

Beatboxing Excitement

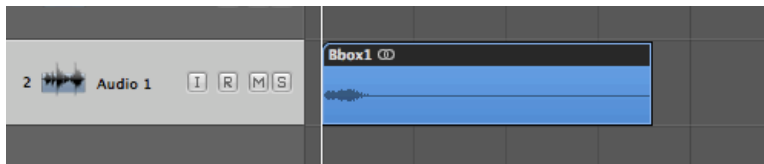
As I'm sure you're all aware, Mr Bedingfield beatboxes his way through his early 2000's hit single 'gotta get thru this'. But how can you replicate this in your sequence?

One solution is to use Logics sampler, called the EXS24. First of all it's important to understand the difference between a **sampler** and a **synthesiser**.

A **synthesiser** utilises electronically generated waveforms (such as square, triangle and sawtooth waves) as its primary sound source. A **sampler** uses short **recordings** as its primary sound source. So for example, some of the orchestral instruments in logic uses the sampler, so the sound we hear is constructed from several short recordings of a real instrument. This is called a **sampled instrument**, and today we are going to make our own beatboxing sampler instrument.

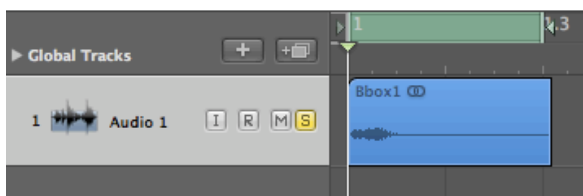
As this is a sequencing task, you are not allowed to simply record yourself performing the beatboxing (even though I'm sure this would sound sick). What we need to do is record just one short beatboxing sound that we will then manipulate its pitch and rhythm etc. in Logic.

So first of all create a new mono **audio track** in logic. You need to listen carefully to the original and replicate Daniel's style of beatboxing, but remember you are only recording one note.

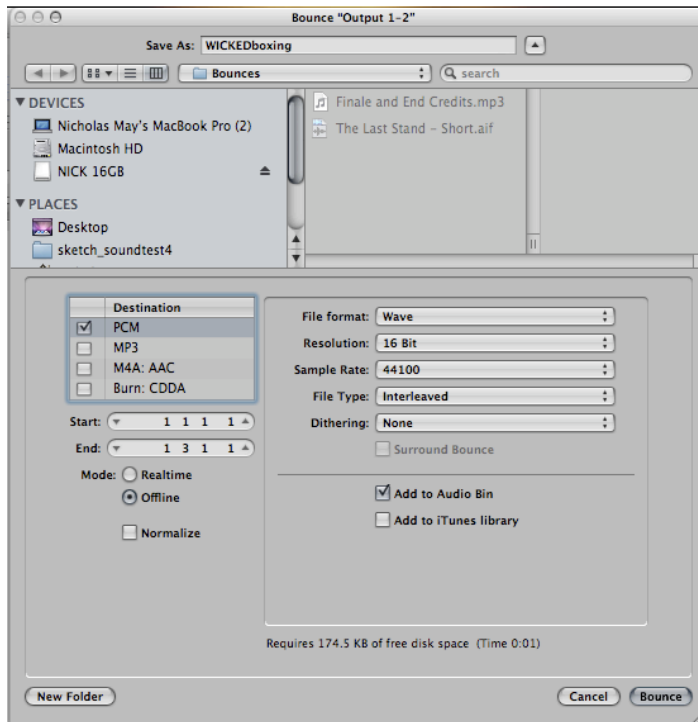


Once you've got a recording you are happy with, trim the audio file so it starts right on the beat and trim out any silence.

Next you need to bounce your sample. To do this set the green region box at the top of the screen to be the length of your sample (as pictured below).

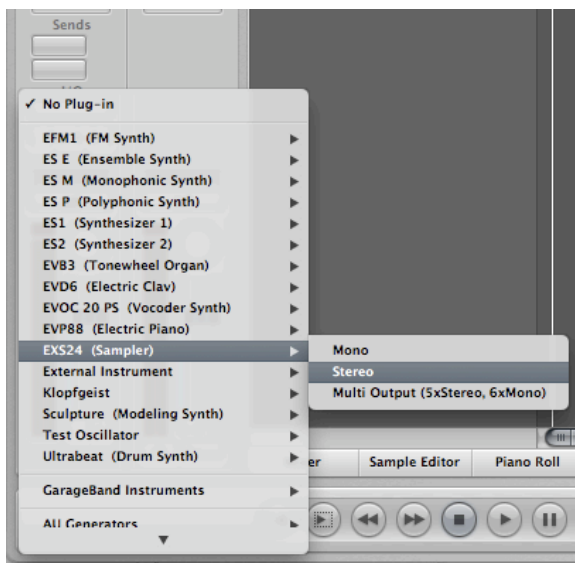


Now go to 'file' - 'bounce' and name your sample something appropriate.



