# LESSON 12 TUTORIAL

#### REQUIRED MATERIALS:

- Computer with
   Mixcraft
- Headphones
   or Monitors
- Mixcraft Loops
- REMIX stems

   ("Additional Materials
   Download")
- Remix Student Guides ("Additional Materials Download"]

#### SUGGESTED MATERIALS:

- MIDI keyboard
- Internet Connection

STUDENT'S GUIDE	CLASS TIME:
NAME:	
PERIOD:	
TEACHER:	
CLASS:	
<b>REMIX PROJECT</b>	

# ACTIVITY

 Hello remixer! In this lesson, you will learn to craft your own remix from either Ben Hale's song "Rapunzel" or a song supplied by your teacher. Ask your teacher about setting up the "Remix\_Template.mx8 file from the "Additional Materials Download" to your desktop. Open the Mixcraft project:



The Workspace of the Remix Template project.

2. The project is already divided into sections marked with colored flags and contains only the vocal track. To hear the original instrumentation, visit this link <a href="http://youtu.be/ILPOnHcnvkM">http://youtu.be/ILPOnHcnvkM</a>. Notice "Rapunzel" follows a strict Intro-AABAB (verse-verse-chorus-verse-chorus) structure. As you work through your mix, it will be important to keep this structure in mind.

**NOTE:** If you are remixing another song, here are some helpful steps to import.

**A)** Open Mixcraft and use the New Project window to load a template with several audio tracks.

New Project Settings	×
O Specify Settings	
Video Track Snap Setting	Grid
Instrument Tracks 0 🗘 Mode	Time Beats
Audio Tracks 8 🗘 Tempo	120.0
Send Tracks 0 🗘 Key	• • •
Master Track Time Signature	e 4 4
Performance Panel Sets 8	Auto Beatmatch
Load Template	
No Template Selected.	Browse
Load an Existing Project	
<choose a="" here="" previous="" project=""></choose>	Browse
Show For New Projects	ОК

- **B)** Import the stems. Make sure the tracks are aligned with the beginning of the timeline window.
- **C]** Adjust the key and Mixcraft's master tempo to your remix tracks. Usually this information is provided with the song's stems. Under the Project Tab, Mixcraft will show the key and master tempo of the song. For individual track information on tempo and key open the Sound Tab. Detected key information will be noted next to the "key" window; while tempo information will be provided under the "Adjust To Project Tempo" window.

### **BEGINNING TO REMIX**

Starting your remix: creating a beat. For the song's introduction, you will want to
introduce a beat. First, create a new Audio Track (Ctrl + G) and rename it "Kick Drum."
In the Tabs Area, select the "Library" tab, then: Then: Sort By > Instrument > Drums. Search
through the drum categories for interesting loops. If you are connected to the internet,
you can preview and download each loop by clicking the green play button next to the
file name. Try the Kick Clap 3 loop.

Project Sound		Mixer		Library							
····	*	ki	kick clap 🛞 5 items + Import Edit Library								Edit Library
Library: All	~			Name	Tempo	#Bars	Key	Instrument	Style	Song Kit	Author
Sort By: Instrument	~	*	•	Kick and Clap	90	4		Drums	Нір Нор	West Coast Hip Hop	Dj Puzzle
soft by. Instrument		*		Kick Clap 1	134			Drums	Electronica	ElectroTrash	Shok
Didgeridoo (1)		*	•	Kick Clap 2	134	4		Drums	Electronica	ElectroTrash	Shok
Djembe (2)				Kick Clap 3	134			Drums	Electronica	ElectroTrash	Shok
Drums (1730) E. Piano (57)	- 1	*	►	Kick Clap 4	134	2		Drums	Electronica	ElectroTrash	<u>Shok</u>

Using the Library Tab to find a drum loop.

Arranging a beat. When you have decided on a drum loop, simply highlight the file and drag it onto your "Kick Drum" audio track on the Timeline. You may want your drum loop to repeat throughout the entire remix. There are many ways to do this: 1) Select the audio segment, hold down Alt key, slide right and drop. Repeat as necessary. 2) Copy and paste audio segments. 3) Use the "loop" icon on an audio region to repeat loops along the Timeline. Repeat as necessary. 4) Place cursor at the end of the loop to activate the double arrow symbol, left click and drag the loop to extend as far as necessary.

## TIP:

Try to vary your beat during different sections of your remix. You might have the hi-hat play during the choruses, but not the verses. Experiment with different arrangements

## TIP:

Don't worry about only selecting loops that match the key of our song. Mixcraft will automatically transpose any loop to our session's master key Copies of our Kick Clap 3 Loop.

