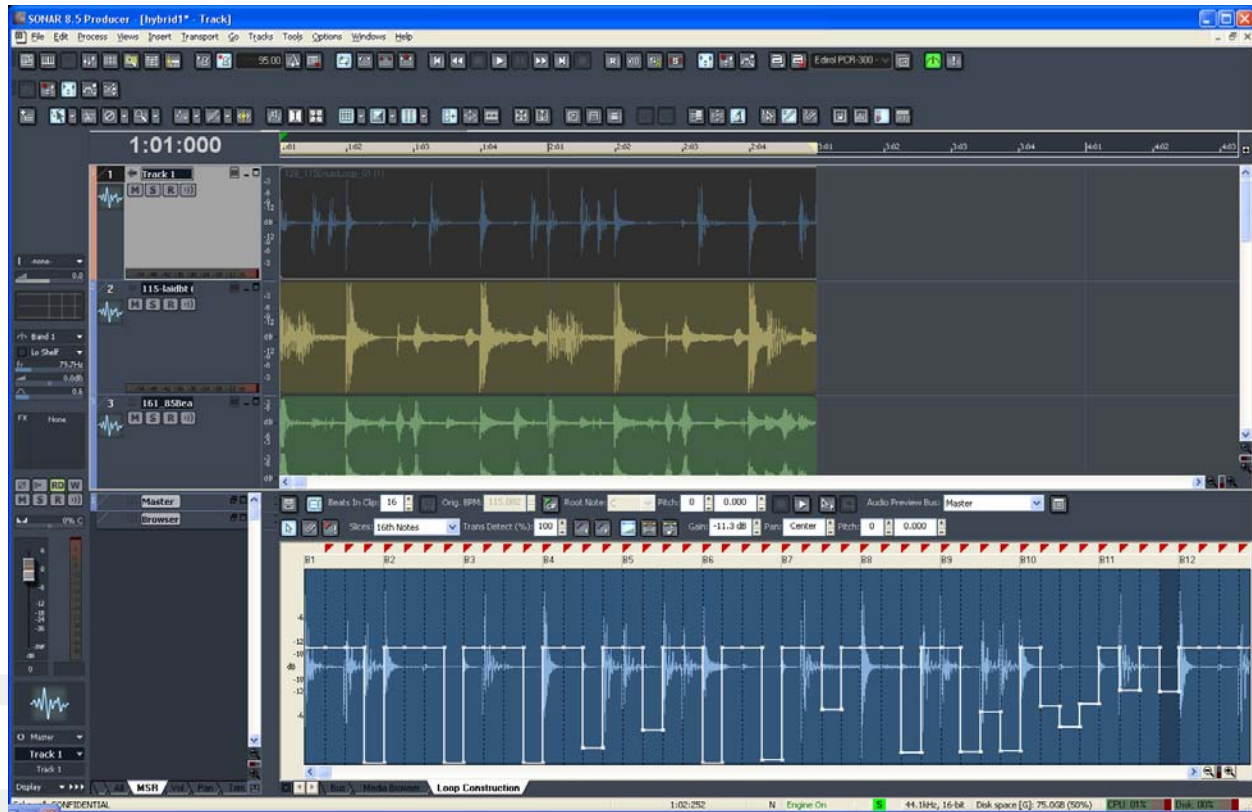


Creating Hybrid Beats with Groove Clips

This month I shall be showing you how you can use some of the Groove Clip Editors advanced features to create interesting sounding 'hybrid' beats. By this I mean running 2 or more loops in parallel and messing around with volume levels of individual hits using the Gain Envelope tool in the Loop Construction Editor.



What is a Groove Clip?

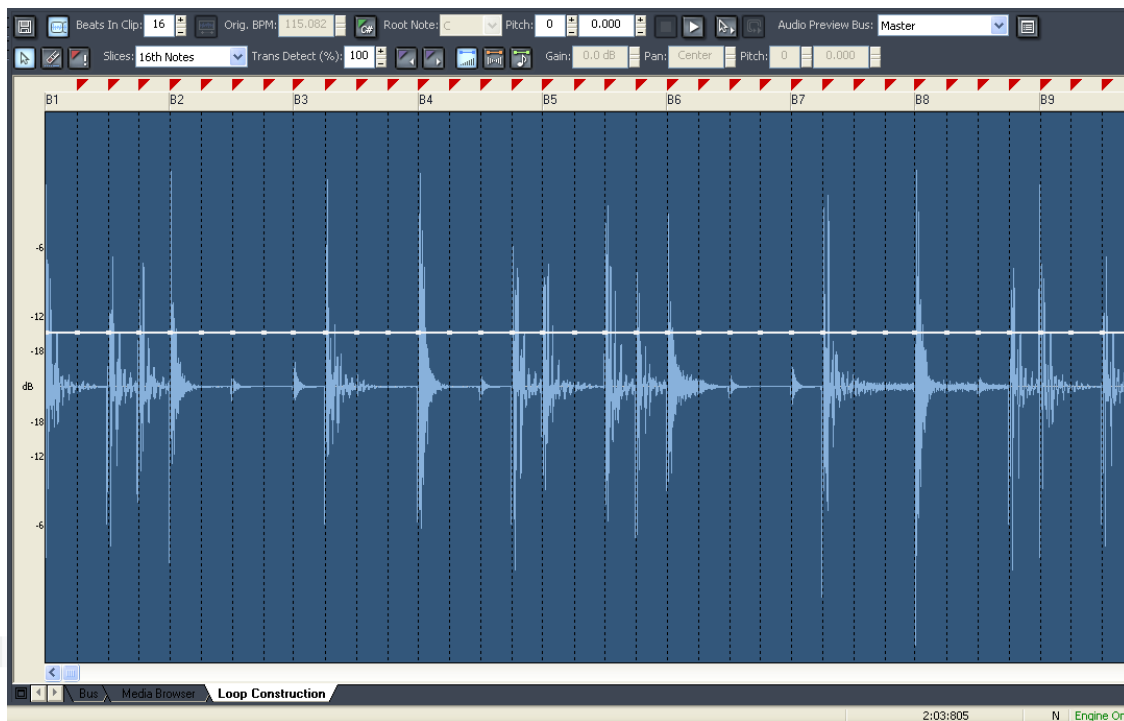
Any Audio Clip can be converted to a Groove Clip. Groove Clips contain tempo, beat and pitch information which SONAR can use to stretch and transpose the Clips to match your Project. A Groove Clip will also generate Slices at musical time intervals which can be adjusted in all sorts of fun and creative ways in the Loop Construction View and this is what we will be focusing on in this tip.

