[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by AikiGhost - 2011/11/17 22:56

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64 Hit Samples for cutting up in OT - Post your own. Lets see if we cant build a cool library of sounds for OT users. Please only post original sounds and not copyrighted stuff from commercial sample libraries.

64 Electronic Percussion Hits 01

64 Electronic Percussion Hits 02

64 Distorted Percussion Hits 01

64 Distorted Percussion Hits 02

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by Bongsau - 2011/11/17 23:01

Nice one Aikighost!

I've been meaning to use this method in my OT and now have no excuse not to. Will check em out before making some of my own. Cheers.

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Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by sputnikviper - 2011/11/18 00:08

Awesome, thanks a ton for doing this, great idea. These sound like machinedrum sounds, no?

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Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by phading - 2011/11/18 00:42

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good idea. elektron users are the true loop masters :-) for free ;)

the next time I bring my CF card to my computer for backups and sample swaping I may upload some here.

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Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by AikiGhost - 2011/11/18 01:05

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sputnikviper wrote:
Awesome, thanks a ton for doing this, great idea. These sound like machinedrum sounds, no?

A lot of them are yes. Some are synthesised from my ER1 and some are old samples I had hanging about from old recording sessions.

I will post up a bunch of glitches when I get the time to organise my IDM/Glitch sample library.

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Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by N_Rain - 2011/11/18 01:49

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thanks and great idea!

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Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by pulsn - 2011/11/18 01:56

Superb! Thank you!

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Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by 5id - 2011/11/18 05:31

Thanks AikiGhost, these little beauties will get Flex Sample Slot No. 1 on my first four tracks :)

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Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by SecretMusic - 2011/11/18 07:48

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great idea ! sample chains are the way forward!
I'll be making some new ones from the projects I have going on at the moment.

Thx for getting the ball rolling :)

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by exuviae - 2011/11/18 07:53

So, in theory, this is nothing more than taking 64 drum or short samples into the DAW or whatever sample editor, butting them all up against each other and rendering it down as one sample that gets loaded into the OT? I assume that the OT creates slices based on transient levels (seems to anyway), so it should cut them apart pretty properly, eh?

This could def. be magic!

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by Rusty - 2011/11/18 08:21

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exuviae wrote:
So, in theory, this is nothing more than taking 64 drum or short samples into the DAW or whatever sample editor, butting them all up against each other and rendering it down as one sample that gets loaded into the OT?

Yes.

exuviae wrote:
I assume that the OT creates slices based on transient levels (seems to anyway), so it should cut them apart pretty properly, eh?

Rather then using transient levels, use the Slice function and set to 64 slices

- Double click Playback
- Function + Bank (Edit)
- Press Amp (Slice)
- Press Enter
- Select Create Slice Grid
- Select 64 slices

Then use parameter lock which slice you want to use.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by Paiheu - 2011/11/18 11:36

_____

OK that's not really a 64 samples chain, but I've uploaded this some times ago:

http://soundcloud.com/surgape/korg-electribe-emx-drum-sounds

All the drum sounds from the Korg EMX. Not the most cutting-edge samples around, but a really good starting base, bread and butter, all the "must have" samples for your drum loops.

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Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by SecretMusic - 2011/11/18 12:49

_____

exuviae wrote:
So, in theory, this is nothing more than taking 64 drum or short samples into the DAW or whatever sample editor, butting them all up against each other and rendering it down as one sample that gets loaded into the OT? I assume that the OT creates slices based on transient levels (seems to anyway), so it should cut them apart pretty properly, eh?

This could def. be magic!

yes BUT, the OT doesn't slice to transients, so simply make sure that your 64 sounds are equally spaced. For drum hits, you can probably fit one every 2 beats at 100 bpm. There is obviously no real limit since you're streaming from the card, just make sure that your chain "mathematically" makes sense.
Hope this is not too confusing.
Maybe I'll cover that in a quick tutorial, since it appears to be a pretty hot topic :)

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by olafp - 2011/11/18 17:49

_____

Thanx AIKIGHOST great job!

I tried them out yesterday and found a possible workflow how I could deal with the slices.

My basic track length is 16 steps and I chopped one of the 64 hit samples into 64 pieces with the slice grid function. After that I created random locks of the whole file several times to randomize the samples until the point that I liked .(of course I made some trigs manually to to that in my track)

Yesterday I saw visually that the cursor of the used samples after the random action generally stays at the beginning area off the 16 bars that i created in total, means the randomizing seems only take action on the first bars where are "only "some of the 64 samples are? (the cursor jumped back and forward in that area) and so was my feeling too.

Today I cannot see it visually anymore because I do not know how to get again in that window where I can see slices jumping back and forwarth but the feeling remains that not all 64 samples are used by the random lock function in a 16 beat bar!?

Sounds confusing hu?

so many functions so little time ...

Ideas and enlightenment appreciated :silly:

olaf

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by olafp - 2011/11/18 18:18

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by AikiGhost - 2011/11/18 19:41

Here are a couple more which come from my found sounds collection I recorded some time back with my olympus LS10 portable recorder.

First up 32 Feedback Hits, these were recorded from a malfunctioning marshall guitar amp witch makes very odd feedback noises when you plug the headphone output into the guitar in and wiggle the loose front panel about.

32 Marshal Amp Feedback Hits

Secondly 32 samples of me making percussion by tapping lightbulbs, bottles, tin cans and pans abut my house.

