

# **Digitalisierung in der Musikproduktion**

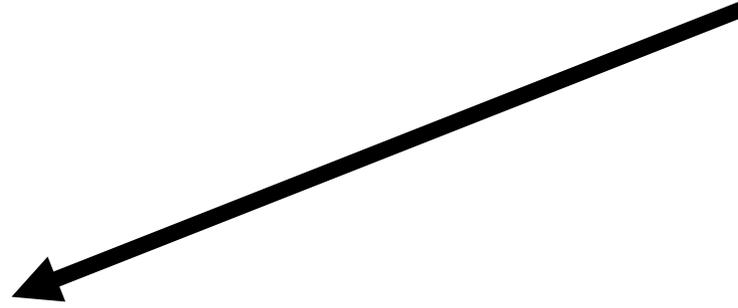
von Marian Lux

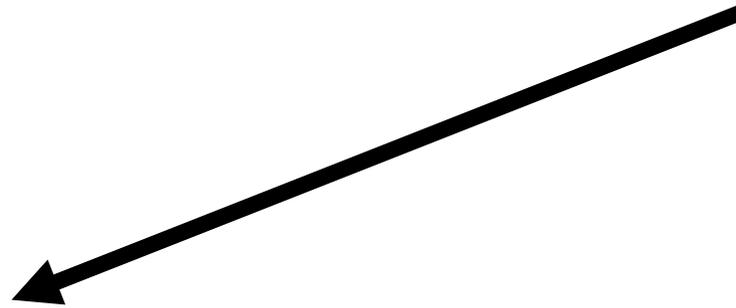
**Was ist Musikproduktion?**

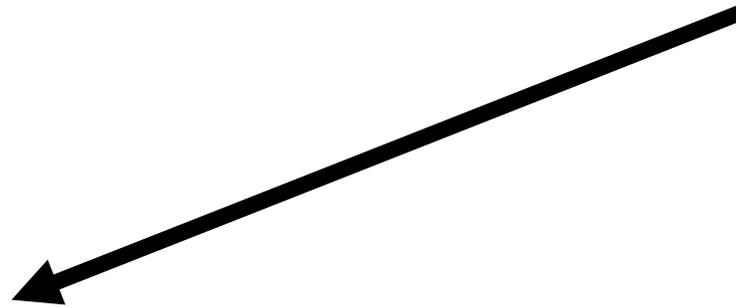


















# Vergleich: Analog - Digital





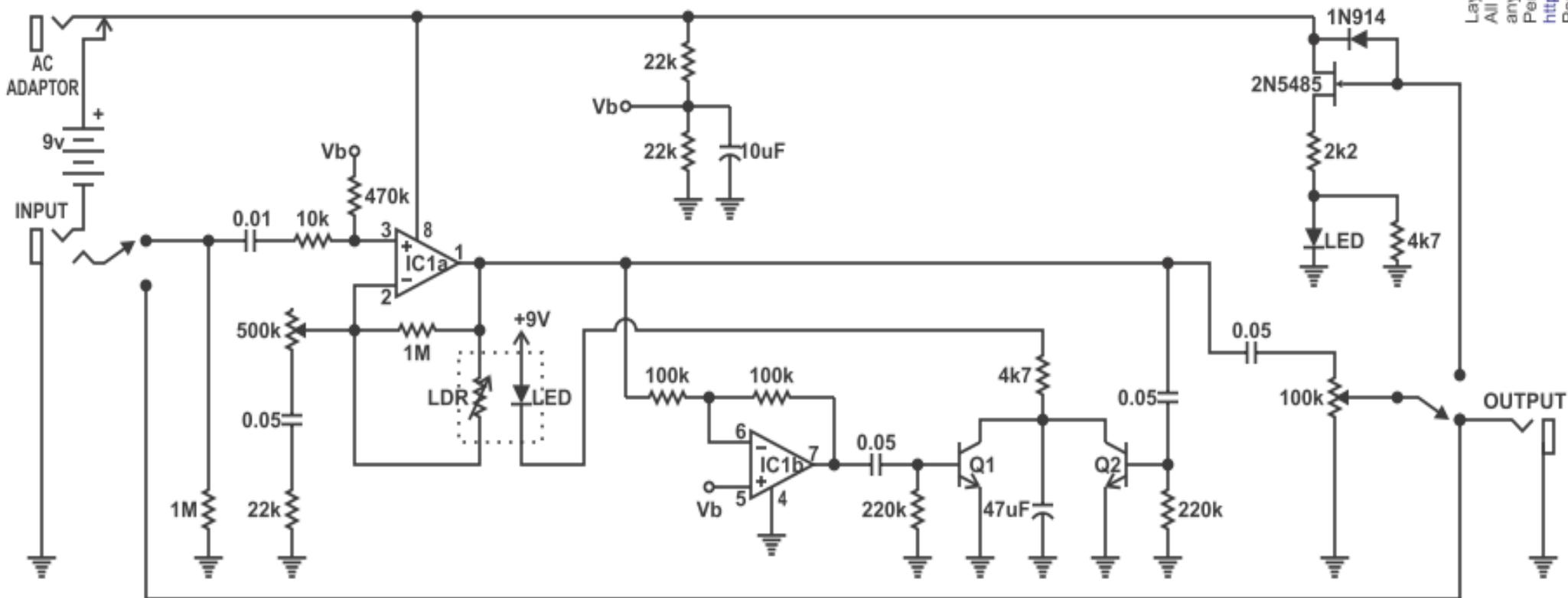


A screenshot of a digital audio workstation (DAW) interface, likely Ableton Live. The interface is divided into several sections:

- Inspector:** Located on the left, it shows the selected track's parameters, including volume, pan, and various effects.
- Arranger View:** The top section shows a timeline with tracks for Vocals, LeadVoc Dry, LeadVoc Dry Ueberherg, Voc DoubleTrack ADT, Voc Chorus Double (R), and Choir Stack. Each track has a waveform and a clip slot.
- Mixer:** The bottom section shows a multi-channel mixer with faders, panners, and various effects for each track. The tracks are labeled with their respective instruments or vocals.
- VST Instruments:** On the right, there are several VST instrument slots, including Groove Agent SE01, Retrologue, HALion Sonic SE, and Spector. Each slot shows the instrument's name and various parameters.

The interface is dark-themed and contains a wealth of information and controls for audio production.

