

SPACE AGE POP!

USER MANUAL

WHAT'S INCLUDED

Space Age Pop! includes 10 detailed construction kits (which are broken out into individual audio loops by instrument and section), as well as over 600 one-shot/phrase samples. Some of the one-shots are derived from the construction kits and some are not. We've also included lead sheets (sheet music notating a simple outline of the melody and chords) for all of the construction kits. These are extremely handy to reference when working with the construction kits. We hope even users who aren't experienced with reading music will still find them useful for the general song structure and chord progressions.

USING CONSTRUCTION KITS

A construction kit is a fully-realized musical production that has been broken down into a collection of audio files which you can use to either quickly re-construct and rearrange the original song or to make your own new music using a limited selection of loops.

Each construction kit is found in its own folder. Within that folder are sub folders for "wet mix" and "dry mix" versions of each loop (see below).v

A demo mix of the complete song is also included for reference. (See the end user license agreement for some restrictions on how this file is permitted to be used.)

The naming convention for the audio files is:

Kit Number - Wet/Dry - Instrument - Section Number - Tempo

Ex. "05 WET - trumpets - 2 - 130 BPM"

Where, "05" indicates this sample is from construction kit 05, "WET" indicates this is a wet-mix sample, the instrument is trumpets, "2" indicates this sample is from the second section of the song, and "130 BPM" indicates the tempo of the sample in beats-per-minute (see note about ending tempo below).

The section number identifies musical sections within a song. Align your samples in order, by section, to recreate the structure heard in the demo mix, or change the order to create your own structure!

ASSEMBLING A KIT IN YOUR DAW

1. Select a construction kit as a base to work from.
2. Create a new project file in your DAW of choice.
3. Set the tempo of your project to the tempo of the construction kit.
4. Import the audio files for the instruments from the construction kit you would like to use.
5. Create and name stereo audio tracks in your DAW for each instrument. (Bass, drums, guitar, etc.)
6. Set your DAW to "grid" or "snap" mode (every DAW has a different term for this) and drag the audio files for each instrument onto the timeline in order by section.

SPECIAL CASES

- **Additional/alternate samples not heard in the demo:** for some of the construction kits, you will find additional loops that are not heard in the demo track. These are generally alternate samples for a given section that allow you to add more variety to the song, or the option to double a passage with more than one instrument.
- **Percussion "all" vs. "individual":** For each kit with cuban percussion, we have provided samples of a submix of all the percussion instruments grouped together. This makes it easier to put a kit together quickly. If you require more control, you will find a subfolder of loops with each instrument from the percussion section broken out separately (bongos, conga, maracas, etc.)
- **Ending tempo:** For a few of the kits, where it felt musically appropriate, the music slows slightly for the end of the song. In these cases, the loops for the final section are labeled with the BPM of the slower tempo. In these cases, insert a tempo change in your sequence with the slower tempo to maintain sync between your DAW and the recordings.
- **Sounds that span two audio loops:** Because of the nature of this musical genre, not every loop will begin perfectly cleanly on the downbeat of a measure. Certain musical gestures, by their nature, span across the downbeat of a measure. In this case, load the loops for both "sides" of the gesture to reconstruct the complete performance. On occasion, this may result in loop files that are almost completely empty, but for a small snippet of a sound that naturally precedes or follows the downbeat of a measure.
- **Instruments with "missing" sections:** To keep download and storage requirements down, in cases where an instrument does not play during a given section, there will be no audio file for that instrument. So, any "missing" audio loops for a section are intentional.

WET vs. DRY MIXES

For the construction kits, every audio loops is provided in both a “wet” and “dry” version.

The WET samples are provided as they sound in the context of the complete mix, and have been rendered with any processing used to achieve the vintage authentic sound heard on the demos. The processing used may include extreme EQ, added harmonic distortion, tape effects, and additional reverb or other effects.

The DRY samples are provided with a somewhat more neutral sonic character. Any extreme effects or additional reverb has been removed or reduced to allow the user more freedom to customize the tone of the samples as they wish. Please bear in mind that the original raw recordings were intentionally made to sound vintage, so even the dry samples may still have a noticeable room tone, hiss, mic-bleed, or other “distressed-sounding” characteristics.

USING THE ONE-SHOT SAMPLES

The one-shot samples in this library were not an afterthought, and we hope you find them inspiring to use in unexpected and creative ways.

There are numerous phrases and chord samples that could be used as the harmonic foundation for music in other genres. The samples could be dropped directly into the timeline of your DAW or loaded into a sampler for further tweaking and creative manipulation.

There are also well-organized multi-samples that could be mapped out across the keys of a sampler to create lightweight but highly useful virtual instruments.

SUPPORT

If you require assistance in the use of your product, please do not hesitate to contact us by email at: info@authentic-soundware.com



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