32 Bottle & Can Hits

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by AikiGhost - 2011/11/18 21:15

And one more this one is a biggie (16mb) for the old school industrial fiends :)

64 metalic hits from various found bits of metal i hit in various ways.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by 5id - 2011/11/19 01:54

AikiGhost i thought i would let you know you have just made my nipples erect :ohmy:

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by heckadecimal - 2011/11/19 06:58

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exuviae wrote:
So, in theory, this is nothing more than taking 64 drum or short samples into the DAW or whatever sample editor, butting them all up against each other and rendering it down as one sample that gets loaded into the OT? I assume that the OT creates slices based on transient levels (seems to anyway), so it should cut them apart pretty properly, eh?

This could def. be magic!

It's already been said, but to be clearâ€”not based on transients. Lay them out on each 16th note across 4 bars. If they aren't evenly spaced, you can manually slice them, but it's easy to do if you lay them out in your DAW then just bounce the 4 bars, and auto-slice into 64 slices.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by SecretMusic - 2011/11/19 08:00

AikiGhost wrote:
And one more this one is a biggie (16mb) for the old school industrial fiends :)

64 metalic hits from various found bits of metal i hit in various ways.

thx a bunch for those ! you rock :)

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by 5id - 2011/11/19 10:39

Some more chains for the OT :)

64 hits on each

http://dl.dropbox.com/u/14075326/5id%20train%201.aif

http://dl.dropbox.com/u/14075326/5id%20train%202.aif

http://dl.dropbox.com/u/14075326/5id%20train%203.aif

http://dl.dropbox.com/u/14075326/5id%20train%204.aif

http://dl.dropbox.com/u/14075326/5id%20train%205.aif

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by SecretMusic - 2011/11/19 13:17

Nice 5ID.
I like the layering on them. Good stuff!

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by redrum - 2011/11/19 15:42

This concept is amazing. This is exactly the sort of thing that should be focused on with the new forum. Thanks for the effort guys. I'll see if I can get loops recorded and uploaded soon.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by AikiGhost - 2011/11/19 18:16

SecretMusic wrote:
AikiGhost wrote:
And one more this one is a biggie (16mb) for the old school industrial fiends :)

64 metalic hits from various found bits of metal i hit in various ways.

thx a bunch for those ! you rock :)

Welcome sir, now post some of yours :)

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by AikiGhost - 2011/11/19 18:18

_____

5id wrote:
Some more chains for the OT :)

64 hits on each

http://dl.dropbox.com/u/14075326/5id%20train%201.aif

http://dl.dropbox.com/u/14075326/5id%20train%202.aif

http://dl.dropbox.com/u/14075326/5id%20train%203.aif

http://dl.dropbox.com/u/14075326/5id%20train%204.aif

http://dl.dropbox.com/u/14075326/5id%20train%205.aif

Cool. Not set them up on my machine yet, any descriptions of the kinds of sounds within?

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by 5id - 2011/11/19 20:28

_____

SecretMusic wrote:
Nice 5ID.
I like the layering on them. Good stuff!

Some layered sounds opens up even more possibilities :)

I'm so glad you shared your wisdom on using the OT with drum chains ;)

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by 5id - 2011/11/19 20:35

_____

Cool. Not set them up on my machine yet, any descriptions of the kinds of sounds within?

Just some random percussion hits with some of them layered.

Loved those feedback hits you were kind enough to share :)

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by 5id - 2011/11/19 20:40

_____

AikiGhost wrote:
5id wrote:
Some more chains for the OT :)

64 hits on each

http://dl.dropbox.com/u/14075326/5id%20train%201.aif

http://dl.dropbox.com/u/14075326/5id%20train%202.aif

http://dl.dropbox.com/u/14075326/5id%20train%203.aif

http://dl.dropbox.com/u/14075326/5id%20train%204.aif

http://dl.dropbox.com/u/14075326/5id%20train%205.aif

Cool. Not set them up on my machine yet, any descriptions of the kinds of sounds within?

There is some layered and random percussion hits.

I loved those feedback hits you were good enough to share ;)

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by 5id - 2011/11/19 20:42

_____

5id wrote:
Cool. Not set them up on my machine yet, any descriptions of the kinds of sounds within?

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by AikiGhost - 2011/11/19 20:56

_____

5id wrote:
I loved those feedback hits you were good enough to share ;)

I have a penchant for the unusual I'll admit :)

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by SecretMusic - 2011/11/20 04:46

_____

AikiGhost wrote:

Welcome sir, now post some of yours :)

I will..just incredibly busy at the moment :)
They will be nice !

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by kraftf - 2011/11/20 11:42

_____

here are some korg er-1 chains

http://db.tt/jWkMI3zj

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by Sofine - 2011/11/21 02:09

Thanks for the sounds guys.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by AikiGhost - 2011/11/21 06:02

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kraftf wrote:
here are some korg er-1 chains

http://db.tt/jWkMI3zj

Cool. Thanks for these man.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by Paiheu - 2011/11/28 12:19

!REQUEST!

Could someone with a Monomachine or another polyphony-capable synth post a few unfiltered chords and stabs ?
That would be sweet :)

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by Ozone - 2011/12/07 12:09

Some nice chains here, so a big thankyou is in order. :)

Here's another for those craving 80's excess & hair gel.

