
Melodic Instrument Editing

Pro Tools 2

APP 3

Due: Jan 19, 2016

Overview

This project will show your ability to use beat detective in the Pro Tools environment to successfully edit melodic instruments. This project is a continuation of a 4 part series of projects.

Objectives

Quantize **TWO** or more melodic instruments. The minimum would be 1 bass and 1 guitar, a live piano performance or any other melodic instrument is acceptable. Check with me if you think it might be too different.

- Analyze each track individually.
- Use clip separation to separate the performance. Use a trigger pad to your own digression.
- Fill gaps **WITHOUT** crossfades.
- Batch fade the each performance individually using a 10-millisecond equal gain linear crossfade.
- **LISTEN CLOSELY FOR BAD EDITS**, correct them using the loop edit method.
- Consolidate the performance on a new playlist.

Playlists

Have the following playlists:

- .01 – Raw instrument comp
- .02 – instrument 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[APP3INSTQ].zip
IE: DajaunMartineau[APP3INSTQ].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 %10 with the exception of the RAW audio, which is worth 0% for obvious reasons. Remember **TWO** instruments!