

OT Lab # 6 - Sample Manipulation Competition!

Posted by Daisuk - 2013/03/28 20:00

Yo peeps!

I've been wanting to try out this for some time now, I hope some you will like to play along! The idea is basically to take a relatively short snippet of sound/music, load it into your Octatrack, play around with it, and post your result in this thread. This to see and show off some examples of what the Octatrack can do to samples. And ok, it's not really a competition, I just wanted to get your attention. ;) But if this turns out to be a success, maybe I'll try to get some sort of prizes for future contests!

Here are the "rules" of the game;

- You must use the sample provided at the end of this post.
- The sample can only be used on one track of the Octatrack, but you are of course free to chop it up any way you like and use whichever parts you prefer.
- You can however use neighbour machines to add effects to the track with the sample.
- BPM is completely up to you.
- Try to keep your finished result to around 30 seconds of audio (or less) - this isn't a song composition game - it's all about the sample manipulation!
- Use as many patterns or parts as you like.
- Re-sampling is cool, but remember to keep audio to one track only.
- You're not allowed to use any external effects or process your audio with anything else but the Octatrack.
- When posting your finished result, please give us a short description of how you came to your result (which effects were used how, how you used LFO's etc etc).
- Please upload your result to the SoundCloud account provided below, and please use your Elektron-Users username as the name of the track.
- Feel free to post several tracks, naming the tracks "username01" "username02" etc if you post more than one track.

If you think the rules are too strict, we can always discuss them and change them for the next game, but for this one, these are the rules.

Feel free to create something completely abstract, in fact, I encourage you to! Please remember that this is not a song creation "contest", but a sample mangling game - we're aiming for the weird!

The sample to be used is provided in the link below - it is the opening 14 seconds of Toploader's 'Dancing In The Moonlight'. I wanted to use a song that many people are familiar with, so that the effects of the sample manipulation easier can be heard and appreciated.

<http://www.esmone.com/octatrack/moonwave.wav> (right-click and "save as")

The SoundCloud login is as follows;

email; ot@marshmelons.com
password; elektron

Experiment and have fun! And please don't hesitate to ask questions in here or to REALLY experiment with your creation, this is all about fun, and your reputation as a producer is not at stake! :)

(PS! I will post my own result later today)

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Re:OT - Sample Manipulation Competition!

Posted by husc - 2013/03/28 20:15

I'm in.. love these challenges!

You are aware there are 'OT labs' ?

14 second of musical content is overkill for the more seasoned octatrack programmers among us.. check out their work with 2 seconds of white noise and similar rules:

http://www.elektron-users.com/index.php?option=com_fireboard&Itemid=28&func=view&id=170583&catid=15

Re:OT - Sample Manipulation Competition!

Posted by Daisuk - 2013/03/28 20:45

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Ah, cool! Haven't seen those. :) Feel free to move this post to that part of the forum if you're a moderator. 30 seconds was just something I threw out there, feel more than free to deliver something 14 seconds or even 5 seconds worth of interesting sound. :)

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Re:OT - Sample Manipulation Competition!

Posted by husc - 2013/03/28 21:01

Daisuk wrote:

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By 14 seconds of musical content I meant: "The sample to be used is provided in the link below - it is the opening 14 seconds of Toploader's 'Dancing In The Moonlight'." 14 seconds of material is enormous in the octatrack, you could do with less.. but more is less en more is more, so let's stick to it and have a good time with it.

..if I were moderating, I would ask you kindly to add OT lab #6 to your topic and i'd move this to the 'science labs' forum. :)

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Re:OT - Sample Manipulation Competition!

Posted by Daisuk - 2013/03/29 04:37

husc wrote:

Daisuk wrote:

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..if I were moderating, I would ask you kindly to add OT lab #6 to your topic and i'd move this to the 'science labs' forum. ;)

Haha, of course, don't know how I could misunderstand that. I'll change the topic title! :)

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Re:OT Lab # 6 - Sample Manipulation Competition!

