

RECORDING A BEAT WITH MPC BEATS

A sound like the best is **POSSIBLE**

Online, without leaving home!

PAY-WHAT-YOU-WANT



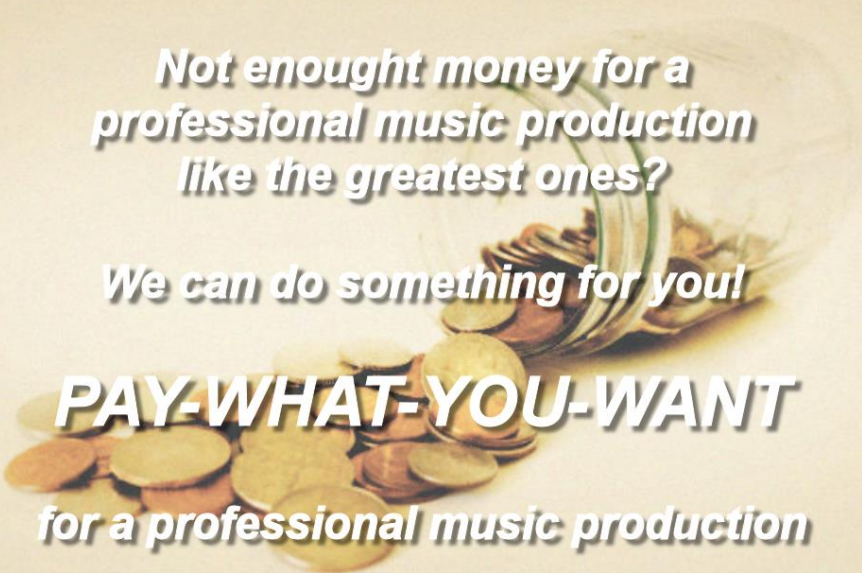
KimeraMusical.com

MASTERS IN

MUSIC PRODUCTION

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Not enough money for a professional music production like the greatest ones?

We can do something for you!

PAY-WHAT-YOU-WANT

for a professional music production

WHO WE ARE?

First of all, we would like to introduce ourselves:

KimeraMusical.com is a project born with the idea of providing to all those with musical talent a professional musical production job at a price that everyone can afford.

You can decide how much you will pay for our work!

Pay What You Want!!

This is probably the best offer you have ever seen!

We are the first music production studio in the world where you pay for our work what you think it is worth.

Our aim is make music production as accessible as possible to you, therefore, we offer you the possibility to make us an offer, we trust you, choose our fee.

We are so confident that you will love our work, that we will only charge you what you think we deserve, and moreover, if you are not satisfied, we will you a full refund. The future of this project is based on the trust we place in you and we know you will treat us fairly.

What can made your songs have a final push and allow you to make a living with music?

It's not a secret, moreover, it's the same method as 90% of the bands you that you are currently following or listening, and it's no other than looking for someone totally outside the band, with experience and professionalism, who understands what you wanted to express with my music and maximize it.

The musicians have inclination to blind ourselves with our art, thinking our work is perfect and untouchable, making follies that many times can ruin our songs.

That's why someone outside the band is needed, someone who understands your music, style, the musical concept you are trying to find, the purpose of your work, your sound, etc..., enhancing your strengths, correct your defects, and achieves the perfect sound and climate for your music.

This figure, is us.

