



## How to make rap beat fl studio 20

Skip to content Learning how to make beats on your computer is easier now than it ever has been before. All you need is a decent computer, strong work ethic, and the will to learn. This is a small list of essential tips for any hip hop producer. For beginners if you start implementing these into your production workflow, you will quickly start seeing the improvements they can make to your beats. And if you're an experienced producer. It may sound easy, but it can take forgotten! 1. Sample Selection Having an ear to choose the right samples in any situation is one of the most important skills of a talented music producer. It may sound easy, but it can take years to reach the level where you know exactly what sample will sound the best for your beat - and do it quickly (we're talking 5-10 seconds). Skills like this are the most important when you're working in a session with an artist as well, because you don't want to keep people waiting around while you look for the right snare sound. You want to start building your own personal libraries of samples with only your favorite sounds, especially for drums. Having your own separate folder for all your favorite kicks, snares, hi hats, shakers, 808s, percussion, instrument one shots, and whatever else you can think of will make the production process much easier in the long run. Luckily, it's now easier than ever to find good samples to start building your libraries with. Check out our FREE DOWNLOAD VAULT for all of the latest Cymatics free sample packs, the Oracle, Cobra, and Eternity packs are all perfect for hip hop production. 2. Kick & Bass The relationship between the kick and bass is important in any genre of music but specifically so in hip hop. As a general rule, you don't want the frequencies of the kick and bass clashing with each other, which means you don't want them playing at the same time. To easily fix this issue, we use what's called "sidechain compression" to duck the volume of the bass track any time the kick track is producing an audio signal. To explain how you can do this, we made a free tutorial on our YouTube channel that goes through the basics of Sidechain Compression (starting at 40:14). You can apply this technique to any DAW with your stock plug-ins. In addition to the tutorial, we've laid out the necessary steps for you to follow to properly sidechain: Apply your stock compressor to the bass track (make sure that whatever compressor you apply has a sidechain feature) Select the kick track as your sidechain input. This means that whenever the kick hits, it will trigger the compressor to duck the volume of the bass track, leaving room for the kick to come through. Make sure you have a very fast attack setting, adjust the release to taste depending on the length of your kick, a 2-4 ratio, and adjust the threshold until you hear the kick blending in nicely with the bass. We recommend picking a short kick if you have a strong sub bass. If you have a long kick with lots of low frequencies, it will interfere with the ones of your bass track, as well as making it very hard so sidechain. 3. Hi-hats Are Key In modern hip hop, it's commonplace to find a 16th note pattern for the hi hats, while the open hats are placed in the offbeat. The groove is achieved by the switch-ups from the basic pattern to 32nd or 8th note sections. Triplets are also very effective in hip hop, but we will cover this separately in another section. Creating the right groove is not easy, though. On top of finding an ideal pattern, you need to give them a human feel. This can be tricky when constantly drawing them in your DAW. Check out these savvy tips to help you humanize your drums! 4. 808 Saturation One secret to a thick 808 bass is saturation. You want your 808 bass to carry a heavy low-end, but also be felt through your laptop speakers (which are not very good at projecting low end). You can achieve this by applying different saturation techniques. But before we get into that, the first step is to make sure you know how to create an 808 from scratch. If you don't know how you should check out this free "Making 808s 101' tutorial on YouTube.Since 808s are often generated from a sine wave, which is very low in frequency, you will not be able to hear it on most speakers. Without saturation, your sub bass will sound weak and won't generate enough energy on your track. We recommend inserting your saturator on a return channel and low-end weight remain intact. Then, you can blend in the saturated signal with the original to taste. Pro Tip: if you're an Ableton user, a great option for a powerful 808 is the Hip Hop Sub Bass preset on Operator, paired with the "Kick Tight" preset on Corpus. Give it a shot! 5. Keep It Simple One of the most important things for a hip hop producer to keep in mind is that there will need to be space in the mix for someone to rap on. The vocal needs to be the centerpiece of the mix, and when there are too many elements making the mix busy, it can create a lot of problems when trying to make a quality, professional sounding song. Focus on trying to make a quality, professional sounding song. someone rapping over the beat. To start, try to produce a beat with simple drums, one or two main musical elements, and a solid bassline. By listening to some of the track. 6. Reference Your Favorite Beats Studying the beats that inspire you is a very underrated way to learn how to structure your own productions. Not just listening, but paying attention to when every percussion hits, how they use silence in certain parts to create space. These are the minute details you should be listening for and taking note of then implement them into your own beats. Understanding what every element of the track is doing and how everything interacts with each other is one of the most important skills a producer can have. A great way to practice this is to try and recreate your favorite beats from scratch. Analyze and recreate each element of the track one-by-one, starting with the kick and snare. Where do they hit? What's the hi hat pattern? Use your ears and try to find samples that sound the same as the ones in the beat. If you do this often, it will shave years off your learning curve and allow you to understand the techniques and arrangements used by professional hip hop producers. 