
OT Lab 3.

Posted by Lindsay - 2012/04/02 08:37

It's that time, so I thought I'd start a new thread. Darenager (among others) had some excellent ideas for this lab. So what will it be?

Neighbor machines with 2 samples (1 for tr1 1 for tr5)

No input

No fx

a single single cycle

a drum loop only

remix a loop using just the loop

make a track from just the word spoken 'Octatrack'

just use a specific effect eg chorus

DJ static - 2 statics of considerable difference, make a mix/mashup

Micro music - a track with a duration of just a few seconds

Thoughts?

=====

Re:OT Lab 3.

Posted by paants - 2012/04/02 08:52

how about:

stream one youtube vid (that we all agree upon) into the octatrack, with only live sampling and/or live processing? might be fun to pick something super well-known with lots of cultural baggage..

=====

Re:OT Lab 3.

Posted by Didjeko - 2012/04/02 18:06

What about live resampling, for a short time (8 times for example) ?

Interested in working on dan moÃ mouth harp loops ? it contains a lot of harmonics - also the cheapest vocoder I know.

In this case I can provide some dan moÃ sounds

=====

Re:OT Lab 3.

Posted by dataline - 2012/04/02 18:20

make a track from just the word spoken 'Octatrack'

+1

=====

Re:OT Lab 3.

Posted by neilbaldwin - 2012/04/02 18:53

I order for it to be a real challenge:

1) Collect ideas

2) Vote on those ideas

3) Pick the least popular idea

:laugh:

=====

Re:OT Lab 3.

Posted by maass - 2012/04/02 19:27

dataline wrote:

make a track from just the word spoken 'Octatrack'

+1

without resampling!

+2

=====

Re:OT Lab 3.

Posted by tjebbe - 2012/04/02 21:49

maass wrote:

dataline wrote:

make a track from just the word spoken 'Octatrack'

+1

without resampling!

+2

+3:)

=====

Re:OT Lab 3.

Posted by tIB - 2012/04/02 22:30

Im more up for focussing on how far one or two of the effects can be pushed- short synth/vocal sample, no resampling and only use of (for example) the filters... exploring a different aspect in more detail. The last lab told us you can make something out of nothing.

=====

Re:OT Lab 3.

Posted by darenager - 2012/04/02 23:03

Hmm, how about:

OT Science Lab3 - One (octa)track mind

Rules:

Only 1 track to be used, neighbour machines and master track may be employed, any fx can be used, no resampling, any number of patterns may be used, the arranger may be used, the source sample is the spoken word 'Octatrack', the link for the sample will be published shortly, the closing date is the end of April, the duration of the piece is strictly no more than 2 minutes. You may use as many slots as you like, but these must only contain the original sample, and sample trigs may only be on track 1.

The idea is to produce a piece with as much variation as possible over the course of the 2 minutes, a kind of journey of tricks with the sample, go crazy with fx and general mangling, a bit like the old 8 bit computer demoscene idea. The piece should have at least one instance of the sample where the word can be understood, some expansion of what you did is

required, the track should be uploaded to the soundcloud octatrack lab 3 group. (link to be published shortly)

Only 1 entry per participant, so make it count!

Ready?

=====

Re:OT Lab 3.

Posted by tjebbe - 2012/04/02 23:14

darenager wrote:

Only 1 entry per participant, so make it count!

Ready?

yup

=====

Re:OT Lab 3.

Posted by door - 2012/04/02 23:54

i'm game

=====

Re:OT Lab 3.

Posted by darenager - 2012/04/03 00:07

Sample here:

<http://dl.dropbox.com/u/69925536/octatrack.wav>

=====

Re:OT Lab 3.

Posted by tIB - 2012/04/03 00:31

that sample is going to do my head in!

=====

Re:OT Lab 3.

Posted by neilbaldwin - 2012/04/03 00:39

darenager wrote:

Hmm, how about:

Only 1 entry per participant, so make it count!

Ready?

I feel victimised!

=====

Re:OT Lab 3.

Posted by darenager - 2012/04/03 00:41

that sample is going to do my head in!

:laugh: Better mangle it hard then:laugh:

=====

Re:OT Lab 3.

Posted by darenager - 2012/04/03 00:42

Haha!

=====

Re:OT Lab 3.

Posted by rozzpourpre - 2012/04/03 00:43

Are you shure for the arranger, i'm no arranger user but can it be used for live performing?

Your contest rules seemed to be live oriented?

=====

Re:OT Lab 3.

Posted by darenager - 2012/04/03 00:46

Yeah its optional, but sure you can use the arranger live.

