Roland™

MV-8000

Workshop



Auto Chop

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MVWS04

About the MV-8000 Workshop Series

Roland's MV-8000 Production Studio is packed with features for making music. It's a heavy-duty sampler that can do all sorts of things with sounds you sample or import. Its sequencer has 136 tracks for MIDI sequencing and playing back audio, and its set of editing tools is deep. It's a great box for performing—using its pads or an attached MIDI keyboard—and, of course, it can even burn a CD of your final master mix.

Each MV-8000 Workshop Series booklet focuses on one MV-8000 topic, and is intended as a companion to your *MV-8000 Owner's Manuals*.

This booklet requires MV-8000 O.S. Version 3 or higher. You can download the latest O.S. for free from *www.RolandUS.com*.

About This Booklet

Auto Chop carves up a sample containing multiple sounds to help you quickly make a new patch with each sound on its own pad. It's great for throwing together a drum kit patch from a bunch of sounds in a single sample, or for slicing up a sampled loop. This booklet explains how to use Auto Chop.



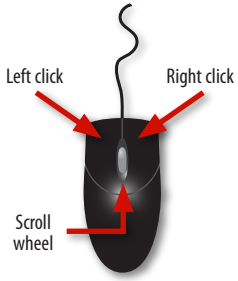
The Buttons, the LCD, or a VGA?

On the MV-8000, you can work on the built-in LCD or on an optional color VGA monitor. You can use the MV-8000's front-panel controls, or a mouse on your VGA screen. No matter how you like to work, there's an easy way to get things done.

Probably the best idea is to work primarily with a mouse on a VGA, using the MV-8000's buttons to quickly get in and out of MV-8000 screens. The procedures in this booklet typically assume you'll be working this way.

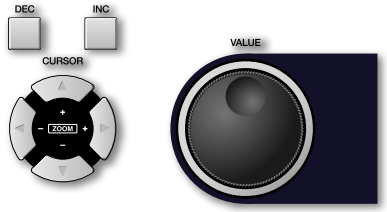
If you're not, don't worry, because the VGA windows and LCD screens are essentially the same. There are clickable VGA icons for all of the MV-8000's buttons. You can also press an onscreen button by clicking your mouse or by pressing an F button on the MV-8000. The main difference has to do with how you deal with settings—or "parameters"—and how you select objects.

If you're using a mouse:



You select parameters and objects with a left click. You change the selected parameter's value by turning the scroll wheel. You can display an object's menu by right-clicking the object.

If you're using the MV-8000's buttons:



You select parameters and objects with the ◀, ▶, ▲, and ▼ CURSOR buttons. Change a selected parameter's value by turning the VALUE dial or by pressing DEC and INC.

Understanding the Symbols in This Booklet

Throughout this booklet, you'll come across information that deserves special attention—that's the reason it's labeled with one of the following symbols.



A note is something that adds information about the topic at hand.



A tip offers suggestions for using the feature being discussed.



Warnings contain important information that can help you avoid possible damage to your equipment, your data, or yourself.

Auto Chop

How Auto Chop Works

You can Auto Chop a new sample, an already-existing audio phrase, or an unused sample from the project SAMPLE folder.

Auto Chop analyzes a sample, looking for places it can slice its sounds into separate samples, placing a "chop point" marker at each of these locations. If you like the chop points Auto Chop finds, it slices up the sample for you. If you don't, you can change your Auto Chop settings and have it try again.

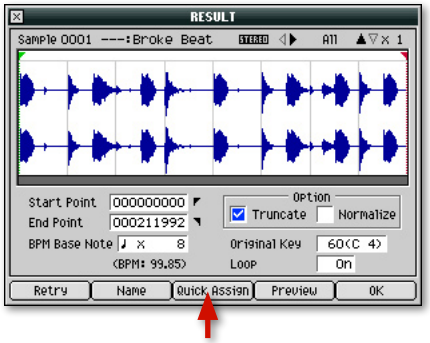
For the pictures in this booklet, we're working in a new, blank project—things may look a little different in your project.

Using Auto Chop

To Auto Chop a New Sample

To learn how to sample, see the MV-8000 *Sampling* Workshop booklet. Once you've set the Start and End Point parameters in the RESULT window—and checkmarked Truncate—you're ready to use Auto Chop.

1. In the RESULT window, click Quick Assign.



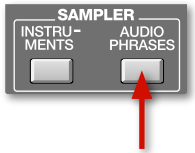
2. In the Select Quick Assign window, click Chop.