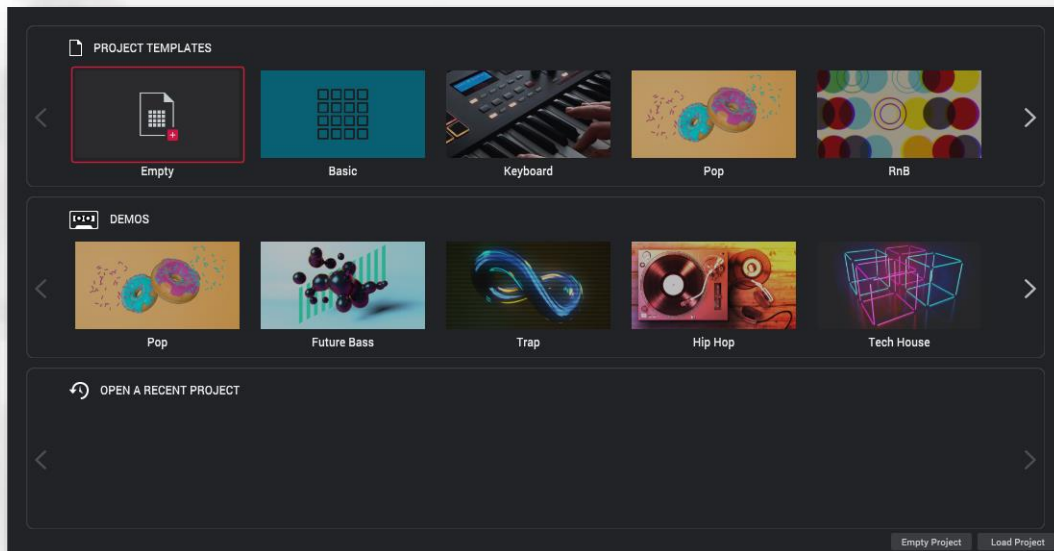
Starting from your ideas and the approach of your song and your musical style, we propose you the necessary changes to maximize what you want to express and make it reach a wider audience.

We present you some of our works so that you can notice how our producers work and get an idea of what we can do for you.

RECORDING A BEAT WITH MPC BEATS

STARTING A NEW PROJECT

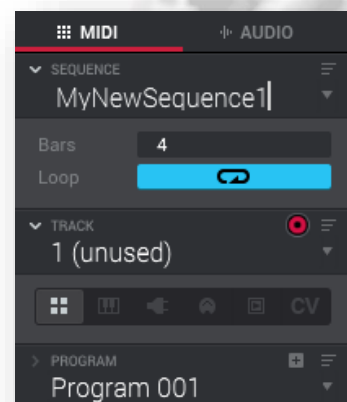
To start a new project from scratch, in the first screen when starting the program, in the "PROJECT TEMPLATES" section, choose "Empty" to start with an empty project.



The first adjustment we will make to the project will be to set the number of quarter notes per minute (BPM). This can be found in the central transport bar at the top of the screen. By default it is 120. We can adjust it to the desired tempo.



We go to the sequence information and rename it by typing the name we want to identify it (double click on the name to edit it) and set the bars we want for the current sequence, for example 4 Bars (make sure you have the loop mode activated to be able to work the rhythms in loop).

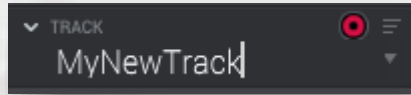


CREATING A NEW TRACK

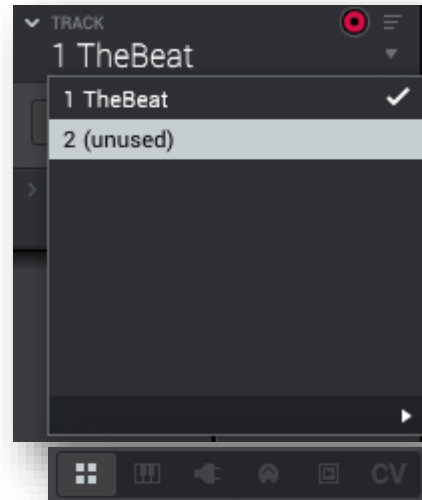
RECORDING A BEAT WITH MPC BEATS

To create a new track, simply hover over the current track and click on the little arrow to the right of the name. It will be enough to select the last track with name "(unused)".

Once selected, by double clicking on the name, you can type the desired track name.



Once created, we could choose between the type of track that will be: Drum, Keygroup, Plugin, MIDI, Clip or CV. We leave it in the first option. Drum



ASSIGNING A PROGRAM TO A TRACK

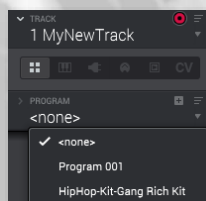
Once the track is created, we have to decide what kind of program we want to link (sound kit, drum samples).

