

CONTENTS

INTRODUCTION	3
CHAPTER 1: YOUR COMPUTER	4
Mac or Windows?	4
Getting to Know Your Mac	5
Getting to Know Your Windows PC	7
32-bit Versus 64-bit Operating Systems	9
CHAPTER 2: MIDI AND STUDIO ONE	10
What Is MIDI?	10
MIDI Controllers and Input Devices	10
CHAPTER 3: AUDIO INTERFACES AND STUDIO ONE	13
Choosing the Right Audio Interface, and a Word about USB v1.1 vs. USB 2	13
Audio MIDI Setup in Mac OS X	16
Checking Audio and MIDI Devices in Windows 7	18
I Can't See My Audio Device!	19
CHAPTER 4: CHOOSING AND USING MICROPHONES	21
Condenser Microphones	21
Dynamic Microphones	23
Ribbon Microphones	23
Why Choose the Condenser Microphone?	24
USB Microphones	25
CHAPTER 5: DOWNLOADING AND INSTALLING STUDIO ONE	26
Product Registration	26
Dowloading	27
Installing and Activating	28
CHAPTER 6: SETTING UP YOUR FIRST PROJECT IN STUDIO ONE	30
Physical Connections	30
Fire It Up!	31
Latency	33
Timebase	37
Audio File Types	37
Setting Up a Test Project	38
MIDI Test	41
On to Making Music	41
CHAPTER 7: WORKING WITH LOOPS	42
Importing a Loop	42
Tempo	44
CHAPTER 8: RECORDING AND EDITING AUDIO	46
Recording in Loop Mode	49
Editing Audio	50
Snap Modes	57
Multitrack Editing	57
Audio Bend	59
Bounce Selection	60
Editing Made Easy	61
CHAPTER 9: WORKING WITH MIDI	63
MIDI Record Modes	63
Note Erase	64
Note Repeat	64
Quantize	65
The Music Editor	67
CHAPTER 10: VIRTUAL INSTRUMENTS	69
CHAPTER 11: PLUG-IN EFFECTS	72
Input Effects & Send/Return Effects	72
Using Effects Sends	72
CHAPTER 12: MIXING	75
Setting Up the Mixer	77
Bus Channels	78
Parallel Compression	79
FX Channels	79
Automation	80
Final Mix	83
CHAPTER 13: MASTERING	84
CD Burning	87
Disk Image	87
Digital Release	87
DDP	87
Changing the Mastering File	88
FINAL TAKE	89
ABOUT THE AUTHOR	90
INDEX	91

