

One Method of Beat Matching in Reaper

Download material to work with :

<http://flskins.com/downloads/3-places-download-free-samples>

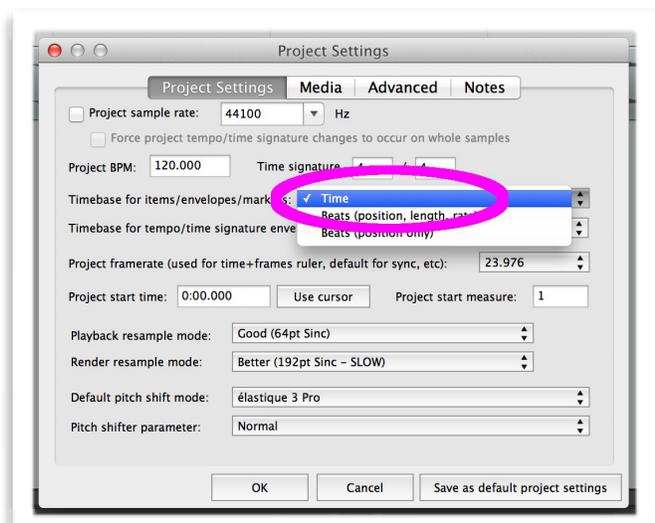
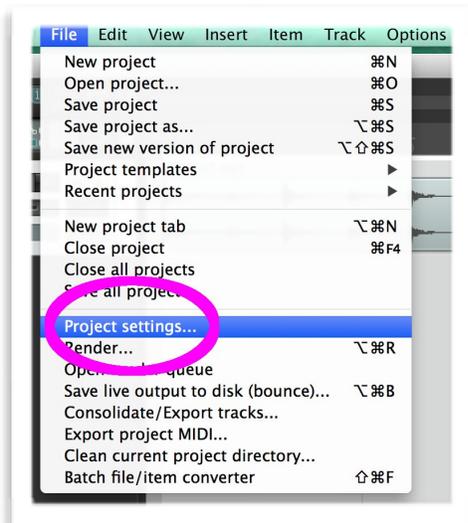
<http://eng.universal-soundbank.com>

<http://www.looperman.com>

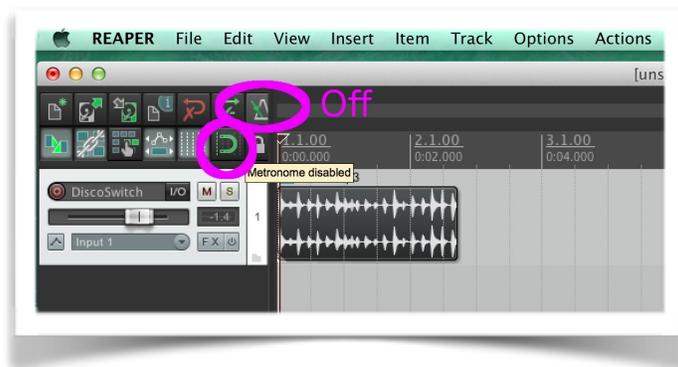
First we need to change the project settings so that the audio file won't stretch when the tempo is adjusted.

Go to : Menu > File > Project settings

Change the Timebase for "Items/Envelopes/Markers" to "Time."



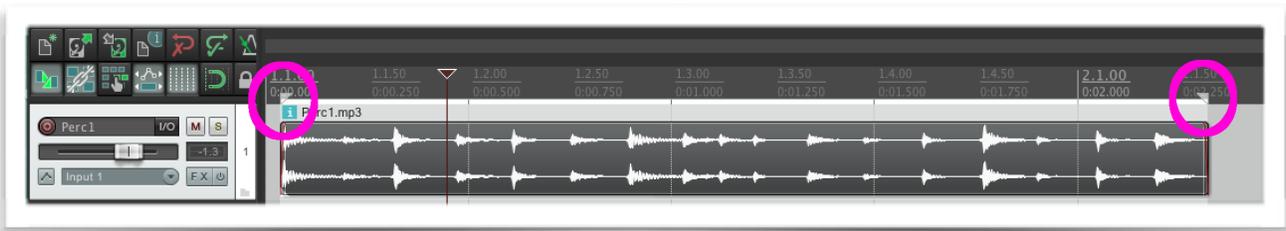
Turn off the Metronome and the Snap.



