

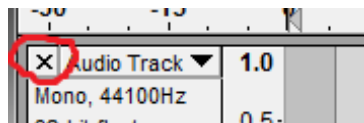
Music Mixing - Lab 2

Start Lab 2 by making a new Audacity file. If you still have Lab 1 open, click on File and choose New. If you just opened Audacity, it will already have a new project started for you.

The first thing we need to do is import the music we're going to be editing. Start with the file named "Don Omar - Sample 1". To import music, go to File again, move the mouse over "Import", and then click "Audio..." in the new menu that pops up. Now find your lab 2 folder and choose the right audio file. Then press 'Open'.

If there's still an empty track in the file in addition to the music you just imported, click on the small 'X' in the top LEFT corner of that track to

delete it. It looks like this:



For this lab we're going to be looping the main beat. The section you want to loop begins at around 15 seconds in, and ends at around 29 seconds. You need the selection to start and end on the same part of the beat - so that it sounds right when you loop it.

When you've selected the right part, go to "Edit" and hit "Copy".

With the selection tool, move the cursor (the bar that shows where you are in the music) to the end of your selected area. Go to Edit -> Paste, and now the sample section will play twice in a row. Listen to what you have so far, and if there's any sort of hiccups or weird pauses, move around and delete the music until it sounds right. Then continue pasting until the music is around 2 minutes long. You can delete the rest of the song after the looped part.

JUST A FEW MORE STEPS! -->

Now you're ready to add the vocals! Import the "Nicki Minaj - Vocal 1" file like you did before (hint - you can just drag the file into the audacity window and it will import it for you!).

Your final task is to line up the vocals with the start of the first loop, around 15 seconds in. Play around with it until it sounds right!

If you want to, you can export this remix as a .WAV too.

Nice job! You finished the second lab! You're well on your way to making really amazing remixes!