# 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

JS Development Environment

Editing effect: /Applications/REAPER/effects/Delay/delay

Full recompile/rese    Open in external editor

```
// 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]

Name	Value
delaypos	0.0000000
odelay	22932.0000000
delaylen	22932.0000000
rpos	0.0000000
rpos2	0.0000000
drpos	0.0000000
tpos	0.0000000
wetmix	0.56123102
drymix	1.0000000
wetmix2	0.5000000
drymix2	1.0000000
dpint	0.0000000
os1	0.0000000
os2	0.0000000
System varia... -----	
ext_noinit	0.0000000
ext_nodenorm	0.0000000
spl0	0.0000000
spl1	0.0000000
spl2	0.0000000
spl3	0.0000000
spl4	0.0000000
spl5	0.0000000
spl6	0.0000000
spl7	0.0000000
spl8	0.0000000
spl9	0.0000000
spl10	0.0000000

Refresh now     Auto-refresh

25.1.00    29.1.00

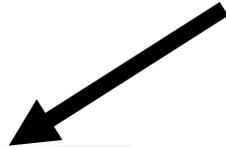
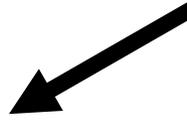
0:48.000    0:56.000

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



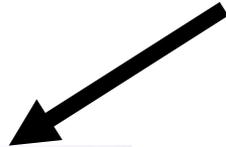
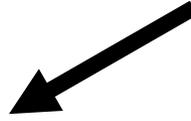


# Prinzipien des Homestudios:

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 C

Datei Bearbeiten Song

Instrumente 1 - Superior Drummer 2 - Superior Drummer 2

default CH

Auto: Off | Vergleichen | Kopieren | Einfügen | Qwert...ard

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

100.00 50.00 0.00

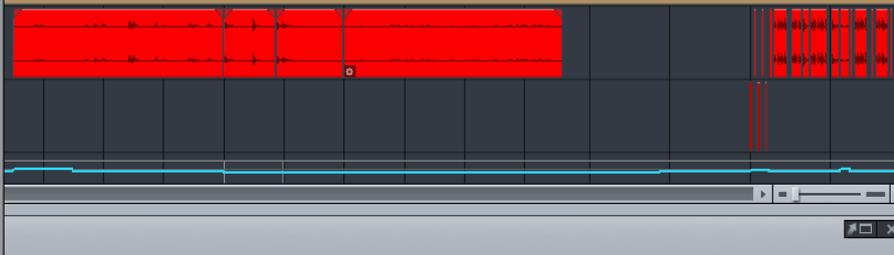
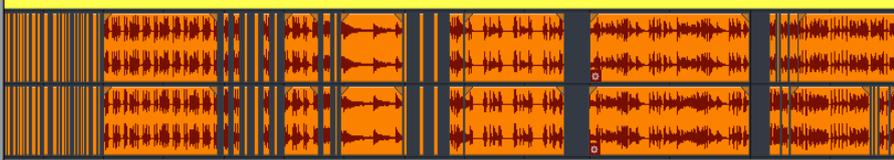
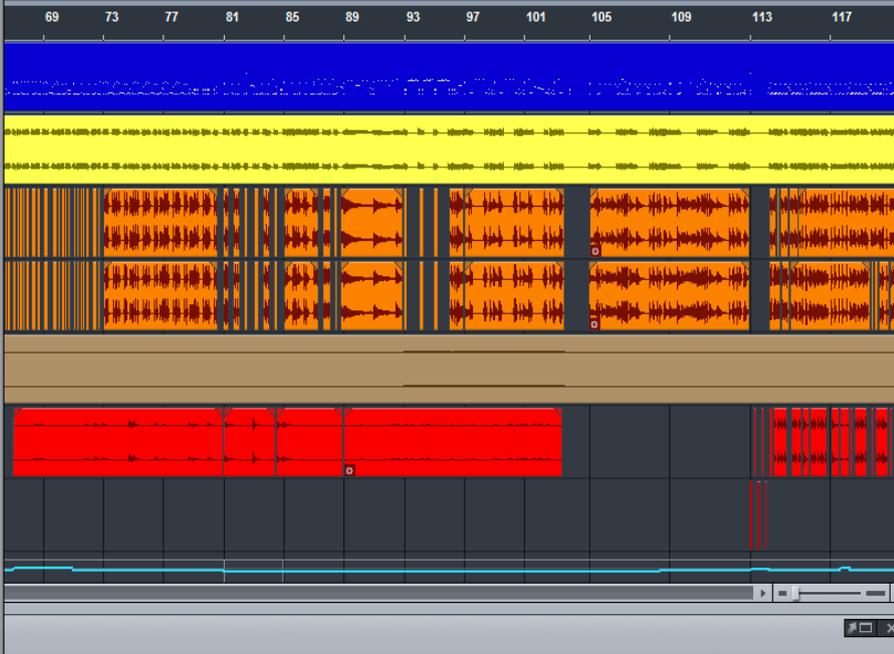
44.1 kHz 12:02 Tage 00:00:01.827 00002.01.02.05 00002.04.01.87 00132.01.04.96 4 / 4 140.00

MIDI Leistung 29.6 ms Max. Aufnahmezeit Sekunden Takte Metronom Taktart Tempo

Edit Mix Browse

Start Song Upgrade

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



77 79 81 83

100.00 50.00 0.00

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