=====

Re:OT Lab 3.

Posted by darenager - 2012/04/03 01:35

Oof, just had a quick play - this lab is gonna be a real challenge I think, not impossible but certainly a lot harder than the last one, only having 1 track to play with is very restrictive, but spare a thought for the old demoscene boys, what they squeezed out of those old soundchips was nothing short of incredible, so have at it!

=====

Re:OT Lab 3.

Posted by tjebbe - 2012/04/03 02:48

neilbaldwin wrote:

darenager wrote:

Hmm, how about:

Only 1 entry per participant, so make it count!

Ready?

I feel victimised!

:laugh: HAHAHAHA

=====

Re:OT Lab 3.

Posted by neilbaldwin - 2012/04/03 04:50

darenager wrote:

Oof, just had a quick play - this lab is gonna be a real challenge I think, not impossible but certainly a lot harder than the last one, only having 1 track to play with is very restrictive, but spare a thought for the old demoscene boys, what they squeezed out of those old soundchips was nothing short of incredible, so have at it!

You need to try harder, I just made a whole orchestra out of the "t" using only one comb filter.

:laugh:

=====

Re:OT Lab 3.

Posted by darenager - 2012/04/03 05:46

:laugh:

=====

Re:OT Lab 3.

Posted by c0rpse - 2012/04/03 08:10

Is the sample supposed to be pitched up?

=====

Re:OT Lab 3.

Posted by jonah - 2012/04/03 10:19

So tracks 5,6 & 7 would be unused, right?

=====

Re:OT Lab 3.

Posted by darenager - 2012/04/03 18:25

I think it is pitched up because of the sample rate.

Yes 5,6,7 can't be used. Just track 1 and neighbors (optional) and 8 as master (optional)

=====

Re:OT Lab 3.

Posted by dataline - 2012/04/03 20:40

Not sure if I am happy with 1 track only...Would have been lot better with 2 track limitation.

:)

Scrap that, already have an idea!

Bring it on !

=====

Re:OT Lab 3.

Posted by darenager - 2012/04/04 02:19

^ Thats the spirit!

=====

Re:OT Lab 3.

Posted by neilbaldwin - 2012/04/04 22:03

I'm not sure how much time I'll have over the coming weeks so I thought I'd throw this one in while packing to go away for Easter.

Ummmm, it's slightly dark....

<http://soundcloud.com/neilbaldwin/catharsis>

I clearly don't like packing :laugh:

=====

Re:OT Lab 3.

Posted by darenager - 2012/04/04 22:34

Wow really cool, some great astmospheres in there. What happened to the 2 minute rule though, tsk tsk:laugh: :P

=====

Re:OT Lab 3.

Posted by neilbaldwin - 2012/04/04 22:38

darenager wrote:

Wow really cool, some great astmospheres in there. What happened to the 2 minute rule though, tsk tsk:laugh: :P

So start playing it 30 seconds in!

:P

=====

Re:OT Lab 3.

Posted by stiiiiiiive - 2012/04/04 23:19

neilbaldwin wrote:

I'm not sure how much time I'll have over the coming weeks so I thought I'd throw this one in while packing to go away for Easter.

Ummmm, it's slightly dark....

<http://soundcloud.com/neilbaldwin/catharsis>

I clearly don't like packing :laugh:

That is really coo!!

=====

Re:OT Lab 3.

Posted by door - 2012/04/05 11:50

that's it! i request a neilbaldwin action figure to accompany me in the studio that speaks out random OT advice like "There is magick to be found in the LFO designer of track 2" :laugh:

what a great dark atmosphere!

=====

Re:OT Lab 3.

Posted by neilbaldwin - 2012/04/06 01:32

door wrote:

that's it! i request a neilbaldwin action figure to accompany me in the studio that speaks out random OT advice like "There is magick to be found in the LFO designer of track 2" :laugh:

what a great dark atmosphere!

Ha ha, I love you too :kiss:

:laugh:

=====

Re:OT Lab 3.

Posted by darenager - 2012/04/06 03:26

http://i2.squidocdn.com/resize/squidoo_images/250/draft_lens4780812module34837112photo_1246009129DSCF0014.JPG

=====

Re:OT Lab 3.

Posted by darenager - 2012/04/06 03:30

http://i1.squidocdn.com/resize/squidoo_images/-1/lens4780812_1246008744DSCF0013.JPG

=====

Re:OT Lab 3.

Posted by neilbaldwin - 2012/04/06 09:20

:laugh:

I told my wife of Door's special wish and she was determined to go out and buy some kind of kids toy to take a photo of.

