

Quick Start Reviewers Guide - Samplitude Music Studio 2013

In this guide you will be introduced to the most important features of Samplitude Music Studio 2013. For starters, we will enter the product in the "Easy" mode, which features a very accessible "Step-by-Step" mode, which guides you through every part of your music production!

Workflow-based navigation

Samplitude Music Studio 2013 offers a tab navigation, which leads you through the five main steps of an complete audio production:



Recording: Record instruments and vocals with the Easy Recorder in this section.

Editing: While you move on to "Editing", you can arrange your song, apply effects on single objects or compose melodies.

Mixing: After the arrangement and the structure is done, the tracks are mixed, i.e. positioned within the volume and stereo panorama. Therefore, the Easy Mode offers a special "Easy Mixer" for beginners, which we will explain later on.

Mastering: In the end, you can optimize your entire sound with specialized effects such as 'Equalizer', 'Limiter', and 'Gate' within the new Mastering Suite 4.0.

Export: After you have completed all stages, the next step is to "output" your material, either as a classic audio CD or as a song file in MP3 or WAV format. Or you can upload and publish your song directly on the Internet.

Program Start

After starting the program for the first time, the "Easy Setup" dialog appears. In this dialog, you can specify which sound card configurations you would like to use. Usually you will not have to change anything, because Samplitude Music Studio 2013 automatically selects the correct settings. If you are using several sound cards, however, you can select the one you want to work with from the menu.

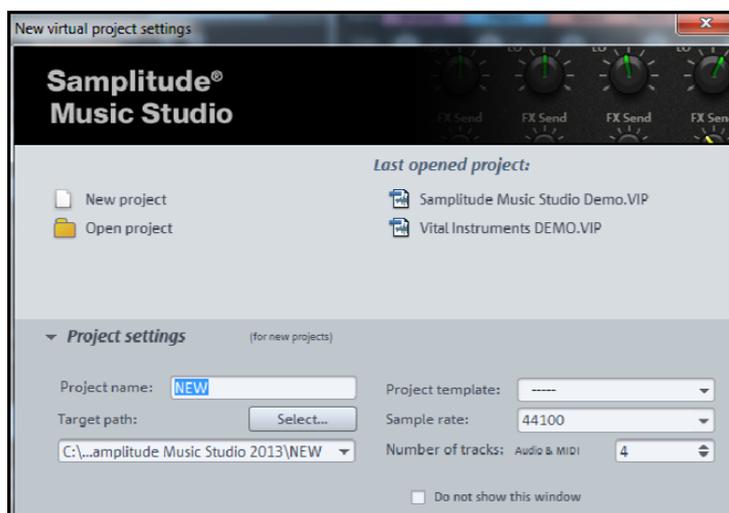
You can also set your plug-in directory for VST plug-ins and other elements.

The settings dialog appears only once when you start the program for the first time, giving you the chance to check and adjust the settings of Samplitude Music Studio 2013. After that, you can open the dialog by pressing "Y" on your keyboard (or via "File" > "Program settings" > "System/Options").

Please note: Beginners should not change the settings at all and simply click "OK".



Project Settings



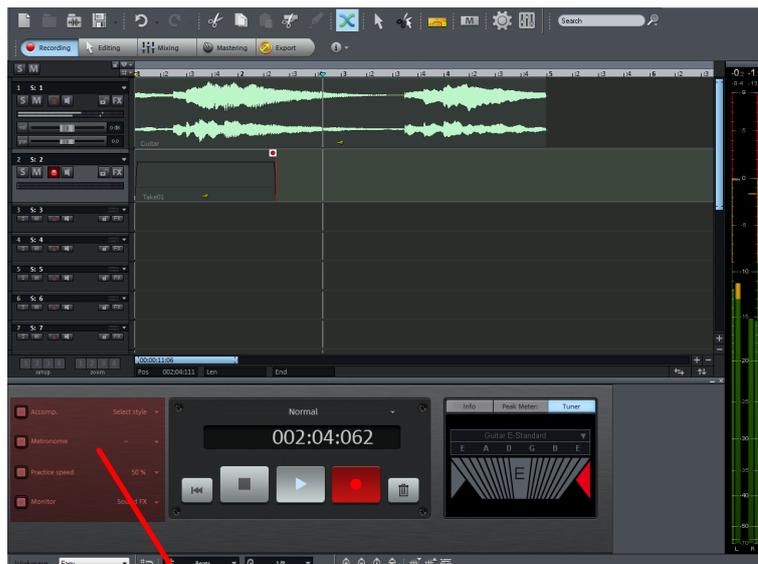
After choosing between easy or standard mode (which can of course be changed at any time), the start dialog opens. In "Project settings", you can give your project a name (for example, the name of the song you want to record) and specify the number of tracks and a track directory. Again, everything can be changed at a later stage.