To do this, we make sure that in the lower right corner, we have selected the expansion viewer.

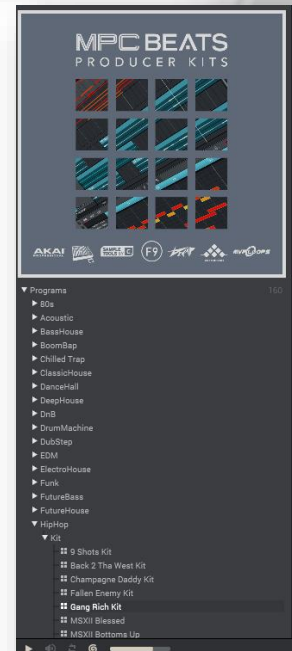


This will show on the right side, the expansions that we have installed where we can choose a sound kit (program) to our liking.

We can navigate between the different expansions and between the different programs until we find a sound kit to our liking. We can hear an example of the sounds of the selected kit if we press the play button at the bottom left of this area.

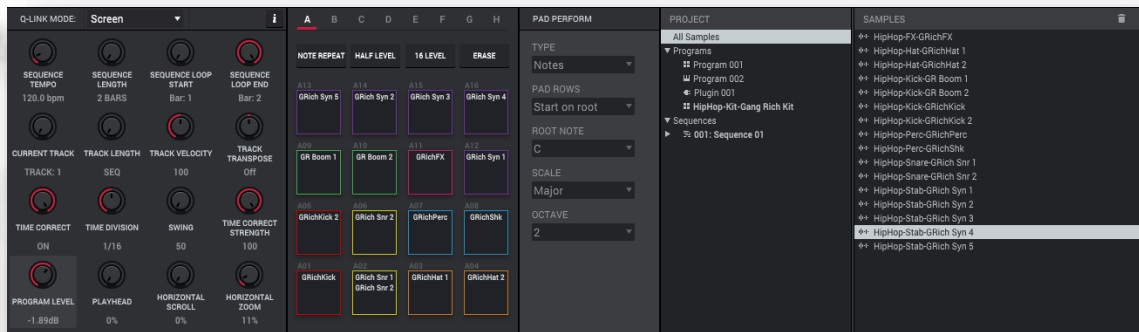


Once you have decided on a kit of your choice, if you double click on it, it will automatically load and be selected in the "PROGRAM" section of the track inspector.



RECORDING A BEAT WITH MPC BEATS

If selected, the sounds will be automatically loaded and the entire lower part of the screen will be updated. If we touch the pads, we will be able to hear the sounds of the selected program.



RECORDING A BEAT

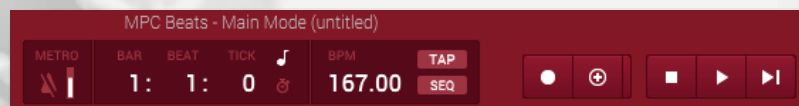
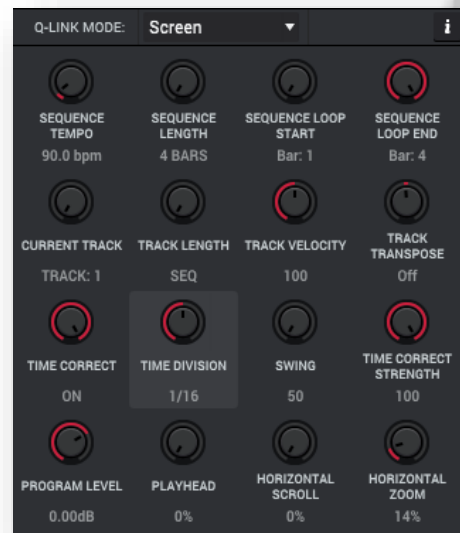
Once we have selected a track, and assigned a program to it, we only have to record.


