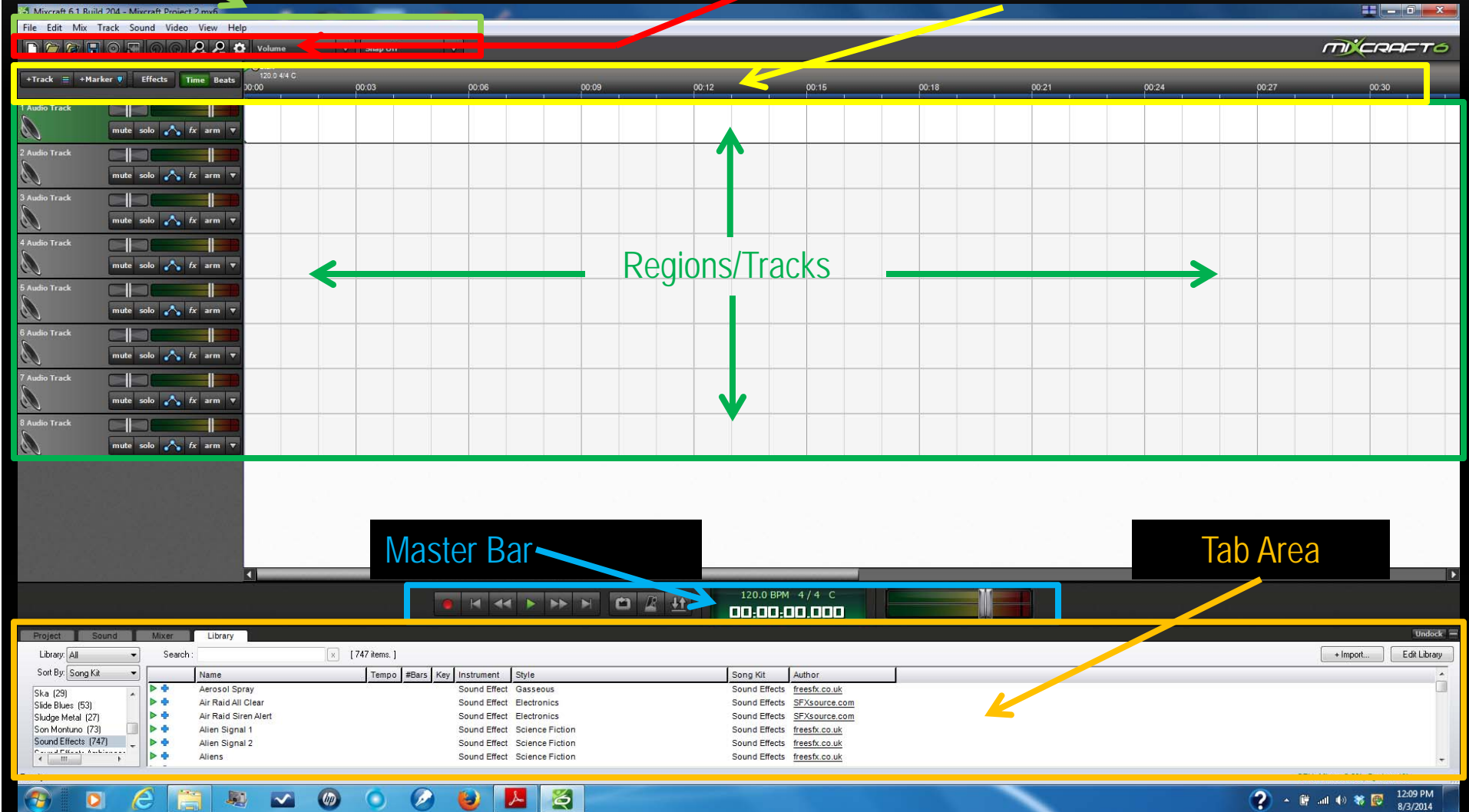
Toolbar

Timeline

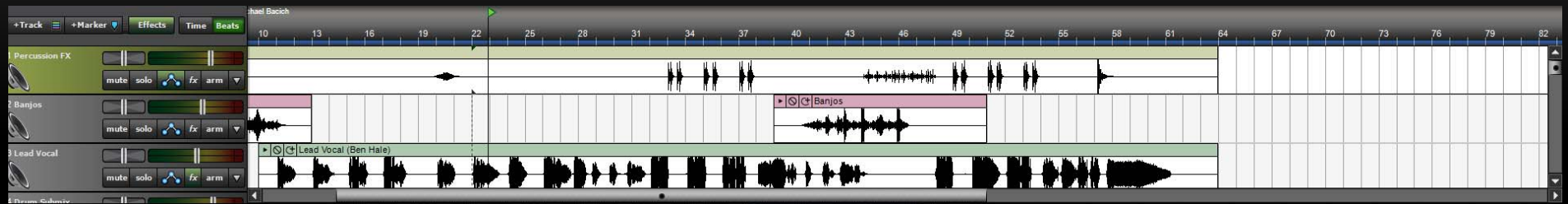
Regions/Tracks

Master Bar

Tab Area



THE TIMELINE



The timeline is a visual representation of events and when they happen. You read the timeline from the left (earlier) to right (later). You will be able to see regions illustrated in audio or MIDI graphics, along video tracks, send tracks (tracks that apply effects to several different tracks) and submix tracks (tracks that contain other tracks).

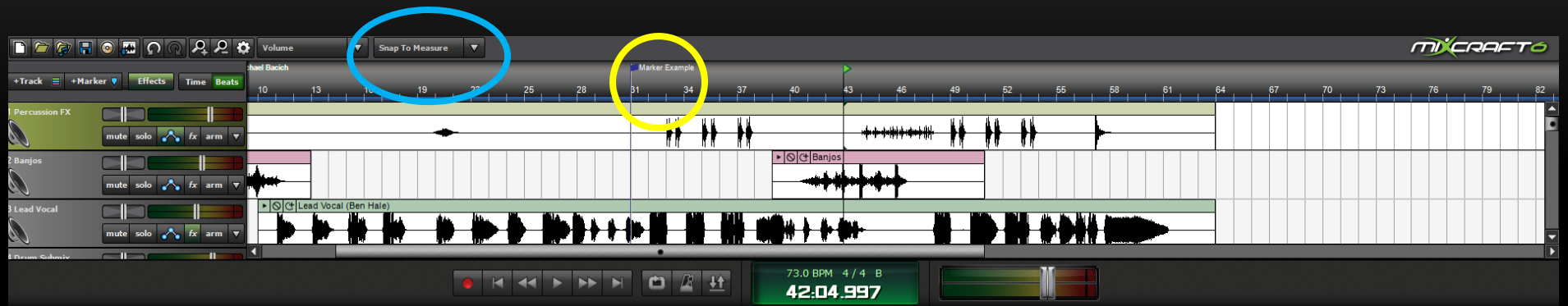


The ruler at the top of the timeline can be set to measure **time** or to measure **beats/measures**. You can select which you wish to use.