MIDI Leistung 29.6 ms Max. Aufnahmezeit Sekunden Takte 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

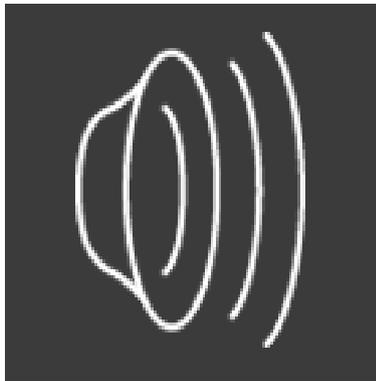
Synthetisch

# Hörbeispiel

Echte Gitarre

Sample-based

Synthetisch

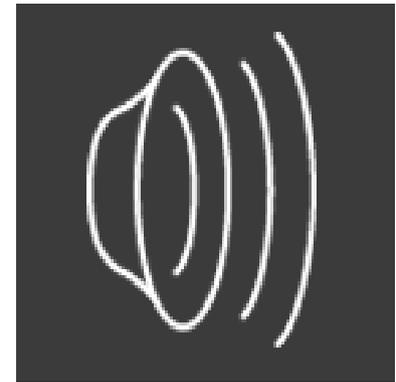


# Hörbeispiel

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



100+ AWESOME FREE RESOURCES FOR MUSIC PRODUCERS

FEBRUARY 26, 2015

100+ Awesome Free Online Resources For Music Producers

BPB SAMPLES



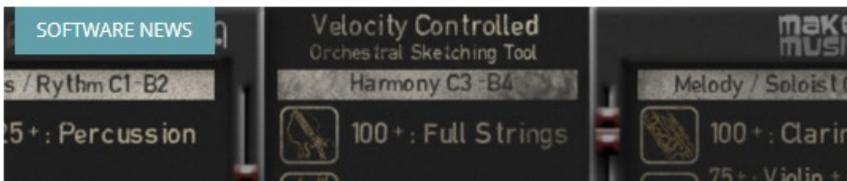
APRIL 24, 2014

Free Roland TR-909 sample pack processed with cassette tape

24-bit WAV

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?

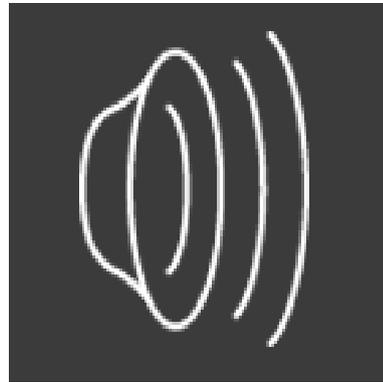
In was für einem Studio ist die Musik aufgenommen wurden?

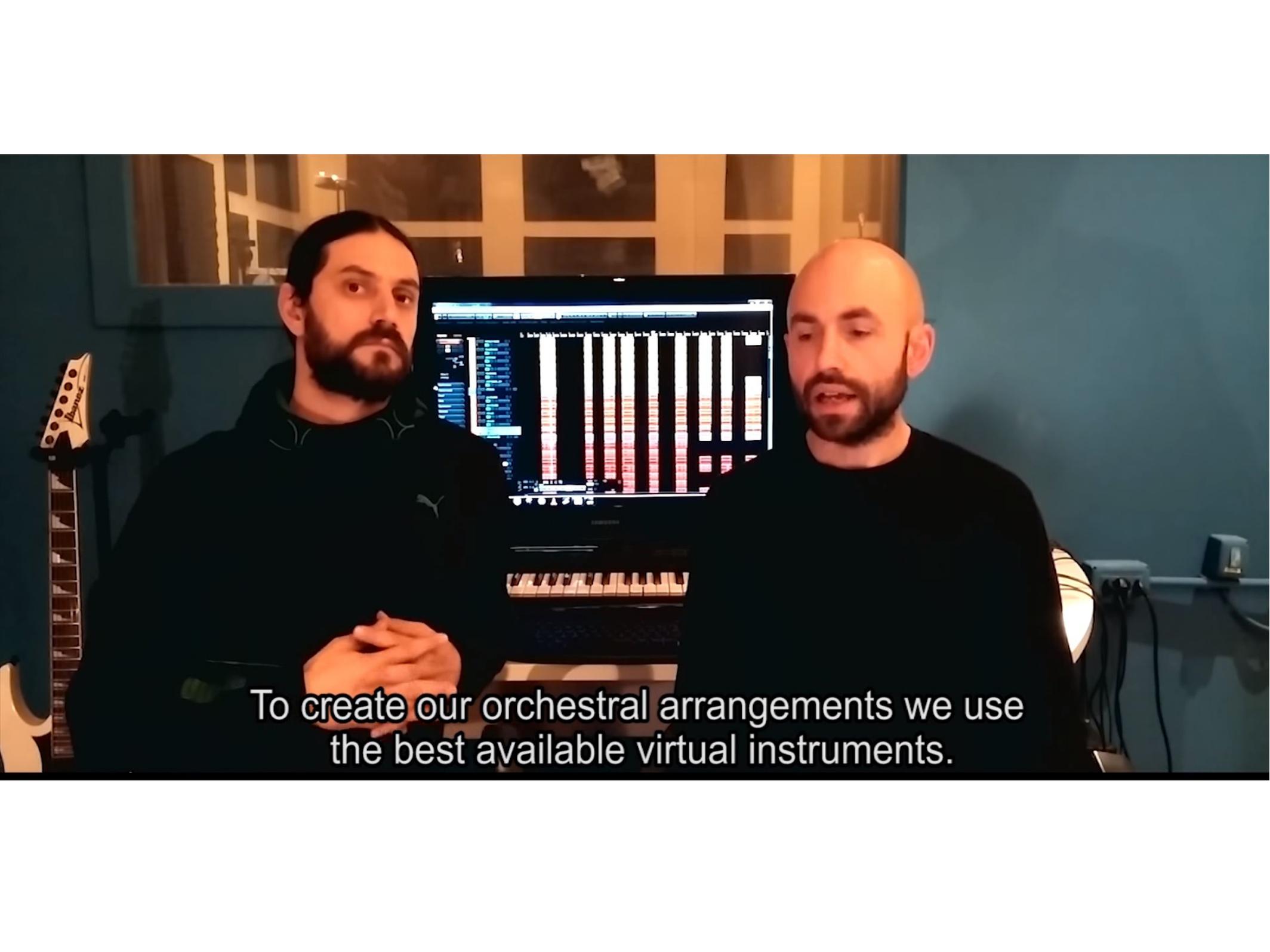
# Beispiel #1





# 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