Turn looping On.

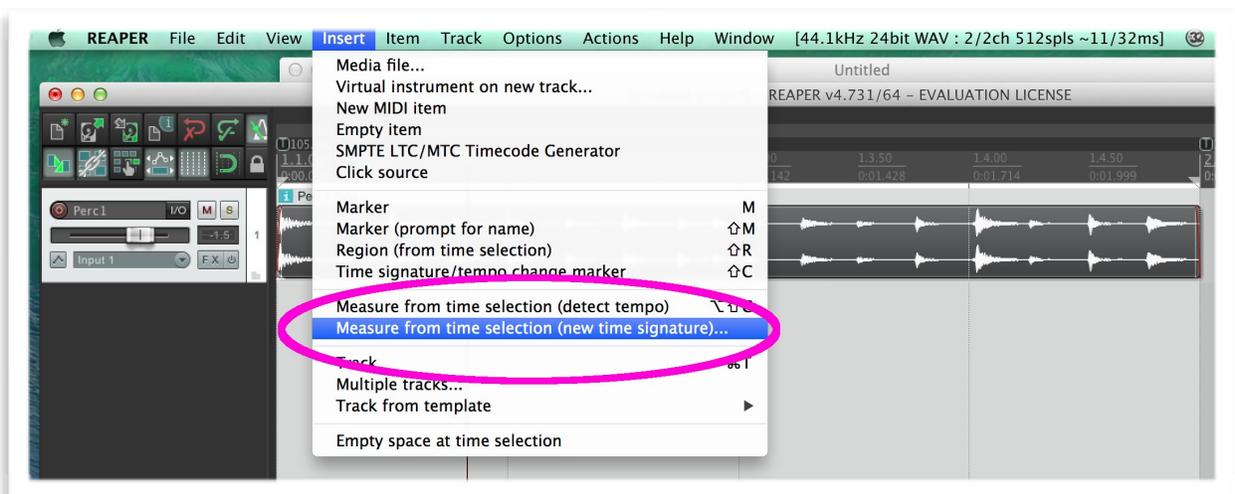


Set your loop points. If the track your detecting the tempo for is rhythmic you can look to the transients as guide points. When you feel satisfied with your loop press Shift S to trim the audio to the loop points.



For this method of detecting the tempo the audio must start right when the song starts. Delete the audio that comes before your loop and drag the track far left so that it starts right when you press play. Once the audio is in place reset the loop points by pressing Shift and double clicking on the trimmed region.

To calculate the tempo go to Menu > Insert > Measure From Time Selection (New Time Signature)



Enter the time signature and the number of bars. Press OK.
Turn the metronome on. Press play. Listen to the audio and metronome playing in rhythm.



The Second Loop

Drag a second audio file into Reaper.

Turn the metronome and the snap off.

Mute the first channel so you only hear the second track you imported.

Drag the start and end points of the loop until you hear a smooth transition between the ending and the beginning of the phrase. Look for the transients as a hint to let you know when prominent rhythmic events occur.



Press Shift S to trim the second audio track to the loop selection. Delete the audio that remains before and after the loop and drag the loop into place so that it will start in sync with your first edit:

Stop audio playback.

