A325 Exercise #2: | Editing, Importing, Looping

*using playlists
*creating clip groups
*grid mode editing
*using spot mode
*using the repeat function
*utilizing tick based tracks
*looping and editing loops
*TCE trimming
*importing rex files

This exercise will require approximately one half hour to complete.

This exercise can be done on Pro Tools LE systems, but does require version 10 or higher.

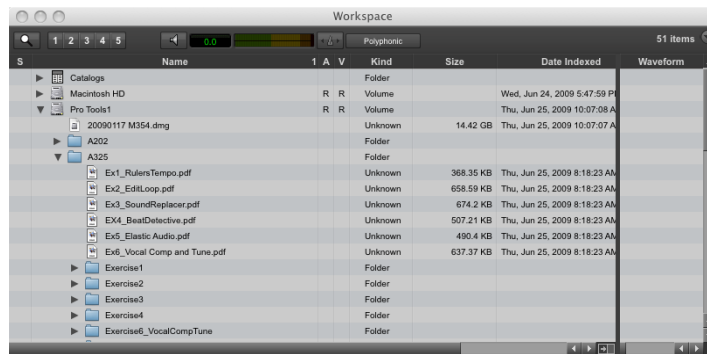2-1. Start by launching the Pro Tools application.

2-2. Now open your finished Exercise1 session file using the Workspace.

        -to show the Workspace select:
WINDOW→WORKSPACE
        or
OPT +; (ALT +; for windows)

The artist on this song wants to re-cut the acoustic guitar. Since there are no drums at the beginning and during the two breaks, the guitar player will need a tempo reference. We will use a couple of different methods to accomplish this.

For the first break you will insert a drum part from later in the song.

2-3. You are about to edit the drum tracks, however you will only use the edited version for these overdubs. So that you can easily return to the current edits you will create new playlists for the drum tracks. To do this, select all drum tracks and (while holding SHIFT and OPT, or SHIFT and ALT for windows) click on the playlist selector of any of the drum tracks. Then select "duplicate". This will create new playlists named TrackName_01. Simply repeat this but select the original playlists to return to them.

2-4. Start by selecting the clips of all 6 drum tracks. To do this, use the selector tool and triple-click on one of the drum clips. Then SHIFT-click on the clips for the other tracks. Under the CLIP menu, select Group (OPT-CMD-G, ALT-CTL-G for windows). The drum clips are now grouped.

2-5. Switch to GRID mode so that you can easily select a bar of audio. Set the Grid to 1 bar. Now select all of Bar 108 using the selector tool. Copy this bar (C in keyboard focus mode).

2-6. Move to bar 43:beat 1 by entering the location number directly into the selection start window as we did in Exercise1. You will need to set the length to 0. Now paste the audio you copied earlier.

2-7. Play this bar to see if it lines up. You will notice that is not quite correct. Zoom in to the end of the bar. Hitting the $\Rightarrow$ key will center the end of the selection in the screen. ($\Leftarrow$ will center the start of the selection) You should now notice that the audio you pasted is too short.

2-8. To fix this switch to the TRIMMER tool and set it to TCE mode. Make sure you are still in GRID mode and trim the end of the clip to the end of the bar. Simply clicking near the end of the clip will accomplish this. Play the bar to check the timing.
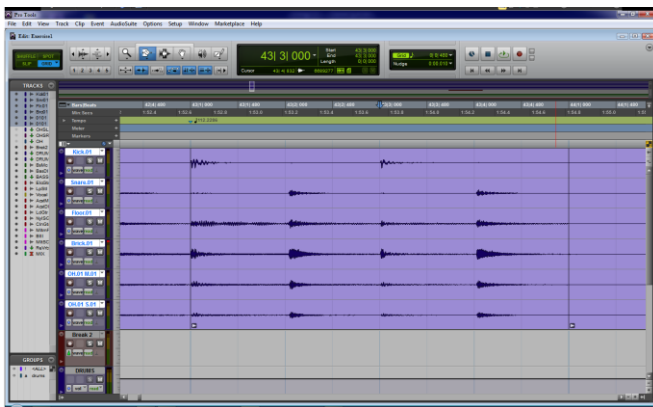
2-9. By time expanding these clips you have created new audio files. Notice that these are no longer part of the clip group. Select them and create a new clip group.

2-10. There are still 8 more bars in this break to fill. Select the bar of drums that you inserted. Then select Repeat from the Edit menu (OPT-R or ALT-R for windows). Type in 7 to repeat the bar 7 more times. Listen through the 8 bars and make sure the timing works (at least relatively well.

2-11. Now we will try a slightly different way of filling that section. Hit the Z key to undo the repeat. Now select the bars you wish to fill and the bar you already pasted (bar 43). In the Edit menu select "Paste Special" and then "Paste to fill selection". A Batch fades window will pop up. The file that was created when you time expanded was exactly a bar so there is no room for fades in this instance so hit "Cancel". Give this a listen to see that it lines up properly.

