
Drum Editing

Pro Tools 2

APP 3

Due: Jan 12, 2016

Overview

This project will show your ability to use beat detective in the Pro Tools environment to successfully edit drums. This project is the beginning of a 4 part series of projects. The next being melodic instrument editing, followed by vocal comping and editing then finally mixing. If you choose to you can use 1 audio project for ALL of these projects and combine them together to be your final project. This is not required but I highly recommend it.

Objectives

Quantize live-recorded drums using beat detective. I want to see the sync points created by beat detective so DO NOT try to cut them manually. Playlist each step so that they are in the session and available for checking.

- Analyze each core track individually (Snare, Kick, toms, maybe hat and ride if necessary) Then use collection mode to gather your detections together.
- Use clip separation to edit the drums in a group and make sure you have a trigger pad of at least 10 milliseconds
- Fill gaps WITHOUT crossfades.
- Batch fade the entire drum performance using a 10-millisecond equal gain linear crossfade.
- LISTEN CLOSELY FOR BAD EDITS!
- Consolidate the performance on a new playlist.

Playlists

Have the following playlists:

- .01 – Raw drum comp
- .02 – Drums Separated but NOT quantized
- .03 – Clips Quantized
- .04 – Gaps Filled
- .05 – Batch Fades (10 milliseconds)
- .06 – Consolidated audio

Delivery

Save the session as a new copy including all audio files and ensure that everything is delivered. **LINKING ERRORS ARE AN INSTANT FAIL!** So be careful when delivering files. ZIP the final session labeling it FirstnameLastname[APP3DRUMQ].zip

IE: DajaunMartineau[APP3DRUMQ].zip

Deliver the Project Online via wetransfer or dropbox the two standard delivery methods in the industry to dajaun@dajaun.com

Evaluation

Marking is simple; Each playlist is worth %20 with the exception of the RAW audio, which is worth 0% for obvious reasons.