7. Don't Overuse Quantization You don't want your drums to be robotic. So how do we achieve that perfect balance of flow, rhythm, and tempo and still humanize your drums? Well, if you completely turn off quantization, your tracks will feel human. However, in this genre where tempo and rhythm are its core, you risk throwing off your MC. The flow needs to be constant throughout the track so that the listener and rapper know what the rhythm will be and won't be thrown off. To achieve this, we recommend these simple steps: Keep the kick, snare, and hi hats strictly quantized and on the grid at all times. To humanize you can play around with the velocity of the hi hats and repeated kicks. For example, if you have two kicks close to each other, the first one can be a little softer than the second one. If you have any percussion or foley elements, you can try to move them around slightly off the grid to create a swing. By not being in the front of the mix like the kick, snare, and hats, the listener won't be caught off guard if these are not strictly quantized. Play your melodies/chords on your MIDI controller for a more realistic feel, or manually adjust the velocity of each note after you draw them into your DAW. 8. Triplets, Triple point, usually mixed in with a straight hi hat pattern and coming in at different points to add variety. Another common technique with triplets is to pitch the hi hat triplets, but study how they are used in other songs and you will quickly learn where to place them. Quick tip: try using triplets as transitions, even if you're following a straight rhythm throughout the track! 9. Utilize Melody Loops Sometimes it can feel daunting if you're not in the mood to sit down and come up with a new beat from scratch, especially if you don't know music theory, trying to come up with melodies or chord progressions on the fly can take a while.Thankfully there are tons of royalty free melody loops, and includes stems so you can tweak and modify when certain parts of the melody play. 10. Find Unique Samples Sample digging is one of the most fun parts of hip hop production. Sampling in hip hop began with producers ripping samples off of vinyl records they collected and chopping them up. This is how some of the most iconic hip hop productions of all time were created. You can use the same sample hunter mentality of the early crate diggers even if you don't have a record player. Look in obscure places online for samples that no one has used before, digging on youtube and google for vintage music sharing blogs can yield incredible results. Things like old television commercials, random training videos and old radio recordings can be such great sources of amazing samples that other producers will start asking you what your secret is.Keep in mind when sampling copyrighted material though, because if you use uncleared samples it could catch you in legal trouble down the line. If you are a small producer you most likely don't have to worry about anyone coming after you unless you start making money off the track, but content ID services can still flag and take down something if they recognize an uncleared sample (It happens all the time). We recommend using royalty free samples on our FREE DOWNLOAD VAULT. 11. Keep It Dry Because of the minimalistic nature of hip hop, you'll be tempted to add lots of effects to fill in the gaps to make your track feel "fuller." So when you face a dilemma, like whether to add reverb or not, stop and ask yourself if it's indispensable. This is because you'll want to keep your drums relatively dry and in the front of the mix. You can add a touch of reverb to the snare if it's very short and snappy, but make sure it stays punchy and not drenched in unnecessary reverb. The elements that will require reverb will be the melodies and background samples. Adding reverb, delays, and other effects will furthermore help to place them in the back of the mix. You'll want to keep a lot of space in the mix for the vocals to cut through and the bass to hit hard. Recap: At the end of the day, music production is an art and these rules don't always apply in every situation, but like they say; "you need to learn the rules like a pro, so you can break them like an artist". Start implementing these methods into your music production workflow and learn how and why they apply to hip hop production specifically. Start with the right samples Balance your kick and bass Focus on the detail of your hi hats Make your sure your 808s cut through (Saturation) Keep it simple Reference tracks Don't overuse quantization Experiment with triplets Work with loops Dig for samples Keep it dry Press Play on the Video Below and Follow Along to Make Your First Full Beat TODAY What You'll Learn in the Above Beat Making Video: Learn exactly how to use the FREE trial version of FL Studio to make chords, drums, melodies, bass lines and arrangements step-by-step, even if you know NOTHING about music. Plus you'll learn simple tricks to instantly create chord progressions, melodies, drums and more in seconds. Follow along and you'll make your very first beat in half an hour! Want to Easily & Reliably Come Up With GREAT Sounding Chords, Melodies or Drums Without Guessing or Trial & Error? Here's what you get when you download these game-changing cheat sheets: Quick Access Cheat Sheets - reference your cheat sheets quickly without messing up your beat making flow. Basic & Advanced Drum Groove Templates - build neck snapping drum patterns that knock, quickly and easily. Scale & Chord Cheat Sheets - Quickly build beautiful melodies, chords and popular chord progressions in any key on the keyboard. Easy Cheat Codes and Hacks - Easy hacks you can memorize and use to create great