Yamaha RX-5 - 64 hits at 120bpm over 32 bars
http://www.zshare.net/audio/97065907a0e0aaca/

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by Goggleboy - 2011/12/07 22:43

This is Awesome! My sis just got an OT for our band were trying to get sound together for it and this is going to be a great inspiration! Thanks Everyone! We'll be sure to put some sounds up as soon as we get a collection together

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by lostinthemanual - 2011/12/08 01:14

---

thanks everybody and especially aikighost !
i've toyed a bit around with the ampnoises and tested shortly some others
Thats Fun !

I have to make me some chains with a kind of logic of organisation.
the hard thing with such chains is that you don't know where what is.
I can't keep that in mind.
Testing out your chains guys helped me alot to get some more ideas about how to organize such a chain.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by AikiGhost - 2011/12/08 23:35

---

lostinthemanual wrote:
thanks everybody and especially aikighost !

You can thank me more by posting some chains of your own :)

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by Thomas - 2011/12/09 02:15

Paiheu wrote:
!REQUEST!

Could someone with a Monomachine or another polyphony-capable synth post a few unfiltered chords and stabs ?
That would be sweet :)

Any requests? What kind of machines should I use? Just using basic mnm waveforms wouldn't be that exiting. So if you have some wishes, I'll see what I can do.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by Paiheu - 2011/12/09 09:35

---

well... unfiltered minor chords. :P i don't own a mnm and am currently limited to the chords sounds of the emx, which are ok but they now sound all the same after I'be used them in a dozen of tracks!

where do you leave? I can pay you in candies

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by Thomas - 2011/12/09 17:15

My music theory knowledge is kind of basic. For me Minor Chords are "sad" chords, Major = Happy! So this could get interresting. hehe,

What you can do, is email me a midifile with the chords you want, and ill make different mnm samples of the same chords. That could be usefull for alot of users here.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by prscrptn - 2011/12/13 11:05

OK, nothing to post yet, but I wanted to keep this thread alive...

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by 5id - 2011/12/13 12:28

---

prscrptn wrote:
OK, nothing to post yet, but I wanted to keep this thread alive...

I've been getting some nice results slicing hi-hat chains and then applying my favourite little feature of the OT (create random locks) or even slice a single hat sample and hear the OT show off :P

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by prscrptn - 2011/12/14 02:26

5id wrote:
I've been getting some nice results slicing hi-hat chains and then applying my favourite little feature of the OT (create random locks) or even slice a single hat sample and hear the OT show off :P

Great! I will have to try this trick, just got my OT back last night!

Are you randomizing slices with an LFO or another method?

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by 5id - 2011/12/14 06:15

---

prscrptn wrote:
5id wrote:
I've been getting some nice results slicing hi-hat chains and then applying my favourite little feature of the OT (create random locks) or even slice a single hat sample and hear the OT show off :P

Great! I will have to try this trick, just got my OT back last night!

Are you randomizing slices with an LFO or another method?

I just slice my hats chain of 64 samples to 64 slices, place 15 or 16 trigs on the sequencer and choose CREATE RANDOM LOCKS from the slice menu. You can repeat CREATE RANDOM LOCKS until you get something your happy with.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by JES - 2011/12/21 01:35

Hi Folks,

Excited to try these out when my OT arrives.

I have some favourites from Battery that I would like to import into the OT for drums. Do you generally go with 64 bits of one kind of sample (e.g., hats, kicks), or put a several kits across the 64 hits?

--JES

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by mcpepe - 2011/12/21 04:45

Ir would fine if this was standarized.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by pulsn - 2011/12/21 19:33

Very nice thread! If Xmas activities here are not killing me, i will fire up Sonic Charge uTonic and record some uTonic classics to slice.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by binaural - 2011/12/21 20:24

AikiGhost wrote:
First up 32 Feedback Hits, these were recorded from a malfunctioning marshall guitar amp witch makes very odd feedback noises when you plug the headphone output into the guitar in and wiggle the loose front panel about.
32 Marshal Amp Feedback Hits

I tried all the sample strings out here, it's great! I really like this one, Aikighost. Made a little track with sounds of it. I'll see if I can post something this weekend.

I'll try to come up with a nice string myself...

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by pulsn - 2011/12/21 22:13

Ok...first trial...i couldnÂ´t test them in the OT though since i am 1200km away from it...

http://soundcloud.com/puls-n/64pulsn-synplant4ot-hits1

http://soundcloud.com/puls-n/32pulsn-synplant4ot-hits2

Both done with Live as host and Synplant as sound source.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by AikiGhost - 2011/12/21 23:24

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binaural wrote:
AikiGhost wrote:
First up 32 Feedback Hits, these were recorded from a malfunctioning marshall guitar amp witch makes very odd feedback noises when you plug the headphone output into the guitar in and wiggle the loose front panel about.
32 Marshal Amp Feedback Hits

I tried all the sample strings out here, it's great! I really like this one, Aikighost. Made a little track with sounds of it. I'll see if I can post something this weekend.

I'll try to come up with a nice string myself...

Glad you liked it. I hopefully can post up some more interesting ones when I get some time in the new year.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by lag - 2012/03/21 05:31

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great tip

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by StinkyBeat - 2012/11/30 06:32

Bumping because this thread rocks and there may be new users, like me, who could use some of these. I particularly like the 32 bottle & can hits on page 2.

