

# **Digitalisierung in der Musikproduktion**

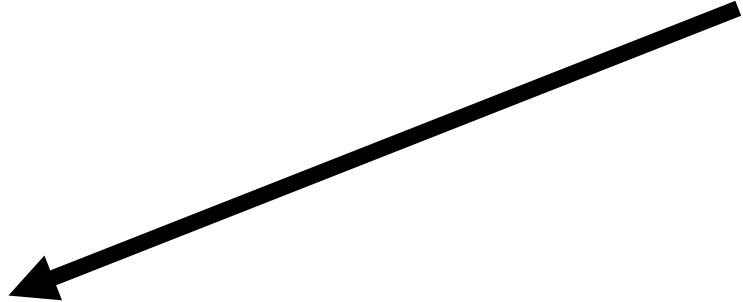
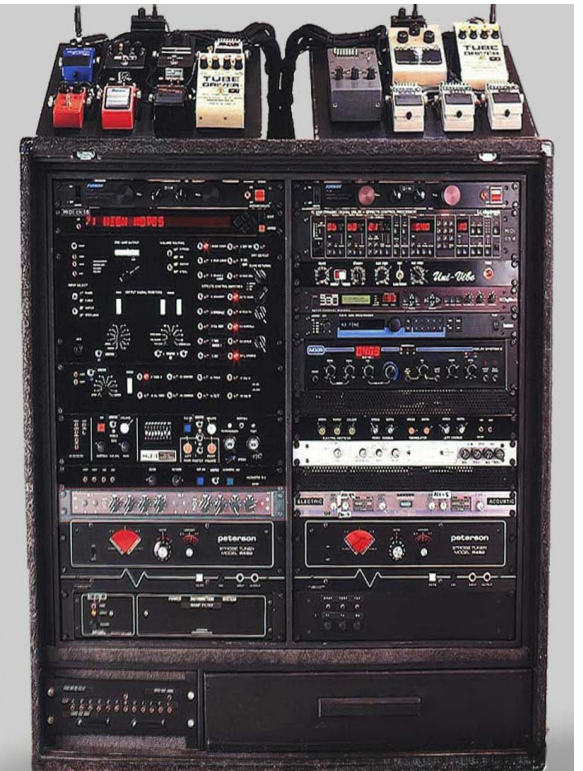
von Marian Lux