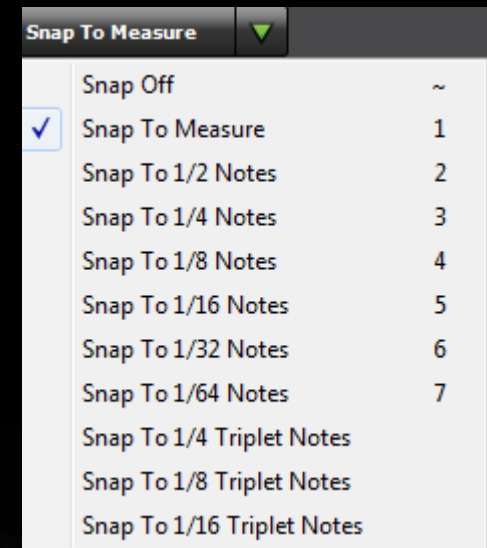
The **playback cursor** – a vertical line for reference – click anywhere on the timeline to move the cursor location.

THE TIMELINE

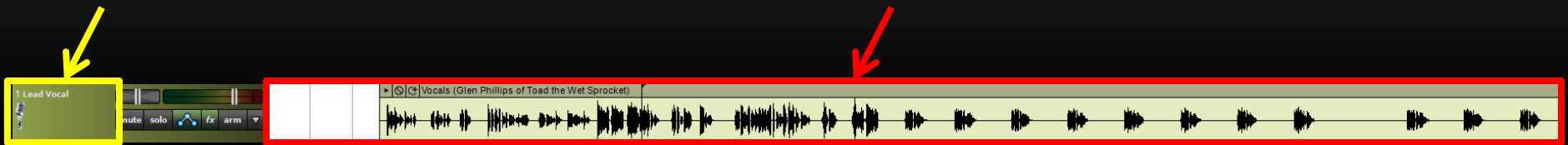


Markers – you can position small triangular and text marks on the timeline to make notes for organization. Right click on the timeline to add a marker, similar to the blue marker in the picture.

Snap setting – the snap setting can assist you in moving regions to the proper position. By choosing a setting you can “snap” a region to a certain measure, or subdivision of a measure. By putting the snap setting to “snap off”, you can move a region to any position you desire.