I will get some chains up of my simmons SDS-400 and Moog Little Phatty percussion, when I get them put together.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by yoof - 2012/11/30 19:07

Big thanks for the bump, I never knew about this thread and have not tried this technique yet of using sample chains. Looking forward to trying it out!

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by JES - 2012/12/01 14:51

I forgot about this thread--and these chains. I just spent an hour doing some wild stuff with the guitar feedback. Super fun with the comb filter and various other processing, it turns out.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by sicijk - 2013/01/30 03:34

---

after half an hour of searching....found back this fantastic thread!

...so my small contribution: presets sounds from the kickmaker JOMOX MBASE01

â€¢ flat recorde and through transparent compression on Aphex 661
â€¢ normalized @ -0.4dBfs
â€¢ a sample on each bar (124bpm)

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by sicijk - 2013/01/30 03:34

---

after half an hour of searching....found back this fantastic thread!

...so my small contribution: presets sounds from the kickmaker JOMOX MBASE01

â€¢ flat recorde and through transparent compression on Aphex 661

â€¢ normalized @ -0.4dBfs
â€¢ a sample on each bar (124bpm)
â€¢ 44100 Hz - 24 bit

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by sicijk - 2013/01/30 03:38

_____

after half an hour of searching....found back this fantastic thread!

...so my small contribution: presets sounds from the kickmaker JOMOX MBASE01

â€¢ flat recorde and through transparent compression on Aphex 661
â€¢ normalized @ -0.4dBfs
â€¢ a sample on each bar (124bpm)
â€¢ 44100 Hz - 24 bit

Next i'll try to upload the same chain but this time through Sherman FilterBank2 =)

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by Digital Aspergers - 2013/01/30 03:41

_____

You have a link to the chain?

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by sicijk - 2013/01/30 03:48

_____

did an edit on previous post, just clik on the JOMOX MBASE 01 ! =)

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by sicijk - 2013/01/30 04:33

_____

ok....pretty crazy/noisy stuff now....
Same take of before passed through FB2 with some sick autoenvelope follower-autotracking-hi reso.....and.....bhÃ²?! (its day-2 with it and still cant understand how much alive it is....)

â€¢ HPF@35Hz (loads of lolowlow freq downthere...quite dangerous for woofer's coil)
â€¢ no compression (ther's already saturation from FB2 input stage)
â€¢ normalized @ -0.4dBfs
â€¢ 44100 Hz - 24 bit

Anyway....here's the LINK to your violent robots (in case you have some to put vowels on =)

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by REOvolt - 2013/02/03 21:29

_____

Thanks you guys. This is a great resource for getting some samples in the OT real quick. I'll try to upload some interesting stuff when I have some spare time.
:cheer:

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by dS8Y2jXutOCurZ - 2013/02/04 11:31

_____

-

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Re:[OT] 64 Hit Samples for cutting up in OT - JX3P+CS10

Posted by Ozone - 2013/03/30 21:54

_____

Ok!.. been making a bunch of samples from all my synths over the last few days... thought I might share a zipped selection of 3 different jx3p sample chains with a bonus Yamaha cs10 set. I have set these up at 126bpm with the number of bars as the last part of the filename. All @ 16bit 44.1khz.

I left long decay & mostly open filters so the OT filters/envelopes can be utilised with most samples spanning 4-6 octaves as a C (note), although there are some 'slices' with lfo and filter envelopes from the hardware.

Enjoy :-)

https://www.dropbox.com/s/59y988zgt7t71wr/Ozone%20JX3p%20CS10%20Sample%20Chains.zip

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by psicolor - 2013/03/31 23:24

_____

WTF is going on here?!?!
Thanks a ton to everybody!

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by Bart2 - 2013/04/01 00:01

_____

Finding topics like this is like finding gold in your backyard.

Thanks for the contributions. As soon as i have a decent upload connection i will share mine.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by alep - 2013/04/01 04:43

_____

em-1-all-drums
yamaha-rs7000-rhbox-kit

happy to chip in something - not exactly 64 hits :blush: ,
but there you go :P

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by Sofine - 2013/04/24 19:48

_____

Thanks to all the contributors B)

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by license - 2013/04/25 23:08

It would be nice if this thread had a different title. I keep searching for "chains" and coming up short. I favorited it but apparently I have too many favorites so I can't find it in there either.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by JES - 2013/04/26 11:54

Maybe make this one a sticky?

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by previewlounge - 2013/04/26 17:29

---

lol re/ too many favourites.

what do you do when everything is a favourite?

hmmm...

well, sample chains fascinate me, the possibilities are endless, although i have to begin.
so, it is kind of like a journey that never happened but is incredibly rich and filled with adventure.

okay to remedy my lack of experience with the awesomeness that is sample chains,
i shall make a few to share and thus hopefully find the technique that works best via feedback..

please tell me the best format for two options

first option: let's say 64 one shots on one sample chain..

do i leave space. equal space as a division of the entire length multiplied by the bpm of the preparation, then count the number of individual one shots, multiply that by two, taking into account equal space being used by "silent samples" effectively doing nothing yet providing the valuable functionality of keeping everything clean and orderly?

yes, i know, i know, this is quite possibly an ultimately stupid question but it is exactly what i start wondering about every single time i think about makes sample chains, either to share, or for my own creative library of content.

second optional question:

how do i do this if i make a sample chain of loops? is it the same? any gotchas, hidden traps, special advice?

obviously it is diffcult when attempting the conceptualise everything theoretically and i most likely have thought too much.

anyway i would love to make some sample chains ... it's been 3 months now with the OT machine of mystery and the adventure is rich but i want more.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by kln - 2013/04/26 20:27

I have also been thinking about this. This is how I do it but Im not sure if its "the right way" of doing it or if its even a good way. :unsure:
Anyway:
(This only applies to one shots, never tried it on loops.)
1) I use Ableton in arrangement view. Set up one track.