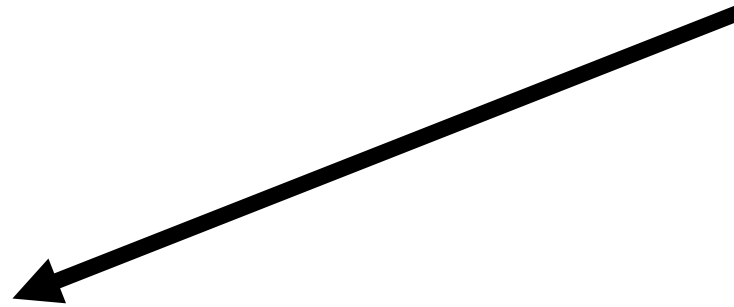
**Was ist Musikproduktion?**

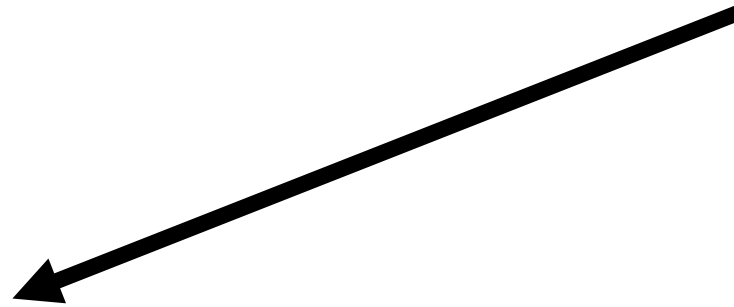




















# Vergleich: Analog - Digital



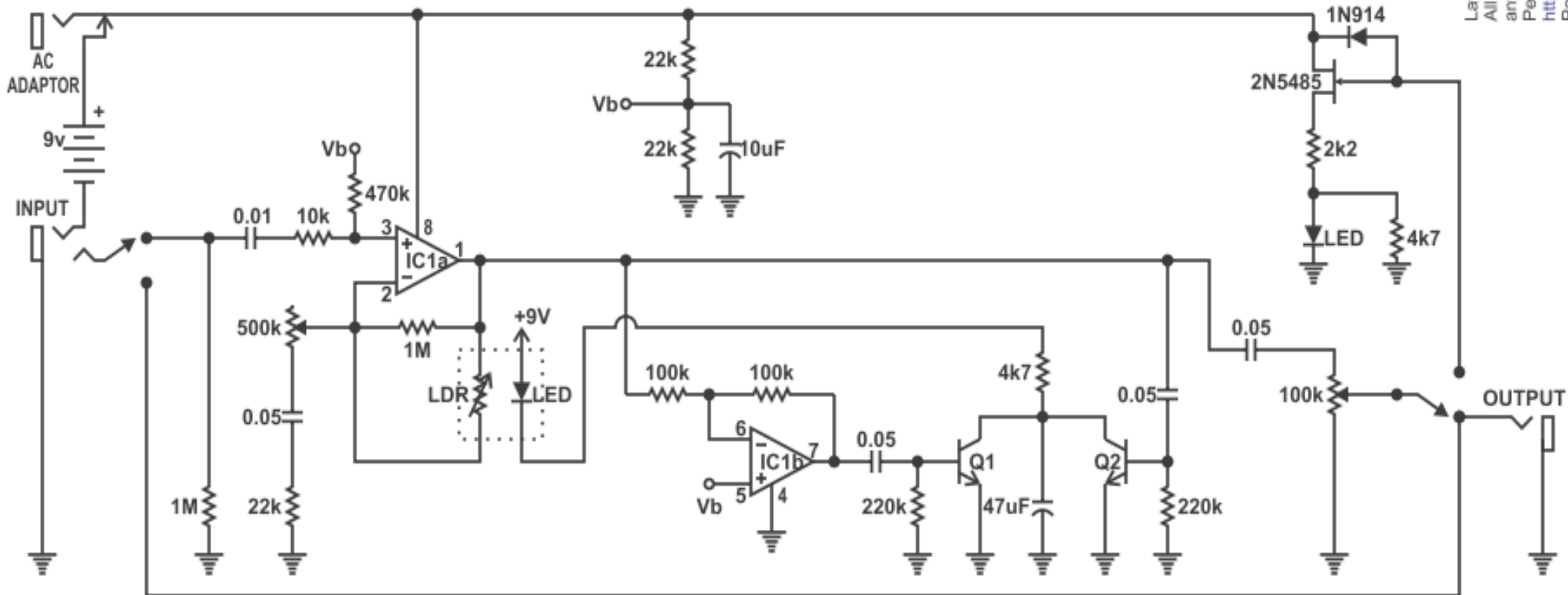






A screenshot of a digital audio workstation (DAW) interface, likely Ableton Live. The interface is divided into several sections: a top transport and configuration bar, a central arrangement view, a left sidebar with a track list, a bottom mixer, and a right sidebar with instrument and effect racks. The arrangement view shows a multi-track session with tracks for Vocals, Guitars, Synth, and VOX. The tracks are color-coded and have various automation envelopes. The mixer at the bottom shows faders and panning for each track. The right sidebar contains several instrument and effect racks, including Groove Agent SE01, Retrologue, HALion Sonic SE, and Spector. The interface is dark-themed with various colored elements for tracks and controls.

