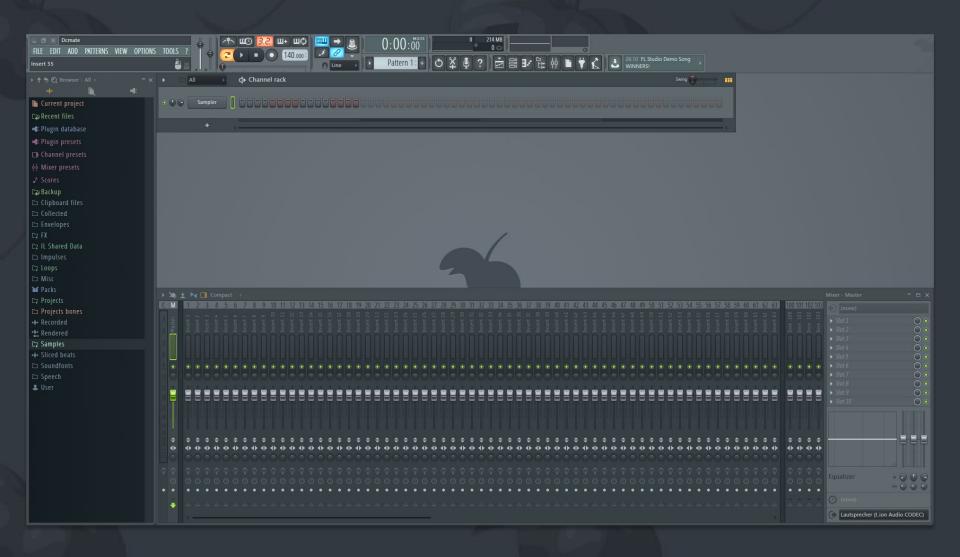
MAKING MUSIC WITH COMPUTER

USING FRUITY LOOPS STUDIO SOFTWARE



THIS SOFTWARE LOOKS LIKE



HERE WE CAN SEE PROCESS OF MAKING SONG

PART 1



LOADING AND SETTING INSTRUMENTS

MAKING MELODY



ADDING AUDIOTRACKS (VOCALS, RECORDED INSTRUMENTS FOR EXAMPLE)

PART 2





ADDING EFFECTS TO MAKE SOUND MORE REALISTIC

AFTER IT IST IMPORTANT TO DO
MIXING AND MASTERING
OR POST PRODUCTION
(IT MAKES SOUND BETTER)

PART 3

Rendering to PianoDemo.wav X Project type
Mode Full song → Tail Leave remainder → Length: 8 bars Total time: 0'14" Disk space: 2363Kb
 WAV
Quality Resampling 128-point sinc HQ for all plugins Disable maximum polyphony Alias-free TS404
Miscellaneous Save slice markers Split mixer tracks Save ACIDized™ Trim PDC delay
Background rendering Start

FINAL PROCESS: EXPORTING SONG TO AUDIOFILE

POST PRODUCTION:

Techniques used in music post-production include co (compiling the best portions of multiple takes into one superior take), timing and pitch correction (perhaps through quantization), and adding effects. This process is typically referred to as and can also involve equalization and adjusting the levels of each individual track to provide an optimal sound experience. Contrary to the name, post-production may occur at any point during recording and production process and is non-linear and nonveridic.