THE REGIONS



Audio regions, when recorded or added, will appear within the timeline. The track the audio region is located on will show a **speaker icon**. The audio region will show the sound wave. The **name of the track** can be (should be) retitled to something that will make it easy to remember. (the instrument name, person's name, or description of recording)



MIDI regions, when recorded or added, will appear within the timeline. The track the MIDI region is located on will show a **picture of the type of instrument selected and a piano "button" which selects the instrument**. A **piano roll** (discussed later) will be shown. Horizontal lines inside depict note duration and pitch. The **name of the track** can be (should be) retitled to something that will make it easy to remember. (the instrument name or description of recording)

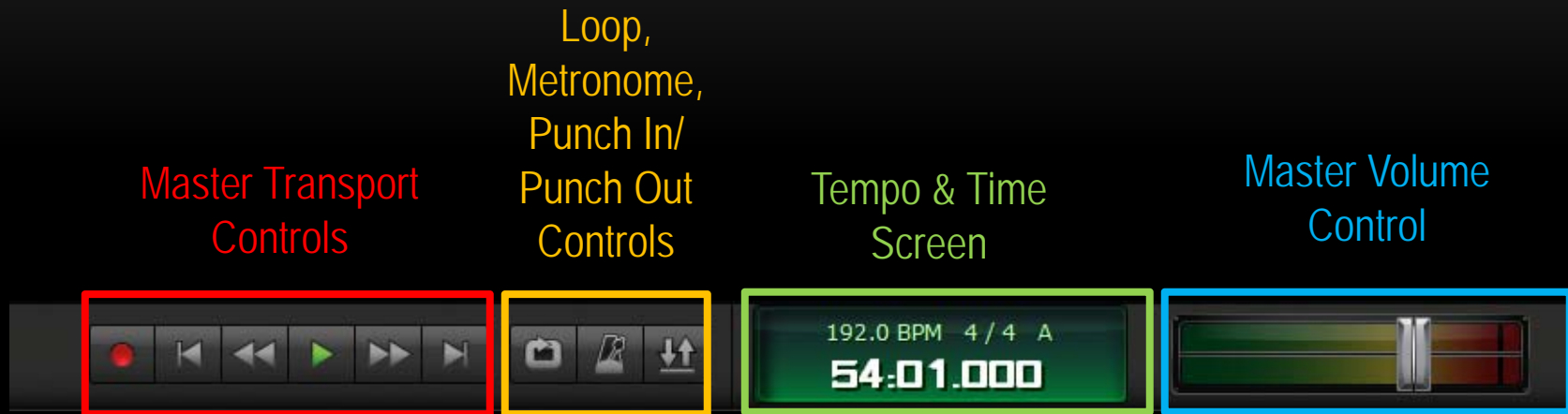
WHAT IS MIDI?

M.I.D.I., short for Musical Instrument Digital Interface, is the equipment and computer language that helps electronic musical instruments, computers, and other devices to connect and communicate with each other.

MIDI information carries information that specify pitch, note on/off, volume, vibrato, pan, tempo and many other parameters.

In Mixcraft and other digital audio workstations (DAW's), when dealing with MIDI information, one will be using a "virtual" instrument, either provided within the program or via a keyboard synthesizer.

THE MASTER BAR



Master Transport Control – (from left to right) – record, rewind to beginning, rewind portion, play, fast forward portion, fast forward to end. Shortcuts – Spacebar=play/stop, R=record

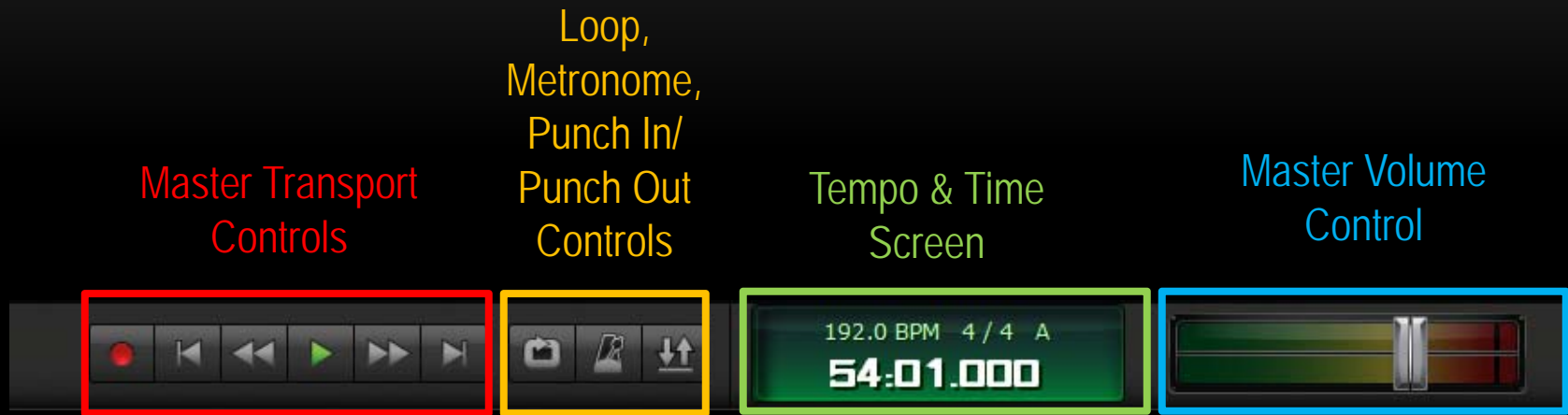
Loop, Metronome, Punch In/Punch Out Controls - (from left to right)