# Schematic



Layout and  
All rights reserved  
any comments  
Permission  
<http://www>  
Permission



1 rough

2 no vox

3 Lead Vocal

4 constant harmony

6 Gang

7 Gang

8 Gang

9 verb & delay

Harmonies

```

Editing effect: /Applications/REAPER/effects/Delay/delay
// This effect Copyright (C) 2004 and later Cockos Incorporated
// License: GPL - http://www.gnu.org/licenses/gpl.html
desc: simple delay
slider1:300<0,4000,20>delay (ms)
slider2:-5<-120,6,1>feedback (dB)
slider3:0<-120,6,1>mix in (dB)
slider4:-6<-120,6,1>output wet (dB)
slider5:0<-120,6,1>output dry (dB)
slider6:0<0,1,1{off,on}>resample on length change

@init
delaypos=0;

@slider
odelay=delaylen;
delaylen=min(slider1 * srate / 1000,500000);
odelay != delaylen ? (
  slider6 && odelay > delaylen ? (
    // resample down delay buffer, heh
    rpos=0; rpos2=0;
    drpos=odelay/delaylen;
    loop(delaylen,

      tpos = ((rpos)|0)*2;
      rpos2[0]=tpos[0];
      rpos2[1]=tpos[1];

      rpos2+=2;
      rpos+=drpos;
    );
    delaypos /= drpos;
    delaypos|=0;
    delaypos<0?delaypos=0;
  ) : (
    slider6 && odelay < delaylen ? (
      // resample up delay buffer, heh
      drpos=odelay/delaylen;
      rpos=odelay;
      rpos2=delaylen*2;
      loop(delaylen,
        rpos--drpos;
        rpos2--2;

        tpos = ((rpos)|0)*2;
        rpos2[0]=tpos[0];
        rpos2[1]=tpos[1];
      );
    );
  );

```

Opt+(Save Find peek) Line 1/72, Col 1 [INS|M]

Full recompile/rese Open in external editor

Name	Value
delaypos	0.00000000
odelay	22932.00000000
delaylen	22932.00000000
rpos	0.00000000
rpos2	0.00000000
drpos	0.00000000
tpos	0.00000000
wetmix	0.56123102
drymix	1.00000000
wetmix2	0.50000000
drymix2	1.00000000
dpint	0.00000000
os1	0.00000000
os2	0.00000000
System varia... -----	
ext_noinit	0.00000000
ext_nodenorm	0.00000000
spl0	0.00000000
spl1	0.00000000
spl2	0.00000000
spl3	0.00000000
spl4	0.00000000
spl5	0.00000000
spl6	0.00000000
spl7	0.00000000
spl8	0.00000000
spl9	0.00000000
spl10	0.00000000

Refresh now  Auto-refresh

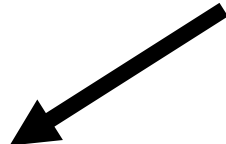
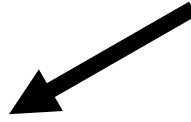
25.1.00 29.1.00  
0:48.000 0:56.000

Lead Vocal-090209\_0934.wav

constant harmony-090209\_0934.wav

4.1.10 / 0:06.054 [Playing] Rate: 1.0 BPM: 120 Selection: 1.1.00 1.1.00 0.0.00



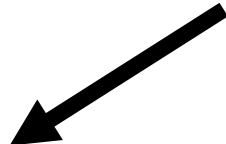
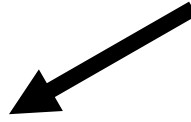


# Prinzipien des Homestudios:

Bezahlbar

Privat

Hobby



### Piano Roll

MidiPiano

274 275 276 277 278 279 280 281 282 283 284 285 286 287 288

C8

C7

C6

C5

C4

### MidiPiano Virtual Piano

Open Resume Record Stop Save Repeat Keyboard Piano Roll Options Key: Speed: Volume:

Key: 0 Speed: 99 100% Octave: 2 Volume: 100% Meter: 6/8 Time: 0:03:48.225 File: Liszt La Campanella.mid