If we want our beats to match the tempo without drift, we can adjust the following items from the Q-LINK panel.


If you want your beats to sound without time drift, activate the quantizer (time correct). This will ensure that when you record, the notes you play are exactly in tempo.

Also set the time division to 1/16 in the panel to provide enough bars. This means that one bar will be divided into 16 parts, each of which can play one note.

We can also activate or deactivate the metronome from the central transport bar.



 To start recording we first activate the rec button on the central transport bar. This will cause both the rec button and the play button to start flashing. We must be careful, because if we have already recorded something in this track, and we press the rec button again, it will erase the previously recorded.

 If we want to record, but keep what has already been recorded in the track, we will use the overdub button instead of the rec button.



When we are ready to start recording, we press the play button. First we will hear the metronome during the first bar so that we can get the tempo and then the recording starts.

We can now start tapping our pads.

Once the bars of the track are finished, if we have selected the loop option mentioned above, it will start again from the beginning, and so on and so forth, so that we can add sounds wherever we want on each pass.



Once we have finished our recording, we can press the stop button.

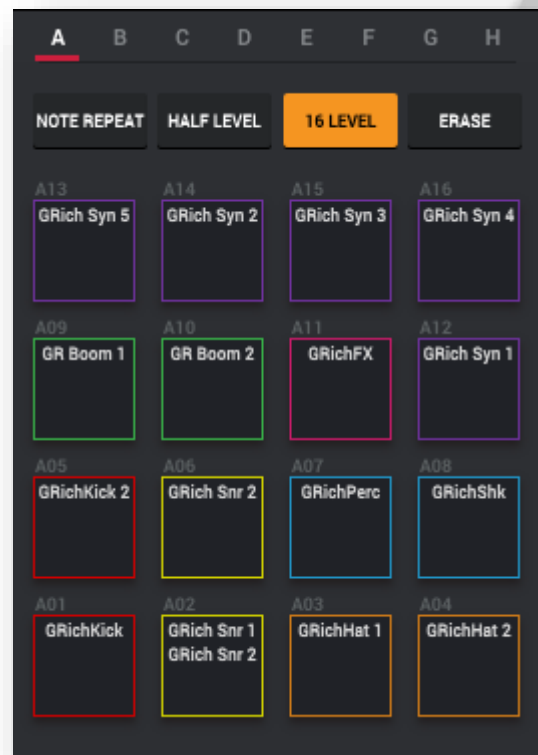
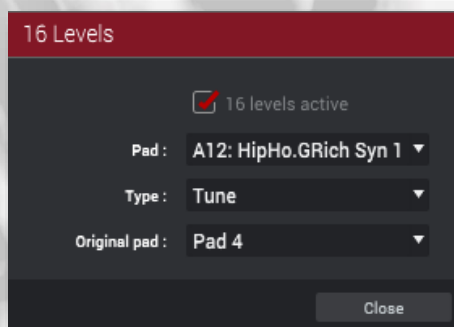
HOW TO RECORD A MELODY WITH ONE OF THE PROGRAM SOUNDS

If you notice, it is difficult to make a melody with the sounds that the kit of the selected program gives us. If for example we want to create a bass line or we like a pad or a vocal sound, but there is only one sound in the whole kit, it will be impossible to make a melody, since we would have the same tone all the time.

In order to make a melody from one of the sounds in the kit or a bass line, you have to do the following:

Select the sound with which you are going to create your melody or bass line, and press the "16 LEVEL" button.

In the screen that appears, we simply have to make sure that the type is "Tune". This will distribute the sound chromatically among the different pads.



Once we press the Close button, the same sound will be loaded in all the pads but in a chromatic way, starting from the lower left the lowest and ending at the upper right the highest. In this way, and as long as we keep the "16 LEVEL" option checked (indicated with yellow color), no matter which pad we press, the sound we have chosen will be played, but in a different key. Now, playing the pads, we will be able to generate the melody or bass line we wanted. Here it is ideal if you have a keyboard, because it will be easier to generate melodies.