music parts in seconds! Get the FREE Beat Making Cheat Sheets and Never Struggle With Making Melodies, Chords or Drums EVER AGAIN! ENTER YOUR NAME AND EMAIL BELOW FOR INSTANT ACCESS: Everything You Need to Know About Making Beats and Music Production Last Updated: July 2021 Learning how to make beats doesn't have to be difficult and confusing. So, in this post we're going to walk you through everything you need to know. Then we'll go over what you need to know about software, hardware, recording vocals and much more! Struggling to make chords, melodies or drums that sound good? Download our FREE beat making cheat sheets and never struggle finding which notes sound good together, building chord progressions or coming up with drum grooves! Can You Can absolutely make beats on GarageBand? Yes, you can abs Reaper and more. You will likely want to get your hands on some sample packs, loops and virtual instruments regardless of what software you use to make beats isn't as important as you'd think. All of the major digital audio workstations and beat making software do very similar things. The biggest difference is how you perform certain tasks. But you can use anything to make beats - Pro Tools, FL Studio, Logic, Ableton, Maschine and many more types of software. Check out our guide on the best beat making software here for more info. What Equipment Do I Need to Make Beats? In reality, all you need to make beats is a laptop and some headphones. Software and computers are so powerful now, and there are so many digital tools available that you don't need anything else. But certain equipment does make things easier. For example, if you want to record vocals on your beats, you'll need a Microphone and an audio interface to record into. If you want you can also get a set of studio monitors (speakers) if you don't really need, especially when first starting out. Where Can I Make Beats for Free? There are a couple of different places online where you can make beats for free, but all of them are basically limited toys. If you want to really make beats, download a free trial of the FL Studio 20 software and you'll be able to use it like normal, you just can't open up old projects. So export the beats you make. How do Producers Get Paid for Beats?Producers can make money from beats in a variety of ways. A lot of producers make their income by selling beats to artists through the internet. Other producers may sell beats to license music you make to film and tv studios for placement in their projects. Other producers make money from YouTube, through beat videos or by posting tutorials. Can You Make Beats Without a Keyboard?Yes, you can make beats (and good ones) without a keyboard?Yes, you can make beats (and good ones) without a beats without anything but a laptop and headphones. How Do I Make Beats Like This Producer or in This Genre/Style? The best way to learn how a particular producer you're a fan of makes beats is by CRITICALLY listening to all their music. You'll get an idea for their style - what instruments they like, how they make their drums and melodies. When you're listening, make sure you single out each instrument or set of instruments and try to figure out what's going on. Listen to the drums specifically, then focus on the melodies, and then the bass. Try to recreate each part in your own software. That'll help you get better at making beats in their style. How Do I Make Better Quality Beats?The best way to make better quality and better sounding beats is to practice. How? By consistently making beats, listening to music (in the style you want to make) and watching tutorials to get new ideas and techniques. The best thing you can do is listen to a beat you LOVE, and deconstruct it. Critically listen to each part - the drums, bass, chords, melodies, etc. And then try to recreate it in your beat making software. Try to do that 100 times and you'll be an amazing producer by the time you're done beat #100. If you want to learn how to make instrumentals - this is the only guide you need. Just remember one thing... Your Beats Are Going To Suck At First. It's normal. It happens to EVERYONE. Just keep making beats every single day, as often as you can. You WILL get better. It just takes time to read the whole guide below? Listen to the audio version on SoundCloud! It all starts with a musical idea or concept. Your job as a beat maker is to choose instruments and sounds that work well together (like drum kits, samples, loops, etc) and use them like building blocks to: Come up with a bunch of short musical patterns - a chord progression, melody ideas, bass line, drum beat, etc - that sound good togetherCombine & arrange the different patterns into larger song sections - intro, chorus, verse, etc.Adjust the volume levels and add audio effects to help it sound polished - i.e. mixing.Send it out to an artist or record vocals on it to finish the song. Now, not every beat maker does all 4 of those things all the time - especially when collaborating with others or making purely instrumental music - but you should learn about all of them. There are a few different ways people make those musical patterns. Some have an idea in their head - like a melody or chorus line - and try to recreate it in the studio Or you can have a bunch of sounds on the keyboard in front of you and just play around on it - freestyle - until you come up with something that sounds dope. Sometimes you'll just download a pre-created loop/sample and just start from there, adding drums, chopping it up, etc. 1 Process, 100 Ways to Do It You can start making a beat with the main melody, the underlying chord progression, the drum pattern - whatever you want. There's NO ONE SINGLE WAY to do it. Next, you add another layer of sound - maybe a piano or a bassline, etc. Then add layer on top of layer until you come up with something that sounds full and musical. Either way the basic process is this: Load up Sounds (or Grab Your Guitar/Drum Machine/etc) -> Play Around & Record Some Loops -> Add Another Sound That