C2-B2 C3-B3 C4-B4 C5-B5 C6-B6 C7-B7 C8-B8

Pause

Studio One - CarpCore

1 - Superior Drummer 2 - Superior Drummer 2

default CH

Auto: Off | Vergleichen | Kopieren | Einfügen | Qwert\_oard

CONSTRUCT MIXER GROOVES MAPPING BOUNCE SETTINGS ? METALHEADS EZX Load/Save V 2.4.3 (64-BIT) SUPERIOR DRUMMER

STANDARD VIEW CLASSIC VIEW Construct Drum Kit Tool Settings Instrument x-drum



18x22" Sonor Tomas Haake Cu

Envelope

Release Off

OFFSET TIME RATIO NOTE ON AFTER TOUCH NOTE OFF

Pitch Humanize

FIR RESET 44.1KHZ

RANDOM ALTERNATE SEMI SEQ VEL TO VOL SOFT VEL

Memory & Status

E2 Mixer MICROPHONE NAME: KD R TIME CORP: 0.0 ms INSERTS: None FADE: MASTER BLEED: PAN

Master Volume

VOICE & Layer LAYER LIMITS: SOFT GRADIENT HARD VOICE LIMIT: 4

Instrument INSTRUMENT: Kick 1 ARTICULATION: Right EDIT ARTICULATION ONLY: NOTE: C1 REMOVE MHE LEARN

Skala C Chromatisch

Instrument m s Anschlagstärke Länge 1/16 Gerade Notenvorhören

Kein Event ausgewählt

Closest padal Open rimshot Semi Closest rimshot Closest rimshot Crash 2 Crash 1 China 2 China 1 Ride Edge Ride Bell Ride Sizzle Very high tom high tom Low tom Very low tom Snare Flams Rock

Anschlagstärke Modulation Pitch Bend After Touch

400 MB LOADED 497 MB

44.1 kHz 12:02 Tage 00:00:01.827 00002.01.02.05

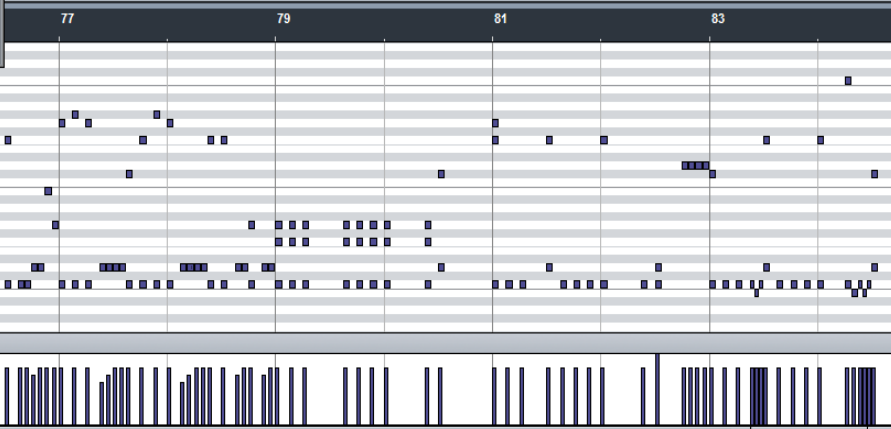
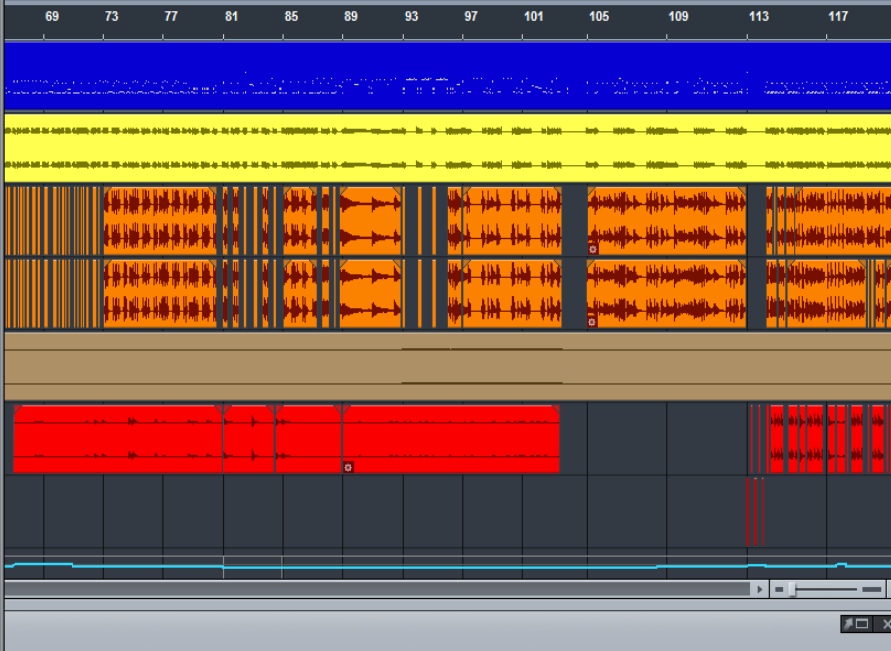
00002.04.01.87 00132.01.04.96

