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Titolo	FL Studio cookbook / / Shaun Friedman
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ISBN	1-84969-415-X
Edizione	[1st edition]
Descrizione fisica	1 online resource (286 p.)
Collana	Quick answers to common problems
Disciplina	621.3893
Soggetti	Sound - Recording and reproducing - Digital techniques Music - Data processing
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"Common answers to common questions." -- Cover.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Configuring FL Studio; Introduction; Knowing your sound cards or audio interfaces; Installing FL Studio; Building your digital audio workstation; Installing virtual instruments and effects; Chapter 2: Using Browser; Introduction; Working with Browser; Getting new sounds in Browser; Chapter 3: Working with the Step Sequencer and Channels; Introduction; Gauging fundamental areas; Exploring Channel settings; Sending a channel to a mixer slot; Working with the Graph editor Using the Keyboard editorWorking with patterns; Chapter 4: Building Your Song; Introduction; Working with rhythm and percussion; Adding virtual instruments; Working with MIDI controllers and MIDI pads; Comparing pattern and song mode; Using the Piano roll feature; Chapter 5: Using the Playlist; Introduction; Using patterns to build a song; Comparing patterns and audio; Using markers and snap; Viewing the playlist; Chapter 6: Using the FL Studio Mixer and Recording Audio; Introduction; Using send tracks in the mixer; Recording external audio - keyboards, vocals, guitars, turntables and devices Adding effects and your effect chainPerfecting equalization; Understanding master tracks and loud wars; Getting the best out of your mixer; Recording with or without effects; Chapter 7: Sampling Using Edison; Introduction; Finding a sample; Obtaining a seamless loop; Embedding your tempo information; Importing your new saved

sample; Time-stretching your sample to your project; Fine-tuning your sample; Chapter 8: Exporting and Rendering Your Project; Introduction; Exporting an MP3 or WAV file; Exporting your audio stems; Highlighting your song in the playlist; Rendering files

Exporting and reimporting a WAV fileChapter 9: Humanizing Your Song; Introduction; Humanizing with the OFS knob; Humanizing with the Graph editor; Humanizing with the Piano roll; Humanizing with Playlist; Chapter 10: Recording Automation; Introduction; Using automation for virtual instruments and effects; Creating an automation clip; Chapter 11: Rewiring Reason to FL Studio; Introduction; Understanding the host and the slave; Creating MIDI out channels; Sending Reason sounds to the FL Studio Mixer; Appendix : Your Rights as a Composer and Copyrights

Music publishing, publishers, and performance rights societiesKey terms in publishing agreements - master recording and song; Quick artist blurb; What are ASCAP and PRS?; Things to consider when signing a publishing deal; Places to make a living with audio or music; Rights for new media, YouTube ads, streaming music, and satellite broadcasts; Index

Sommario/riassunto	This book is built on recipes written in an easy-to-follow manner accompanied by diagrams and crucial insights and knowledge on what they mean in the real world. This book is ideal for musicians and producers who want to take their music creation skills to the next level, learn tips and tricks, and understand the key elements and nuances in building inspirational music. It's good to have some knowledge about music production, but if you have creativity and a good pair of ears, you are already ahead of the curve and well on your way.