FUN PALACE 2018 Scratch Yourself

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Activity Details

Classic analogue hip hop DJ skills meet the super-handy benefits of digital DJ controllers so you can manipulate your own recorded samples. Record your own voice (or other sound) then have fun messing with it using a DJ controller modelled off a classic vinyl platter interface.

Scratch Yourself

Type: Workshop

Duration: 1 hour

Deliveries: 2

DESCRIPTION: Classic analogue hip hop DJ skills meet the super-handy benefits of digital DJ controllers so you can manipulate your own recorded samples. Record your own voice (or other sound) then have fun messing with it using a DJ controller modelled off a classic vinyl platter interface.

LEARNING OUTCOMES & FACILITATOR NOTES

By the end of the session participants will have experienced the processes of:

- recording short vocal grabs in a DAW (Ableton Live 9),
- exporting these out of the DAW as audio files,
- importing recorded audio files into DJ software (Serato DJ),
- physically manipulating audio files using DJ software and a connected DJ controller.

SESSION PLAN

INTRODUCTIONS (5mins) (Names, briefly describe any experience with DJing or recording audio.)

CONTEXT: (5mins)

What you will get out of today?

By the end of the session you will have had a taste-test of:

- recording short vocal grabs in a DAW (Ableton Live 9),
- exporting these out of the DAW as audio files,
- importing recorded audio files into DJ software (Serato DJ),
- physically manipulating audio files using DJ software and a connected DJ controller and
- completing a group scratch track project!

How did we get here?

Some background to Scratching, Digital DJing and DAWs:

- Background of Analogue DJ Cutting/Scratching/Manipulating (80s)
- Move to Digital DJing (00s) > more possibilities (eg bedroom remixes, mashups etc can now be played out)
- Increase in 'all-in-one' DJ Controllers (10s) > portability > more possibilities: pads, FX, loops
- DAWS > Similar history > Ableton Live developed for live performance and production DEMO: (5mins)
- Brief demonstration of main functions in Serato DJ (crates, loading a track, display, tempo/pitch manipulation, cue points)
- Brief demonstration of manipulating a phrase versus manipulating a longer vowel sound.

RECORD AUDIO (10mins)

● Each participant records two audio grabs. One is a word or short phrase (eg name, nickname, call to action 'let's go!'). Some stock words and phrases provided if participants prefer. Other is a longer vowel sound (eg 'heeeeey').

EXPORT AUDIO from Ableton Live 9 as WAV or AIFF. (5mins)

• Export audio as individual files or whole session as one file (dependent on participant numbers/time).

IMPORT AUDIO into SERATO DJ (5mins)

• Quick demonstration of loading a file, adding cue points.

MANIPULATE AUDIO (15mins)

● Participants each take turns manipulating the audio samples they have created, then we'll record these manipulations back into Ableton Live. EXPORT AUDIO out of Ableton Live 9 (10mins) ● Upload group project to The Edge SoundCloud and/or convert track to mp3 and email track to participants and/or drop onto USB sticks, dependent on time.

MATERIALS REQUIRED

- Pens/Paper for participant notes
- USB sticks for taking home outcomes

EQUIPMENT REQ

- Laptop with Ableton Live & Serato DJ installed (Facilitator to provide)
- DJ Controller (Facilitator to provide)
- Microphone / XLR cable
- Audio Interface (three inputs required: 1 x microphone, 2 x channels (stereo) for DJ controller)
- Studio Monitors

NB: From memory, The Edge has a small audio interface I could use to connect between my laptop and studio monitors in recording studio. Might be easiest to set up this way and connect external screen for larger viewing. Can discuss this further with Sunny.

FILES

- Participants will create their own audio files in the session. These could be saved to USB sticks if desired.
- 1 page notes document can be made be available for participants.

halen_scratches.wav

ben scratches.wav

abby scratches.wav

REFLECTIONS LEARNINGS

Provided following deliveries.

Notes prepared 27/9/18 by Ray Bourne.