

MPC TOUCH

The screenshot displays the MPC TOUCH software interface. At the top, a red header bar shows the sample name "HH12_91 KitH_Drum_Lp" and icons for headphones, search, and settings. Below the header is a timeline with sample numbers from 51200 to 153000. The main area features two stacked waveform views of the sample. A green box labeled 'S' is positioned at the start of the second waveform. Below the waveforms, a control panel includes fields for START (94456), END (412000), LOOP (94000), and SLICE (All). Other controls include TUNE (0.00), FROM BPM, ROOT NOTE (C3), LINK SLICES, and LOOP LOCK. At the bottom, there are buttons for TRIM, PROGRAM, ZOOM, ASSIGN, and PROCESS.

BIBBLE

SHIFT

+

TAP

REC

OVER
DUB

STOP

PLAY

PLAY
START

-

BY ANDY AVGUSTI (MPC-TUTOR)

Table of Contents

Foreword	11
000 How to Use This Book	12
001 Getting Started	14
The MPC in a Nutshell	14
The Sampler	14
Pads & Programs	14
The Sequencer	15
Your First Project	15
Loading & Assigning Sounds	16
The File Browser	17
Navigating The File Browser	18
Setting Folder Shortcuts	18
Loading Sounds	23
Sampling Audio into the MPC	34
Record Sample Settings	35
Signal to Noise Ratio	39
Using Q Links to Change Parameters	41
Sampling Direct From Other Applications	44
Sampling Your Sound	45
002 Sample Edit Mode	49
Introduction to Sample Edit Mode	49
Waveform Editing	50
Edit Points	51
Adjusting the Start Point	54
Scrubbing Audio	56
Snap to Zero	58
Zooming In For Accuracy	59
Q-Link Banks	60
Fixing the End Point	64
Discarding Unwanted Sample Data	67
The History Panel	69
Normalizing	70
Saving Sounds	71

003 Introduction to DRUM Programs	73
Understanding DRUM Programs	73
Assigning Sounds to Pads	76
Rearranging Pads	83
Pad Keys	86
Naming Files	89
Saving Your Work	92
Auto Save	100
Project Notes	102
004 PROG EDIT Mode	105
Creating Your Own Program	105
Discovering Program Parameters	107
Sample Layers	109
Level	114
Changing Layer Pitch	116
Adjusting Layer Panning	117
Shaping Sounds with Amp Envelope	119
Filters	123
005 Program-Based Sound Design	127
What is Drum Layering?	127
A Simple Drum Layer	129
Making Adjustments to Each Layer	132
Adding More Layers	133
Manipulating Stereo Width	134
Layer Panning vs Pad Panning	135
Layer Offsetting	136
Layer Tuning	138
Limitations of Pad Layers	140
Layering With Simultaneous Play	141
'Painting' With Sample Elements	143
AD and ADHS Envelopes	147
Layering with Pad Start & Pad End	148
Applying Filters to Individual Layers	151
Using Panning to Avoid Phasing	152
Combining Layers & Simultaneous Play	152
Experimenting With LFOs	153
Tremolo Effect	154
Emulating Vinyl Crackle	156
Wacky Bass	156

Bit Crushed Drums	157
Troubleshooting Plugin Problems	164
Effects in Sound Design	166
How to Create Dirty Drums	166
Vintage Effects	170
Dynamics & Transient Shapers	171
EQ For Corrective & Creative Applications	175
Using Send Effects As Inserts	177
Resampling Your Sounds	179
Reducing Hot Signals While Sampling	180

006 Sample Processing 182

Emulating Vintage Sampler Crunch	182
Increasing Grit While Sampling	187
Sampling With Effects	188
Using Sample Tune to Add Grit	189
Emulating Scratching Sounds	190
Time Stretching	195
Looping Samples	197
Understanding Loop Points	198
Looping Drum Breaks	199
Setting Loop Start Point	206
Creating Loops With the Looper	208
Using Loops in a Program	209
Extending the Length of Instrument Notes	211
Differences Between Drum Break & Instrument Looping	212
Setting the 'Looping Region'	213

007 Introduction to Sequencing 223

What is Sequencing ?	223
Anatomy of a Sequence	224
Sequence Tracks	231
Real Time Recording	235
Metronome Settings	238
Recording Your First Sequence	240

008 The Sequencer Grid 243

Introduction	243
Understanding the Sequencer Grid	245
Basic Sequence Editing	254
Overdubbing	255

Understanding Sequence Resolution	257
Adding New Events Manually	261
Erasing Events	263
Replacing Pad Events	263
Editing Velocity	266
Solo and Mutes	275
Timing Correct	276
Applying Swing	281
Moving Events Outside the Quantize Grid	283
Adding a Live Feel to a Quantize Beat	284
List Editor	285

