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## ok let's rave about sample chains

Posted by previewlounge - 2013/02/25 14:53

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sample chains ... that seems like a pretty awesome idea.

developing an audiovisual vision for performance using the Octatrack ...

question 1 (in three parts):

if a sample chain is made of 8 drum loops, two bars each, using ableton...

how is it done, just using clip automation, set it up, then export the 16 bars?

will the OT work smoothly with this, even though they are all next to one another?

is it necessary to put two bars of silence between each one to avoid clicks?

question 2:

i am planning on setting things up with four tracks on the left relating to ... A side,  
and the four tracks on the right relating to B side.

is there any creative logic that could be a real breakthrough when thinking about this?

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## Re:ok let's rave about sample chains

Posted by the dreammer - 2013/02/25 21:51

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previewlounge wrote:

sample chains ... that seems like a pretty awesome idea.

developing an audiovisual vision for performance using the Octatrack ...

question 1 (in three parts):

if a sample chain is made of 8 drum loops, two bars each, using ableton...

how is it done, just using clip automation, set it up, then export the 16 bars?

Got no clue, havent worked in ableton in years. sorry  
I use renoise for these things. and that just works AWESOME.

will the OT work smoothly with this, even though they are all next to one another?

It works like sliced bread here... (pun intended) u get so many wicked export-variations  
with renoise.. per track, per pattern, per song. I just end up making 64pattern songs  
and import that on a track basis.. slice it, set loop-points and have a good time

is it necessary to put two bars of silence between each one to avoid clicks?

absolutely not.

question 2:

i am planning on setting things up with four tracks on the left relating to ... A side,  
and the four tracks on the right relating to B side.

is there any creative logic that could be a real breakthrough when thinking about this?  
Yes, think of making a .mod file 20 years ago.

track 1 beats

track 2 basses and bleeps

track 3 melodies

track 4 voices/fx/bleeps

So dont think "seperate kick/snare/hihat" combine that in a track  
dont think subbass seperate from bass... ALL bass in that track :)  
track3 dont think 1 melody line.. but melody + happy notes and fills  
track 4 everything else in 1 loop :)

in the renoise universe, your able to make multiple-tracks and combine them in a group  
so make a song with 20tracks, but still export it as 4 tracks, works wicked and wild.

Enjoy :)

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## Re:ok let's rave about sample chains

Posted by previewlounge - 2013/02/25 22:11

sounds like you LOVE renoise! :)

very cool..

ah yes, the trackers ...

although i did explore music with the Amiga 1000,  
that was via Deluxe Music, which i think was more towards the DAW side of things..

actually come to think of it ... i guess it was a tracker of some sort.

"slice it, set loop-points"

yes, an activity that hopefully will become second nature.

also keen to try this approach with a variety of one-shots,  
for more minimal performance, or even just as part of composing tracks.  
to then export and combine and import and slice..

adventure awaits!

thanks The Dreammer! :)

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## Re:ok let's rave about sample chains

Posted by the dreammer - 2013/02/25 22:22

previewlounge wrote:

sounds like you LOVE renoise! :)

Yes i do.. I truely hate using computers for my music. but its such a great tool / piece of software, that it overpowers my  
hatred for computer-daws..

very cool..

ah yes, the trackers ...

although i did explore music with the Amiga 1000,  
that was via Deluxe Music, which i think was more towards the DAW side of things..  
I started out with screamtracker, about a 100 or so years ago :)

"slice it, set loop-points"

yes, an activity that hopefully will become second nature.

The more you practice, the better / easier it gets..

a very wicked feature of the octa-tracks audioeditor, in the bottom of the screen

it gives info on where your looppoints are.. as in which beat/bar..

so lets say every "slice" is 4 bars (standard renoise length of pattern)

you can put crash on first bar .. but loop the last 2 bars. (within the slice)  
do this for all your slices and you get :

64 never-ending loops, that start with a crash, and continue playing in sync without a crash.  
until you retrigger the loop (with difrent pattern, or one of those one-shot-triggers)  
its excellent audio-fu, bruce lee style.. all with 1 sample :)

also keen to try this approach with a variety of one-shots,  
for more minimal performance, or even just as part of composing tracks.  
to then export and combine and import and slice..

thats the idea of it :)

adventure awaits!  
thanks The Dreammer! :)

your welcome buddy, enjoy chopping

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## Re:ok let's rave about sample chains

Posted by PLOVA - 2013/02/25 22:31

Renoise is the BUSINESS.

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## Re:ok let's rave about sample chains

Posted by rhizome - 2013/02/26 00:28

previewlounge wrote:  
how is it done, just using clip automation, set it up, then export the 16 bars?

will the OT work smoothly with this, even though they are all next to one another?

is it necessary to put two bars of silence between each one to avoid clicks?  
in ableton I space each sample out evenly on a track in arrange view, then consolidate, then hit edit and export from  
audacity. you shouldn't have to insert silence, though this will probably happen naturally if you're doing one shots.