I think you beat her Daren! That's uncannily accurate :laugh:

=====

Re:OT Lab 3.

Posted by poonti - 2012/04/06 10:30

I think I saw you dancing in one of Dreammer's videos :ohmy:

<http://www.muzu.tv/dreammer/the-dreammer-dum-dum-the-techno-that-sounded-like-a-cat-music-video/1305188/>

=====

Re:OT Lab 3.

Posted by Lindsay - 2012/04/07 08:24

Nice track Neil

=====

Re:OT Lab 3.

Posted by door - 2012/04/07 10:14

:woohoo: :woohoo: :woohoo:

thanks to daren here posting a naked, bearded plastic guy meditating i'm finally equipped to participate in the 3rd OTlab....life can be so sweet!

=====

Re:OT Lab 3.

Posted by darenager - 2012/04/11 00:52

FYI The SC group for this lab is here:

<http://soundcloud.com/groups/octatrack-science-lab3-one-octa-track-mind>

=====

Re:OT Lab 3.

Posted by darenager - 2012/04/11 04:19

Source sample

http://soundcloud.com/daren_ager/octatrack-lab3-source-sample

=====

Re:OT Lab 3.

Posted by tjebbe - 2012/04/12 21:43

ok here it goes found ita bithard to make a tracklike this that short but no pain no gain heheh
have fun spacebunnygame sound<http://soundcloud.com/storm-op-de-maan/octatrack-lab-3> :laugh:

edit: mm no one else has uploaded to the soundcloud group yet? Neil ? :dry:

=====

Re:OT Lab 3.

Posted by darenager - 2012/04/15 03:26

Dope workings my man! Really enjoyed it;)

=====

Re:OT Lab 3.

Posted by darenager - 2012/04/16 01:05

Oer I ended up again not doing what I started out to do, initially was going for something dark ambient, but its turning into a semi melodic acid stomp, funny.

Should get it uploaded this evening after dinner, massive roast so might be 9ish:laugh:

=====

Re:OT Lab 3.

Posted by darenager - 2012/04/16 02:30

Getting some weird filter bugs happening, can't figure it out, I sure hope I don't brokened it:laugh:

=====

Re:OT Lab 3.

Posted by darenager - 2012/04/16 03:55

Bazinga! <http://soundcloud.com/darenager/ots-theme-sciencelab3-entry>

=====

Re:OT Lab 3.

Posted by tjebbe - 2012/04/16 21:03

darenager wrote:

Bazinga! <http://soundcloud.com/darenager/ots-theme-sciencelab3-entry>

YOUR SICK !!!! 1 TRACK how did you do it ?

damn how do you make these synth parts and bass lines like that I try and I try but nothin comes close to sounding so distinct is this really the combfilter ? damn nice and mindblowing what are you !:laugh:

=====

Re:OT Lab 3.

Posted by darenager - 2012/04/17 01:43

Dude your track was awesome too!

For the pitched parts using a small loop to set pitch, then just p-lock away. For the kick just use a LFO and different filter settings (low width, high resonance) a bit of drive on the filter roughens things up nicely. Thank god for trig copy/paste though, made getting the kick done a lot easier, otherwise a lot of p-locking to do by hand!

I did not use the combfilter except for a small amout on the vocal bit.

I used 4 parts, and each part was using delay, switching to a different part the delay carries over so that came in handy. I use track 1 for all the trigs, then track 2 as a neighbour, tr8 as master. I used the arranger for the first time on this track.

One thing I did notice on the kick/bassline part was that the filter would sometimes change settings, most of the time it would play fine but every now and then the kick would sound wrong. I did not have any midi going into the OT so stumped at why it was happening, possibly a bug.

=====

Re:OT Lab 3.

Posted by darenager - 2012/04/21 01:35

Bumping for more participants;)

=====

Re:OT Lab 3.

Posted by phonodyne - 2012/05/11 02:02

I'm a newly inaugurated Octatrack fiend. I'd be interested in having a bash at this... Is there a downloadable version of the source sample (the Soundcloud clip doesn't have a download button) or are people just ripping the audio from it as it plays?

=====

Re:OT Lab 3.

Posted by darenager - 2012/05/11 06:18

Link to dl sample is on page 2 of this thread;)

=====

Re:OT Lab 3.

Posted by phonodyne - 2012/05/11 16:37

Ha! That'll learn me to read the whole thread properly. Cheers, Daren.

=====

Re:OT Lab 3.

Posted by darenager - 2012/05/11 23:16

No worries, there is a link to the souncloud group somewhere in there too.

=====