Loop – will replay a *highlighted* area repeatedly when button is activated

Metronome – will open window for metronome settings during playback and recording

Punch In/Punch Out – used to re-record over a certain section of audio

THE MASTER BAR



Tempo & Time Screen – Used to change key, meter, tempo.

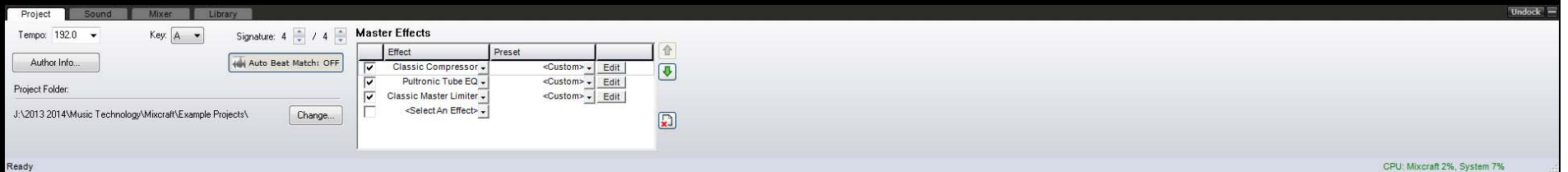
Master Volume Control – Controls the overall volume of the project. Move slider left to decrease volume; Move slider right to increase volume

THE METRONOME

When recording in beat mode, a metronome (or click track) may be used to help programmers/performers to stay on beat. You can decide if you want the metronome to sound during playback, recording, or give a designated amount of measures before recording begins.

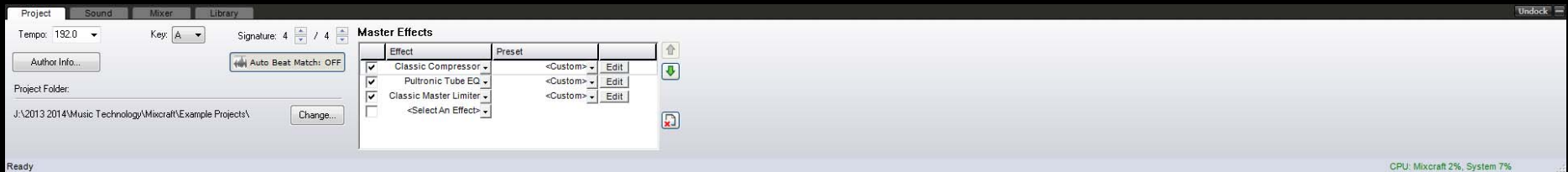


THE TAB AREA



The tab area is a group of four windows organized into tabs (Project, Sound, Mixer and Library). You should be most familiar with the Mixer and Library tabs.

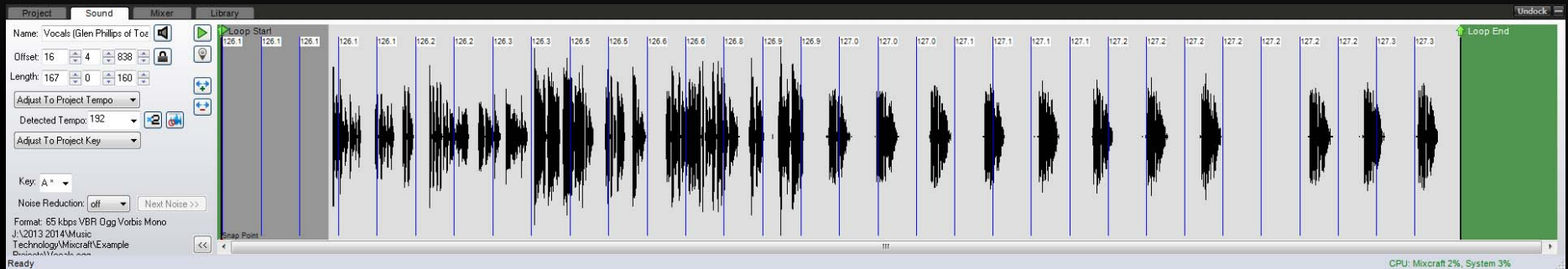
THE PROJECT TAB



The Project Tab shows some general information about your session – master tempo, key, time signature, and master effects (effects applied to ALL tracks).

