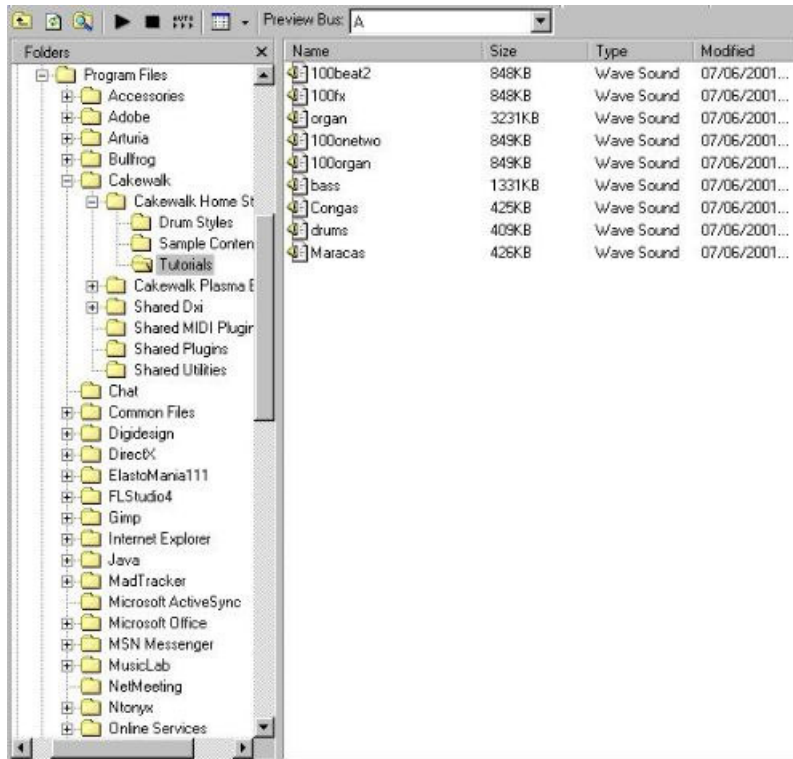


Getting the most out of Cakewalk Home Studio - Part 1, Loops

Home Studio 2002 is a very well designed, intuitive piece of software that will have you up and running within days. One of the most useful features is that most of the time, you don't actually have to move outside the main screen to do make your tune, some tunes I have made have never seen some of the different views. However, if you unpack it a bit, you'll find there's more than you expected within the little beauty.

To start, we are going to look at getting a drum loop into Home Studio and getting it looping tidily. Although you can go through File-Import Audio... in my opinion a far better way of importing audio, especially if you want to audition your sounds within the context of your tune is the Loop Explorer view (Alt+1). Also if you select 'Auto Preview' by toggling on the button with Auto written on it and with 3 play symbols, whenever you click on a sample it will play it for you. This can be infuriating when you want a specific loop, but is invaluable if you are auditioning lots of different samples, say drum loops.



The loop explorer view (Alt+1) is useful for anyone auditioning many loops

For this tutorial I'm using a drum and bass drum loop from the 'Radio 1 One Music' site, <http://www.bbc.co.uk/radio1/onemusicdata/samples>, which is a useful resource for producers and is well worth a look, especially if D'n'b, Breakbeat, Urban, UK garage, House, Electro, or Hard Dance is your thing.

So, once you've selected your sample, double-click it to get it into your project. You need to select the track you want it on and the time you want it at first, before you go to Loop Explorer. Because of Cakewalk's Acid-style looping, any Acidized loop can be looped just by dragging it along.

Now you've got your loop in the project, you can fiddle around with it to your hearts content. There are some nice tricks you can play with your loops. Try dropping some markers, by selecting the time you want and pressing F11. A small dialogue box will come up and you can use the groove clip pitch menu to change the pitch of the loop when it reaches that point. Small changes can change the sound of the loop slightly, making the loop sound more interesting if it's looped for ages.

Also, try doubling the speed of the loop. To do this, right-click on the loop and go to Clip Properties. A dialogue box comes up, and you want the 'Groove-Clips' tab. Go to the 'Beats in Clip' box and enter a

number half the length of the Loop. Try other values and experiment with it. It might sound rubbish, or it might be amazing and inspirational, you don't know till you try.

These are just a couple of ideas on how to alter your loops using the Home Studio features, try using some of the included effects on them, like maybe an Amp Sim and a Flanger or anything really.

If you think that you are missing out because you don't have any Acidized loops, you can import a normal loop into Cakewalk and then right-click on it and select Groove Clip looping. It's a really handy feature and I wish I had found it sooner!

Anyway, I hope this is of some use to you all. Overall, just be prepared to experiment and you're bound to have a good tune on your hands sometime.

Written by John Aveson

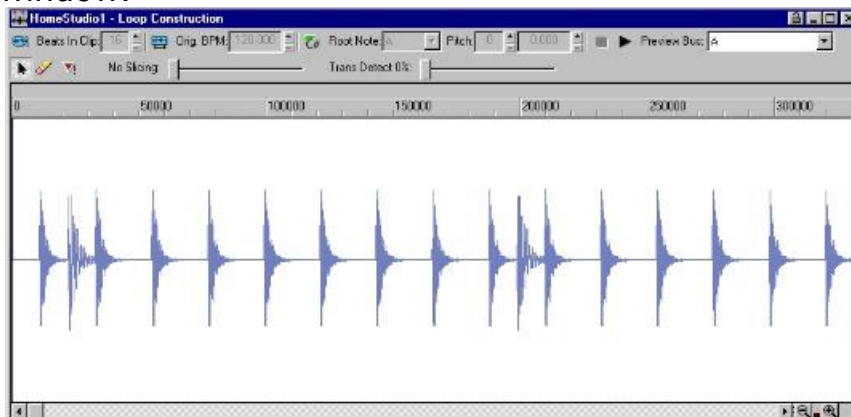
Getting the most out of Cakewalk Home Studio - Part 2, Groove Clipping

Now that you know the basics of using your loops inside CakeWalk Home Studio (CWS), we can dive right into making and using Groove Clips.

Before starting you should download a loop used in this tutorial , to do that click [here](#) (Right click and choose Save As.)

First import the loop (File > Import Audio)

Then double click on the imported loop to open the loop construction window.



Double clicking a sample loads up the Loop Construction window

Now let's enable looping (The button on the top left corner)

There are two controls, Set the slicing to Whole Notes and the Trans Detect to over 50%. That's it, the loop points for this loop have been configured. You can further adjust them manually and delete extra ones with the erase tool (second on the toolbar on the top left of the screen)

Change the tempo of CWHS to 120 and press play. There you go, the sample is now sliced. You can now stretch it by clicking on right side and dragging. You can now move (or copy) the sample by clicking (or ctrl clicking) and dragging.

Written by Aleks Haapajoki