The main purpose of this dialog is to open a new or an existing project that was saved previously. Since we are still at the beginning, we don't have any existing projects yet. Therefore, we will create a new project: Click on "New project".

For this guide, we will use the "Easy Mode", therefore the interface will open with the introduced "step-by-step" interface.

Step 1: Recording

In this view, you can do recordings via a connected microphone, for example. You have direct access to everything you could need for recording - including the new precision tuner for guitars and basses and a metronome.

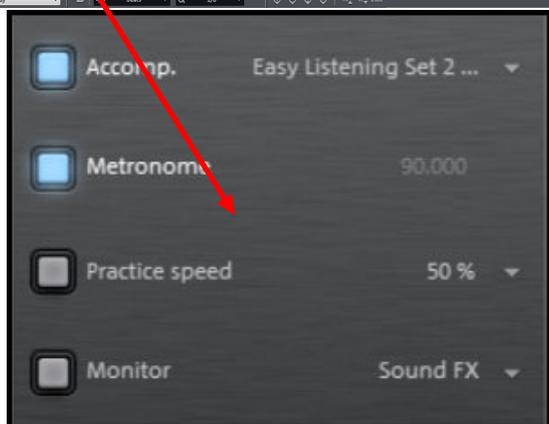


Although Samplitude Music Studio is basically capable of perfect multitrack recordings for bands, within the Easy Mode we focus on recording one track after another - instrument by instrument.

For example you start with recording your guitar and in the second step you record your vocals for the song. This has also the advantage of being able to entirely focus on one aspect, i.e. the instrument or vocals, thereby improving recording quality.

The top area displays multiple empty tracks of your project, which are arranged one below the other. The control panel for the recording is located below the tracks and features everything you need for your recordings.

Thanks to the large display, a side glance from the distance is sufficient to see where the recording stands.

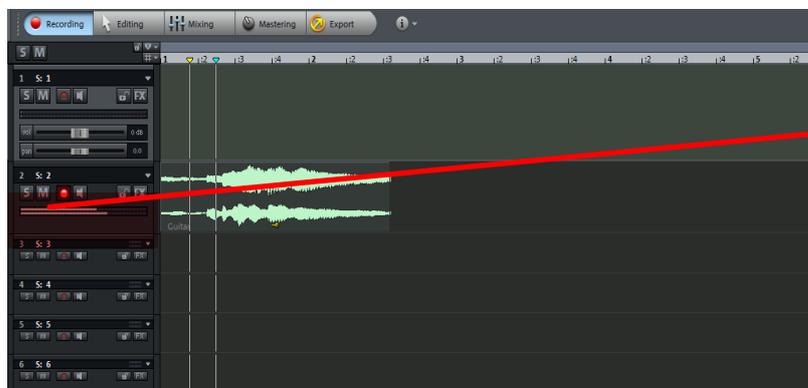


- If you have no prepared ideas, the “**Accompaniment**” provides you with a “virtual band” to which you can jam. Let the different styles inspire you to create your own melodies
- “**Metronome**” adds a regular clicking sound, which serves as a rhythmic orientation and can be set to various speed.
- “**Practice Speed**” allows regular playback speed to be reduced. This way, you can record at half speed and use the result with normal speed.
- “**Monitor**” lets you monitor your audio while it is recording, in order to get aware of noises or mistakes quickly

Of course, the recording section also provides you peak meters that control your recording - once the peak meter reaches the red area, the recording is in danger of being distorted - so always keep an eye on the visualization.

