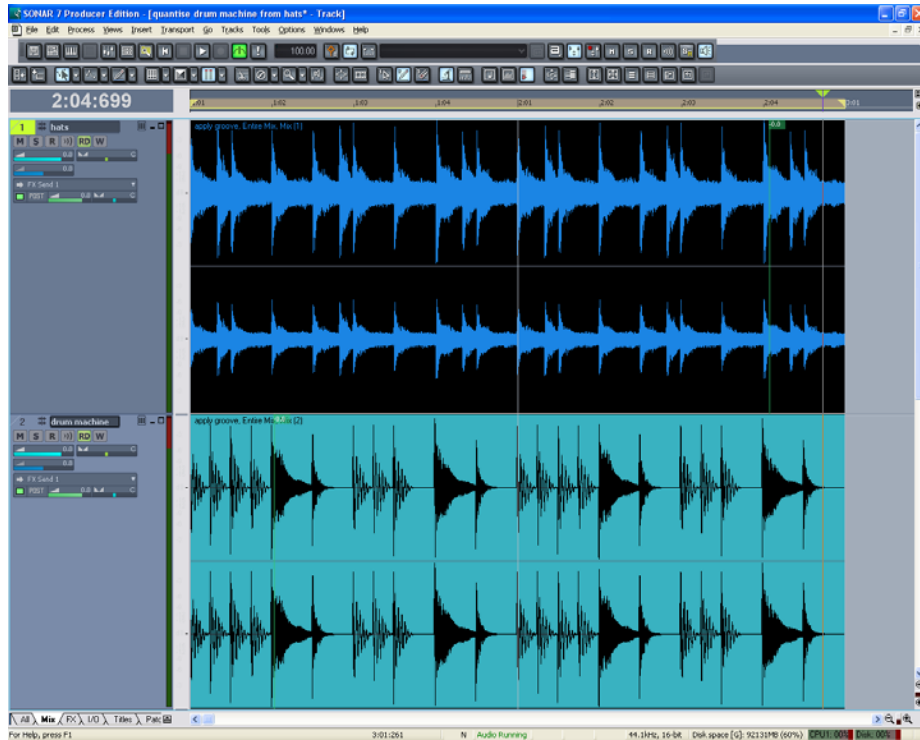


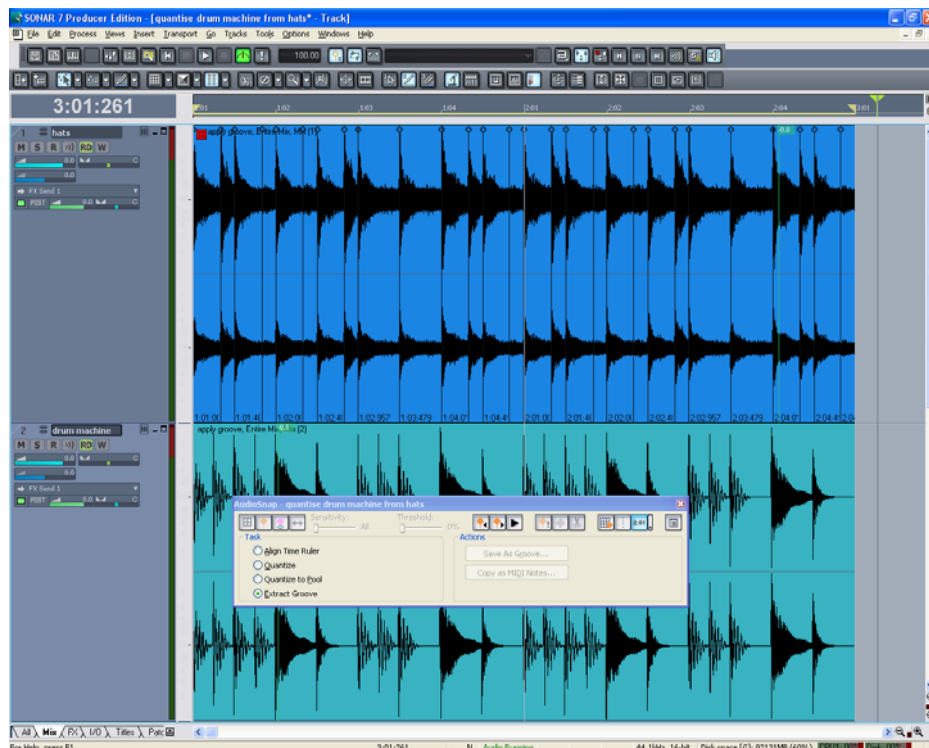
Extracting the Groove

In this exercise we will extract the groove from a hi-hat part and apply that groove to a mechanized sounding drum machine part. To complete this you will need to have a basic understanding of the AudioSnap function.