Works -> Repeat Until It's Hot -> Record Vocals -> Mix and Master Bottom line... You have to know how music works. Study it. And that doesn't mean go to school or pick up a music theory book. Knowing music theory book. Knowing music theory book. Knowing music theory book. Knowing music theory book used, the music that you love. Listen to it intensely and figure out it's moving music theory book. Knowing music theory book. way the drum pattern is put together, the intro/verse/chorus/bridge/etc and where they happen, the rises and falls throughout the song, changes in sounds/musical key/emotion/vibe. Study your favorite songs and they'll tell you a whole lot about how to make good music. Basic Music Theory I know... you hear the words music and theory and you fall asleep. But when you're making professional music, you have to know the very basics. You need to know what beats, notes, bars, time signatures, chord progressions and other musical elements are. You need to understand the structure of a modern popular song - what are verses, hooks, bridges, etc? Check out our full basic music theory section to learn all that stuff quickly. And make sure you download our free beat making cheat sheets below. They'll help make knowing what notes and chords sound good together a breeze. You'll never struggle coming up with melodies or chord progressions again! So what do you need to have to start making music? There are a lot of different choices out there. And if you want to really make professional music, you'll want to buy a few different things. But let's make one thing clear - if you just want to make beats (and not full songs), all you really need is a laptop and some beat making software. Making full songs will usually require more (unless you're just making instrumental music). But even if you're just making beats having a keyboard and a drum midi controller makes it easier. Pretty much every studio setup nowadays is computer based. Technology has made it so much easier to make music... Most people want to learn how to make beats on your computer. But a lot of people have questions about what type of computer you need. Mac or PC? Laptop or Desktop? To some degree, it comes down to your personal preference on both questions. BUT there are some key things to consider - price and functionality. We used to say "don't believe the hype about Mac - it's not "better" for making music than PCs." But that's not exactly true for us anymore. The thing about Mac laptops is... they usually just work. The core audio of a Mac is currently (at the time of this writing - July 2020) more stable than ASIO audio in Windows 10 laptops. It was time for me to buy a new laptop so I could make my music making setup portable. And I LOVE PC laptops, so I searched one out and ended up buying the HP Spectre x360 with an i7, 16GB of Ram and a 512GB SSD. That shit was loaded (and expensive) and I was so excited to make beats on this beast. But then I plugged in my Universal Audio Apollo Twin, opened up Maschine and started making beats. After a few minutes I started hearing crackling and pops and Maschine's software started lagging like crazy. And for weeks I couldn't figure out why this would happen. It killed the vibe of it all. And the worst part? The only reason I didn't get a Dell XPS 15 was because so many users said the same thing happened to them too! So it looks like there's an issue with External Audio Interfaces, ASIO drivers and Windows 10. Because multiple laptop types are experiencing this and there's no one magic fix that solves every person's problem. But it's not ALL laptops/audio interfaces. It's hit or miss. And no one knows why. Thankfully I got it to work and it's good to go now, but it was a HUGE pain in the ass. So beware if you're thinking a shiny new Windows 10 laptop. It's simple fam... They're too cot damn expensive! For the components and specs you get, Mac laptops are super overpriced. You can build a similar PC laptop for half the price (or less!). That's madness. And of course Apple doesn't exactly make customizable devices. They keep you stuck in their eco-system. But that's not the only problem! A lot of times, when Apple release new updates to their OS (operating System - like Catalina), things break. You have to be very careful when updating, because you may end up not being able to use your software. Literally EVERY company was sending people emails saying DO NOT update because of compatibility issues. So it's not all rosy on the Mac side, either. What Should You Choose? In terms of the style/quality of beats you're going to make - there's no difference. That's all on you. You can make hit music on Macs and PCs, desktops and laptops. Don't think that just because Metro Boomin uses a Razer laptop or because 16yo uses a Mac you'll be able to make beats like them by buying the same laptop. Again, it's mostly preference, price and functionality. If you want something that looks good and will give you cool points and mostly be stable go with a Mac. If you want something extremely powerful and not have to spend a fortune, go with a PC. At the end of the day, it's really just a matter of preference if you're buying a PC or Mac for making music. Both have their problems. Tweet Desktop vs. Laptop If you plan on making beats in your basement or bedroom and won't need to go anywhere, go for a desktop computer. You can often get a more powerful computer for cheaper compared to laptops. If you plan on going to other peoples' houses or studios a lot to make music, or like to make beats in parks/beaches or outside, go for a laptop. The portability of laptops is amazing. How Powerful? At the very minimum, you want a computer that has an Intel i5 processor, an SSD hard drive to store all your music/sounds/etc. If you plan on using lots of big plugins (Komplete Kontrol, Omnisphere, etc) then go for 16 GB of ram. But to be honest... that won't be good enough in a few years. If you can afford it, spring for a system like the one we recommend below: Intel i7 Quad Core Processor16 GB