To start the recording, click on the red "Record" button (or simply press “R” on the keyboard, which comes in handy when you have a guitar on your lap).

After the recording is complete, an audio file with the recording appears in the top track - ready for further editing.



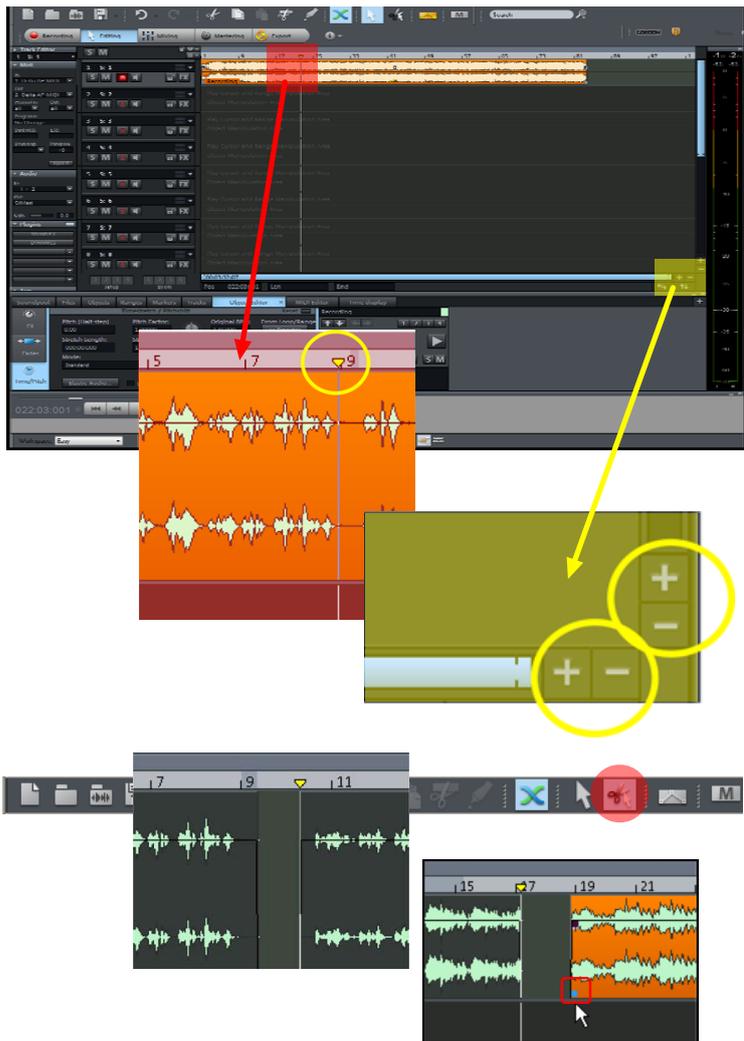
Now you can record on other tracks.

The button with the red recording LED to the left of every track displays which track is currently being activated for recording. In the top picture this is track 2.

You can enable any track for recording by clicking with the mouse and then record on any track.

Step 2: Editing

In the "Editing" view, the record field is deactivated and only the Arranger is visible.



Samplitude Music Studio 2013 offers almost unlimited possibilities for audio editing. This goes from arranging, cutting and object-based editing up to composing and effects. You can even have all effects on single objects that are independent from effects on the whole track.

The advantage of Samplitude Music Studio is, that everything you do to your audio material is non-destructive and in realtime.

For example: You cut an object (*simply by moving the cursor to the desired position and hitting "T" or using the "Cut" mouse mode*) and move it to the position in the song where you want to have it.

