

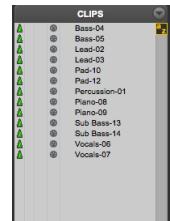
Project I – Importing a MIDI File and Adding Sounds

This exercise will allow you to experiment with some of the sounds in the Pro Tools instruments, using a premade MIDI File.

1. Create a new session (44.1/24-bit). Call it *Project I – Last Name*

Importing the MIDI file:

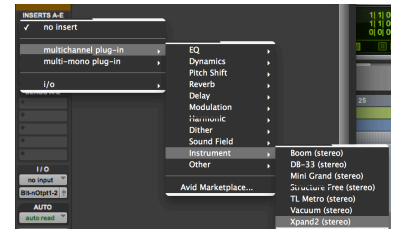
2. Choose **FILE > IMPORT > MIDI** and navigate to the folder on the share drive called “MIDI Files” and choose one of the files to import into your session. Click **Done**.
3. You will be asked whether you want the individual tracks to go to the “clips list” or to “new tracks.” Choose **Clips List**. Your Clips list will populate with names of instruments/parts.



Creating Tracks & Assigning sounds

At this point, you should see the names of the tracks in the Clip List. Now you need to create tracks and add sounds.

4. Go to **Track > New** and create the number of **Instrument Tracks** needed for the number of sounds in the clips list.
5. **Insert** instruments like Xpand, Mini Grand, Vacuum and Structure to fill in the sounds on each track of the song. Duplicate tracks and add layered instruments to create your own sounds.
6. Drag the clips from the **Clip Window** onto your tracks. You will see **MIDI information** in the form of dots that represent the notes played for the given part.
7. **Tempo** - most of these files do not adjust tempo, so change your tempo to one you think sounds right.
8. Choose sounds in your instruments for each track based on the clips’ names (if a clip is called piano, choose a piano sound). Because MIDI is simply on/off information, you will not hear anything until you add an instrument.
9. **Effects** - When you are done assigning sounds, **turn off any effects that are part of any patch** – make all your sounds dry. On Xpand this means turning off the power to the effects section. Other instruments “dry up” in different ways.



10. Route a **Send** to an **Aux Track** and insert a **reverb effect**. This should be used on multiple tracks to give the instruments the feeling of being in the same room together.
11. **Insert** at least **5 more effects** on individual tracks to simulate the effects that were coming from the instrument patches themselves.
12. When you are happy with how your track sounds, add a **Stereo Master Fader** track. Insert the dynamic effect **Maxim (limiter)** and lower the **threshold** so you start to see 3-5 dB of **attenuation** in the meter. Your tracks should sound louder at this point. Make sure to set the ceiling to - .03 dB so your meters never go into the red.
13. **Bounce to Disk** at **44.1 kHz/16-bit/Interleaved/WAV**.