The audio beat match function, found on the Project Tab, is primarily applied to adjust loops used in the program. When applied, audio loops added will match the master tempo.

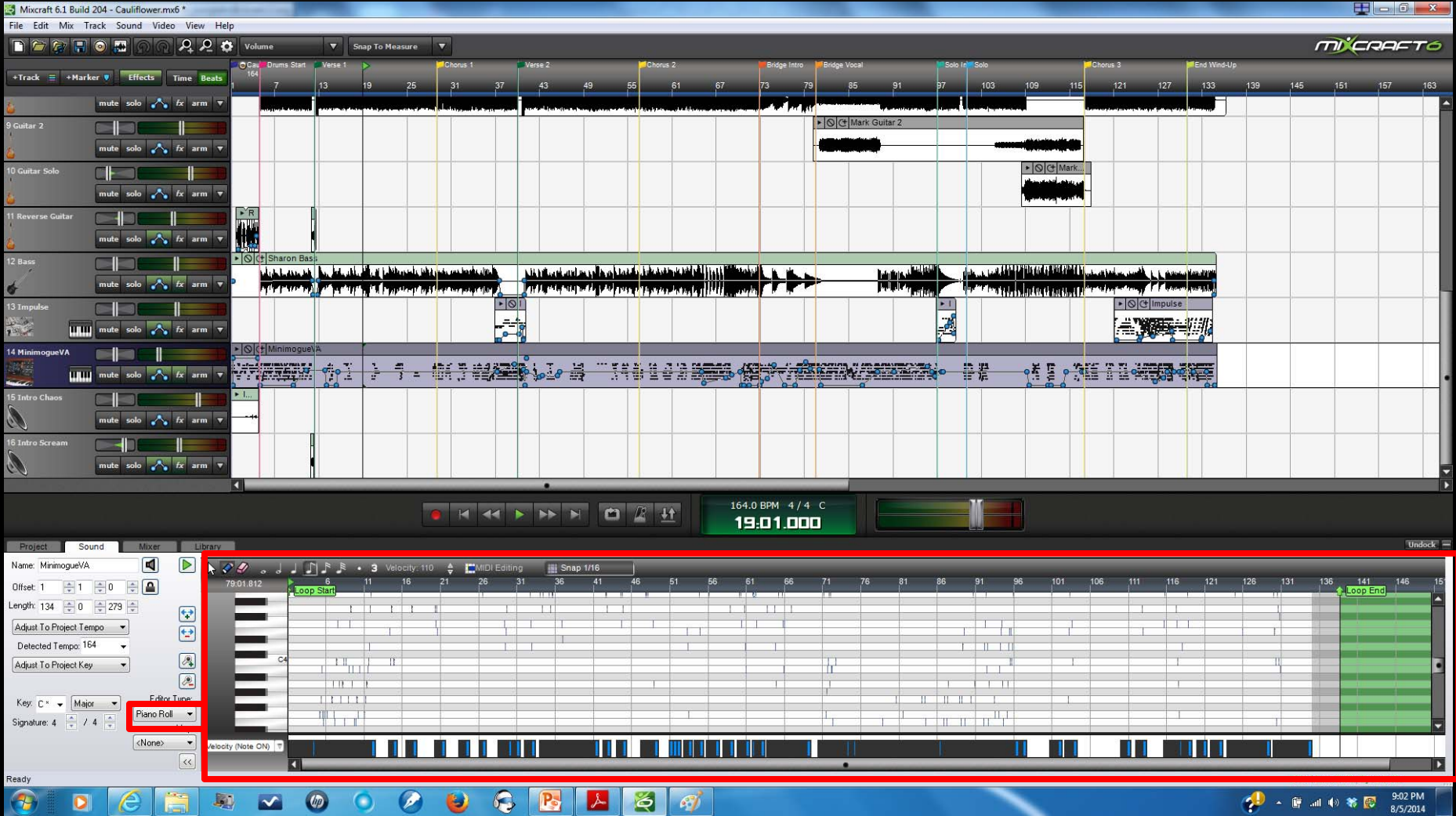
THE SOUND TAB



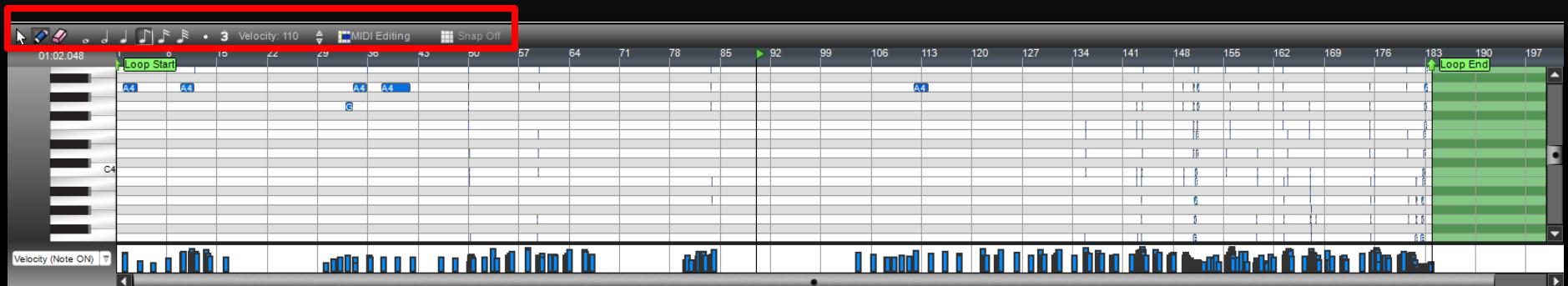
The Sound Tab displays the audio waveform of a selected audio region and certain parameters that can be changed. Tempo, key, pitch, and length of the audio region are some examples of editable parameters.