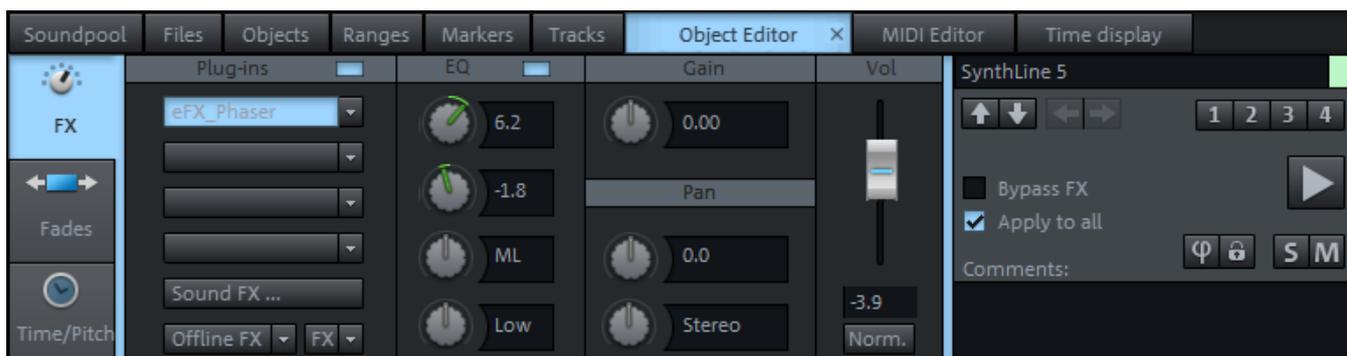
In order to build up your song-structure, you copy that object multiple times - and suddenly you figure out, that within the last repeat of that part you actually need the two notes that you just cut off the object.

No problem in Samplitude Music Studio: All of these objects, though cut and copied and maybe even set up with effects, are based on the original recording on your hard disk, which was never harmed.

So you may just zoom in by using your mouse wheel or the icons on the bottom of the arranger to get a better view of your object. All you have to do now is click on the handle on the bottom of the object and pull it to the left, to get back the missing part - just for this object.

The handles on an object are also capable of setting the objects volume, fade-in, fade-out and crossfades.

Samplitude Music Studio features the so called "Object Editor"

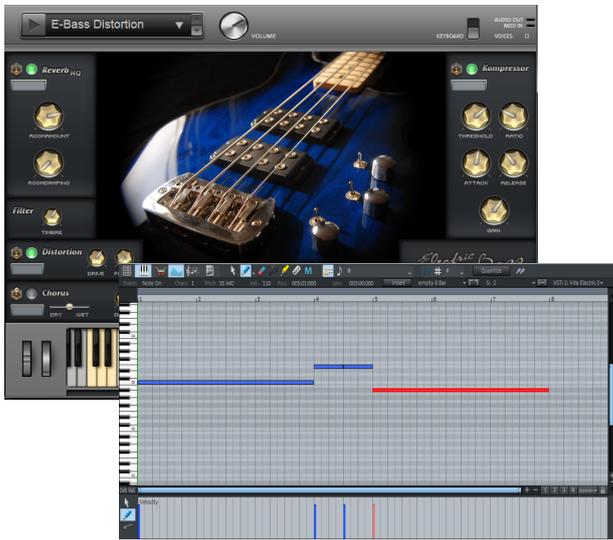


With this mighty tool, which is located in the docker (*bottom portion of the interface*), you have direct access to effects, equalizer, volume, panning, time-stretching and many other features.

Just open the Object Editor and select an object.

So, now that you arranged and edited your audio material, listened to your song so far... Have you ever had that feeling that with a little something extra it will make this song great? Maybe some percussion, or a grooving bass line, but unfortunately, you neither own or play a bass or drums... No worries, Samplitude Music Studio has something just for that.

The Samplitude Music Studio isn't only for recording your material, it also brings along a lot of instruments and synthesizers - for example Vita, which provides you with almost every imaginable popular instrument. From guitars and basses, drums and percussion up to strings, woodwinds or brass.



The amazing thing is that you don't really need any additional hardware for all of this; just your sound card.

Now of course you can play all instruments in the software, i.e. the bass shown in the screen shot, by a MIDI-Keyboard, so that does make it easier to compose, but it is not absolutely necessary.

You also have a MIDI-Editor with a so-called "Piano Roll", where you can just compose your melodies by using the mouse.

