



# REPLACING THE DRUM TRACK IN A MULTITRACK SESSION

Basic understanding - Face to face or online. Ideal device - desktop or laptop computer. ✓

Starting point - Creating project, understanding the timeline & importing or recording audio & using Bandlab loops. ✓

Replace the drums in the multitrack recording with chosen loops from Bandlab.

- Begin by loading Riptide audio stems found at the Bolton Music Service website.
- Setting the project BPM to 95.
- Locate and mute the drum track.
- Browse Bandlab loops and experiment with adding to the project.

## What we did...

- First we downloaded the Riptide audio stems from the Bolton Music Service Website and loaded them into a new project in Bandlab making sure we set the project BPM to 95 as this is the set speed of the song.
- We then located the drum track and clicked mute so we could hear the song without drums.
- Begun browsing loops for something we felt might work with this track.
- Dragged chosen loops into the project onto a new track to hear how they sound with the other instruments.

## Challenges...

- Locating downloaded audio stems. Knowing where to save.
- Finding the mute button.
- Browsing and finding drum specific loops.
- Locating the BPM counter.
- When using the 'snap to grid' it was difficult to choose the right place to snap to.

## Success stories...

- Downloading audio stems and uploading to a Bandlab project for the first time.
- Finding interest drum loops to try in the track.
- Switching on 'snap to grid' to make loop placement more accurate.
- Experimenting with different loops for the chorus or verse part of the song.
- Managing to place the loops in a musically appropriate place.

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