2) Go to finder (im on osX) and mark all the one shots you want in your sample chain. Preferably there should be 8, 16, 24, 32 and so on of one shots.
Mark all of the samples and drag them into Abletons arrangment view.
The will all line up one after each other.

3) Look for the longest sample shot and see how long it is. Figure out what time this sample will fit in to. Ex 1/16.

4) Then I delete all samples and adjust Abletons Editing Grid to that measure (1/16).

5) Then I once again drag the samples in to the track. This means that when I put all samples back into the track they will automatically adjust themselves at every 1/16 step. So all samples will have equal space between them.

6)I then mark that area and export it.
Done.
:)

Loops would be a different thing I guess. You could to it the same way I guess but then you have to adjust the end-loop-point by hand in OT audio editor.

If I only have 15 samples I either double the last sample or add correct amount of time (1/16 in the example above)to the end in order to get 16 equal slices in OT.

previewlounge wrote:
lol re/ too many favourites.

what do you do when everything is a favourite?

hmmm...

well, sample chains fascinate me, the possibilities are endless, although i have to begin.
so, it is kind of like a journey that never happened but is incredibly rich and filled with adventure.

okay to remedy my lack of experience with the awesomeness that is sample chains,
i shall make a few to share and thus hopefully find the technique that works best via feedback..

please tell me the best format for two options

first option: let's say 64 one shots on one sample chain..

do i leave space. equal space as a division of the entire length multiplied by the bpm of the preparation, then count the number of individual one shots, multiply that by two, taking into account equal space being used by "silent samples" effectively doing nothing yet providing the valuable functionality of keeping everything clean and orderly?

yes, i know, i know, this is quite possibly an ultimately stupid question but it is exactly what i start wondering about every single time i think about makes sample chains, either to share, or for my own creative library of content.

second optional question:

how do i do this if i make a sample chain of loops? is it the same? any gotchas, hidden traps, special advice?

obviously it is diffcult when attempting the conceptualise everything theoretically and i most likely have thought too much.

anyway i would love to make some sample chains ... it's been 3 months now with the OT machine of mystery and the adventure is rich but i want more.

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Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by REOvolt - 2013/04/26 20:52

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previewlounge wrote:

..... i most likely have thought too much.

Yep :laugh:

The method KLN describes seems a good and fast way to get chains. Loops won't have to loop by setting up loop points since you can place triggers on the right amount of steps (equal as slice length so the slice will be triggered over and over again creating a loop. I've tested it and it's just that simple.

I have been thinking about creating sample chains with loops to create an Ableton launch clip experience. You link the chains to separate tracks. All slices have to be of the same length, but only per track. Place trigs on the tracks to start the slices. With a button controller you can set the slice to be played per track by sending CC17 with a value of 0 for slice 1, 1 for slice 2 and so on. I will test this with a Lemur template, but any midi controller with a matrix will do. Add some scenes, one shot triggers and other OT tricks and you get a very powerful live setup. If all succeeds and works well I'm thinking of buying a Livid CNTR-r to create a single interface for my gear.

Ronald

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Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by license - 2013/04/26 21:44

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previewlounge wrote:
lol re/ too many favourites.

what do you do when everything is a favourite?

hmmm...

Haha, I know. :blush: I need to trim it down. There are so many juicy nuggets from threads that I don't want to forget (shortcuts, tips, tricks) and now the pile of them I've made is collapsing on itself.

REOvolt wrote:

I have been thinking about creating sample chains with loops to create an Ableton launch clip experience. You link the chains to separate tracks. All slices have to be of the same length, but only per track. Place trigs on the tracks to start the slices. With a button controller you can set the slice to be played per track by sending CC17 with a value of 0 for slice 1, 1 for slice 2 and so on.

Cool idea, and you could use scenes to switch these slices too - of course then you'd be switching all the slices of the pattern at once. This trick would be handy combined with Biologik's method for switching individual infinite-release Plays Free tracks, and possibly some live sampling.

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Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by rhizome - 2013/04/30 00:59

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just a heads up -- the new loopmasters pack in the elektron shop includes premade chains. I haven't bought it, so can't vouch for the samples, but figured it would be useful for some folks.

it's promising to see them start doing this, hopefully other sample pack makers will take notice and start to follow suit. also makes me hopeful that elektron will figure out a way to integrate chain making on the OT with a future OS update.

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Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by previewlounge - 2013/05/02 06:32

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kln wrote:
I have also been thinking about this. This is how I do it but Im not sure if its "the right way" of doing it or if its even a good way. :unsure:
Anyway:
(This only applies to one shots, never tried it on loops.)
1) I use Ableton in arrangement view. Set up one track.