3. Skip ahead to "Chop Shop" on Page 4, or click here.

To Auto Chop an Existing Audio Phrase

1. Press AUDIO PHRASES to show the AUDIO PHRASES (PAD) window, and play your audio phrase.

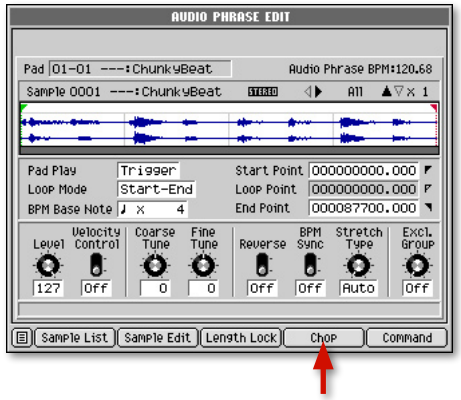




When you strike a pad, its E.Grp value highlights in blue. We hit Pad 1 here.

2. Press QUICK EDIT, and then click Chop.



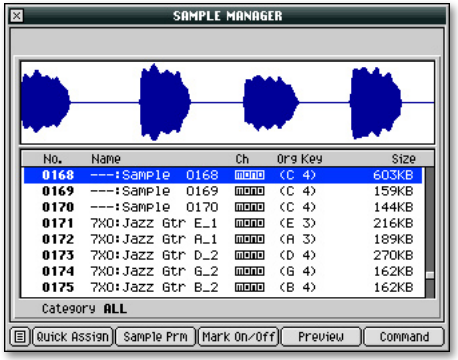


To Auto Chop an Unused Sample

As noted in the MV-8000 *Sampling* Workshop booklet, you can sample something and stash it away for later use without assigning it to a patch or as an audio phrase right away. Samples like this simply go into their project's SAMPLE folder.

To grab one of these samples and Auto Chop it:

1. Go to the PROJECT menu and select Sample Manager—this opens the Sample Manager window.

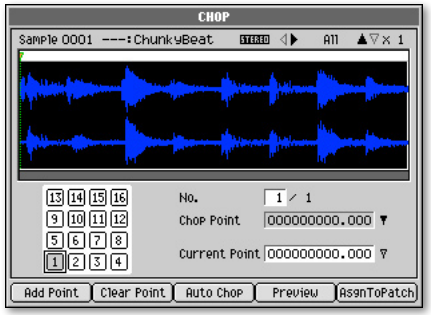


2. Select the sample you'd like to chop.
3. Click Quick Assign to display the Select Quick Assign window.



4. In the Select Quick Assign window, click Chop.
5. Proceed to the next section, "Chop Shop."

Chop Shop





You can use the Chop window manually, placing your own chop points by hand, but Auto Chop is usually much faster and easier.

1. Click Auto Chop—the AUTO CHOP pop-up appears.



The Chop Type parameter sets the method the MV-8000 uses for analyzing the sample and placing chop points.

2. Set Chop Type to one of the following values. Choose:
   - *Level*—so Auto Chop places a chop point each time the sample's volume reaches a certain level. This is usually the method that works best.
   - *Beat*—so Auto Chop divides the sample at each beat. If you're working with a loop generated by a drum machine, and its timing is perfect, Beat may work well.



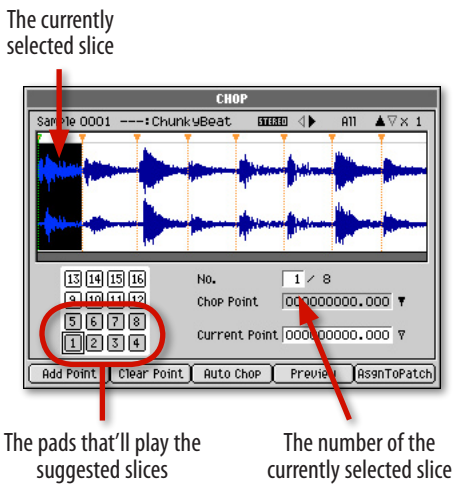
During sampling or when you're importing a loop, you tell the MV-8000 how many beats are in the sample, so it knows where the beats are now.

- *Divide X*—so Auto Chop divides the sample into the desired number of equal-size slices. In a way, this is similar to Beat, but may work better for you if you're not used to thinking in beats. Divide X works well with drum-machine loops.

