

IN THE STUDIO, PART 4: GROOVE AND BASS

SUBCHAPTERS

- Importing Groove Elements
- Adding Bass

CHAPTER REVIEW

In this chapter Armin imports the grooves Benno was working on in Ableton to the main Logic project. Then they try transposing the song into different keys to see where it sounds best. A set of chords can take on a completely different feeling in a new key, so Armin always finds it interesting to experiment with the key he's working in.

Armin begins to develop a bassline using VPS Avenger. He creates two possible basslines and decides on the one that fits his intended sound. Rather than record the entire bassline, Armin just records the first couple bars, then transposes those MIDI notes across the other chords in the progression. MIDI editing is vital to Armin's production process. Even if you don't have a lot of musical training, if you have a good ear and know how to edit MIDI, you can make complex compositions in a DAW.

EXPLORE THE PLUG-INS

Armin and Benno make use of the following plug-ins throughout this chapter:

- [LFOTool](#)
- [Nexus 2](#)
- [Vengeance Producer Suite \(VPS\) Avenger](#)