2) Go to finder (im on osX) and mark all the one shots you want in your sample chain. Preferably there should be 8, 16, 24, 32 and so on of one shots.
Mark all of the samples and drag them into Abletons arrangment view.
The will all line up one after each other.

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4) Then I delete all samples and adjust Abletons Editing Grid to that measure (1/16).

5) Then I once again drag the samples in to the track. This means that when I put all samples back into the track they will automatically adjust themselves at every 1/16 step. So all samples will have equal space between them.

6)I then mark that area and export it.
Done.
:)

Loops would be a different thing I guess. You could to it the same way I guess but then you have to adjust the end-loop-point by hand in OT audio editor.

If I only have 15 samples I either double the last sample or add correct amount of time (1/16 in the example above)to the end in order to get 16 equal slices in OT.

very cool.
i am now officially going to stop thinking to much and start achieving sample chain adventures.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by pattern25 - 2013/05/03 18:25

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i have made some simple console app to merge wav files into a chain. :)

use it from the command line:
wawajoiner 01.wav 02.wav 03.wav etc...
chain_nn.wav file will be created.

note that the wav files should be of the same format!
this is windows app and require .net framework

p.s. sorry, but don't have a time to make a gui version. :dry:

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by psicolor - 2013/05/03 18:56

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sox already does the same plus much more!
http://sox.sourceforge.net/

Also sox doesn't depend on closed source libraries.

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Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by pattern25 - 2013/05/03 19:07

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just didn't encountered it when tried to find something similar.

thx :)

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by KHz MHz - 2013/05/03 21:01

Hmm... What is this SOX?

I'm wishing I had a 'Bank Builder' app that I could drag and drop samples onto - in order to make banks. Even swapping text to a .syx template would be faster/easier. I'm a button pusher through and through, but this make a pool, assign ad nauseum - is tedious.

Apologies if there's already something available - I'm new to the forum, and I've only rtfm thrice, and feel as though I'm just scratching the surface, with a new "revelation" or tip discovery each day. This OT is one of those "10,000 hours of operation and study - just to get a decent understanding" type of machines or skill. Lol. Took a couple reads just to translate Elektron sample-speak terms to regular sampler jargon. How many triggers does a gun have?Ya pull it or ya dont. ;)

Loving random slice with sample chains! Has anyone tried the trick of pitching samples an octave or two above normal - to ease the internal memory limitation and 128 samples?

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by psicolor - 2013/05/03 21:11

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pattern25 wrote:
just didn't encountered it when tried to find something similar.

i'm shure that you had a lot of fun programming this software!

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by license - 2013/05/03 23:49

KHz MHz wrote:
Hmm... What is this SOX?

Loving random slice with sample chains! Has anyone tried the trick of pitching samples an octave or two above normal - to ease the internal memory limitation and 128 samples?

I've done this with an entire album sped up 32x. It was obviously very lo-fi but surprisingly legible and with hardly any aliasing. It really demonstrated for me how nice the OT's interpolation algorithms are. It was quite fun with the scenes - playing things in reverse, playing at different speeds, retriggering, etc.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by vvd - 2013/05/04 00:02

Does the OT take transients into account when doing the slice grid? Eg, can I just join some 16, 32, ... wav hits of different length to one chain and the OT will slice it correctly?

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Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by twistedspace - 2013/05/04 00:10

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vvd wrote:
Does the OT take transients into account when doing the slice grid? Eg, can I just join some 16, 32, ... wav hits of different length to one chain and the OT will slice it correctly?

Nope, it slices at set divisions, so 8, 12, 16, 24 slices and so on. You can set it to pick zero crossings.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by vvd - 2013/05/04 00:18

So sox won't do, it just concatenates the samples and you would have to slice them manually in the OT.
I'd really like to see an app that does sample-perfect, evenly spaced sample chains so that I can just throw it into the OT and use the create slice grid thing.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by psicolor - 2013/05/04 03:07

Just make shure that your samples all have the same length (sox may be your friend also).

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Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by vvd - 2013/05/04 16:24

I've hacked some (rather ugly) bash scripts together ... but they can create evenly spaced (sample accurate) sample chains (so all you have to do is to apply a 8,16, .., 64 grid in the OT). If you're interested in the script let me know...

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by vvd - 2013/05/06 14:38

Here are some 40+ mb to play with (examples taken from the 650MB I've created so far).
https://dl.dropboxusercontent.com/u/9205748/Sample-chains%20for%20the%20Octatrack.zip

File list:
16_clap-medium_01.wav
16_crash-long_01.wav
16_crash-medium_01.wav
16_fx-long_01.wav
16_fx-short_01.wav
16_hihat-medium_01.wav
16_kick-long_01.wav
16_perc-long_01.wav

16_ride-medium_01.wav
16_snare-medium_01.wav
16_synth-long_01.wav
32_fx-medium_01.wav
32_kick-medium_01.wav
32_perc-medium_01.wav
32_synth-medium_01.wav
64_clap-short_01.wav
64_hihat-short_01.wav
64_kick-short_01.wav
64_perc-short_01.wav
64_snare-short_01.wav
64_synth-short_01.wav
8_ride-short_01.wav
info.txt

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by sicijk - 2013/05/06 14:50

_____

Thanks VVD ...!
If there is a way to create quickly sample chains i would be a strong supporter !

P.S. there's a groove in 64_kick-short_01.wav chain ! Nice...