4 / 4 140.00

Edit Mix Browse

Start Song Upgrade

69 73 77 81 85 89 93 97 101 105 109 113 117



77 79 81 83

44.1 kHz 29.6 ms Max. Aufnahmezeit Sekunden

00002.04.01.87 00132.01.04.96

4 / 4 140.00

Metronom Taktart Tempo

Edit Mix Browse

Manual

Compare Copy Paste

View: Editor

Main Strummer FX About Strum Finger Stereo1 Stereo2 Mono1 Mono2

# Ample Guitar M LITE



OPEN STRING FIRST HOLD PEDAL

ON OFF

Strum Time 29ms  
Rel Time 16.0s  
Mute Depth 1000ms

All

Humanization A Humanization E Humanization V

Chord 1

1	C	Maj	1	2	A	Maj	1
3	D	min	1	4	F	min	1
5	E	min	1	6	F	Maj	1

Select Mode Transpose

Seq # 1 Step #5 D4

6/8 89

4/4 4/4Trn

Swing Quantize Stroking Vol

0ms 1/16 0.9

SEQ 1 2 3 4

Ample Guitar M Lite

# Hörbeispiel

Echte Gitarre

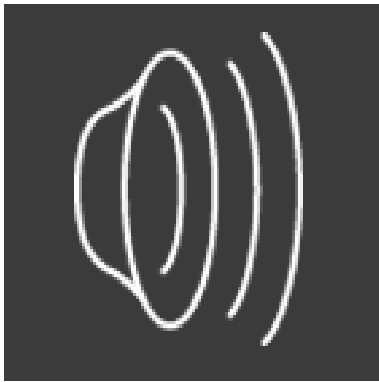
Sample-based

Synthetisch



# Hörbeispiel

Echte Gitarre



Sample-based

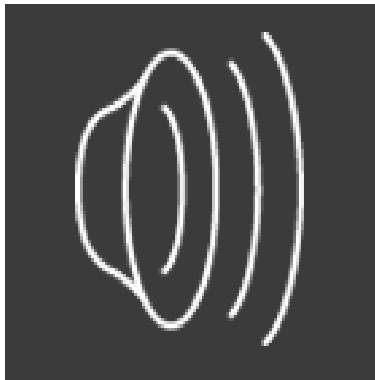
Synthetisch

# Hörbeispiel

Echte Gitarre

Sample-based

Synthetisch

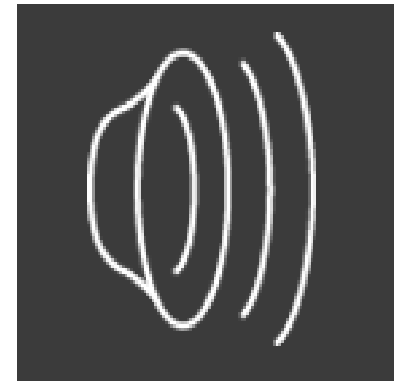


# Hörbeispiel

Echte Gitarre

Sample-based

Synthetisch







HOME

FREE VST

FREE SAMPLES

REVIEWS

NEWS 

NEWS



DECEMBER 31, 2017

Happy New Year – FREE Synth Magic Library For BPB Readers!