Posted by Daisuk - 2013/03/29 20:14

I had posted an mp3 of the cut thinking it would do, but apparently the Octatrack couldn't load the file, so updated the first post with a download link to a wave file now. :)

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Re:OT Lab # 6 - Sample Manipulation Competition!

Posted by previewlounge - 2013/03/29 20:46

if less is more, then more of more is less of less, and thus more...

more or less.

//remorseless Morse code of vague puns is now complete.

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Re:OT Lab # 6 - Sample Manipulation Competition!

Posted by Daisuk - 2013/03/29 21:41

Here's a first attempt from me. Keep in mind that I am not a particularly talented musician nor a very experienced Octatrack-user, so if this sounds like total bullshit to you, you might be right! :laugh:

I think I need to add to the rules that you are allowed to resample your track! Made it a bit more fun to work with. I had something prettier going at some point, but decided to fuck it up even more, and well, got lost somewhere along the road and it ended up like this droney crap.

<https://soundcloud.com/ot-experimentation/daisuk01>

Can't even remember all I did to it, something like this;

- sliced up some nice one-toned slices
- set the rate down
- resampled
- chopped up again
- added some filtering and distortion
- slowed down the tempo a lot
- resampled
- chopped up again
- assigned some delays to scenes
- added a comb filter and p-locks with the feedback on that
- added a reverb
- speeded the whole thing up a bit again (which is why the background droney stuff sounds pretty fast)
- recorded into Audacity while using the slider to add some delays

Oh, well, first attempt, will try to make something completely different later! :)

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Re:OT Lab # 6 - Sample Manipulation Competition!

Posted by Daisuk - 2013/03/29 22:54

Here's number 2 to keep it rolling, nothing serious;

<https://soundcloud.com/ot-experimentation/daisuk02>

Chopped up, speeded up to 300 bpm, added filter, delay and some compression. :)

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Re:OT Lab # 6 - Sample Manipulation Competition!

Posted by sicijk - 2013/03/30 14:51

interesting both....but the second goes really somewhere else!
cheers!

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Re:OT Lab # 6 - Sample Manipulation Competition!

Posted by Daisuk - 2013/03/30 20:08

sicijk wrote:
interesting both....but the second goes really somewhere else!
cheers!

Thanks, man! :) Please try out the challenge for yourself! :laugh: Would love to hear what people can come up with.

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Re:OT Lab # 6 - Sample Manipulation Competition!

Posted by sicijk - 2013/04/08 06:43

OT is on its own way for repairing =(

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Re:OT Lab # 6 - Sample Manipulation Competition!

Posted by Daisuk - 2013/04/08 07:13

sicijk wrote:
OT is on its own way for repairing =(

Damn, that's sad news! What is wrong with it?

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Re:OT Lab # 6 - Sample Manipulation Competition!

Posted by djid_oz - 2013/04/08 13:01

Here's mine, it's about 2 mins long ... I could let it go on forever and ever.
I just hit play and let the LFOs do the work.

Here is how it was done,
Track 1 - sliced the sample and pitched it down using Pitch and slowed it down using Rate. Comb Filter and Phaser for effects.
Track 2 - neighbour machine with Chorus and Reverb for effects

Track 3 - neighbour machine with Lofi and Delay for effects

Recorded into Ableton and applied some limiting to increase the volume a little.

https://soundcloud.com/djd_oz/otlab-6

Re:OT Lab # 6 - Sample Manipulation Competition!

Posted by sicijk - 2013/04/08 17:28

Daisuk wrote:

sicijk wrote:

OT is on its own way for repairing =(

Damn, that's sad news! What is wrong with it?

Nothing too bad: 2 encoders that respond incorrectly if turned too fast and a trig button not smooth in pushing and sometimes not actually triggering :S

Anyway...all under warranty...it's a shame i had to pay for the shipment...

Sorry all for th OffTopic

Re:OT Lab # 6 - Sample Manipulation Competition!

Posted by Aberen - 2013/04/09 21:02

Had around 20 minutes while dinner was in the oven yesterday. Tried coming up with something for the OT lab #6.