A smaller loop can be created by dragging the Loop Start and Loop End markers to the desired placement.

PIANO ROLL & NOTATION



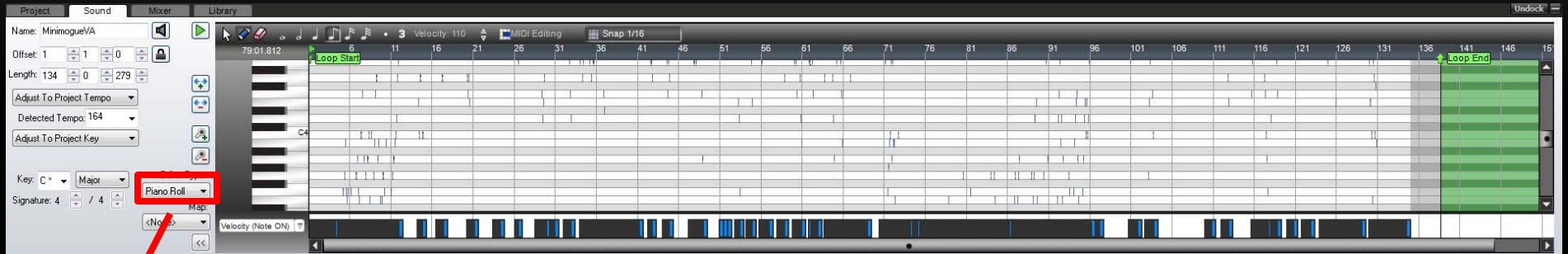
PIANO ROLL & NOTATION



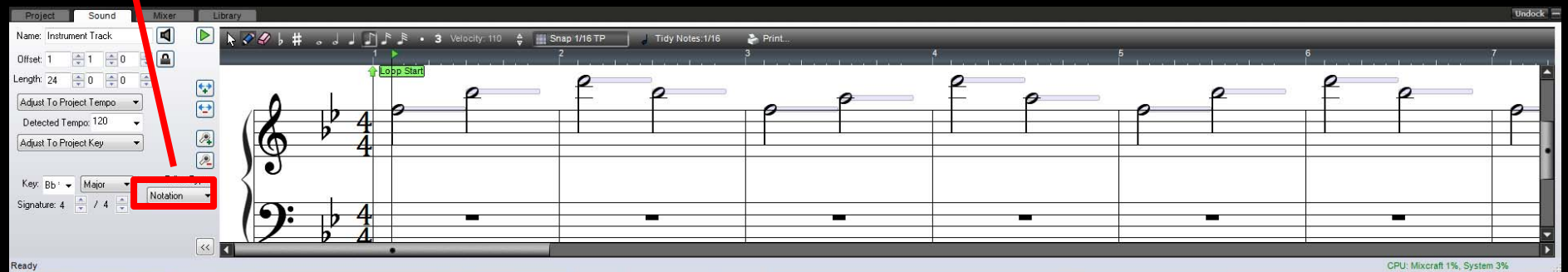
When dealing with MIDI regions, users can edit those MIDI regions in the Sound Tab through the Piano Roll. Notes can be added or erased, shortened or lengthened, or their velocity changed.