3. For each Chop Type, there's another parameter to set.

If your Chop Type is:	*Set:*	*To:*
Level	Level	1-6. A setting of 6 places chop points at only the loudest spots in the sample. To dig out quieter sounds, try lower values.
Beat	Beat	the type of beat you want to use for placing chop points.
Divide X	Times	the desired number of evenly sized slices, from 2-96

4. When you're ready, click Execute. Auto Chop presents you with a set of chop points to try out.



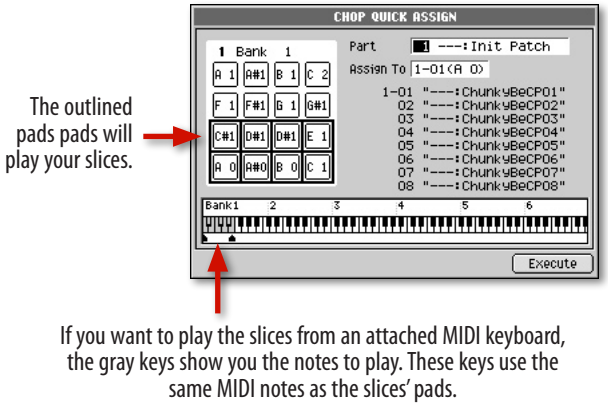
In the lower left-hand corner of the window, you can see the pads that'll play your slices—they're gray. The MV-8000 automatically uses as many pads as the sounds in your sample require.

5. Play each slice's pad to hear its sound and check out the suggested chop point. As you strike a pad, its slice is selected and the display shows its location in the sample.
6. If you like the chop points, proceed to Step 9.
7. If you like what you've got but want to make a small adjustment to any slice, strike its pad to select the slice, and then adjust its Chop Point parameter value.



The Chop Point location is shown as 12-digit number. You can individually select and change any of its digits to move the chop point. Change digits to the left to move the chop point by larger amounts, or use digits to the right to move it by smaller amounts.

8. If you want to try again completely, click Auto Chop, change your settings as desired, and then click Execute.
9. Once you've got the chop points the way you want them, click AssgnToPatch—the CHOP QUICK ASSIGN window appears.



10. Adjust the Part value to select a part—and its patch—for playing your fresh-sliced samples. If you want:
    - *the samples to have their own new patch*—select a part that's playing a patch labeled "Init Patch." Init Patches are empty, blank patches. Any Init Patch will do.
    - *to add the samples to an already-existing patch*—select the part that plays that patch.



Once you add samples to an Init Patch, we strongly recommend you name the patch—we'll show you how to do this in a bit—to make sure you can tell it apart from still-empty patches. If you don't, things can get really confusing when you need to find an empty patch later on.

The Assign To parameter allows you to change the pads that'll play the samples. If you're:

- *making a new patch for the samples*—there's no reason to change the pads that are already selected unless you'd rather play the samples from some other pads.
- *sending the samples into an already-existing patch*—make sure that Assign To is going to put your samples on pads that aren't already in use.



The CHOP QUICK ASSIGN window tells you when pads are already being used—they're gray instead of white in the area at the left of the window.

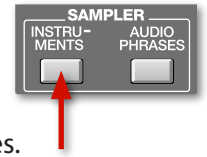
11. Set the Assign To parameter to the first pad you want to use—the MV-8000 automatically assigns the rest of your slices to the pads that follow it. The CHOP QUICK ASSIGN window outlines the series of pads you've selected.



You can quickly jump the Assign To value to another pad bank by pressing the PAD BANKS button, typing the desired bank's number on the MV-8000's numeric keypad, and then pressing PAD BANKS again.

12. Click Execute.

Playing Your Patch



1. Press the INSTRUMENTS button to display the INSTRUMENTS window.
2. Select the part that uses your patch.
3. Strike the pads that play your new samples.



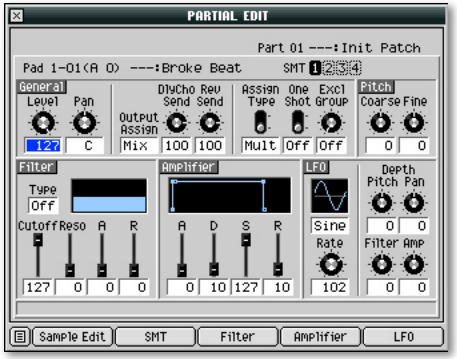
Normally, you control the volume of a sample by how hard you hit its pad. To automatically make your samples loud, light the FIXED VELOCITY button above the pads. By default, this'll make your sounds play at full volume.