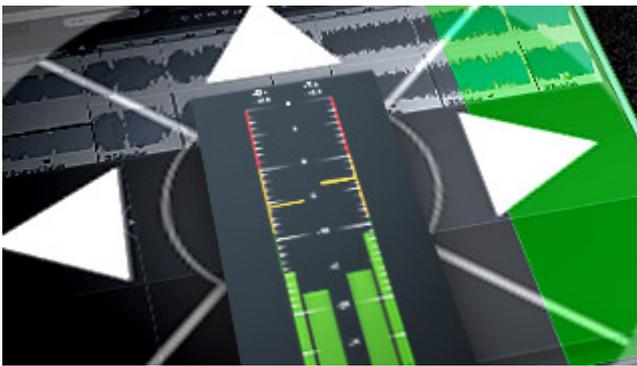
Besides the Piano Roll, the MIDI-Editor also provides you with a special view for drums and even features a Score Editor.

That's right - you can see, draw, move and even print of your notes from everything you composed.

This is just a short overview of what is possible when editing your music with Samplitude Music Studio. Keep in mind that we have detailed information on everything in our PDF manual.

One last thing before we move on to "Mixing". Everyone has their own procedure while working with music. Some of you may want to have access to the Soundpools all the time. Others might need more than one visualization - and others want that guitar tuner visible all the time.

In Samplitude Music Studio, you can adjust the interface to your needs.



All elements of the interface can be adjusted to your work: Soundpool, file-, object-, range-, marker-, track- and VSTi-Browser, Object Editor, MIDI-Editor, Visualization, Tuner, Time Display - all of these elements (*and more*) can practically be docked everywhere.

Removing the MIDI-Editor from the docker and use it as a floating window?

Having more than one docker and, for example, multiple file browsers in your interface because you currently just browse for sound clips and want to work in several folders at the same time?

All this is possible and the best thing is that you can save different "workspaces" for every workflow need. Having two individual, yet different interfaces for composing or editing is no problem at all. This is what would make using the Samplitude Music Studio 2013 ideal, for different genre or instrument recordings. You can set up the workspaces to meet your creative needs. This itself makes the software friendlier to use.

Step 3: Mixing



The Samplitude Music Studio has a "big" mixer with up to 128 tracks, but since we are working in the "Easy Mode", we brought up the "Easy Mixer".

Do not let the "Easy Mixer" fool you. This mixer is capable of everything you need - from volume and panning up to handling of effects, equalization or FX Send.

For an easy approach to mixing we implemented presets - just select a track (*for example the guitar*) and choose one of many, instrument focused presets. This allows you to mix without any prior knowledge and achieve amazing results.

These changes you make happen in real time, therefore you can hear what your doing as you do it. If you make a change that you do not like, you can undo it by a keyboard click of "Ctrl+Z" or the "Undo last action" icon found in the upper toolbar.

Step 4: Mastering

The "Mastering" area of the step-by-step mode opens the Mastering Suite, which is used to optimize the overall sound.



The Mastering Suite includes four devices, which are organized on top of each other in an effects rack view.

Equalizer: For regulating the sound characteristics. You can set up to six frequency bands separately in the graphical control panel.

Vitalizer: A stereo effects processor that allows you to change the stereo width. In "Multiband mode" only the mids are edited.

Multimax: A multiband compressor for editing the volume and the sound impression.

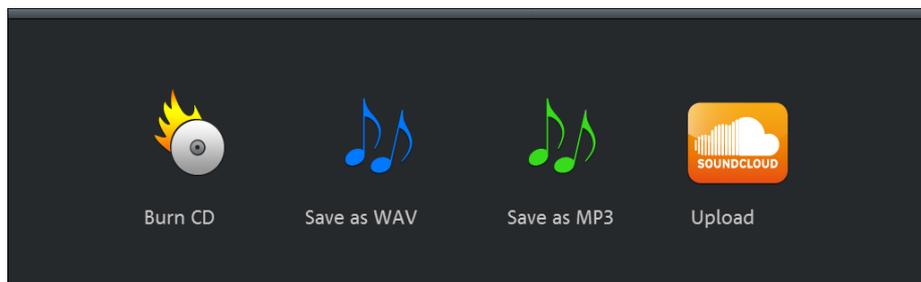
Limiter: To prevent over modulation.

