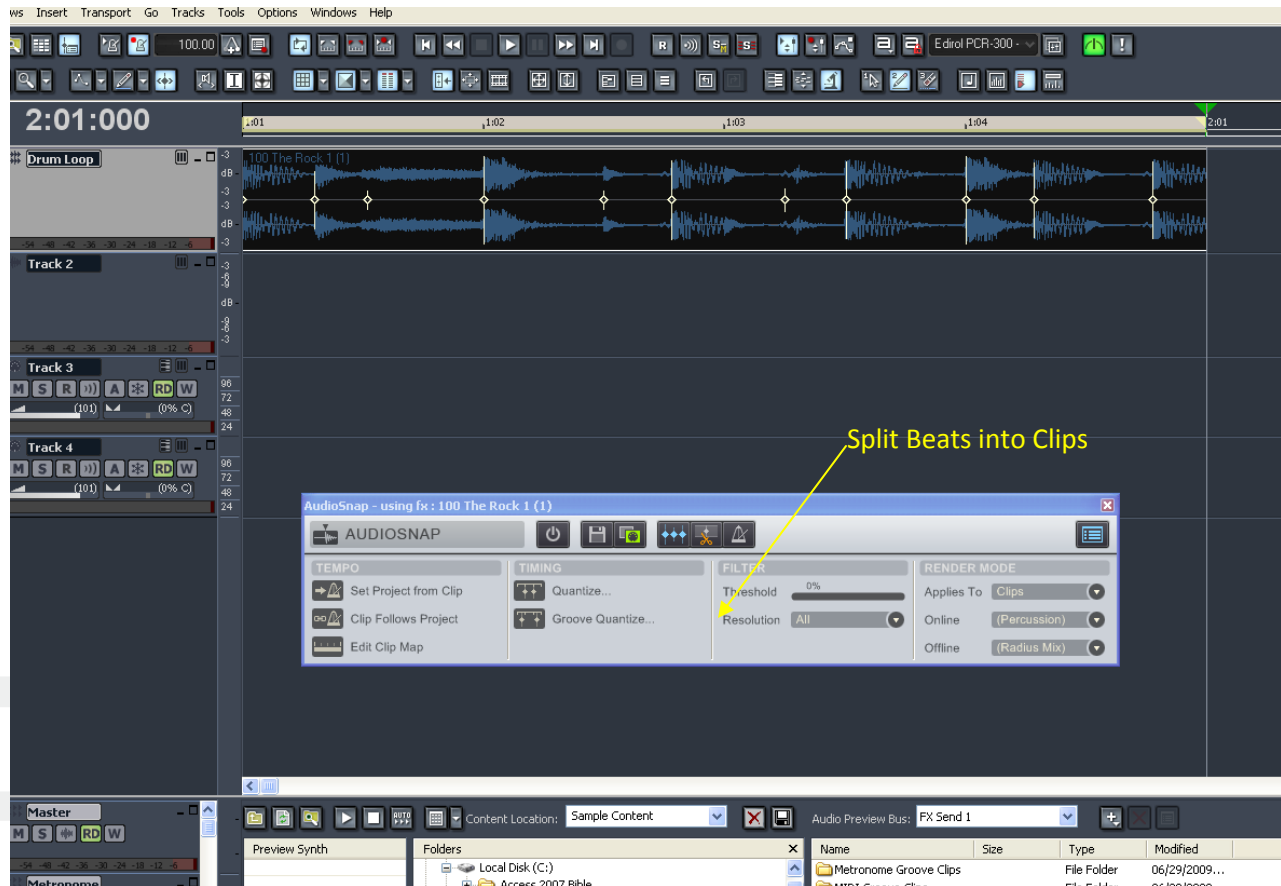


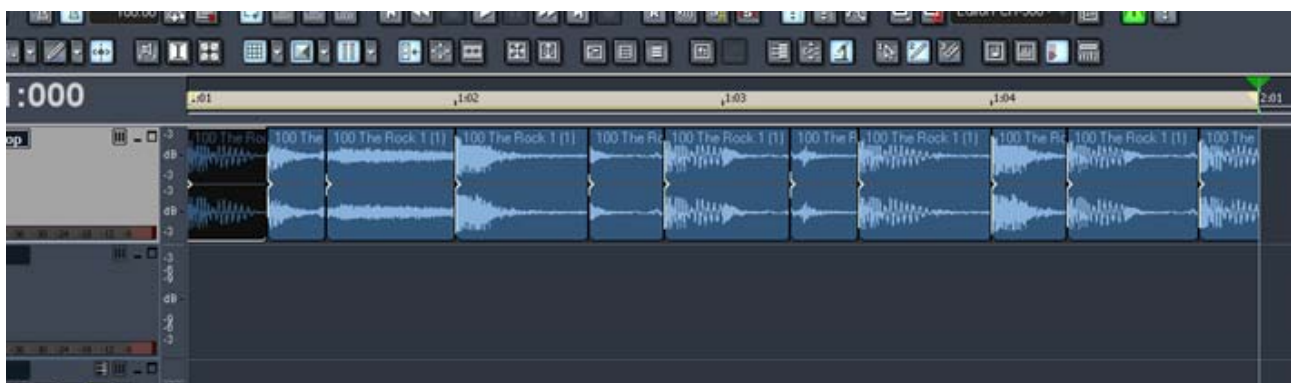
Using the Insert Effect on a Clip

In this tip we shall look into Inserting an Effect on to a Clip as opposed to inserting one on a Track. This is a very powerful and unique feature and if you haven't done so already, I urge you to explore it. For this exercise, I am going