WORKING WITH LOOPS

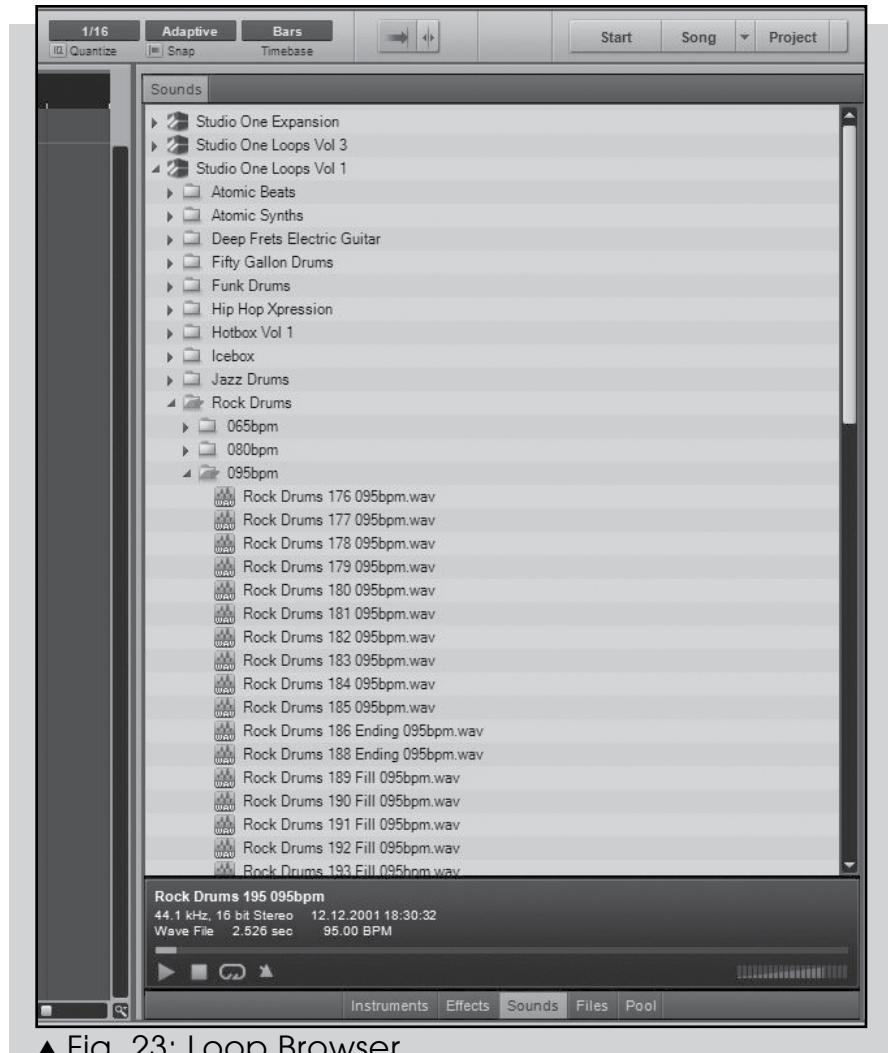
Now that we've talked about connecting your audio and MIDI devices, choosing a microphone, and selecting your basic project settings in Studio One, it is time to make some music. We'll start by getting familiar with some basic loop handling.

Importing a Loop

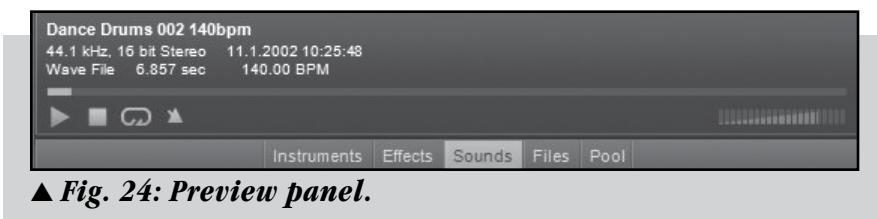
There are a number of ways to use pre-recorded loops in Studio One. The easiest way is to use some of the wonderful loops that PreSonus has included for us. You'll find these by opening the Browser (Fig. 23). You do this by clicking on the Browser button at the bottom right of the screen. Click on the Sounds button on the bottom of the browser window to begin browsing through some of the amazing loops that are included with Studio One.

The loops come neatly arranged and laid out by volume, style, and beats per minute. Just click on the disclosure triangles to the left of each folder

to reveal the contents of the folder. When you click on an audio file in the browser, the bottom of the browser window will automatically change to a Preview panel. This Preview panel gives you information about the audio file such as bit depth and sampling rate. It also allows you to preview the loop at the current tempo of the song or at the loop's originally recorded tempo. You can toggle the preview playback to be at the song tempo or the original tempo by clicking on the little arrow button ► to the right of the tools in the Preview panel. There is also a looping function when previewing the loops, which is activated by clicking on the circular loop button ▶ which is just to the left of the song tempo button ▲.



▲ Fig. 23: Loop Browser.