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by REOvolt - 2013/05/06 16:17

_____

vvd wrote:
I've hacked some (rather ugly) bash scripts together ... but they can create evenly spaced (sample accurate) sample chains (so all you have to do is to apply a 8,16, .., 64 grid in the OT). If you're interested in the script let me know...

Bash scripts? Do they run on OSX?

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by previewlounge - 2013/05/06 18:48

_____

vvd, firstly, many thanks for the sample chain pack ... i really dig a lot of those sounds ... and there are so many of them ... in sample chains ... ! :woohoo:

well if this isn't a clear and present reason to at last arrive at an understanding and samplechain applicable quest achievement, i don't know what is.

so ... hurrah for vvd and his script adventures.

i would like to utilise the scripts.. i guess they get copy paste onto a console window somewhere, and a collection of 16, 32 or 64 oneshot samples get placed in a folder,
then press return, and hey presto, samplechain reality just became ten times cheaper in time.

magnificent.

i applaud you.

i celebrate your innate oneness with The Elektron Within The Octatrack.

my guess is, this requires windows? if so, i wonder if it would be okay to use Windows 7 within Parallels (pc emulator) on Osx. most likely would be okay, as Parallels is a true emulation, and it is a regular windows 7 install within that.

thanks again! :)

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by REOvolt - 2013/05/06 19:41

_____

sicijk wrote:
Thanks VVD ...!
If there is a way to create quickly sample chains i would be a strong supporter !

P.S. there's a groove in 64_kick-short_01.wav chain ! Nice...

I work with Reaper and I know it can do a whole bunch of stuff and maybe do something like this to. It supports all kinds of actions and it automatically converts all file formats. If can also do batch processing and maybe supports some kind of scripting. Perhaps I can drop a question on the Reaper forum if it's possible.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by REOvolt - 2013/05/06 19:42

_____

But a dedicated program like PREVIEWLOUNGE suggested would be much better off course :-)

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Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by Veets - 2013/05/06 21:23

_____

You can drag 64 samples to drop on a Reaper track and then turn on snap to grid and space them out. Should take a second or two per hit. Script would be great though! Would love to hear what the Reaper bigwigs have to say on it.

Another thing I just thought of is you can set up markers, such as 1 through 8 on, say, 8 tracks. Then copy, type 1 to fly to marker 1, paste, and repeat. Once you fill up all 8 tracks you could use shift copy to paste them all to one big track.

Hmm, another thing would be to use SOX to concatenate them all to one file, use Reaper to autoslice the big file at the transients, and then have Reaper quantize the slices to the grid.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by rhizome - 2013/05/06 22:08

_____

script would be cool for sure, veets is right that it's easy enough to make chains in a DAW though. I just see how long the longest sample in the chain is (e.g., that flabby 808 kick), set the grid in ableton's arrange view to accommodate that, and then drop the rest on the grid points. you can even drag multiple files onto the grid at a time and they'll all sit right on the grid. just make sure you render to the end of the grid, not just the end of the final sample.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by vvd - 2013/05/07 03:34

_____

Thanks for the flowers! The nice thing about using a script is that it does the hard work for you. I have a lot of drum samples (thousands) and using a DAW to create chains from them is tedious (at best).
Using the scripts it's just a matter of running the script. It will automatically pad or trim (even fade, downsample,

normalize etc) the samples and join them into a chain.

The script will work on OSX and Linux (even on windows, but you will have to install a shell invironment first (cygwin, msys)). Just make sure that you have sox and bc installed (for OSX I recommend homebrew (http://mxcl.github.io/homebrew/) to install sox and bc).

I will upload the scripts to the file section once I've cleaned them up and added some hints on how to use them.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by vvd - 2013/05/07 13:18

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trimpad has been uploaded: http://elektron-users.com/index.php?option=com_docman&task=doc_download&gid=616&Itemid=30

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by previewlounge - 2013/05/07 13:42

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oh cool, so this is like a mac thing, fantastic. :)

after such a long time of carefully avoiding sample chains,
this is a rather momentous occasion for me.

super keen to sequence some uber funk patterns with one shots from the chains,
and then assign LFO's to randomly select slice start points as the sequence plays.

cheers for the script-writing and the subsequent share :)
i better get started on the homebrew (installer, that is :side:)

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by vvd - 2013/05/07 13:54

You'll need to install Xcode (free in the App Store) for homebrew being able to do it's job. It will install all kind of development files, like compilers and stuff. Just make sure to enable the install of the GNU utilities for command line development when you install Xcode (it will ask you, just don't say no).

UPDATE: See next post if you want to skip Xcode and homebrew to install sox.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by vvd - 2013/05/07 14:04

BTW: bc comes with OSX already. To confirm that it's installed open Terminal.app and type
which bc
and hit enter. Should answer:
/usr/bin/bc

So OSX users will just need to install sox.

I just found that there is a sox binary for OSX available too. So - if you don't want to install Xcode and homebrew for just sox, get the sox binaries here: http://sourceforge.net/projects/sox/

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by Tyrone - 2013/05/08 00:29

This is awesome.... Thanks for sharing these scripts, can't wait to give this a try.

:lvl: :lvl:

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by vvd - 2013/05/08 03:49

You are welcome.
The script is currently being updated on a regular basis. I have already found some smaller issues here and there and improved the wording a bit. :)
Please let me know if there are any questions/issues or things that seem weird to you (like language or whatever).