If we want to reload the default kit, we uncheck the "16 LEVEL" option, and we will have again the variety of different sounds loaded with the program kit.

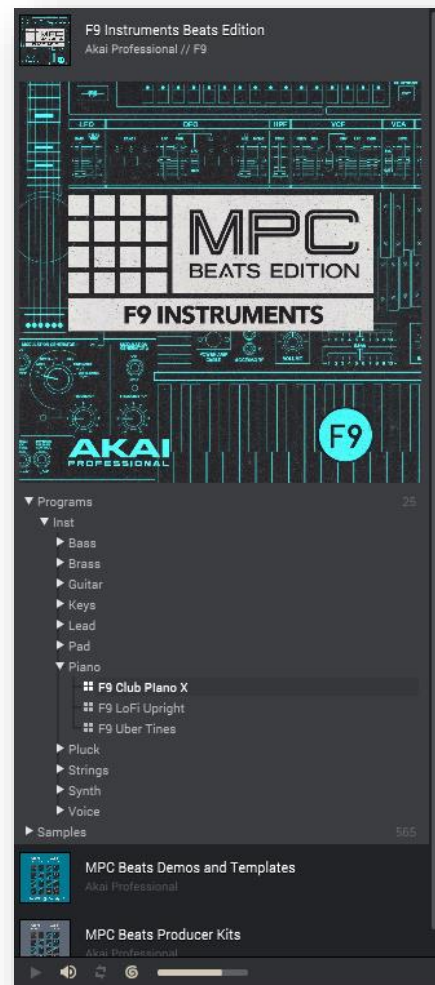
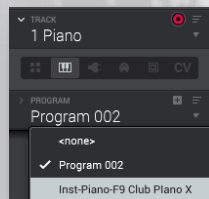
This can be done with any of the sounds in the kit.

ASSIGNING AN INSTRUMENT TO A TRACK

We can use one of the instruments that come with some of the expansions. The first thing to do is to set the track type as "keygroup".

Once this is done, we can choose an instrument from the expansion browser "Expansion Browser". In our case, in the free package, we have the expansion "F9 Instruments Beats Edition", loaded with a multitude of good sounds. Here we will choose the sound we want, and by double clicking, it will be loaded on the track.

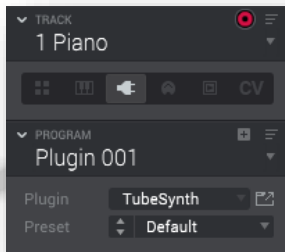
All you have to do is select "Program" in the track inspector.



ASSIGNING A PLUGIN TO A TRACK

It is also possible to select a plugin from those included in MPC Beats.





To do this, select the third option "Plugins" in the track inspector.

You will see that the TubeSynth plugin is automatically selected.

If we expand the list of plugins, we can see that we have three different plugins provided in the free MPC Beats pack:

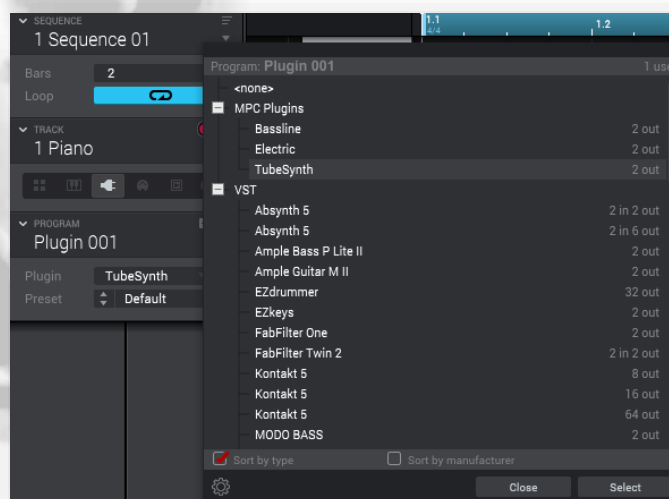
- TubeSynth:** TubeSynth emulates the sound of classic analog polysynthesizers with five integrated AIR effects. The instrument has been created by AIR and is based on the same advanced analog modeling technology found in their acclaimed Vacuum Pro desktop synthesizer.

