

## Handout 5 - The *Soundbreaking* Sampling TechTool

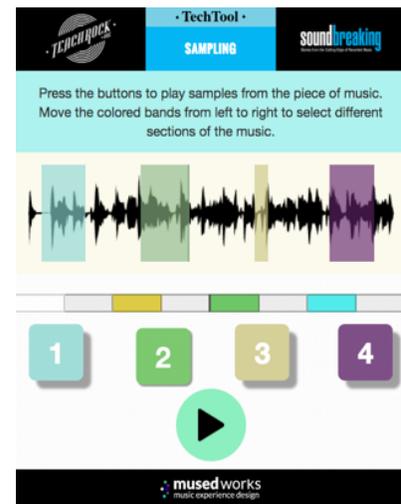
This TechTool allows you to be the producer, selecting samples and then sequencing them on the 8-step grid. The colored, shaded areas over the audio waveform are your samples. You can adjust your samples in two ways:

1. Pull up and down on the shaded area to lengthen or shorten the sample's duration.
2. Pull the entire shaded area left or right to select different sections of the music

You can hear your samples in two ways:

1. Press the button with the corresponding number and color on the TechTool
2. Use the numbers on your computer keyboard

You can “sequence” your samples and hear them played back in time using the eight rectangular boxes above the numbered buttons. Each time you click a box, it will change to a color that represents one of the samples. The “play” button will then play the eight boxes as a loop.



Steps for using the *Soundbreaking* Sampler TechTool:

1. Pick one color and experiment with adjusting its location and duration. Some things to experiment with:
  - a. How does the starting point of your sample affect its sound? What do you hear differently when your sample starts at a “spike” in the waveform as opposed to a lower point?
  - b. How does the duration of your sample affect its sound?
2. Pick two or more samples you like, and then experiment with “playing” the samples using the buttons on screen or the numbers on your computer keyboard. Can you make something musical using these samples?
3. How can you adjust your samples to improve your experience “playing” with them? Take a minute to adjust the start times and durations of your samples and try to “play” them again as you did in Step 2.
4. Experiment with the “step sequencer.” Each of the eight rectangles above the sample numbers will trigger one sample. Press the “play” button. Notice that the sequencer plays at a preset tempo. Now select a combination of the rectangles. Each time you click a rectangle it changes color, representing a different sample. Consider the following:
  - a. How does the starting point of your sample sound in the step sequencer?
  - b. What happens if your sample is longer than the duration of the rectangle?
  - c. Can you make a loop that sounds musical? What works to your ears, and what does not?
5. Use the step sequencer to create a loop that you will share with the class.