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by REOvolt - 2013/05/08 03:57

Hi,

I just wanted to give something back to this community so here it goes:

5 kits in 5 chains with 16 slices each:

https://www.dropbox.com/s/jbwleouz0kgf56d/5_kits_16_slices.zip

Enjoy!

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by alep - 2013/05/08 22:02

Risset Drum C1-C5

made with audacityÂ´s risset drum generator.
exact note frequencies for the span of c1-c5 used (sengpiel-audio chart),
evenly spaced 0.005 sec silence
no further processing.

feed your sampler and have fun!

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by husc - 2013/05/14 16:29

To celebrate my new website and 500th post I have to share the 200mb sample library I recorded during a circuit bending workshop again. I've been using these and a folder of old field recordings and it's incredibly rich source material for the octatrack:

http://www.husc-sound.com/downloads/circuitbende_sample_library.zip

I must turn some of these into samplechains (still haven't used any other than the viruswaves). There are folders inside with variations of the same glitch, alfabets and more that could easily be turned into useful samplechains/banks.

Please feel free to use these samples and do with them whatever you like.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by noisysignal - 2013/05/22 16:26

Thanks AIKIGHOST! :side:

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by Bath House - 2013/06/02 11:12

Anyone have classic drum machines in this format? Specifically 606, 707, Linn...

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Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by P37E - 2013/06/25 21:17

I just joined... I will do up some Classic Machines.
Tune in 2 days after this post.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by P37E - 2013/06/25 22:19

Mattel Electronics Synsonics Oberheim DX Sequential Tom -- 100bpm -- 64hits:
https://www.dropbox.com/s/cnfq4ub717tx6du/%5BHohner%20Automatic%5D%20Mattel%20Electronics%20Synsonics%20%5BMelosonic%20350%5D%20Oberheim%20DX%20%5BRhodes%20Polaris%5D%20Sequential%20Tom%20%5BSerge%20Modular%5D%20--%20100bpm%20--%2064hits.wav

-- 100bpm -- 64hits:
https://www.dropbox.com/s/9emxdptatezgzuf/%5BAkai%20XR-10%5D%20--%20100bpm%20--%2064hits.wav

-- 100bpm -- 32hits -- Distorted Variations:
https://www.dropbox.com/s/yqmodwpjcnqei3k/%5BEKO%20Compu%20Rhythm%5D%20--%20100bpm%20--%2032hits%20--%20Distorted%20Variations.wav

-- 100bpm -- 32hits -- Distorted Variations
https://www.dropbox.com/s/bs6dwsu8p8rgkru/%5BElectro%20Harmonix%20%20DRM16%5D%20--%20100bpm%20--%2032hits%20--%20Distorted%20Variations.wav

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by Bath House - 2013/06/26 05:08

Awesome, thanks so much for those.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by P37E - 2013/06/27 08:10

No prob dude, also here are the 808 909 and Lindrum:

Roland TR-909:
https://www.dropbox.com/s/oqbkxj343fpxthw/%5BRoland%20TR%20909%5D%20100bpm%20-%2064hits.wav.wav

Roland TR-808
https://www.dropbox.com/s/utwpavivkenewa1/%5BRoland%20TR%20808%5D%20100bpm%20-%2064hits.wav.wav

:
https://www.dropbox.com/s/jfod8vmsbvm7mfq/%5BLinndrum%20%5D%20%20%5BLinn%209000%5D%20%20%5BLinn%20LM1%5D%20%20%5BMXR%20185%20%5D%20100bpm%20-%2064hits.wav.wav

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by P37E - 2013/06/27 11:09

Bat Sounds!
100bpm
64 hits

https://www.dropbox.com/s/w49wdyftpf2vp9k/Bat%20Sounds%20100bpm%20-%2064hits.wav

Here is the original recording:
https://soundcloud.com/richarddevine/bat-recordings-with-the-anabat

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by StinkyBeat - 2013/06/27 14:37

P37E,
Thank you for all the love!

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by ElectronicFur - 2013/06/27 16:54

Are the bat recordings not copyright of Devine? Very cool sound they make though.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by P37E - 2013/06/27 17:04

They are his samples, but from what I gather of how he has posted them, he is allowing it to be downloaded and used freely. I'm looking into the terms of use on this file, but I'm pretty sure there is a Creative Commons license in there somewhere.

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own
Posted by RyanA4 - 2013/07/07 08:13

Yeah, this is really the way to do it- surprised there isn't more of this stuff. Too bad recording vocals is such a pain in the ass, because I'd totally record some vocal stuff that's choppable in 64 steps. That would be fun as hell.

You'd just have to know the steps you can take in and out and what steps would work pitched up or down- or, screw it- you'd just have to play around and figure it out.

That's the one thing I've meant to do on the OT that I've yet to do- a couple of choppable 32-64 step vocal samples in different parts and timestretch when I take out parts and keep it on beat. would be a total blast and make a simple 3-4 tracks into a song.

This little owl sounds .wav is begging for the chop block. It's basically an acid bass line already. Crazy nocturnal raver owls: https://www.dropbox.com/s/r3c3vqqha6exrdh/%20Hooting%20Owls.wav

==========

Re:[OT] 64 Hit Samples for cutting up in OT - Post your own

Posted by riri - 2013/07/09 17:29

_____

Big thanks to you guys!!!!!

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