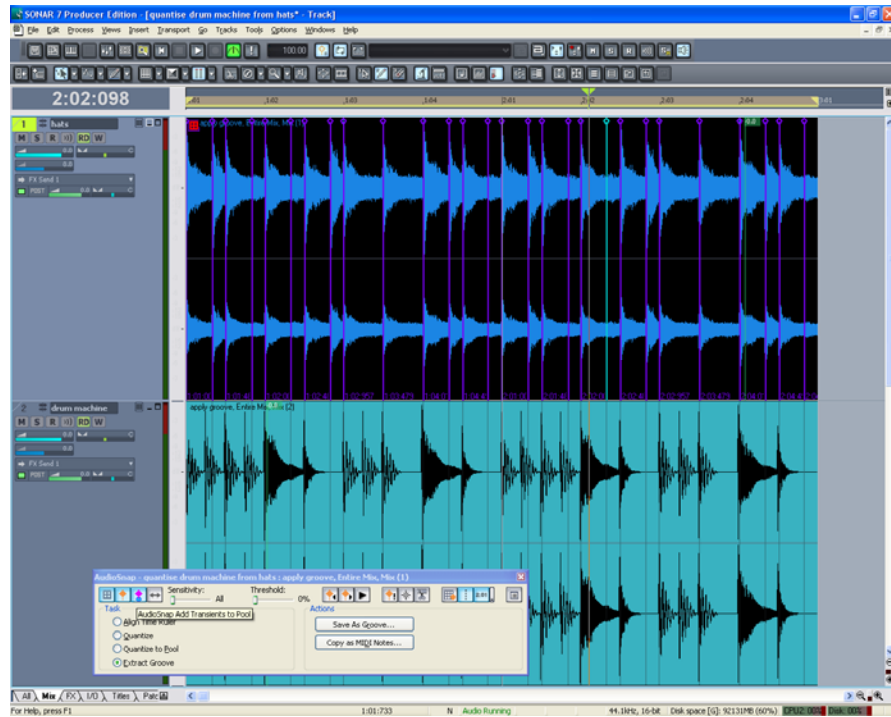
First of all we shall switch on AudioSnap for the hi-hat by selecting it and pressing F12.

(Click [here](#) to listen to the hi-hat part)

