

Advanced Concepts in Ableton Live

Lesson 1: Live Basics

- Demo Tune Analysis
- Key Mapping
- MIDI Editing
- Warp Markers
- Control Tip: MIDI Mappings

Lesson 2: Getting into the Groove

- Basic Groove Analysis
- Metering in Live
- Setting Up a Controller
- Creating a Custom Drum Rack
- Loop-Recording
- Control Tip: Performance Tempo Changes

Lesson 3: Developing a Groove

- In-Depth Groove Analysis
- Creating a Mega-Kit
- Many-to-One Track Setup
- Meta-Recording
- Monitoring Modes
- Control Tip: Follow Actions

Lesson 4: Resample and Slice

- Programming Realistic Drums
- Resampling
- Slicing
- Sound Design Ideas
- Control Tip: Instant Mappings and Takeover Modes

Lesson 5: Sampling

- Introduction to Sampling
- Creating a One-Sample Instrument
- Start and End Points
- Sample Looping
- Amplitude Envelope
- Filter Envelope
- Creating a Responsive Instrument
- Control Tip: Simpler MIDI Mappings

Lesson 6: Long, Evolving Sounds

- Harmonic Templates
- Creating Progressions
- Composing a Bass Line
- LFO 1: Natural Variations
- LFO 2: Rhythmic Accents
- LFO 3: Evolving Textures
- Ambient Tune Analysis
- Control Tip: LFO Performance Techniques

Lesson 7: Harmonic Templates and Dance Music

- Harmonic Templates Revisited
- MIDI Effect Device Chains
- One-to-Many vs. Many-to-One
- Finding Lines through the Changes
- Designing Electronic Drums: Operator

- Kick Drum Analysis
- Velocity Control
- Signal Flow and LFOs: Analog
- Control Tip: Macro Controls

Lesson 8: Volume Control and Planning a Project

- Utility
- Autopan
- Compressor
- Gate
- Planning a Song
- Planning a Live Performance
- Developing Your Palette
- Control Tip: Advanced Controller Usage

Lesson 9: Composing and Sequencing Lines

- Melodic Composition: Shape, Phrasing, and Accent
- Melodic Sequencing: Velocity and Attack
- Performance Variations: Volume and Timbre Envelopes
- Pitch Control: Glide and Pitch Bend Techniques
- Delay Lines: Chorus, Flanger, and Other Delays
- Control Tip: Arpeggiator Madness

Lesson 10: Designing a Synth Orchestra

- Orchestration Concepts
- Layering Techniques: Velocity, Range, and MIDI Control
- Performance Techniques: Trill, Tremolo, Roll, Rake, and Strum
- Side Chain Effects
- Control Tip: Cue Mix Setup

Lesson 11: Effects Overload

- Effect Strategies
- Frequency Splitter
- Dynamics Splitter
- Gated Delay Lines
- Morphs and Transitions
- Control Tip: "Dummy" Audio Clips

Lesson 12: Final Steps

- Finishing the Mix
- Preparing for a Live Performance
- Completing the Final Project