Find suitable Loops

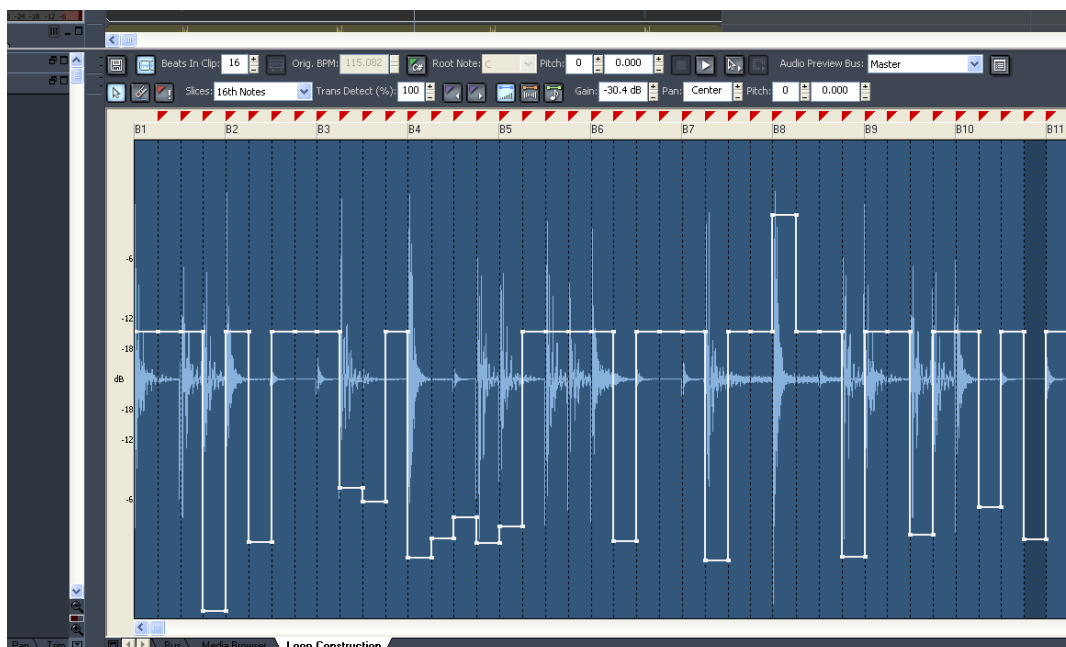
First of all, find some suitable loops to work with. I'd go for busy and preferably quantized loops to start off with. Make sure they are converted into Groove Clips, if they are not, just select the Loop in the Clips Pane and press CTRL-L. It's best to use SONAR's Media Browser to help you find suitable candidates for your loop creations as you can easily audition your library of Loops at the Project's set tempo. When you find one that you want to start with drag it onto an Audio Track and set the Loop Points to the selection. Now you are ready to start fracturing your first loop.

Editing the first Loop

Double-click on it to open it up in the Loop Construction Editor (If you tab-enable the Editor, it will allow you to switch between Loops quickly and easily which is exactly what you want for this kind of editing). Make sure the Volume Envelope is displayed (Press G on your QWERTY Keyboard to switch this Envelope on or off. Set the number of Slices to 16th Notes. Your Loop Construction Editor should look like this;



With the Mouse, you can either pull down all the Gain Envelopes for each Slice so that the loop is silent and pull up the ones that you want to hear or just pull down the Gain Envelopes for the drum sounds that you do not want to hear. The objective here is to create a fragmented loop where only some of the drum sounds are heard. The choice of slices to edit can be as arbitrary as you want it to be.



Adding more Drum Loops

While this Loop is playing, head back to your Media Browser and start auditioning other Drum Loops. When you find one that works with your original fragmented Loop, add it to the next track. Double click on that Loop and start fragmenting it with the Gain Envelope as I described earlier. Now start tweaking the two Loops together by double clicking on the Loop you wish to tweak in the Clips Pane (this is why it is best to Tab the Loop Construction View). You should now start to hear a useable hybrid loop evolving. Keep adding Loops from the Media Browser and fracture them to produce denser and more complex Loops.

Now you can start to use the Track Mute Switches to see what kind of variations you can come up with. When you discover variations that you wish to use, bounce them to a track to make endless fresh variations from your existing loop library that you can use in your arrangements.

Other things you can try

- Experiment with the Pan and Pitch Envelopes in the Loop Construction View.
- Try this fracturing technique on bass-lines or melodic musical phrases.
- Insert an effect on some of the drum tracks (Guitar Rig LE which comes with some versions of SONAR would be perfect to use in this scenario).
- For those of you using SONAR Producer 8 or above, the Transient Shaper Plugin Effect is an excellent tool to use for further sculpting of your fragmented beats.
- Use Session Drummer to add a constant sound such as a kick drum. This will provide your loop creation a solid foundation with which to work on.

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