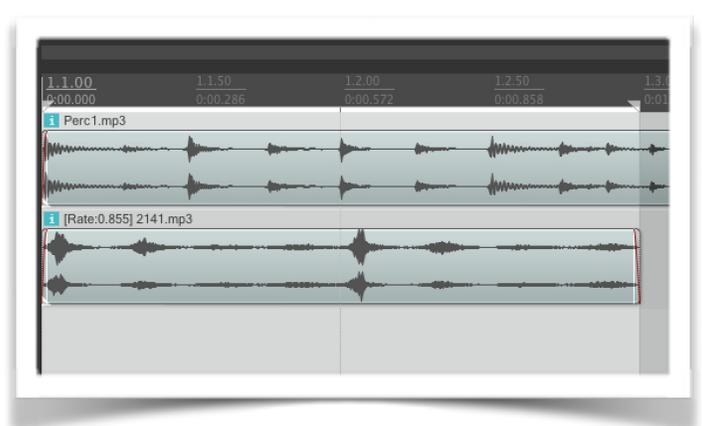
Turn snap back on so that the new track can stretch onto the grid.

Unmute the first channel.

Press Shift and double click the first track you trimmed to set the in and out loop points to match that edit.

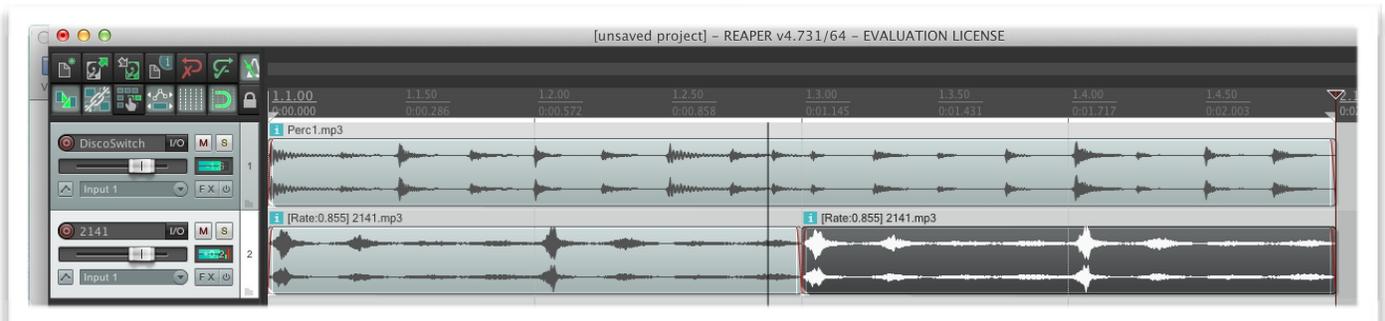


Hold down the Alt key and scroll over the far right hand corner of the second audio track until you see a little hand. Stretch the audio by dragging right until it snaps onto the grid in the position of the loop end point.

