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Sampling and Looping Digital Audio

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The procedures of sampling and looping digital audio have become an accepted method for producing rhythm tracks in today's popular music. Until recently schools have been less likely to teach digital-audio based techniques in classrooms, relying on similar MIDI tools instead. Reasons for the choice of MIDI over digital audio usually focused on the expense of digital audio software, the need for high end processors, and the complexity of digital audio. These hurdles are no longer existent, as the computers of today can easily handle processing of digital audio, and the software involved is inexpensive, or even free. I will demonstrate how to produce looped audio for no additional cost to a school system that already features computers with a sound card. Using the Pro Tools free software and public domain audio files easily found on the Internet, I will review the procedure of putting together a simple percussion part one instrument at a time and then adding effects to that loop. I will close with a discussion of how to translate these loops into an actual song.