

## VOCAL SESSION, PART 2: COMPING

*“Vocal comping is a very personal process. It’s really what makes you an artist.”*  
—Armin van Buuren

### CHAPTER REVIEW

Armin sits with Josh to begin the comping process. Vocal comping is the process of combining multiple takes to create a single “perfect” vocal performance. Armin believes in always comping with your vocalist present—they should be comfortable with the performances you’re using, and they always know their voice best. When you’re comping, think about the emotion each line of singing is supposed to convey, and pick a take that matches musical excellence with the right emotional quality. Armin and Josh also discuss the use of Auto-Tune, which some artists love and some artists hate. Armin believes Auto-Tune can be used as a creative tool, but doesn’t like to overuse it in his own work. He also prefers to comp without Auto-Tune on.

After selecting the best lines from each take, the file is flattened and ready for mixing.

### EXPLORE THE PLUG-INS

- Armin uses the [Antares Auto-Tune Realtime](#) to correct any inconsistencies with Josh’s pitch.

### LEARN MORE

- It’s hard to find a contemporary artist that doesn’t use vocal comping. Learn about the process and how some popular artists have used it [here](#).
- If you’re new to the ins and outs of vocal comping, you can learn more about the basics [here](#). For a step-by-step look at how comping works in Logic Pro, read [this article](#).
- The creator of the Auto-Tune audio processor is Andy Hildebrand, originally an engineer in the oil industry. His invention resulted in an economic shift in the recording industry. Read more about the creation of Auto-Tune [here](#).

### ASSIGNMENT

- After recording multiple takes with your vocalist, start to comp the vocal with the artist in the room. Let their knowledge of their own voice guide you in selecting the takes that make up the best possible vocal recording.