to import a Drum Loop from the Media Browser and split it up into beats using AudioSnap 2.

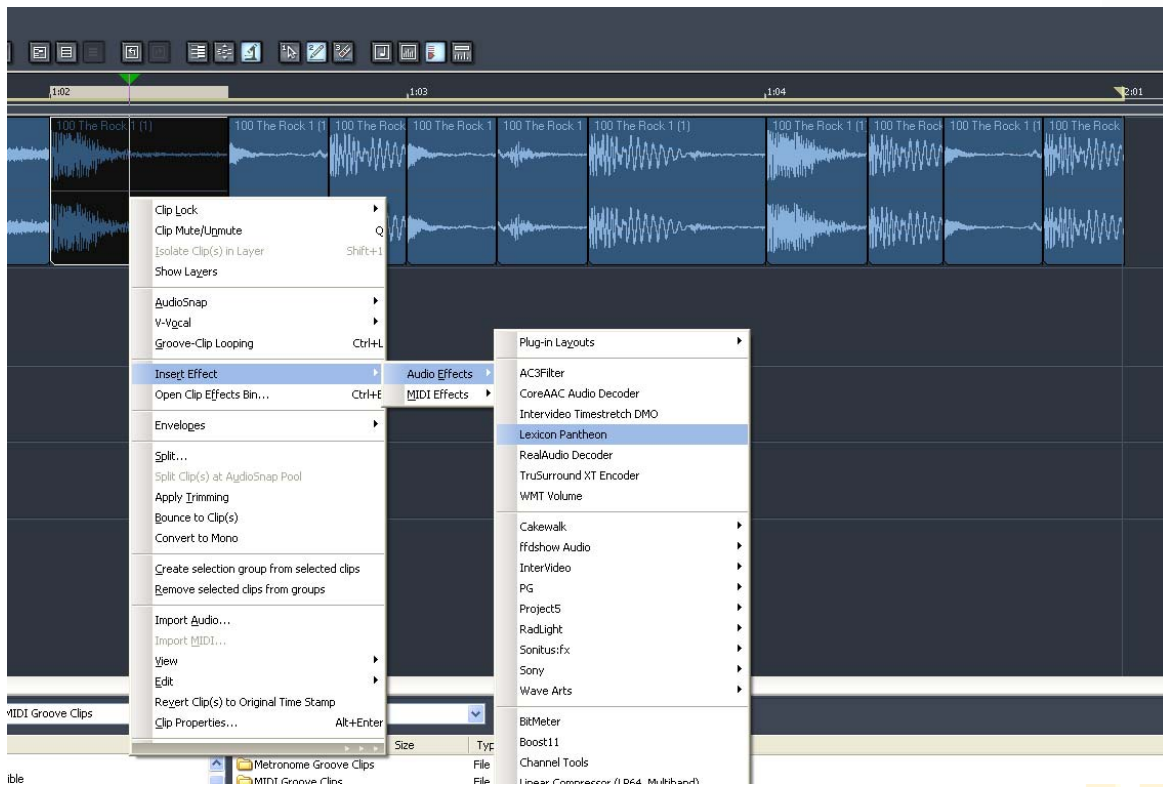


You will need to make sure the Loop you wish to process is not a Groove Loop. If it is then press CTRL-L to deactivate it (you may have to do some time-stretching to match the tempo of your Loop to the Project's Tempo).

