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Sampling and Audio Production

Lesson 2: Overview of Samplers

This lesson is excerpted from an online course. While the navigation links on each page are not active, all of the multimedia interactions are. Have fun!

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When you load a program with samples into a sampler, the typical system puts everything into RAM for fast access to the data. Thus, if you make modifications to your program, you will need to save it back to a disk for storage, so that you can recall it later. Unlike certain types of computer applications, most samplers do not use a [scratch disk](#) when working with edits. If you were to turn off the hardware unit, or close a soft sampler running on your computer without first saving to disk, you would lose all your edits.

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Program Elements



Sample programs are either a single-sample programs or multi-sample programs.

Single-Sample Programs

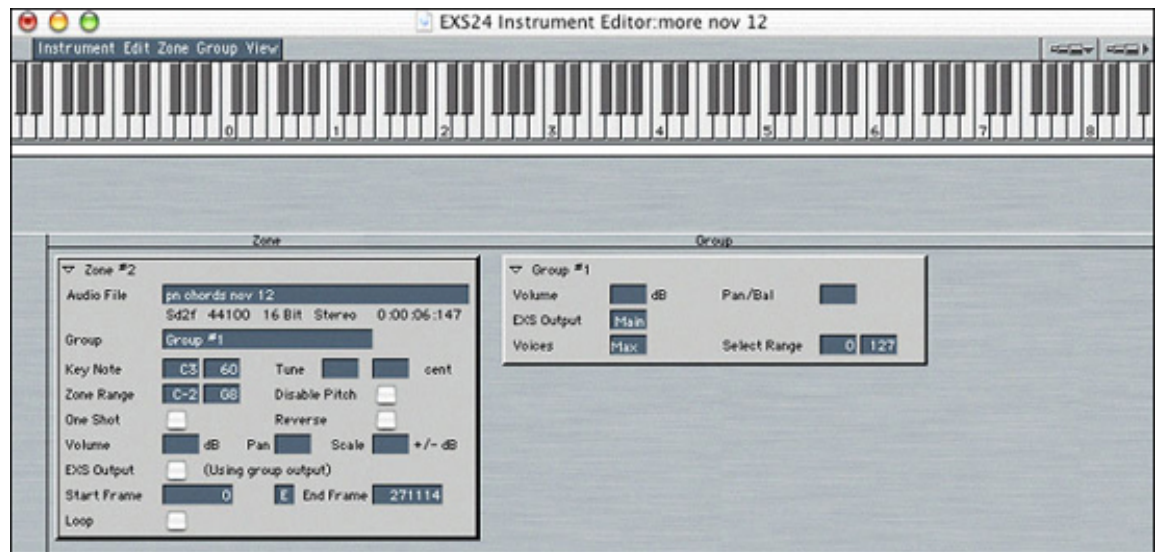
Single-sample programs, as one might expect, only use one sample. Depending on how the program is designed, a sample may be played across a MIDI key range to produce pitch shifting, or be set to playback at constant pitch regardless of the MIDI note triggering it.



- pitch shifting



- at a constant pitch (useful for drum loops)



Middle C, MIDI note #60, triggers the sample playback at pitch. Notes above or below MIDI note #60 produce a pitch shift in the audio playback.

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Program Elements



Multi-Sample Program

A multi-sample program consists of two or more samples and is often used for making "instruments" that emulate real world instruments like drums kits, pianos, winds, brass and so on.

The example below is the EXS GM standard drum kit that comes with Logic. It uses several dozen samples of various drums to create an instruments that can be played with a MIDI keyboard on a single MIDI-receive channel.



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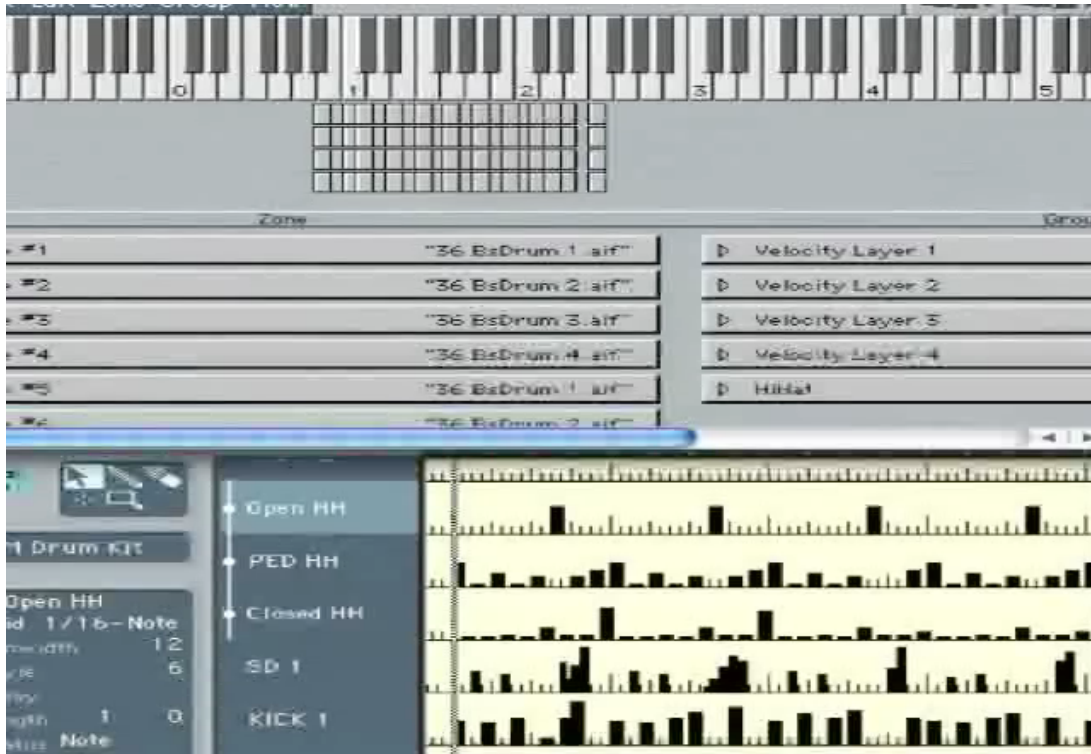
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Zone	Group
▶ Ride	▶ Cymbals
▶ Snare RO 5	▶ Snares
▶ Ride RO 2	▶ Kick
▶ Kick RO 10	▶ Toms
▶ SN RO 11	▶ HiHats
▶ Sn RO 02	▶ Rim
▶ Sn RO 9	▶ Other
▶ Crash RO 1	▶ Alt. Kick
▶ LOTom RO 1	
▶ T0mid RO 2	

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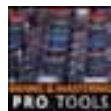
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