There are a great many choices within the Mastering that you can choose to optimize your song, but you do not have to use them or even apply any of these; they are only there for further enhancement of the sound, giving you a more robust and complete studio experience.

Step 5: Export

After successfully passing through the four stages of the step-by-step mode, the result is a first, perfect song.

The last stage, "Export", is where you decide what you want to do with your song. There are four options to choose from:

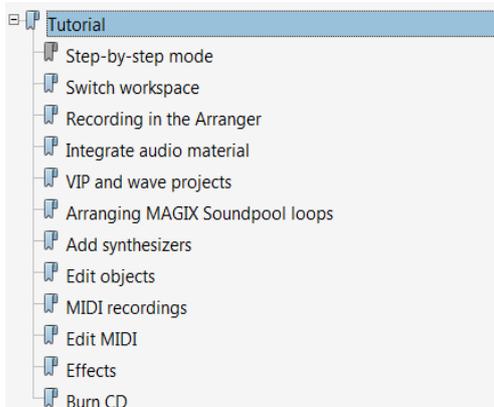


Burn CD: An audio CD that can be played back on any CD player is the typical way of exporting your song.

Save as WAV: An audio file in WAV format is the standard format for audio productions. It can be played back with different software and on multiple devices and features crystal-clear sound.

Save as MP3: MP3 is a space-saving alternative to WAV that can be played back directly in the player.

Upload: This uploads the song directly to the Soundcloud or Facebook community.



This was a short overview about the 5 steps of music productions in Samplitude Music Studio's Easy Mode. While you advance within the Samplitude Music Studio 2013, you may want to leave the "Easy Mode" and explore the full world of music production.

There is still a lot to discover in Samplitude Music Studio: The multitrack-recorder MR-64, the essentialFX Suite, the Loop Designer, the pitch correction for vocals and audio material called "Elastic Audio" and much more. This guide was designed to get you started, but if you would like to learn more, you can start from page 31 of the Tutorial section of the Electronic PDF Manual.

Have fun with Samplitude Music Studio.



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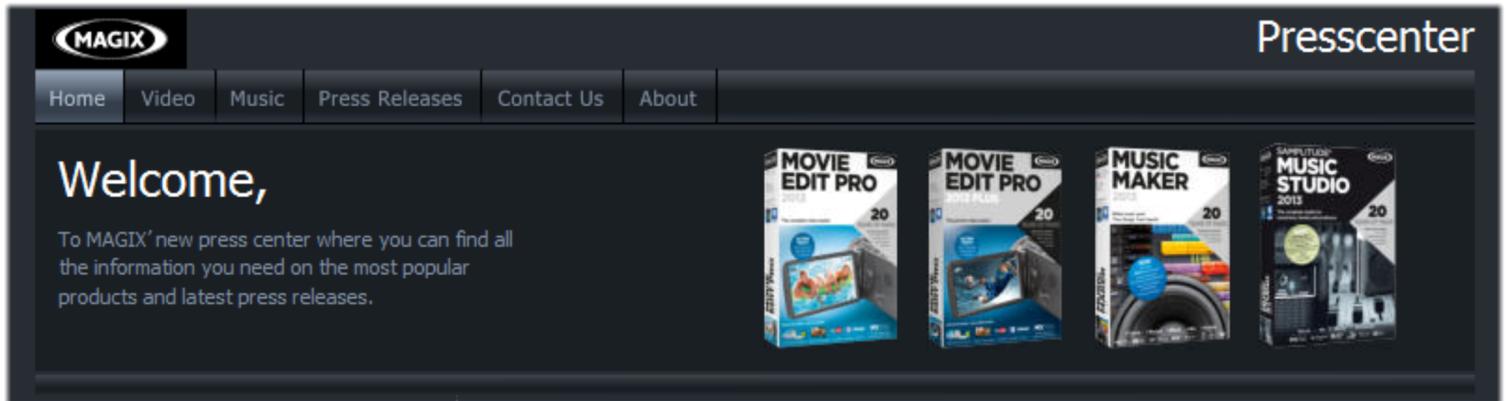
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