I just wish there was a way to do it all inside the OT. two ways actually:

1 - create an empty grid of X slices at Y tempo. select samples from the audio pool to fill each slice

2 - for live sampling, a mode that appends to the buffer rather than overwriting it. sample nice loop, mess with it, sample  
again to add the variation to the original loop, repeat, etc... very quickly you can have a bunch of variations chained  
together to slice perfectly and lock to your scenes or whatever. that would be sick...

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## Re:ok let's rave about sample chains

Posted by the dreammer - 2013/02/26 01:08

rhizome wrote:

I just wish there was a way to do it all inside the OT. two ways actually:

1 - create an empty grid of X slices at Y tempo. select samples from the audio pool to fill each slice  
Excellent idea..

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2 - for live sampling, a mode that appends to the buffer rather than overwriting it. sample nice loop, mess with it, sample again to add the variation to the original loop, repeat, etc... very quickly you can have a bunch of variations chained together to slice perfectly and lock to your scenes or whatever. that would be sick...

I actually mailed elektron about a similar idea.. they really liked it, but they had no idea how to implement it someday, or if they would implement it.

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## Re:ok let's rave about sample chains

Posted by rhizome - 2013/02/26 01:56

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that's too bad. hope they figure it out. in the meantime, I'm doing some lunch break manual perusing to think about workarounds, and came up with one idea...

new thing I learned: you can copy+paste audio from one flex sample to another! pasting doesn't alter the length of a sample, but you could theoretically have (or record) X bars of silence, create X-slice grid, then paste from your buffers precisely at each slice point.

not ideal, seems doable tho, even without stopping the sequencer. can't wait to get home to try! anyone want to confirm or shatter my dream before then??

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## Re:ok let's rave about sample chains

Posted by HighSage - 2013/02/26 01:59

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Not sure if this is what you guys are on about (I don't use Ableton/renoise), but on the OT you can get some awesome sample madness by throwing an LFO against the sample start points and/or sample rate. Run the sequencer at a high BPM and max the LFO speed out..start with a random LFO to vibe it first. A square wave on a high 'amt', or a sloped wave at a lesser amount is also effective. Again, sorry if this has nothing to do with 'sample chains' as you are describing above...I'm in the dark there.

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## Re:ok let's rave about sample chains

Posted by the dreammer - 2013/02/26 02:39

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HighSage wrote:

Not sure if this is what you guys are on about (I don't use Ableton/renoise).I'm in the dark there.

Lets give you a flash-light :) your on the right track, with ideas what to do with it. but its 1 step before that .. If you want a HUGE !! library of sounds in your octa you can "put multiple samples / loops" in 1 giant sample... and choose the correct sample with a slice point..

easy example: You make a 64 beat sample.. and every beat is a difrent kick-sound. if you slice the "giant sample" .. you end up with 64 adressable kicks..

do the same with 64 loops, all the same tempo/length.. slice it.. and you got "a bunch of loops" in 1 sample..

this is what most people on the forum call "making a sample-chain".

pro-example:

I make a 32bar song in renoise. and i export this to 1 wavefile.

I just make sure that the intro/melody/climax/melody2 has equal length and divide the big wave by lenght of "slice" which in this example will be 8

$8 * 4 = 32$

then i put loop points in the slices.. making sure every 4bar slice, only loops the last 2 bars.

from that point on.. i have very flexible samples, each containing 1 song, and the part of the song.. i select by selecting the proper slice.. to be triggered with a one-shot sample..

I hope this makes more sense :) enjoy

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## Re:ok let's rave about sample chains

Posted by HighSage - 2013/02/26 03:00

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the dreamer wrote:

HighSage wrote:

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I hope this makes more sense :) enjoy

Ah! Ok, yeah no I was thinking about granular synthesis waveform shaping ideas, etc.

I've done what you're describing on my machine drums quite a bit to maximize the ROM sample slot space. Nice idea on the Song sample chain, hadn't thought of that. Might be a fun way to 'DJ' the Octatrack too. Thanks!

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## Re:ok let's rave about sample chains

Posted by Ozone - 2013/02/26 07:19

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yeah sample chains is what makes the OT spin people out when I demo it...  
definitely worth raving about.

I have been getting into making long evolving pad samples... ie. 32/64/128 bars..  
then loading up on an OT track sliced with long reverb or delay, mild random lfo to start(slice) and letting it do its thing...  
add evolution via lots of scenes which progress main slice start point (allows the previous lfo to randomise around the  
few(or many) slices nearest the current scene) and other parameter locks like delay speed/feedback as well as the other  
2 lfo's manipulating filter or vol etc and you have a living thing which is also relatively controllable.

Multiply this by 7 additional tracks and you have an endless performance pre-sequenced but also ready to explore repeatedly.

@ Dreamer... why do you 'always' set up 4 bar slices but only loop last 2 bars of each slice?