TubeSynth comes with a complete factory library of over 300 state-of-the-art patches including synths, leads, pads, basses, organs, and effects presets.


- Bassline:** AIR Bassline emulates the sound of classic mono synthesizers with a contemporary twist. It also includes four built-in AIR effects, as well as two built-in distortion algorithms.

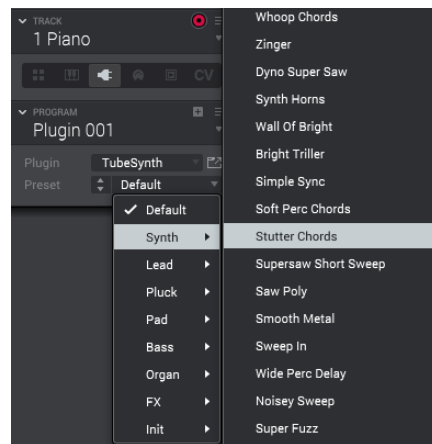
In addition to its flexible oscillator with continuously variable waveforms (with octave saw, saw, square and sine waveforms), more than 150 patches are available.

- Electric:** Emulates the sound of classic electric pianos with extensive flexibility in setting the timbre of the electric piano. Includes 5 effects (Tremolo, Valve Distortion, Chorus, Delay, and Spring Reverb) and includes over 80 preset sounds.



Once you have selected the plugin, you can navigate between the presets directly by selecting it below where you have selected the plugin. By playing the on-screen pads or the piano keyboard, you can hear the sounds triggered by the selected preset until you find the sound you are satisfied with.

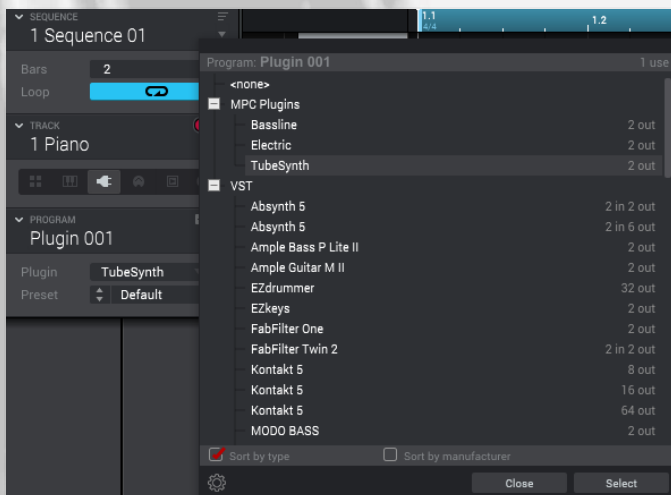
 To access the plugin configuration, right next to the plugin name, we have a button that will open this one where we will be able to modify different parameters provided by the plugin.



ASSIGNING A VST PLUGIN TO A TRACK

If you have a VST instrument installed on your computer, you can also use it as an instrument within MPC Beats in the same way as other instruments.


As we have done to assign an MPC Beats plugin, we will select the third option "Plugins" in the track inspector.



Once here, when displaying the list of plugins, all the VST instruments that we have installed should appear.

Just click on the one you want to load it in MPC Beats.

Once you have selected the plugin, you can navigate between the different presets just below where you have selected the plugin. By playing the on-screen pads or the piano keyboard, we can hear the sounds triggered by the chosen preset until we find the sound we are satisfied with.

 To access the graphical interface of the VST plugin, right next to its name, we have a button that will open this one, where we will be able to manage and configure our plugin to our liking.

