



## Looping with Creativity

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Session sponsored by  SOUNDTREE

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## Looping Teaches Elements of Music



Tempo

Tonic

Key

Beat

Meter

Transposition

Texture

Audio Mixing

Form

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## Stand Alone Looping

Korg Kaossilator

Benefits:

No software required

Touch screen interface

Compose up to 2 bar loops

Add layers of loops

Select key and scale

Record finished loop creation into software



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## Movement Lesson with the Kaossilator - Ken Peters



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# Software Looping

Entry-level

Garage Band, Mixcraft, Sony Acid

Pro-level

Logic, Pro Tools

Benefits:

Unlimited length

Hundreds of loops available

Easy to modify loops

Easy to save and export finished song



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# Getting Started with Loops

Browse the loops BEFORE trying to compose and mark "Favorites"

Import various loops

1 drum beat

1+ percussion loops

3-4 pitched loops

Consider using 2 loops from the same family and alternate

Listen to them together using a cycle

Respect the GRID!!!



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# Master Track

Change the TEMPO

Change the KEY

Stay close to the original key/tempo of the most important AUDIO loops



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# Instruments and Effects

Choose new SOFTWARE INSTRUMENTS for MIDI loops

Built-in Instruments

Boldt Instruments

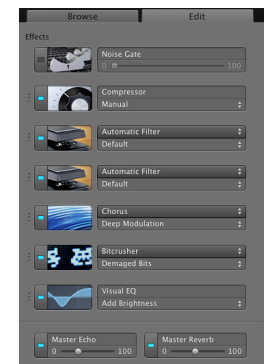
Jam Packs



Choose new EFFECT settings for audio loops

Use a new preset

Create your own effect chain



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# Drum Loops



Remake the drum loop

Remove all drum sounds except for kick/snare

Duplicate the track, create a cycle, and record additional drum rhythms on top of the kick/snare

Consider changing some snare notes into rim clicks

Adjust the velocity of notes make the loop less monotonous.

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# Pitched Loops



Record some pitched instrument parts using a MIDI keyboard

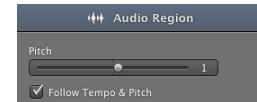
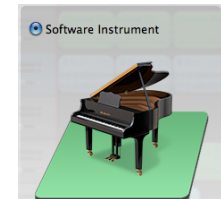
Pad on tonic/5th

Rhythmic figure using the tonic/5th

Transpose sections of pitched loops

Side stepping (+1, -1)

Blues (+5, -5)



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# Texture and Form

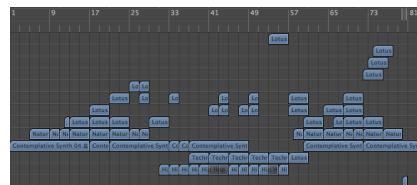
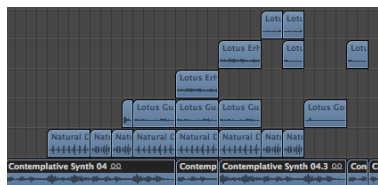
Gradually introduce each loop

Allow loops to drop out and re-enter

Create a "B" section using new loops from similar categories

Use an ABA form or even a rondo form (ABACA)

Compose an intro and a coda



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# Mixing



Track doubling

Duplicate a track and change the instr. or effect

Rough mix

Adjust the pan/gain of each track

Automation

Move tracks from L to R

Fade tracks in and out

This brings the mix to LIFE

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# Advanced: Sampling



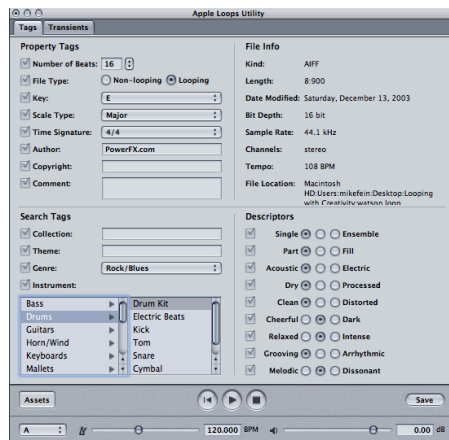
Import a commercial recording

Separate 4, 8, or 16 beats

Identify the key

Add to loops utility

Create a MASHUP



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# Resources

Session Handout and Presentation Files

[www.FeinMusic.com](http://www.FeinMusic.com)

SoundTree Lesson Plans

[www.soundtree.com/lesson-plans](http://www.soundtree.com/lesson-plans)

Ken Peter's Kaossilator Lesson

[www.soundtree.com/kpeters](http://www.soundtree.com/kpeters)

*Getting the Most Out of Drum Loops* by Brad Johnston in  
TI:ME Newsletter Vol 2, Num 2, Winter 2010

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# Hands-on Follow Up

10:20-11:20 TODAY in Oswego Room

# Great Ensemble Recordings

2:30-3:45 TOMORROW in Hopatcong Room

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