PIANO ROLL & NOTATION



You can switch between the Piano Roll editor and the Notation editor using the **editor type** pull down menu found on the Sound Tab.



THE MIXER TAB

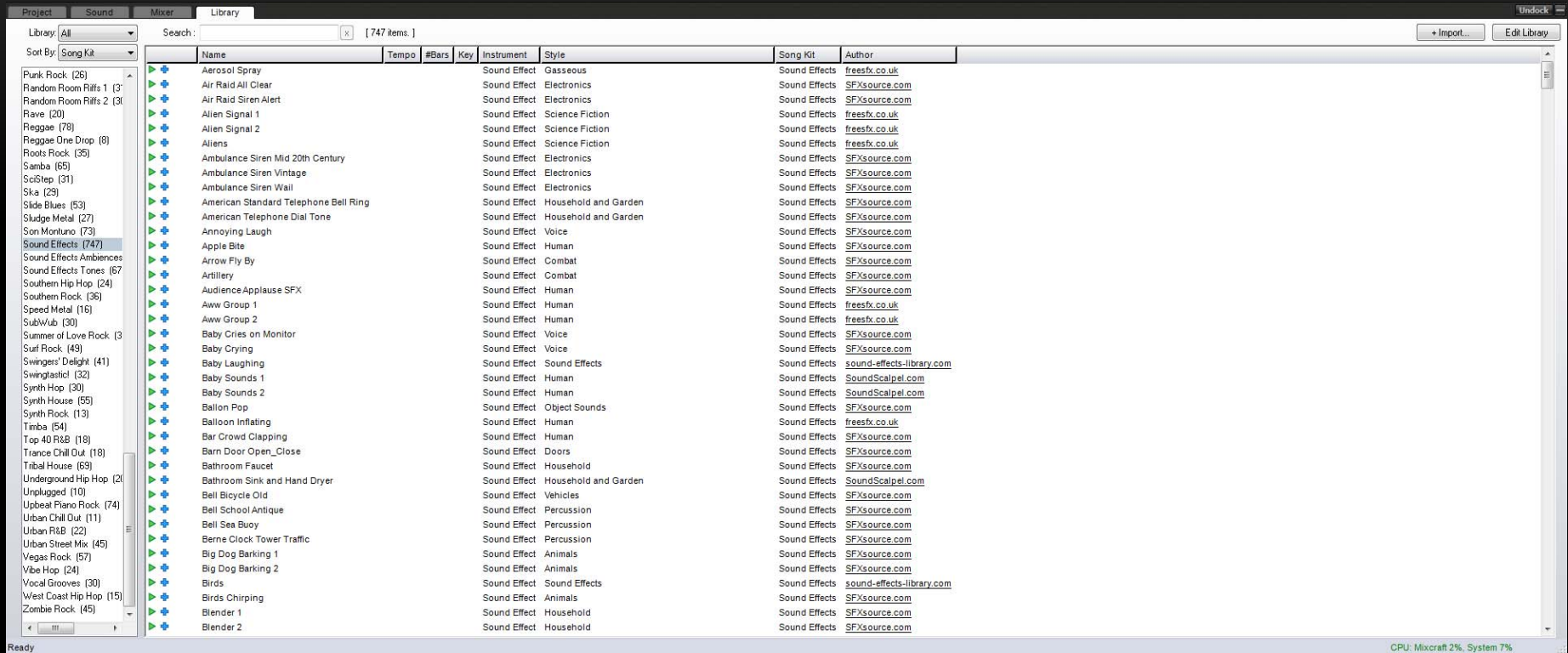


The Mixer Tab displays a virtual display of a standard mixing console. Used by many as part off the “final mixdown”, you can control: volume levels; pan tracks left, right or center; mute or solo tracks.

You also have access to a 3-band EQ (equalization) and track effects. To the far right, you have access to the Master Track (all tracks) volume, master effects, and master EQ.

Unlike the Timeline, your tracks are now vertically oriented, with each track having the same controls. Once you’ve done your editing on the Timeline, the Mixer Tab is the next location you should head before the final saving and exporting of your project

THE LIBRARY TAB



The library tab allows you to search, preview, and drag loops into the Timeline. Using the loops library, or the sound effects library, or both (All), you can browse through the libraries using categories such as instrument, key, tempo, style, name, song kit, date, and imported date. Preview the clip by pressing the green play button to the left of the name of the loop.