Adjust the Threshold in AudioSnap so that all the Beats you wish to split have a Transient Marker and then click the Split Beats into Clips Button. When you have done this your Loop should be nicely split like the one below.



Switch off AudioSnap and make sure the Transient Tab (in Version 8.5) is switched off. Pick out a clip that has a drum sound that you wish to process (try out a snare sound for starters) and Right Click on the Clip to bring up a pop-up Menu.

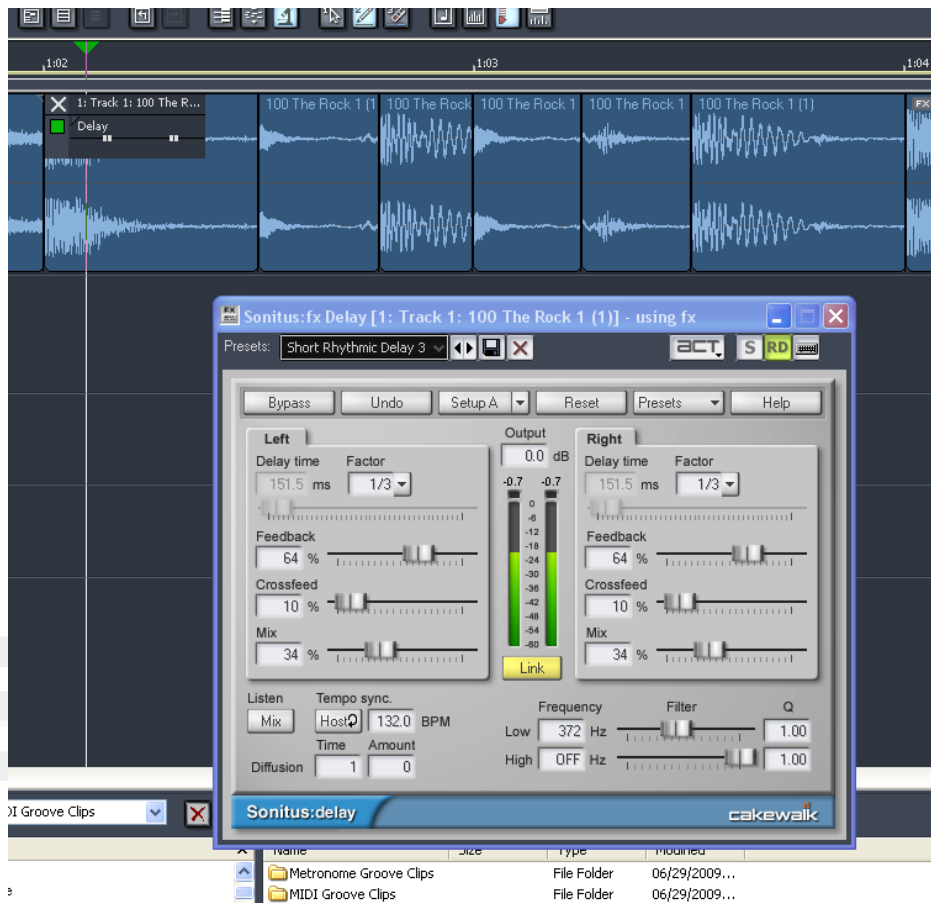


For this example I am going to select the Lexicon Reverb. Because the effect you use will only work for the duration of the Clip, this will create a classic 80's style Gated Reverb effect – *(there is no way you can look beyond a Lex for this kind of task. It's the king of 80's reverbs).*



Notice that there is a handy FX Indicator at the top left hand side of the Clip you have processed. Clicking on this will open up a sub menu to give you access to the effect again if you need to make further tweaks. In my example, I located the second snare hit and added a second Lexicon to that Clip. I experimented with the settings on both Lexicons to generate different coloured reverberated sounds to add extra interest to the loop.

Try adding a Delay effect to add extra grace notes to your audio loop.



In this example, I have used the Sonitus Delay to add a Triplet style fill to my snare hit. Try using a Compressor or a Gate to mess around with the dynamics of a loop. Remember you can still add Track Insert Effects too to completely transform and add fresh new life to your existing loop library.

Once you are done, you can select all the Clips in the loop and then use the Bounce to Clip Command in the Edit Menu to lock in all your effect experiments to one useable clip. I urge you to spend a session or two to explore these powerful features. They can completely transform the way you use your loop library!