Make sure the options are set to 'PCM' and you want to tick the 'Add to Audio Bin' box. This will make it easier for you to find the file in Logic later.

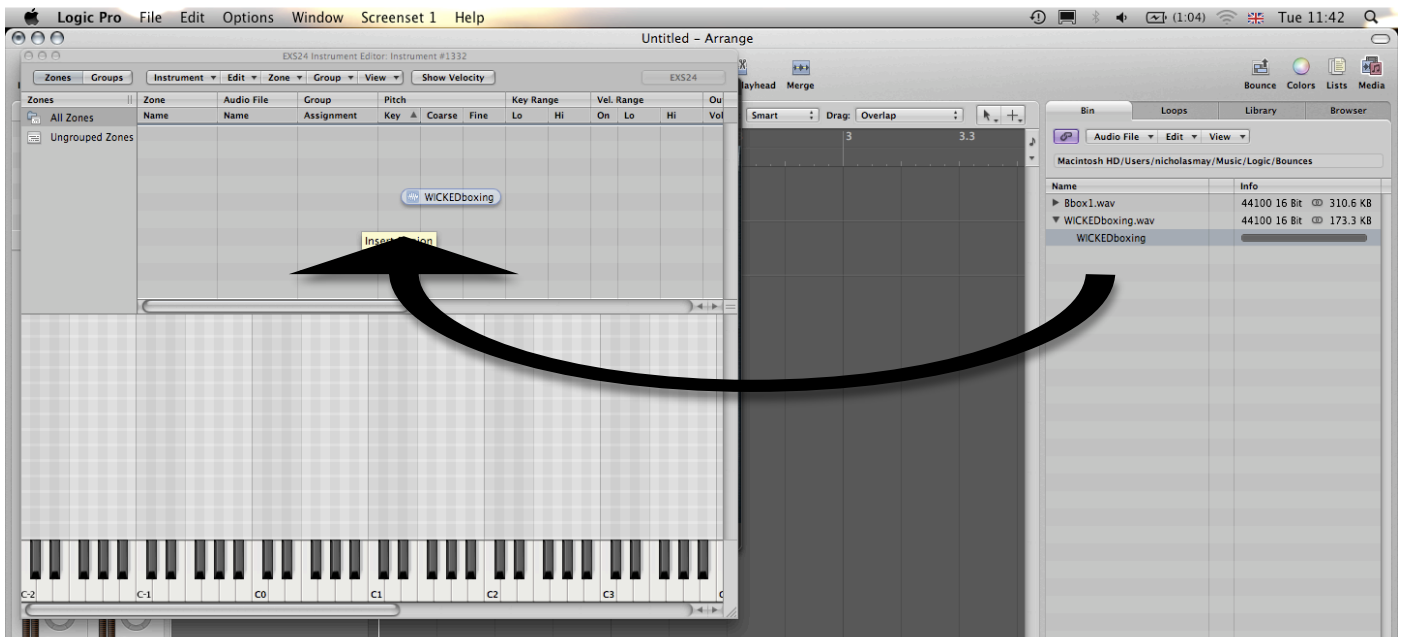
Now click 'Bounce'.



Next you need to create a new **instrument track**. Do not load any sounds from the library, as you would normally do. Instead click on the blank grey box which is directly above where it says 'out 1-2' on the far left of the screen. This will open the menu displaying all the different synths and virtual instrument plug-ins (as shown in the image to the left).

What we need to load is the **EXS24** (Sampler) in stereo.

The EXS24 window will open; you may already have encountered this with some of the sounds you've already used in your sequence. Now click on 'edit' in the top right of the window.



Next the window shown above will open. Now click the 'Bin' tab at the top right of the screen. Here you should see your beat boxing sample. Click and drag this into the panel as demonstrated by the arrow above.

And that should be it! The sampler will automatically pitch your sample and you'll be able to play it on the keyboard. You can now input the notes of the beatboxing part just as you have been for all the other parts.

IMPORTANT – It's essential that you export your sampler instrument otherwise it will be lost next time you open your project. To do this click on 'instrument' at the top left of the EXS24 edit window. A list will drop down; select 'export sampler instrument and sample files'. Now save this into your **project folder**.