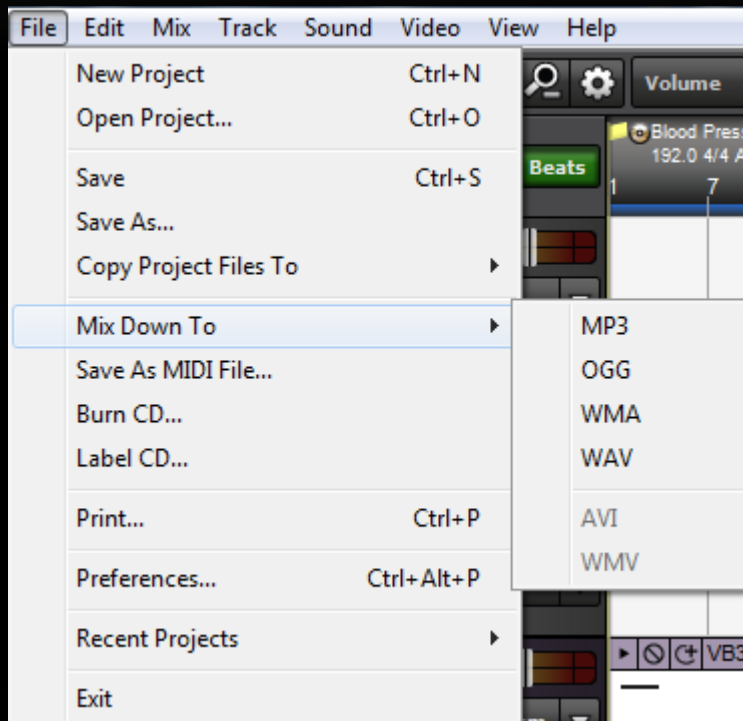
THE TOOLBAR



The toolbar is a collection of shortcuts – new project, load project, add sound, save project, burn audio to CD, mix down to audio file, undo last action, redo last action, zoom in, zoom out, preferences, change clip envelope type, change snap to grid settings (from left to right)

Shortcuts – Zoom In "+"; Zoom Out "-"

SAVING SONGS

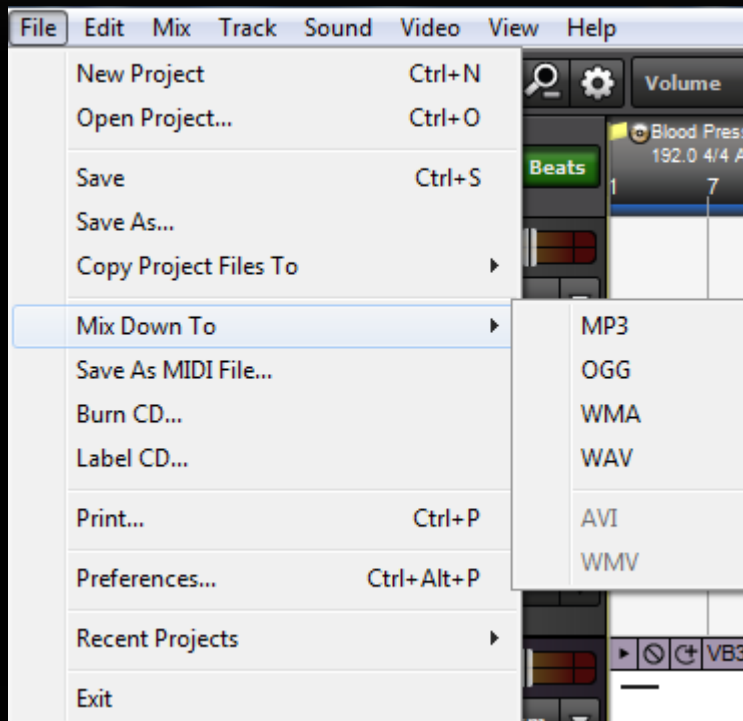


Save – Save OFTEN; be sure to save to your flash drive, following the pathway you set.

Save As – If you want to save to another name you can, but be sure to use the same pathway (for example – save your project in stages – Alphabet Soup 1, Alphabet Soup 2 (newer version), Alphabet Soup Final (final version))

NOTE: Remember to save the project for submission to instructor as “YOUR NAME PROJECT NAME” like “John Von Glahn Alphabet Soup”

EXPORTING SONGS



Export your songs by mixing the song down to an audio file, save it as a MIDI file, or burn it to CD.

"Mix Down To" will give you the option to save your file to an audio file (for PC users – mp3 or wav – mp3 preferred) or a video file (if you have video associated with your project, avi or wmv – avi preferred).

When submitting projects, please mix down the project to the requested file (making sure to save it to your project folder as well). If unsure what type of file to use, please ask.