- **3.** Developing your beat. Depending on the drum loop, you may want to expand upon your beat. For instance, does your loop include a hi-hat part? A snare drum? Or a clap? Search for other loops that will thicken your beat.
- **4.** Adding Harmony. Next, let's add harmony. Browse your favorite instrument categories and look for loops that include chord progressions. Again, keep the structure of your mix in mind. For the verses, you might want to use a different loop than the one used with the choruses. Try importing the Rhodes 2 loop for the verses. If offers a laid back, jazzy feel to the mix: Library > Sort By Instrument > E.Piano > Rhodes 2.

····	*	Se	arch			5	57 items + Import			Edit Library	
Library: All	~			Name	Tempo	#Bars	Key	Instrument	Style	Song Kit	Author
Sort By: Instrument	~	*	•	Rhodes 19	100	8	B maj	E. Piano	Samba	Brazilian Lounge Samba	Dj Puzzle
sont by.			Rhodes 2	100		B maj	E. Piano	Samba	Brazilian Lounge Samba	Dj Puzzle	
Didgeridoo (1)		*		Rhodes 2	122		D min	E. Piano	Dance	Disco	Michael Bacich
Djembe (2)		*		Rhodes 2	80	2	A	E. Piano	Нір Нор	Urban Street Mix	Peace Love Productions
Drums (1730)	- 11		•	Rhodes 2	135	4	С	E. Piano	House	Tribal House	Peace Love Productions
E. Piano (57) Electric guitar (1)		*	•	Rhodes 20	100	8	B maj	E. Piano	Samba	Brazilian Lounge Samba	Dj Puzzle
Electric piano (30)		*		Rhodes 20	100		B maj	E. Piano	Samba	Brazilian Lounge Samba	Dj Puzzle

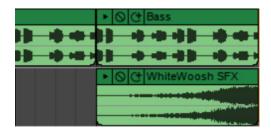
The Rhodes 2 loop adds some jazzy and rich harmony to the verses.

**5.** Adding Bass. After arranging the harmony, browse the bass loops. The bass will be the foundation of your mix, so pay particular attention to how it sounds with the harmony. After previewing several bass loops, try arranging a loop on the Timeline. For an attention-grabbing effect, bring in the bass right as the vocals enter. Again, keep in mind how the structure of the verse and chorus differs.

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Library: Al	· ~				Name	Tempo	#Bars	Key	Instrument	Style	Song Kit	Author
Sort By: In:	strument 🗸	11	*	۲	Bass C Minor 5	70		Cmin	Bass	Latin	Bossa Nova	Groupo Cha Cha
					Bass C Minor 6			Cmin	Bass	Latin	Bossa Nova	Groupo Cha Cha
( All ) (7810)	)				Bass C Minor 7			Cmin	Bass	Latin	Bossa Nova	Groupo Cha Cha
Acoustic G					Bass C Minor 8				Bass	Latin	Bossa Nova	Groupo Cha Cha
Bagpipes (7 Bass (590)	)				Bass	79	8	Ab maj	Bass	Electronica	Ambient Chill Out	<u>Di Puzzle</u>
Bassoon (1)	)		*	►	Bass	79	4	Amin	Bass	Reggae	Reggae One Drop	Michael Bacich

This Bass loop sounds great against the Rhodes 2 chords.

- **6.** Building on the Harmony. Now is the time to really explore with the rest of Mixcraft's loops. With the foundation in place (*bass, drum, and chord loops*) try adding other instruments and melodies to accompany the rest of the mix. Remember the "style" of remix when selecting through loops. For instance, a metal guitar loop might sound a bit harsh against a soft piano ballad loop (*unless, of course, you want to act outside the box by mixing and matching different styles of loops*).
- 7. Creating Movement and Tension. Remixes can get a bit boring, predictable, and repetitious with just the basic instrumentation. Adding sound effects loops can liven up a mix! Try this one: In the Library tab, click "FX" in the instrument column, then select the WhiteWoosh SFX loop .Add this loop right before a verse or chorus. Notice the movement and transitional effect as the mix shifts between the verse and chorus. Please note that these are "loop" sound effects not "plugin effects." Do not confuse this with either the functions of the "fx" plugin button on the audio track or the "fx" button at the top of the mixer panel.



Try using the WhiteWoosh SFX from Mixcraft's library to add movement to a mix.

- **8.** Fitting it all together. Once a solid remix arrangement is established, it is time to mix your remix! Mixing is the processing of molding together your arrangement.
- **9.** Open the Mixer tab in the bottom left part of the Workspace. Here, your audio and instrumental tracks will be displayed in vertical panels. To raise or lower the volume of an instrument, move the vertical slider, the volume slider, up or down. The pan slider, located above the volume slider, moves horizontally and pushes an instrument to the left or right of the listening field. Try dialing in different volume and pan settings in the mix.



The volume (vertical) and pan (horizontal) sliders on a kick drum track.

 Mixing Down. When the remix is finished, the final step is mixing down the track. Go the top menu File > Mixing Down To...>.MP3. Click and mix down the remix to the computer's desktop.