of Ram1 - 512 GB Solid State Hard Drive - i.e. SSD (to run the software)1 - 1 TB Drive (SSD or HDD) (to store music/sounds/projects/etc)Lots of USB SlotsThunderbolt port You don't have to worry too much about the video card (unless you plan on editing and playing back HD video a lot). In terms of sound card, don't worry either. Most computers/laptops have ones built in that are not suitable for professional music creation. We'll talk about professional sound cards (i.e. audio interfaces) later. What About Tablets for Making Music? Tablets like the iPad have come a long way in terms of making music, but they're still not 100% there. Having said that, there are a lot of producers who have more recently switched over completely to tablets (specifically the iPad Pro) to make music. Henny Tha Biz is one of them (he's got a great YouTube channel, so definitely check it out if you're interested in making beats on an iPad) I haven't done a lot of beatmaking on a tablet because I have an old ass iPad 4, but to me it seemed like you can start projects on a tablet, but to really finish them you'll still need a laptop/desktop computer. So personally, I'd say hold off on buying a tablet for beat making for now. But it's up to you. I'm sure you can make it work if you want to. We'll do a deeper dive into tablet beat making in a separate, future post. Next, you'll need some beat making software to run on the computer. This software is where you'll load up your sounds, create your loops, arrange your song and even record, mix and master the final track. There are a few different types of music making beats, go with a software options available to you depending on what you need. If you just plan on making beats, go with a software beat maker or a hardware/software combo. If you want to produce full songs and record instruments/vocals, you'll also want to pick up a Digital Audio Workstation (DAW). Software Beat Makers These are program your beats with nothing more than a laptop. Most modern music is loop based, meaning you make a bunch of music loops and they repeat in different sequences. We'll get into how most beat making software works a bit later, but basically you program sounds into a pattern using your mouse or record yourself playing them with a MIDI hardware controller. You can stacks sounds on top of each other and arrange them into full blown beats. A MIDI controller is a keyboard or a set of drum pads that control the sounds in your beat making software. With a MIDI controller you don't have to use your mouse to click in little squares of where you want a sound to be. You can play/tap it out by hand. Here are the best software beat makers out there: FL StudioMagix Music MakerReasonAbleton Live Online Beat Makers There are also a couple of websites you can use to make beats online without having to download/purchase software. However a lot of these edm and rap beats maker options for you: Splice Online Beat MakerSoundTrapSoundation Software/Hardware Combos Most people who start learning how to make instrumentals use FL Studio or Reason and may also pick up a MIDI hardware controller (we'll get into these more below). But it can be complicated trying to get certain pieces of hardware to work with certain pieces of software. That can be complicated trying to get certain pieces of software to work with certain pieces of hardware to work with certain pieces of software. have to go that route. You can buy a software/hardware combo beat maker. This is a bundle that has a hardware MIDI controller (usually drum pads) that is specifically designed to work with it's own software - and so is the ideal choice for a lot of producers. Options include products like: Native Instruments Maschine MK3 Digital Audio Workstations A digital audio workstation (or DAW) is a full song (except the hardware stuff). DAWs are different from software beat makers because they have so much more power and capability. Software beat makers are mostly good for making beats and instrumentals. But if you want to record vocals, arrange a song easily, mix and master music or even score a film - you need a digital audio workstation for that. If you just want to make beats and leave the rest for others, just get a beat making program. But if you plan on setting up a proper studio and doing actual music production, you should consider buying a DAW as well. Different DAW choices include: UAD LUNAPresonus StudioOneCubase 10Logic Pro XPro Tools 2020 Check Out Our Full Beat Making Software Reviews Today! Hardware Beat Makers Just a quick note about hardware beat makers - software isn't the only choice for making beats, but it's the one most people choose. There are also hardware (like a music production keyboard or drum machine). Think of the legendary Akai MPC series, or the Yamaha Motif. These pieces of hardware have everything you need in them to produce a full musical composition (you'll still need a DAW or old-school studio to make a full song, though). Here's some problems with hardware beatmakers: They're hella expensive (we're talking like \$2500+ for some)They're closed-off systems (you can't tweak it, etc.)They're made by a single company (with software you can use virtual instruments from any company) They're limited (sounds, processing power, tracks, etc.) When you're just starting out making beats, we really recommend going the software route. There are certain pieces of hardware will help you make better music faster and easier. But don't think you need to buy any of them. But if you want to make full songs or take your beat to the next level, you'll need some help from the stuff we talk about below. Now, we don't mean actual musical instruments (but you can buy guitars and pianos if you want). We mean virtual instruments, sound/sample/loop libraries and things you can use if your studio software. Most software will come with stock sounds and instruments, Some of them are actually good, but most will be mediocre. But the best place to get sounds in our opinion is Splice Sounds - check out our