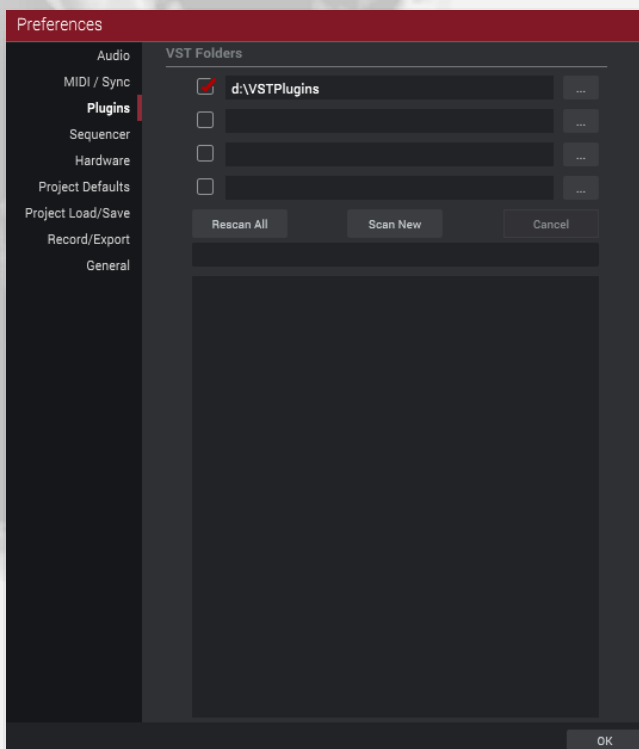
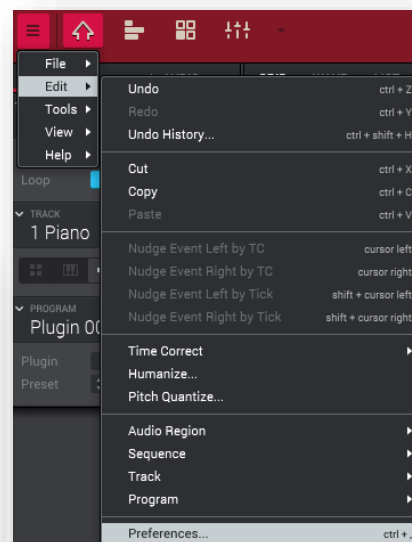


WHERE ARE MY VST INSTRUMENTS

If you don't find the VST instruments installed on your computer when you display the plugins list, you will probably have to tell MPC Beats the path where they are installed. If you know this path, do the following:

In the menu, go to Edit → Preferences...

In the "Preferences" screen, go to the Plugins tab. Here, locate the path where your VST plugins are located with the "..." button, and once located



and selected, check the red checkbox as shown in the screenshot below.

Once selected, by clicking the Scan New button, it will read the plugins one by one and add them to MPC Beats. Once the process is finished, we will be able to use them to create our Beats.

ADDING A SOUND EFFECT

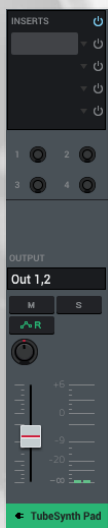
If we want to add a sound effect, or an audio plug-in such as an equalizer, compressor, or any other, we can do it easily from the Channel Mixer view "Chanel Mixer".

To select the Chanel Mixer, we can do it from the side transport bar by clicking on the corresponding icon:



This will open the Chanel Mixer view, where we will be able to mix our song. In this mixer, we will have identified the following groups: MIDI TRACKS, AUDIO TRACKS, PROGRAMS, SUBMIXES, RETURNS and MASTERS.

We will be able to add an effect or plugin to any of them.

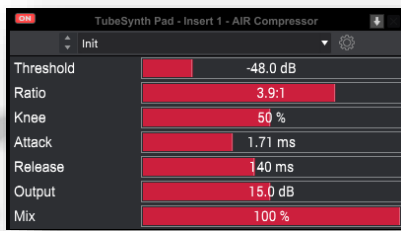


To add an effect in any of the inspectors, we find at the top the INSERTS section.

We will see that there are four boxes waiting for a plugin or effect that we choose. By simply unfolding the list, we will be able to visualize a list with all the plugins that we have properly organized and where we will choose the desired one according to our needs.



Once selected, just click on the name to modify its different characteristics.



In the same way, we can add our favorite VST plugins.