VST PLUGINS



DECEMBER 28, 2017

Top 50 Best Free VST Plugins Of 2017

NEWS



DECEMBER 24, 2017

Get AIR Music Technology Vacuum Pro For \$1 @ Pluginboutique!

FEATURED



NOVEMBER 11, 2015

Free Digital Audio Workstations (DAW Software)

FEATURED



FEBRUARY 26, 2015

100+ Awesome Free Online Resources For Music Producers

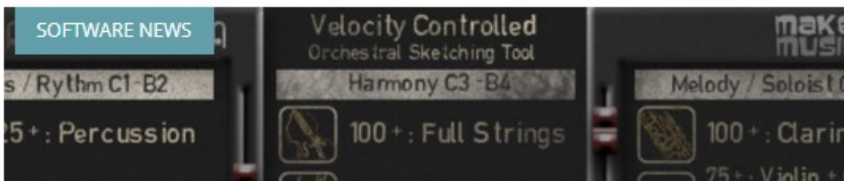
BPB SAMPLES



APRIL 24, 2014

BPB Cassette 909 (Free Roland TR-909 Sample Pack)

SOFTWARE NEWS



Velocity Controlled  
Orchestral Sketching Tool

Harmony C3 - B4

Melody / Soloist C

100+ : Full Strings

100+ : Clarin

75+ : Violin +

SOUNDWARE NEWS



HAPPY NEW YEAR



**SOUNDCLOUD**

 **bandcamp**

# Hörbeispiele

Sind die Instrumente echt oder nicht?

Wenn nicht, sind sie sample-based oder synthetisch?

In was für einem Studio ist die Musik aufgenommen wurden?