The result wasn't that interesting but it was fun playing around with.

<https://soundcloud.com/ot-experimentation/aberen-01>

You can see the entire process (except for a minute or two where my recording software died on me :dry:) from here:

<http://www.youtube.com/watch?v=9oyz9Vb6ljw>

Re:OT Lab # 6 - Sample Manipulation Competition!

Posted by neilbaldwin - 2013/04/09 22:50

Have it!

<http://soundcloud.com/neilbaldwin/otlab06>

(Watch your speakers/ears...)

Re:OT Lab # 6 - Sample Manipulation Competition!

Posted by neilbaldwin - 2013/04/09 23:27

This was my attempt at a more melodic one :laugh:

Steel drums from hell...

<http://soundcloud.com/neilbaldwin/otlab06a>

Re:OT Lab # 6 - Sample Manipulation Competition!

Posted by neilbaldwin - 2013/04/10 01:28

Last one from me. I actually quite enjoyed this one!

<http://soundcloud.com/neilbaldwin/otlab06b>

Re:OT Lab # 6 - Sample Manipulation Competition!

Posted by Daisuk - 2013/04/10 02:13

Niiiiice stuff! Good work in 20 mins, aberen, love the result! Cool to see how you work on it, even though I don't see exactly what you're doing.

Neil; that last one is badass! Nice, I like it. :) Just admit it - you really like that song, don't you? ;)

Re:OT Lab # 6 - Sample Manipulation Competition!

Posted by Daisuk - 2013/04/10 13:46

djd_oz wrote:

Here's mine, it's about 2 mins long ... I could let it go on forever and ever.
I just hit play and let the LFOs do the work.

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Track 1 - sliced the sample and pitched it down using Pitch and slowed it down using Rate. Comb Filter and Phaser for effects.

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Recorded into Ableton and applied some limiting to increase the volume a little.

https://soundcloud.com/djd_oz/otlab-6

Wow, I somehow didn't see this at first. Very atmospheric and odd. Good work, man! :)

Re:OT Lab # 6 - Sample Manipulation Competition!

Posted by Aberen - 2013/04/10 16:09

Daisuk wrote:

Niiiiice stuff! Good work in 20 mins, aberen, love the result! Cool to see how you work on it, even though I don't see exactly what you're doing.

Yeah, i kicked myself for not thinking about that after recording the video. I thought about annotating the whole video, but then i realised that i don't remember half of what i did once i was about to do it.

I'll think about some better camera placement next time!

Re:OT Lab # 6 - Sample Manipulation Competition!

Posted by oldgearguy - 2013/04/19 19:24

I threw up a few quick things - nothing long and nothing with any scenes or anything. Just some quick manipulations. This is why I love the Octatrack - it can create textures for days.

Single audio track, some neighbor tracks used as well.

Usual caveats apply - I wasn't paying particular attention to gain structure and I haven't listened to the MP3's yet directly off the site, so watch the volume before hitting play.

some short mp3's for lab #6

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Re:OT Lab # 6 - Sample Manipulation Competition!

Posted by Lindsay - 2013/04/20 10:04

Quite like those Oldgearguy

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Re:OT Lab # 6 - Sample Manipulation Competition!

Posted by Daisuk - 2013/04/23 02:35

oldgearguy wrote:

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Nice one! I especially like the third one, "mellow", sounds absolutely fantastic, and exemplifies exactly why I love the Octatrack. That tune is lovely! Do you remember exactly what you did to that? Lots of reversed beauty! Great work, man. :)

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Re:OT Lab # 6 - Sample Manipulation Competition!

Posted by oldgearguy - 2013/04/23 03:05

Daisuk wrote:

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Nice one! I especially like the third one, "mellow", sounds absolutely fantastic, and exemplifies exactly why I love the Octatrack. That tune is lovely! Do you remember exactly what you did to that? Lots of reversed beauty! Great work, man. :)

I'll take a look tonight. That was the first thing I came up with. Something like - reversed, timestretched, p-locks for pitch, start, and length, just like everybody else. :lol:

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