Setting Up the Behavior of a Sample



Repeat the following process for each sample in the patch that needs setting-up.

Following the instructions in "Playing Your Patch" above, play a sample you want to set up. Next, press the QUICK EDIT button to display the PARTIAL EDIT window.



In this window, you set the behavior of the "partial" that plays the sample.



A partial is a group of up to four samples that are played together from a pad or a range of pads.

Finger on the Trigger

- *One Shot*—Turn this parameter on so that the sample plays all the way through when you strike its pad. This makes the pad act like a trigger: Just hit it, and the sample plays without your having to hold down the pad.



If you turn on One Shot and the sample still doesn't play all the way through, go down to the Amplifier R (for "Release") parameter at the bottom of the window and turn it all the way up.

The How Loud and Where Settings

- *Level*—This parameter sets the volume of the partial that plays the sample.



If you've got more than one sample in a patch, use this parameter to set their volumes relative to each other, and set the sample you want to be the loudest to 127.

- *Pan*—This sets the stereo location of the partial.



If you're working on a patch that contains a bunch of drum kit sounds, you can pan their individual partials to sound like a real-world drum kit.



When you record with a patch, its track has its own Pan setting that shifts the stereo position of all of the samples in its patch to the left or right.

Cause of Effects

- *Output Assign*—sets where the sample's sound goes. You can select:
  - *Mix*—so the sample is sent into the main mix as it is.
  - *Aux1-4*—so the sample is sent to the Aux bus that's feeding the MFX (for "Multi-Effects") effect processor. This allows you to add MFX to the sample.



You can also send related samples to the same Aux bus, allowing you to change all of their volumes at once in the MIXER (AUX/FX/AUDIO PHRASE/INPUT) window.



If you've installed an optional MP8-OP1 audio expansion board, you can send the sample to a single output jack (Mlt1-8) or to a stereo pair of output jacks (M1/2-7/8).

- *DlyCho Send*—sets the amount of delay or chorus you want to add.
- *Rev Send*—sets the amount of reverb you want to add.

Playing Fast and Playing Rolls

- *Assign Type*—This parameter sets what happens when you play fast notes or rolls. If you set it to:
  - *Mult*—the sample plays through each time you hit the pad. This setting produces the most natural sound.
  - *Sngl*—each time you hit the pad, it cuts off the previous note, creating a more mechanical sound.

Me. No, Me.

- *Excl Group*—If you assign two or more partials to the same exclusive group, they cut off each others' notes. In drum-kit patches, the open and closed hi-hat partials are often set to the same exclusive group so they can't play at the same time, just like in the real world.

For Further Study

To learn about the window's remaining advanced parameters and tools, see the *MV-8000 Owner's Manual*.

Naming and Saving Your Patch

Now that you've made your patch, there's a little housekeeping to do. As we noted earlier, you should name your patch so you know it's no longer empty, and can easily identify it later. We also suggest you save it into your project patch library.

Naming Your Patch

1. Press INSTRUMENTS and make sure the patch that contains your slices is selected.
2. Click Patch Edit to display the PATCH EDIT window.
3. Press MENU and select Patch Name.
4. Click Select to display the EDIT PATCH NAME screen.
5. Name your patch.
6. Press ◀ repeatedly until the SELECT CATEGORY window opens, and then assign the patch to a category to make it even easier to find.
7. Click Select to confirm your choice, and then OK to exit the naming window.

Saving Your Patch

1. Press INSTRUMENTS and make sure the patch that contains your slices is selected.
2. Click Library and select a library location for your patch. You can put it anywhere you want. If you're saving a new patch, pick an Init Patch location. If you've added your samples to an existing patch, select that patch's location to update it with the new version.
3. Press Write Here, and then Yes to finish the operation.



When you're done working on the MV-8000, shut it down properly by pressing SHUTDOWN, and be sure to save your project. If you don't, all your work will be lost when your turn off the MV-8000.

The End

Auto Chop is one of the MV-8000's handiest tools, and we hope you've found this workshop helpful. Keep an eye out for other MV-8000 Workshop booklets, all available for downloading at *www.RolandUS.com*.



For the latest MV-8000 updates and support tools, visit the Roland U.S. Web site at *www.RolandUS.com*. If you need personal assistance, call our amazing Product Support team at 323-890-3745.