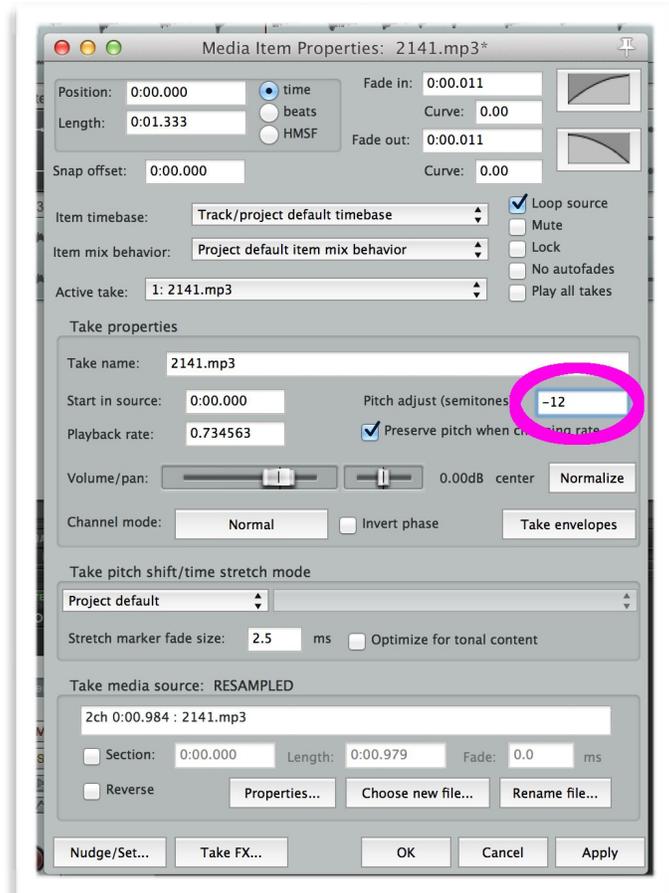


Press play to hear to two selections play in sync!

Copy the audio track and extend the loop points for a longer duration.



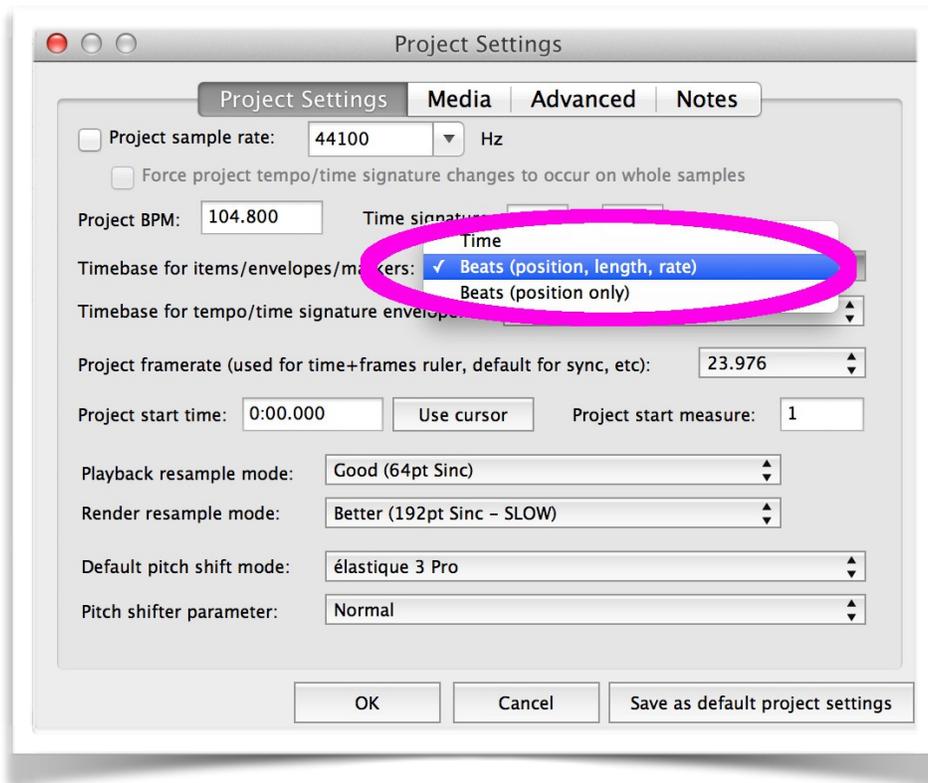
To independently adjust the pitch of an audio track :
Double click on the audio track.
Look for the “Pitch Adjust (Semitones)” Menu. Enter the value you would like to transpose to.
Press “OK” to finalize the change.



To change the global tempo and have both tracks follow the tempo change without falling out of sync with one another do the following :

Menu > File > Project Settings

Select “Beats (Position, Length, Rate)” from the “Timebase for Items / Envelopes / Markers” option.



The tempos stay locked to one another and stretch in sync as the master tempo changes.

For global changes in tempo and pitch that are linked, the rate slider in the dock provides a tape-style means of slowing down and speeding up the audio. Remember though, your MIDI tracks will not change pitch along with this adjustment.



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