review of Splice here. To get really good sounds (which make a HUGE difference in your beats), you'll need to buy third-party sound packs and instruments. You can buy pre-made loops, single drum sounds and even entire virtual instruments like pianos or synthesizers. Some can be pretty expensive, but they're well worth it. As a starting producer the first thing I'd suggest is getting GOOD drum sounds. They can make or break a track. Download some great drum samples and loops here.. Then work your way up, buying loop packs, sample packs, VST instruments and more. The great thing about virtual instruments (especially synths) is you can use some of them to create brand new sounds on your own that no one else has. Bottom line, keep your sounds fresh. Your beats will only be as good as the sounds you use in them. Here are some good virtual instruments to look out for: Various Kontakt LibrariesOutput's Entire CollectionNexusOmnisphereNative Instruments Komplete BundleSylenth1Serum Check Out Our Post on MUST-HAVE VST Synths Every Producer Needs Audio Interfaces An audio interface is basically a computer sound card that is designed to be able to handle professional audio production work. Your computer's built-in sound card just isn't good enough. Sure, you can make beats using it. But if you want to use a MIDI hardware controller or hook up a microphone/guitar, it won't work properly. For that you need a pro audio interface. There are a ton of options out there, but they all basically hook up to your computer (usually through USB, Firewire or Thunderbolt) and allow you to connect studio microphones, guitars and other instruments/sound sources, MIDI controllers and studio monitors (i.e. speakers) to your computer. If you just want to record vocals, a 2 or 4 channel option will work. If you plan on recording a drummer or full band, you'll need more inputs. Another thing you want to be aware of is the circuitry inside the audio interface. The microphone pre-amps matter a lot when it comes to the quality of your recordings and the DA/AD conversion will determine how good your playback sound will be. choice. Here are some options out there: Focusrite Saphire SeriesUniversal Audio ApolloNative Instruments Komplete AudioM-Audio MBox Studio Monitors and Headphones Now you're going to need something to playback and hear your music while you're creating. That's where studio monitors (i.e. professional studio speakers, not computer screens) and headphones come in. If you're new to making beats, you can get by with a decent pair of headphones (or even computer speakers). But if you plan on making full tracks and doing some mixing and mastering work, you'll need them. But even as a beat maker, once you get better and better you're going to want to purchase a set of studio monitors. Normal speakers and headphones don't really give you the detail you need to make important decisions. Studio monitors/speakers are specifically designed to give you the truest sound that's not colored or distorted by your sound system. NOTE: Of course, your room shape and characteristics will also determine how well you're able to hear a TRUE/NEUTRAL sound from your system. They let you hear all the tiny details and errors in your music. This way you'll be able to adjust the volume of different instruments properly. And a good set of headphones can also work if you're in an apartment or place where noise isn't allowed. Here are some different options for monitors: Yamaha N SeriesKRK Rokit SeriesM-Audio BX Series And headphones: KRK KNS-8400Grado SR-128AKG K Series On the Best Headphones for Producers MIDI controllers are pieces of hardware that let you control the sounds in your beat making software. So instead of clicking your mouse into a grid, you can play out your melody on a keyboard or your drum beat on some drum pads. If you choose a software beat maker instead of the hardware/software combos, you can still get a third party midi controller. They work great, but can sometime be difficult to get working fully since they're not designed specifically for a particular piece of software. If you want to make good beats, we highly recommend buying a good MIDI controller. It's very difficult to get natural sounding music when you're using just a mouse. Here are some MIDI Controller Options: Akai MPD and MPK SeriesNovation SL SeriesNo or instrument recording, you'll obviously need a microphone. But even if you're just making beats and not full songs, you should eventually purchase a microphone. You can also add your own "hooks" into a beat which will allow you to sell it for more money. It's just a really good idea to have a microphone if you're making music at all. But don't skimp here and go for that \$30 "Vocal USB Mic" you found at Wal-Mart - it'll sound like trash. To get a really good vocal or instrument sound recorded you'll want to spend a couple hundred dollars on a solid studio microphone. There are a lot of options out there, and they widely vary on price. Here are some different options you can try out: Rode NT1A Studio MicrophoneAudio Technica AT2020 M beat making career. So once you know what you want to use to make beats and songs you need to setup the computer, install the software for us to get into it in detail on how to set it all up, but you'll be able to find tons of tutorials on YouTube about this stuff. Basically to get ready to create a beat you'll: Hook up audio interface to computer & install software, connect any hardware controllersInstall virtual instruments, sound packs and other soundsOpen your beat making beats! That's a very simplified version of how to make music with your software, but read your manual, check YouTube and you'll be fine. Once you're all setup the process of actually making music is similar whether you want to learn how to make rap beats, hip hop beats and trap beats or you wanted to learn how to design your own beats in the future bass, tropical house or r&b and pop genres. Becoming a really good beat producer takes time, but the process doesn't have to be