009 Multitrack Sequencing 289

Adding a Bass Line	289
Using Plugin Instruments	291
The Hybrid 3 Plugin Interface	294
Editing a Plugin in Program Edit	296
Using the Expansion Browser	297
Recording a Plugin Instrument	300
Muting & Soling Tracks	301
Plugin Track Events	302
MIDI Note Numbers & Musical Pitch	303
Adding Another Plugin Track	304
Track View Mode	306
Track Mixing Options	310
Sequence Data Exports	313
Standard MIDI Files	314
MIDI Drag & Drop	316
Track Exports	317
Legacy MPC Exports	317
Creating Patterns	318
Track Exploding	323
Rearranging Tracks	325

010 Chopping Part 1 330

Chopping Using Extract	330
Using the Dedicated Chop Mode	332
Threshold Chopping	333
Controlling Preview Playback	335
Adding Slices Via the Playhead	339
Cue Play Mode	340

Split/Combine	342
End Point Dilemma	343
Converting Slices 'Destructively'	344
Crop Samples or Not?	345
Fixing the Clicks	347
Working With Chop Events	350
Editing Chop Events	353
Overdubbing Additional Chops	354
Dealing with MONO Playback Issues	354
Applying a Quantize Template to Change Groove	356
Creating a Completely New Break	358
Alternate Looping To Extend Decay of Short Chops	358
Purging Samples	360

011 Chopping Part 2 **362**

Fine Editing Chop Points	362
The Shared Edit Point	365
The Speed Chopping Workflow	366
Unlinking Slices	367
Applying Processes to Slices	370
Patched Phrase	372
Tuning a Patched Phrase	374
Changing Musical Pitch of Notes in a Bass Loop	375

012 Building Advanced Drum Kits **377**

Timbre Variation Using Multiple Drum Sounds	378
Velocity Switching Pad Layers	379
Loading Using Shift & Drag	381
Velocity Switching	382
Layer Switching	386
Muting the Open Hat	388
Mute Groups	388
Mute Targets	389
The Pad Mixer	391
Manipulating Stereo Field	392
Emulating Timbre Changes	395
Utilising Amp Envelope	397
Adding Random Play Emulations	398
Velocity Sensitive Timbre Emulations	399
Utilizing the LFO	401
Time Stretching The Open Hats	401
Dealing with Pad Sensitivity	403

Program Specific Pad Sensitivity	404
A Practical Kit Set Up	406
Setting Custom Pad Colours	406
013 Musical DRUM Programs & 16 Levels	412
Using DRUM Programs to Emulate Real Instruments	412
Amp Envelope & Sample Play Settings	413
Tuning a Sample Across the Pads	415
Monophonic Playback For Bass Programs	418
Sustain Looping The Bass Note	419
Using 16 Levels For Instrument Performances	420
Understanding the Sequence Modifier Lane	423
014 Multisampling & Keygroup Programs	426
What is a Multisampled Instrument Program?	426
Creating Keygroup Programs	427
Musical Notes & Keygroup Pads	429
Using Multisamples in a Keygroup Program	431
Sourcing Multisamples	433
Setting Up A Piano Instrument Program	435
Adding Keygroups	440
MIDI Keyboard & MIDI Keys	443
Applying ADSR	444
Timbre Emulation Within a Keygroup	447
Utilising The Root Note	448
Tuning & Transposing Keygroup Programs	449
Using Filters & Effects To Emulate a Rhodes	450
The Filter Envelope	456
Applying LFO	459
Pad Perform Mode	460
Playing Chords	463
Chord Progressions	465
Creating Your Own Progressions	467
015 Non Destructive Chopping Techniques	470
Introduction to Non-Destructive Chopping	470
PROGRAM Chop Mode	475
NDC Over Multiple Layers	477
Chopping Musical Pieces	479
'Lazy' Chopping	483
Rapid Tweaking of Your Chops	485

Chopping Using Pad Parameters	487
Experimenting With Your Initial Chops	489
Tightening Your Chops	491
Converting Non Destructive Chops	495
Chopping While Sampling	495
Slice Sampling Mode	497
Pad Slicing	498

016 Building Songs & Performances **500**

Anatomy of a Song	500
Working on the basic structure	501
Experimenting With Track mutes	502
Creating the Chorus	504
Pad Mutes	507
Creating the Intro	508
Creating the First Verse	511
The Second Verse	512
Live Filter Sweeps With XYFX	512
Recording Automation	516
Creating the Ending	519
Sequence Experimentation	519
Next Sequence	521
Song Mode	522
Mixing Down A Song	527
Converting a Song into a Sequence	529
Performing a Final Mix	529
Using Submixes To Group Drum Tracks For Mixing	530
Sends & Returns	533
The Master Channels	536
Creating a Stereo Master	538
Exporting to a DAW (Tracking)	539
Exporting with Drag & Drop	542
Preserving & Archiving Your Work	544

017 Final Words	546
Appendix A: Setting Up Your MPC	547
Appendix B: MPC Expansion Guide	563
Appendix C: MPC Resources	588

Further Information

For more information and to buy the complete book, please go to:

<http://www.mpc-samples.com/product.php/256/the-mpc-touch-bible/>