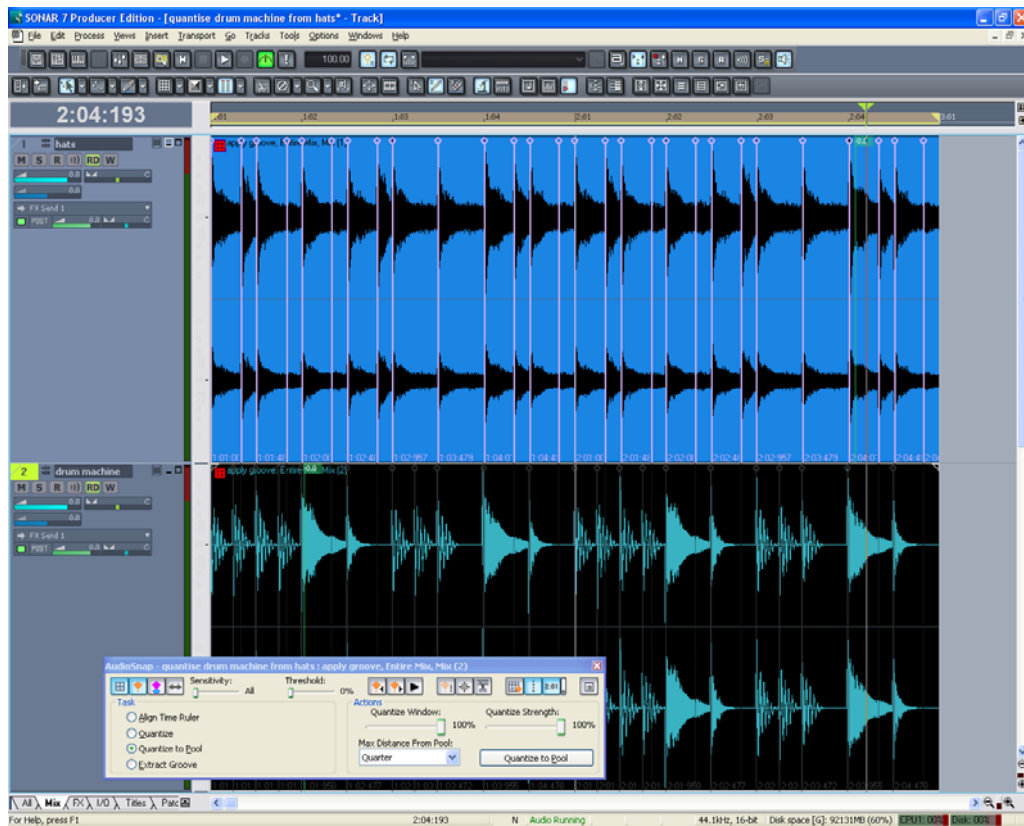


Notice that the AudioSnap window has now appeared and that transient markers have been placed on the hit points of the hi-hat clip. Check the hi-hat clip to see if the transient markers are at their correct positions. You can move transient markers by dragging the diamond at the top of the marker line or remove them by right clicking the diamond and selecting Disable from the drop down menu.

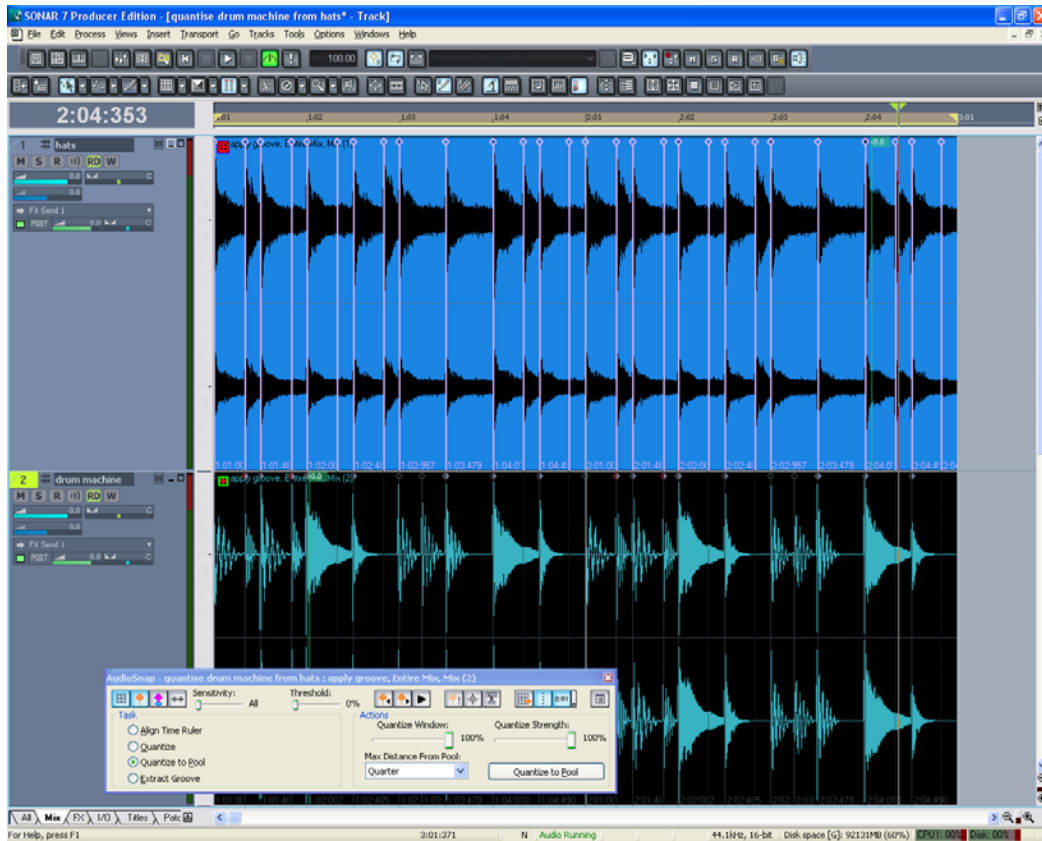
Now we shall use this hit information to make a groove map to quantize the drum machine part to. The first step is to add these transient markers to the Pool. On the upper left hand side of the AudioSnap window there are 4 tools, the third tool (the one with the pink diamond) is the Add Transients to Pool tool. Click on that tool. Now you should see lines drawn down the screen where the transient markers are.



Close the AudioSnap window and select the drum machine part. Press F12 to open the AudioSnap window for the drum machine clip. In the newly opened Audiosnap window, select Quantize to Pool from the Task list. (Click [here](#) to listen to the unprocessed drum machine part)



Keep the Actions settings as they are and click on the Quantize to Pool button. What you should see happen is that the hit points on the drum machine clip align themselves to the transient pool lines generated by the hi-hat part.



Now when you play the track you will hear that the drum machine part swing along to the groove of the hi-hat part. This is how easy it is to extract the feel from one (or more) audio clips and apply it to the clips you have made. (Click [here](#) to listen to the processed drum machine part)