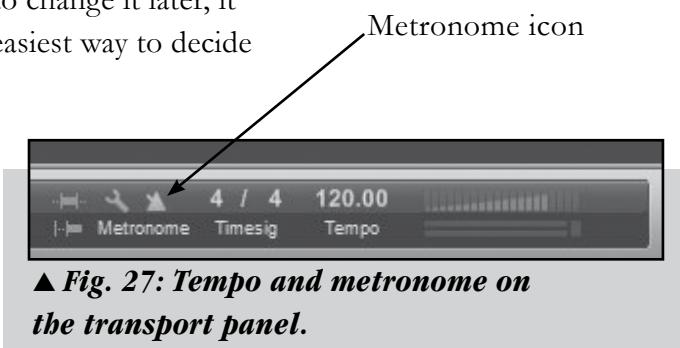
▲ Fig. 24: Preview panel.

RECORDING AND EDITING AUDIO

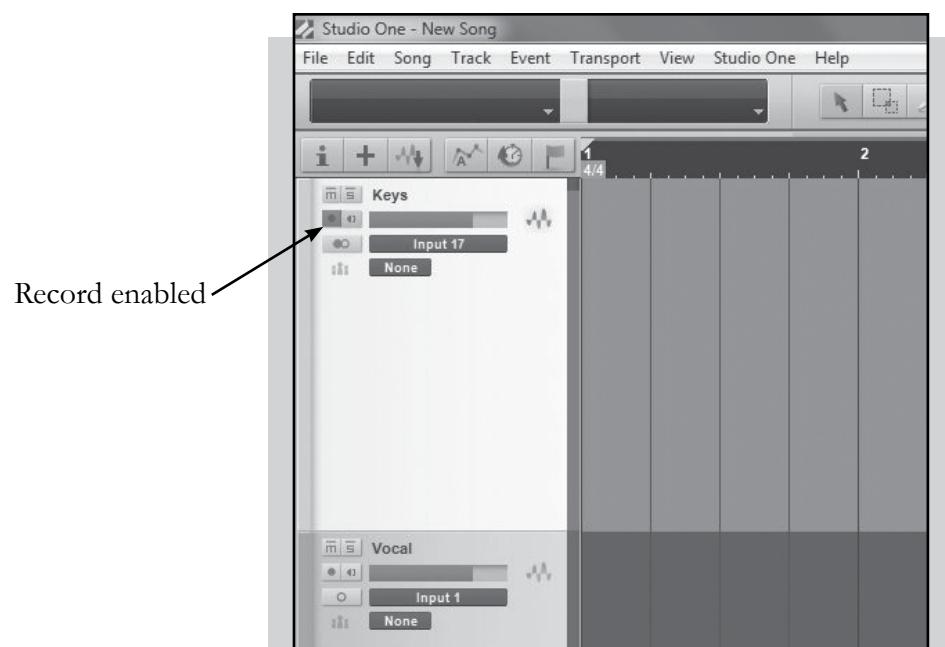
When I start a new project, I always start by defining a tempo. Whether I am writing something from scratch or producing a typical Nashville recording session, I like to have the tempo defined. Even if I decide to change it later, it is a good idea to define it as a starting point. Probably the easiest way to decide on a tempo is to turn on the click track by clicking the Metronome icon above the word Metronome on the transport panel and pressing the spacebar to start playback. The default tempo for a new project is 120 beats per minute. While the transport is running, you can manually type in different tempo values in the Tempo field on the Transport panel.

Next you should create as many audio tracks as you need for your recording session. If you only have a two-channel audio interface but you know you are going to be recording four guitar tracks and four vocals, you may want to go ahead and create eight mono audio tracks. You do this by right-clicking in the track list area of the Arrange window and selecting Add Tracks or by clicking on the Tracks button at the top of the screen and selecting Add Tracks. Be sure to name the tracks before you begin recording so you don't end up with a bunch of files named Track 1, Track 2, and so on.

For this example, though, we are going to keep it simple. Let's just start by recording a stereo keyboard and a mono vocal. You should have already decided on a tempo and have your keyboard connected properly to your audio interface. You should also have one stereo audio track created and named Piano, Keys, or something similar. To record, arm the audio track, and play the keyboard. Now you should set the recording levels.



▲ Fig. 27: Tempo and metronome on the transport panel.



▲ Fig. 28: The Keys track is Record enabled; the Vocal track is not.