

# Structure Free – Placing Samples

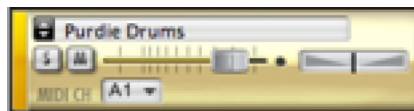
Structure Free is the Pro Tools sampler instrument. It allows you to take audio clips you have edited in Pro Tools and manipulate and trigger them via MIDI signals. The “Free” is literal in that the instrument comes with Pro Tools, but it also indicates that this is a paired down version that does not do everything the after-market, paid version does.



Let's identify a few (not all) key parts of Structure's interface:



This black bar is important because the Patch button allows you to cut and copy patches from your instrument.



The gold section is called a “patch,” essentially the sound that Structure will play. Each Structure instrument can have 4 patches and you can have up to 4 Structure instruments in a session.

Each patch has **Solo & Mute buttons**, a **volume fader**, and a **panning slider**. You can also change the **MIDI channel** of each patch, allowing them to be triggered via MIDI Tracks (more on this later).



The keyboard represents your own MIDI keyboard and shows you where your samples are. The white notes are the range of active samples. When they are gray, they are empty.

**That's all we're going to label for now.....!!!!!!!!!!!!!!**

When dealing with samples, you cut up an audio clip into as many pieces as you'd like. The more pieces, the more flexibility you have. Then you place them into the sampler in order to play them back.

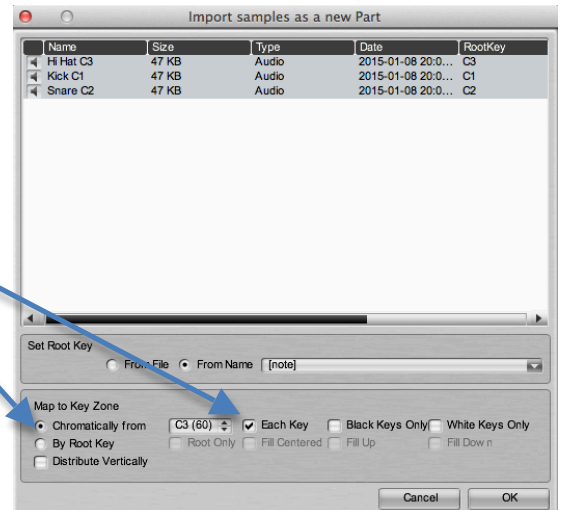
### Exercise 9

We will learn 3 different ways to place samples in Structure. Each way gets you a different outcome that gives you different creative possibilities. For this exercise, each method will start with the same 3 steps:

1. Create a mono instrument track and inserting Structure.
2. Click on **Patch > Remove Patch**
3. Import Beat 2015 into your session. Cut it into 9 clips, one for each drum hit – kick, hi-hat, and snare.

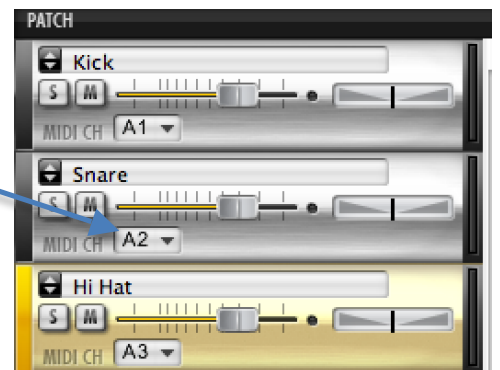
#### Method 1 – Placing multiple clips into Structure without Pitch/tempo manipulation

4. Highlight (select) all 9 clips and drag them into the black patch area of Structure. The following dialog box will appear asking how you want to place the samples. Choose “Chromatically from” and “Each Key.” This will assign each clip to a key (the active keys should light up).
5. Find the active keys on your own MIDI keyboard and play them. You can record a beat from this point like you would with Xpand.



#### Method 2 – Placing one clip per patch, which allows pitch manipulation

6. Create another Instrument Track and insert Structure Free. Remove the default patch.
7. Select one kick drum clip and drag it into the black patch area. Notice how all the keys turn white. At this point, C3 on the keyboard represents the kick at normal pitch. If you hit keys below C3, it will sound lower (slower) and if you hit keys above C3, it will sound higher (faster). Click on the name of the patch and name it “Kick.”
8. Do the same with a snare hit, creating a third patch. Name it “Snare.” Change its MIDI channel to A2.
9. Do the same with a Hi Hat. This will create a second patch. Name it “Hi Hat.” Change the MIDI Channel of this patch to A3.