complicated. How to Make a Beat Using Your Beat Making Equipment There are a lot of different modules inside of your studio software (DAW - digital audio workstation) - samplers, synths, effects, etc. And there are other different aspects to your DAW too - the sequencer, arrangement window, mixer and more. They all work together to let you create a full beat. When you're learning how to make beats and songs, it can all be overwhelming. But we break it down in our full email beat making course (sign up at end of post). Back to Top Sampling vs. Playing Live If you're making electronic music you have a couple different ways to go about it. You can make sample based music, or you can play musical instruments from scratch. Sampling is something that has been around for a long time and very much popularized by Hip-Hop music. It's where you take a short snippet of another song (just a few seconds) and then chop it up and assign each "chop" to a different pad/key on your MIDI controller. You can then trigger and play back the samples however you want to come up with a brand new sound loop. You can get as creative as you want with it, but there are some copyright issues you should be aware of if you plan on releasing that song publicly for sale. Playing Live The other way to make beats is to just play live from scratch. You'd load up an instrument (like a piano or a synth) and use your keyboard or mouse to come up with a fresh music loop from nothing. You can either program the notes into your sequencer with a mouse, or play them from a midi controller. Either way, you're not taking someone else's song and chopping it up to create new sounds. You're playing an instrument from scratch. You don't have to worry about copyrights with this approach like you do with sampling (unless of course you re-play another song exactly). Both approach like you do with sampling (unless of course you re-play another song exactly). producer, you'll learn how to do both. Once you've chosen the best beat making software for you, it's time to start using it to create a beat. But how do you use a music beat making software for you, it's time to start using it to create a beat. But how do you use a module (like a synth, sampler or drum machine) you want to start with. Then you go to your software's "browser" and load up some sounds/samples. If you're sampling or using a synth, you're sampling or using a synth, you're sampling or using a synth, you're not stuck to the defaults/presets. You can create your own unique sounds too. 2) Making Music Loops After that you program (click little boxes with the mouse) or play out (on your MIDI hardware controller) a melody, bassline, chord progression or drum groove within the "sequencer." You create different musical loops be? The longer the better. Yea, we make loop-based music that repeats, but the more repetitive something is, the quicker it becomes boring to a listener. Don't do a small 2 bar loop. 4 might work, but 8 is better even if it repeats within those 8 bars. And if 'you really wanna get wild try making 16 bar loops. 3) Getting Out of the Loop - Beat Arrangement Now you're not done yet - if you just leave it like this, the beat will get boring and tired really quick. What you have to do next is take those different loops you created and arrange them in the "arrangement window" so that it sounds like a full song. The idea is to keep the energy of the track building upwards to a climax several different times. This is how to make music the right way. You'll end up with a screen that looks like this: So you start with an INTRO - maybe just the melody plays alone for 4 bars and then the hi-hat and melody play together for another 4 bars. After that you could add the rest of the drums here with the melody and let it play for 4 or 8 bars. Then ramp the energy up more add in the full chord progression or something else for another 4 or 8 bars. After that comes the CHORUS/HOOK this is where the first peak of energy should appear. In our example we could add in the rest of the instruments. And then for the second verse, you start all over again and do different things to build anticipation and energy peaks. Once that's done you add finishing touches - drop out the drums in certain parts, add cool sound effects in others, etc. The idea is to add variety that makes a listener's ear keep interest in your song. 4) How to Make Your Own Song - Finishing the Track Making your own song requires a few more steps than just making instrumentals. If you want to go this far, you can do some mixing (adjusting levels/volume/EQ, adding digital effects, etc) and even record some vocals on top. Once the full mixdown of the beat/song has been done it gets sent for mastering to make your song louder for streaming/radioplay/etc and to make sure it will "translate" well across all the different types of music players that will be used to listen to it. And there you have it - you're a damn producer now. Melody? Drums? Where to Start When Making Beats This is a question that many new producers (and even experienced ones) struggle with. And to be real, there's no right answer. It's all up to what you prefer or what works best for you. The whole process that you use is called workflows. And different ideal workflows. But don't sweat it too much. It doesn't matter how you start, as long as you finish. But here are the basic elements every beat has: Rhythm (drums, bass lines, percussion elements) Accompaniment (chord progressions, harmonies, etc.) Lead Melody - the main catchy melodic/voice elementsTransitions between song sections (i.e. verse -> chorus)Effects and other one-off sounds/instruments to spice shit upProper Arrangement - making the song tell a story through change-ups Different Music Production Methods Starting With Drums Some producers start with their drums. In certain genres of music (like Hip-Hop) drums play a very important, central role. They're the heart of the instrumental. So what some producers will do is start with a kick drum and a snare drum to lay out