2-12. For the second break, you will just use the Brick track. Create a new mono audio track based in Ticks, not samples and name it "break 2 count". Select the drum clip group that goes from the start of the session to bar 43. Ungroup these clips by selecting "Ungroup" from the Clip menu (you can also right-click). Then copy bar 24 of the Brick track and paste it on to bar 24 of the new audio track. Once you have copied the bar, make sure that "Link Track and Edit Selection" is on. Then simply select the "break 2 count" track and hit paste (V). The selection is moved to the new track.
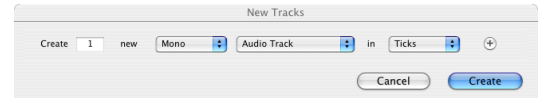
2-13. You now need to divide this bar into smaller clips for each beat of the bar. Use Tab to Transient and Separate Clip (CMD-E or ctrl-E)to do this. Divide according to the drum part, not the tempo ruler or other instruments.

2-14. You should now have 4 clips for that bar (you can throw away the first one that is empty). Make sure you are in GRID mode and line them up on the beats. You will need to set the grid to ¼ notes for this. Notice that the last clip does not go to the end of the bar, trim the end so that it goes all the way to the end of the bar by using trim tool in GRID mode.

2-15. Select the 4 clips of the "break 2 count" track (triple click with the selector tool) and create a clip group.

2-16. Set your cursor to Bar 98 Beat 1 in the "break 2 count" track and snap the clip group you just made to your cursor CTRL-click (Win-click) . You will notice that, even though the tempo is different, the beats still line up correctly. This is because the track is Tick based instead of sample based. Trim the end of this clip group to the start of the next bar.

2-17. Again there are more bars to fill. This time we will loop this bar. With the clip group you just trimmed selected, select Loop under the Clip menu. Select "loop length" and set it to 9 bars. Give it a listen to check for timing.
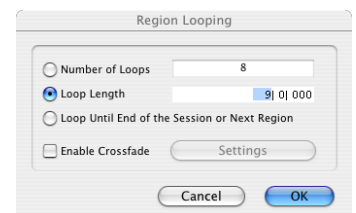
2-18. Hopefully you noticed that it does not line up correctly. This is because the tempo map is not quite correct here. Set bar:beat markers for beat 1 of bars 104 and 106. Since the "break 2 count" track is tick based, it corrects its timing as you adjust the tempo map.

2-19. It would be nice to have this loop continue for 1 more beat. You can do this easily by using the TRIM tool to extend the end of the loop. Use the tool at the end of the last "clip" and add one more beat. Since this is a loop, it will add another repeat of the loop for that beat, instead of revealing the next beat of the audio file.

2-20. In the loop you have now, the first and second snare beats sound different, let's fix that. We will change the loop so that it is the last 2 beats of the bar instead of the entire bar.
Move the TRIM tool (not smart tool) to the bottom any of the loop clips. The Loop symbol added to the trim symbol will no longer be on your cursor. Trim the any clip of the loop so that it only contains the last 2 beats of the bar. This "Loop Trimmer" will change all of the looped clips as well. It will also repeat them so that the loop still fills the same length.
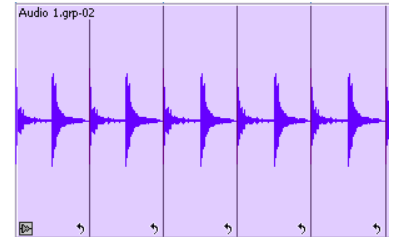
The intro is also missing any tempo reference. For fun, let's import a REX file as a tempo reference. You will probably not find any that would make sense for this song, but we'll do it anyway.

2-21. Create a new stereo audio track that is Tick based.
Open the WORKSPACE and make sure that the "Conform to tempo" button is ON. Then drag a REX file onto the new tack and place it at Bar1:Beat1. There is a folder labeled "Rex Files" in the "A325" folder of the 354 computer.
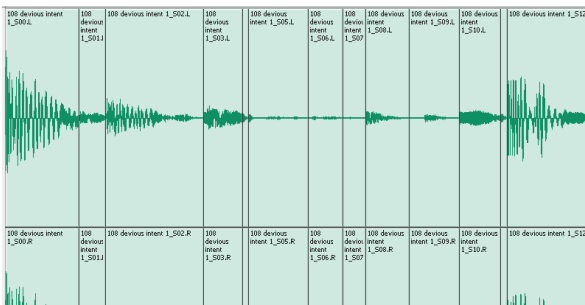
A REX file is basically the same as the clip group you created for the loop earlier. The individual clips that make up the group are called "slices" and the number of slices per bar is dependant upon the music. Select the REX file and select Ungroup from the CLIP Menu. You will now see the individual slices that make up the REX file.

If the file does not import as a clip group, check "setup>preferences>Processing" and make sure that "Import REX files as Clip Groups" is selected.

You can now re-group the REX file (or undo) and loop it to fill in the intro. You can either use the menu based loop/repeat commands or select the "Loop Trim" tool and use that.

You may have noticed that there is a BGV track without any audio. You will now import and place files for this track.

2-22. Using the WORKSPACE find the folder "Extra Audio for EX2" and drag the "BGV_Ex2" file there onto the BGV track. Right-click on

the region (with the grabber) and choose "Spot". You will see the SPOT DIALOG window. This shows you the original time stamp, which is where the file was originally located. The arrow next to it will set the current start time of the clip to the original time stamp. Click this and the clip will be correctly placed. Give it a listen to make sure.