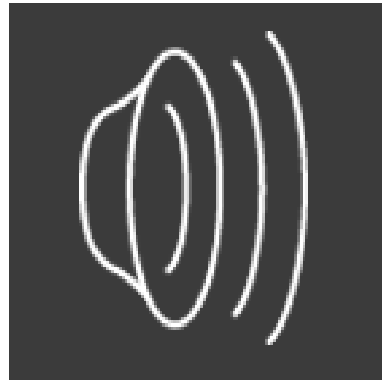
# Beispiel #1

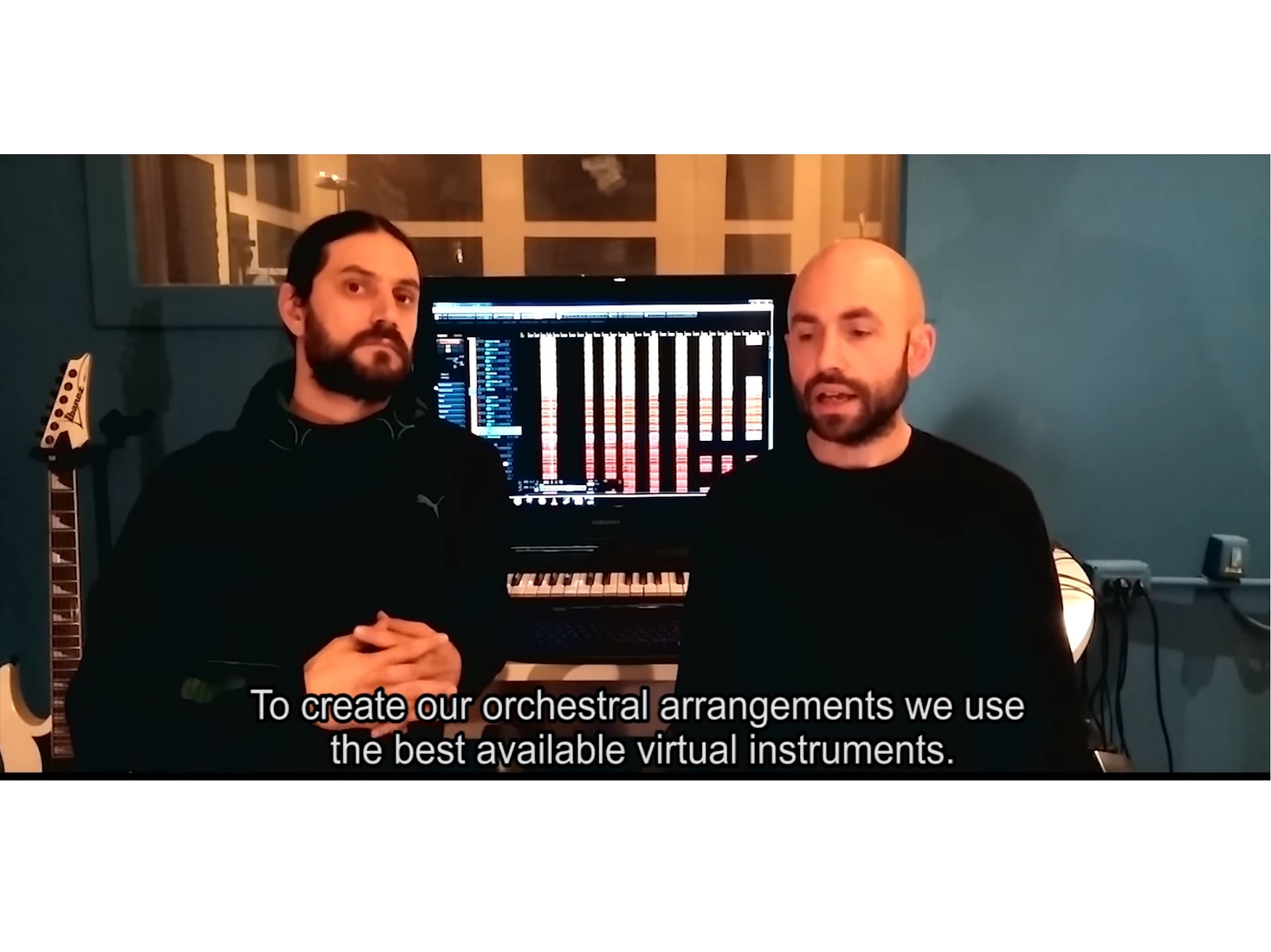






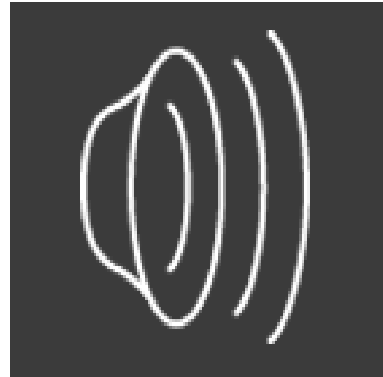
# Beispiel #2



A video frame showing two men in a music studio. The man on the left has a beard and is wearing a dark jacket. The man on the right is bald and wearing a black t-shirt. They are standing in front of a computer monitor displaying a digital audio workstation (DAW) interface with multiple tracks. A keyboard is visible below the monitor. A guitar is on the left side of the frame. The background features acoustic panels on a wall.

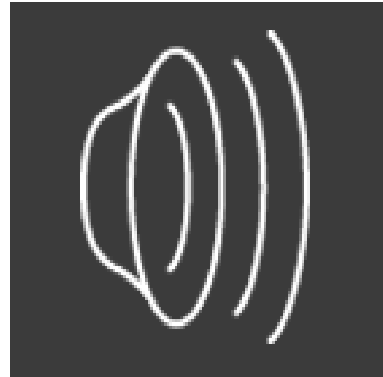
To create our orchestral arrangements we use the best available virtual instruments.

# Beispiel #3





# Beispiel #4





# Beispiel #5