the basic pattern. They'll then add in some high hats and other percussion elements to get a full sounding drum loop. Once the drum loop has a nice groove to it, they'll begin on a melody or bassline Some will move to a basic chord progression instead, and then move onto a lead melody. It all depends on what works for you. Starting With Chords or Melodies On their software), and then build the rest of the beat's elements around that one melody. Or maybe they know a dope chord progression (a pattern of different music chords that sound good together) and they won't start with drums. They'll open up a new instrument or record/chop up a sample and just start playing around (freestyling) on their keyboard/pads until they play something that catches their ear. Once they have a good idea, they'll record it into their play something that catches their ear. to percussion. Sometimes you'll want to build up the melody/accompaniment sections before you do the drums at all. Again, it's all about what works for you. Watch Out for This! New producers often get overly excited when making beats and fill up every sonic crevice with some type of sound. The finished product sounds way too busy and complex. That can be ok if you're just making instrumental music. But if you're planning to put your beats up for sale online then that's a no-no. You have to remember that someone else is going to be singing or rapping on top of your beat. So you can't make it too crowded otherwise there will be no space for the vocalist! When it comes to making music, it's often true that LESS IS MORE. Simple beats are often then best ones in these cases. So be careful when you're making your beats to not stuff them with too much sound. So you've got your beats to not stuff them with too much sound. So you've got your beats to not stuff them with too much sound. So you've got your beats to not stuff them with too much sound. So you've got your beats to not stuff them with too much sound. So you've got your beats to not stuff them with too much sound. make full songs, not just beats. You should be able to work with an artist from start to finish, handling each step of the process. Recording Vocals on Beats Once you've got a full beat made (or a mostly full beat made) you can move on to the vocal performance in order to finish, handling each step of the process. Recording Vocals on Beats Once you've got a full beat made (or a mostly full beat made) you can move on to the vocal performance in order to finish creating your own song. What you should do is export your beat from your beat maker as a WAV file (better yet, export each instrument separately so you have more control later on in the process). Set up your DAW you'll be adding in a bunch of blank "audio tracks." These tracks are where you'll: Import your finished beatRecord the vocals of the performer It's usually a good idea to record multiple takes and splicing them together. Comping is basically taking the best parts from several different recording takes and splicing them together. Then they'll come back around and record the verses after. Others record in the opposite order. There's no right or wrong way. Once you're done with that you can get the vocalist to come back in with some harmonies, some adlibs and other unique vocal elements that make the song pop. How to Mix Your Beats and Songs - Getting That "Industry' Sound Remember how we said at the beginning of this article how your beats would suck at first? Well, sometimes even when your ideas are really solid the stuff you hear on the radio, it's really easy to get depressed. How does every song on the radio sound perfect, loud, bright clear and amazing? While your sound flat, lifeless and dull? Two words... Mixing and Mastering Once you've got everything arranged (instrumental you made sounds like a full length song, it's time to mix and mastering once you've got everything arranged (instrumental you made sounds like a full length song, it's time to mix and mastering once you've got everything arranged (instrumental you made sounds like a full length song, it's time to mix and mastering in is a complex thing - it takes years of education and experience to do right. The people that do mixing and mastering are called audio effects like reverb and echos to make everything sound less flat and more alive. Once you become a more advanced producer and you know how to make beats properly, you can probably handle most of the mixing yourself. But mastering is the last step in the music making process that makes sure everything is absolutely perfect. That's why it's often done by a Mastering Engineer. But this is the secret sauce that makes all your favorite songs sound so damn good. There you have it fam - the complete, ultimate, go-to guide on how to make rap beats, pop beats, edm beats or anything else - the overall process is very similar. Now all that's left to do is... go out and do it! Make a beat yourself! Let's keep it 100 though, there's a hell of a lot more to it than just what we've discussed here. But that's all stuff that can't really be taught in a beginner's quide. If you want a full step-by-step video tutorial on how to make your first beat using FL Studio for free, click here. There are so many different styles of music and styles of music that it's hard to cover everything. But now that you can start digging deep. Start by making your first few beats and just keep at it. How to Make Better Beats & Songs A lot of what we talked about above might seem over your head or confusing. But don't worry, cuz like I said above - we got you covered. Sign-up for our free Beat Making Cheat Sheets and you'll be the first to know about the latest tools, guides and offers from Deviant Noise Inc. If you want to be a better music producer or beat maker, then this is the first step in the right direction. P.S. Did you think this ultimate guide on how to make beats and songs was helpful? Please share it with your friends on Facebook and Twitter.

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