

# TECHPRODUCER

Words: MICK WILSON

We reveal some handy tips and tricks to help you on the road to wicked productions...

## KILLER SOUNDS

How to create the freshest sounds on the dancefloor...

Pic: JOEY VITALARI

### MAX STYLER'S VIVID SNARES

**LA-BASED MAX STYLER HAS JUST RELEASED HIS NEW SINGLE 'PROMISES' FEATURING GOLDN ON STEVE AOKI'S DIM MAK RECORDS. HERE'S HOW HE GOT THE KILLER SOUND OF HIS LATEST HIT...**

"Promises' came about really organically. My friends Josh (Goldn) and Keith Varon visited for a writing session, and we started writing lyrics and melodies in my backyard with an acoustic guitar. There's something magical about creating a song without any electronic input until after the song has been written. It feels very real and it's a very inspiring way to create.

"The production process was really fun and smooth, because the vision for the song was already so strong. I could really hear the sounds that I wanted to create for each part. I wanted unconventional sounds for drums. For example, the snare is a really distorted chop of white noise that I resampled from Serum. I put a lot of time into creating unique snares,

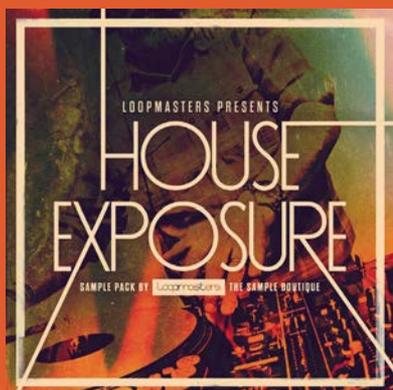
because the snare is one of the most important sounds in a song.

"When I started processing Goldn's vocals, my goal was to create an intense build. To do this, I grabbed a small section of the vocal and ran it through a custom effect rack to make it sound like a synth.

"I used Volume Shaper to trim the tail off the vocal and set it on a 1/16th loop. Next I ran the vocal through AutoTune at 100% for that T-Pain effect. Then I added Decapitator, a distortion plug-in from Soundtoys. After distortion, I used Microshift to give the sound some stereo width. Following that, I used the Ableton flanger, EQ, and glue compression. To finish off the vocal chain, I used Little Alter Boy to modulate the pitch and formants as the vocal chop progressed.

"We wrote, recorded and produced 'Promises' in a full day's work and we're beyond happy with it. It's my favorite song that I've made and I'm incredibly excited to share my techniques with you."

## SAMPLE TANK 'HOUSE EXPOSURE' (LOOPMASTERS)



LOOPMASTERS' latest sample pack 'House Exposure' turns its attention to the lighter side of the house genre, moving away from the darker sound that has been dominating floors recently. Arriving at the perfect time for those of you looking to craft some summery house productions, the pack resonates with the type of sounds that artists such as Disclosure, Aluna George and Kygo have been championing.

'House Exposure' contains over 250 one-hit samples, featuring drum hits, basses and synth hits for producers to include in their productions, as well as 13 multi-sampled sounds, pre-mapped and ready to play from a keyboard. There are also 50 pre-made patches for that software sampler of choice.

Coming in at a respectable 1.51GB, the new pack contains 503 individual WAV samples; 244 loops are included, with 44 bass loops, 138 drum loops, three FX loops and 59 synth loops. Of the 263 one-shot samples, there are 17 bass hits, 8 multi-sampled basses, 42 drum hits, 30 SFX, 17 synth hits and five multi-sampled synths — more than enough to inspire any producer.

The samples contained in the pack come in the usual NNXT, Halion, Kontakt, Exs24 and SFZ sampler formats, as well as the usual audio formats.

PRICE £29.95  
loopmasters.com

PLUG IN CORNER

Welcome to Plug-in Corner, our monthly exposé of some of the best plug-ins around for creating electronic music...

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**MANUFACTURER:** GRAINSPACE  
**PLUG-IN:** AUDIORITY  
**FORMAT:** MAC / WIN  
**PRICE:** £30

GRAINSPACE is a granular processing plug-in from Italian developer, Audiority. It uses a real-time granular engine and reverberation to affect an incoming audio signal. The plug-in slices each input channel into up to 32 grains of between 16 and 500ms in length, as controlled by the grain size and distance knobs. Distance allows users to narrow/widen the spaces of the grains, and with the help of the smear control, creates a whole range of intriguing tonal changes to the original audio.

Also included are seven grain parameters (size, distance, pitch, feedback, freeze, position and stretch) and three grain modulators (LFO, random size, random pitch). There is also a tempo synced LFO with a choice of 11 waveforms, plus reverb, allowing producers to create out-of-the-ordinary sound effects and incredibly rich textures.



The plug-in's user interface is clean and concise, with all controls/parameters colour-coded and easily identifiable. A sizeable number of varied factory presets are also included, plus artist presets contributed by Richard Devine and Alessandro Romero. Producers are also able to create their own presets and save them within the user saver bank.

All in all, this easy-to-use, real-time granular processor is a joy to work with. Whether users are looking to create glitch sounds or rich granular textures, GrainSpace is sure to provide some inspiration and creativity. GrainSpace is available in VST2, AU (Mac only) or AAX formats for PC and Mac.

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