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I have done this a couple of times with an intro sound that i dont want to loop back to bar 1 on repeat & understand the 'crash' example you mentioned, but just trying to understand why you do this on every slice... :-)

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## Re:ok let's rave about sample chains

Posted by rhizome - 2013/02/26 08:45

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my idea works! I can't tell how useful it will be yet, and it might be a combo you'll need your super move meter charged for...

in case any other MIDI-synced live samplers are listening, here's a (relatively) simple example of what to do:

1. set the T1 (or whichever) recorder to sample a silent source for 64 steps, and sample the silence
2. open the T1 buffer in the audio editor, and create a 4-slice grid
3. set the T2 recorder to sample 16 steps of your source, however you like to do it (I like quantized manual sampling of thru machines), and sample that
4. open the T2 buffer in audio editor and copy the whole thing. it should all be selected when you go from TRIM to EDIT. if you fumble, do a select all
5. open the T1 buffer in the editor, go to EDIT, and paste your loop from the T2 buffer
6. tweak your sample source, and repeat steps 3+4
7. open the T1 buffer, go to SLICE, and hit the right arrow to advance to slice 2
8. go to EDIT. slice 2 should be highlighted
9. paste the second version of your loop from the T2 buffer

see -- just nine easy steps! repeat twice more to get 4 versions of a loop you can easily toggle between without changing patterns on the OT or sample locking. obviously you can take it further from there (more slices, or longer empty sample to add more iterations of the loop, etc).

too cumbersome for real live use I imagine, but studio-wise I think it could beat sampling into ableton clips, xfer to card, and so on. plus zero sync headaches.

ok I admit I find it fun to solve OT puzzles...

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## Re:ok let's rave about sample chains

Posted by StinkyBeat - 2013/02/26 09:55

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^ Thanks. :know:

I was looking for a way to splice samples without having to trigger one after the other while recording.

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## Re:ok let's rave about sample chains

Posted by Glitchedout - 2013/02/26 11:41

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LETS RAVE!:woohoo: :silly: B) :huh: :woohoo: B) :laugh: :cheer: :laugh:

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## Re:ok let's rave about sample chains

awesome information on this thread so far..  
the rave is up and running!! :woohoo: :youmad: :word:

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## Re:ok let's rave about sample chains

Posted by the dreammer - 2013/02/26 21:36

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Ozone wrote:

yeah sample chains is what makes the OT spin people out when I demo it..  
definitely worth raving about.

@ Dreamer... why do you 'always' set up 4 bar slices but only loop last 2 bars of each slice?  
I have done this a couple of times with an intro sound that i dont want to loop back to bar 1 on repeat & understand the 'crash' example you mentioned, but just trying to understand why you do this on every slice... :-)

The reasonsI, in my example of the minisong..  
Every pattern in renoise will start with a crash.. or something with simular effect.  
so i just want to trigger that part when needed.. but after that i dont want to hear it anymore.  
playing with this, enhanced my experience.. so i included it.

in reality i even take it up a notch more... broken rythms.

if you loop 3beats of a bar of breakbeat, you can get wicked alternating rythms.  
or if you have a simple boom-tjak bar.. loop the kick with the snare  
just loop the kick.. just loop the snare.. or loop the snare but loop 3/4 of a beat  
play with the slices now, and you get weird alternating rythms, and snare beats.  
Combine all this, and you can have beat-perfect starts that make sence, but end up "in tempo/out of sync  
beats/baselines.

Not behind the right workstation to send you guys a working sample + the ot datafile.  
else i would ;)

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## Re:ok let's rave about sample chains

Posted by previewlounge - 2013/03/07 12:09

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rhizome wrote:

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too cumbersome for real live use I imagine, but studio-wise I think it could beat sampling into ableton clips, xfer to card, and so on. plus zero sync headaches.

ok I admit I find it fun to solve OT puzzles...

this is fascinating ... i didn't know it was possible to paste into slice positions of a sample in the editor! cool :)

i guess it would also be possible to start recording to a buffer and trig four different 4 bar samples, one after each four bars has played, and then save the buffer and slice that as a sample chain?

just got this other cool idea about sample chains ...

how awesome would it be to have 16 different sample chains, with 16 different percussion and vocal one-shots on each ...

then go into slot mode, record some funky rhythm pattern realtime, while a funky minimal tech house loop is playing on another track...

and go out of slot mode,  
listen to the sequenced percussion track, and have an LFO selecting random slice start positions ...

uber variation!

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## Re:ok let's rave about sample chains

Posted by anigbrowl - 2013/03/07 17:12

this is fascinating ... i didn't know it was possible to paste into slice positions of a sample in the editor! cool[/quote]

Indeed! Sample chains is one of those things I've been meaning to do for ages but I've been having so much fun with oneshots :lol: I'm reorganizing my gear into a different room and doing some selling and buying, so this is a good time to try something new with my workflow too...

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## Re:ok let's rave about sample chains

Posted by previewlounge - 2013/03/07 18:03

i was 100 percent motivated to start the journey of creating sample chains, but then realised it was actually a better idea to learn what sounds cool, what i actually have the most fun working with on the OT...

the Octatrack really is an exotic beast..  
requires a somewhat cautious approach before starting to develop familiarity and trust.

and then after a couple of months or so,  
start to re-approach the sample chain achievement cycle.



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## Re:ok let's rave about sample chains

Posted by 11brassmonkey11 - 2013/03/07 19:00

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I just read through this thread and got me really inspired. Been using the octatrack on a 'basic' level for a while now. These are some rad ideas!!

Can't wait to try these out. Love reading these forums :)

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