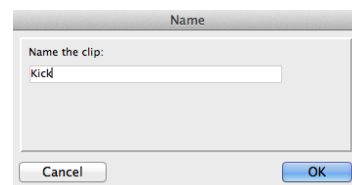


10. Go to **Track > New** and create 3 MIDI Tracks. Name them “Kick, Snare, & Hi Hat”
11. Assign the outputs (I/O) of these MIDI tracks to Structure Free 1, Port A, Channels 1-3 (just like we did with Xpand using MIDI channels).
12. Put the MIDI tracks into record ready and make a beat using the sounds. You can use any pitch of the sounds, so you have a pretty wide palette.

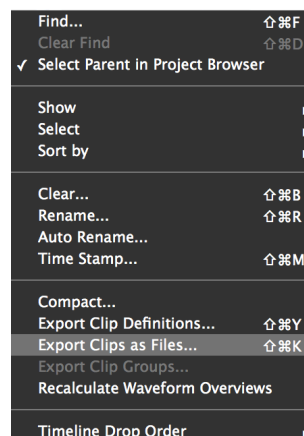


### Method 3 – Placing sounds by name and creating a multi-sound patch with pitch ranges

13. Double-click on one of the kick clips to bring up its name. Name it “Kick C1.” Name a snare “Snare C2” and a “Hi Hat C3.”



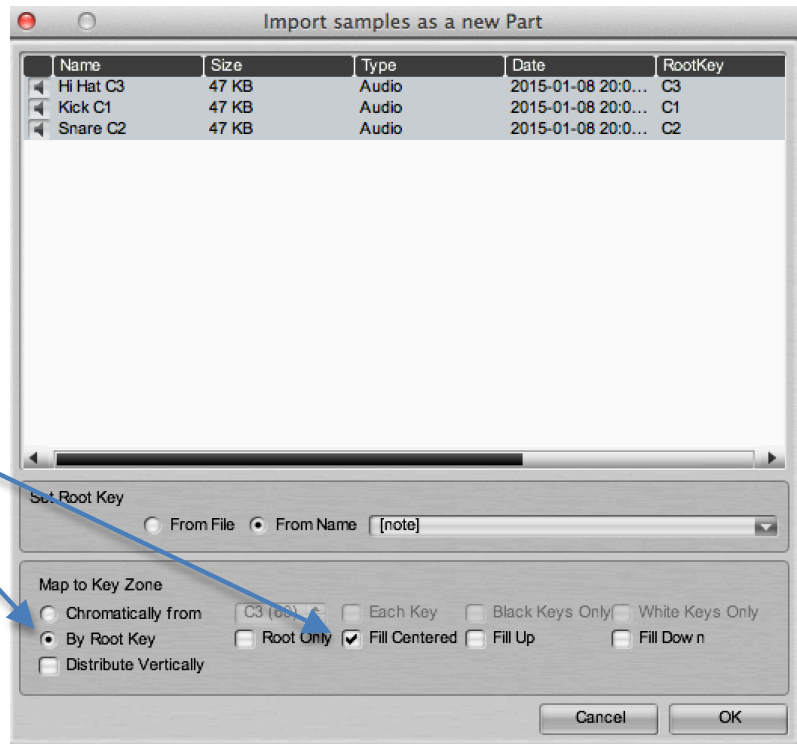
14. Select the three clips you have named. Click on the triangle in the upper corner of the Clips List to reveal additional functions. Click on **Export Clips as Files**. **Be sure you know where they are going!!!!**



15. Import these audio files back into your session. Have them go into the Clip List instead of to new tracks.
16. Remove the current patches from Structure and **select the bolded named clips Kick C1, Snare C2, and Hi Hat C3** and drag them into the black patch section in Structure. **BE VERY CAREFUL HERE**



17. When the following dialog box opens, be sure to click **By Root Key & Fill Centered**. This will use the file names you used to place the sounds on specific keys (C1, C2, & C3). Notice that you will have a range of pitch for each sound.



18. Make a beat with these sounds.