

Intro to Digital Performer

Step 1 – Set up the file

On Korg N1 press [GLOBAL], press [PAGE/PART >] several times to <KBD.

CONTROL> and turn LOCAL CTRL OFF by pressing [DEC-]

Create a New file in Digital Performer and save immediately onto your storage medium with an appropriate title. Save frequently thereafter.

"Basics" menu → MIDI Patch-thru → Auto-channelize

In Tracks List window set output device, channel, and default patch for each track and re-enable track whose instrument you wish to hear. Rename tracks by Opt-clicking in track name column. Press return to confirm or enter to move to next track's name. Add or remove tracks with mini-menu commands.

Open Event List window by double-clicking on track name and use I (insert) button to set initial pan controller (controller #10), volume controller (#7), and patch (or do this later.)

Use Change menu items to set initial key, meter, and tempo or use default.

Step 2 - Enter the note information by one of the following methods:

a. recording track-by-track in real time or recording multiple tracks at once (see Performer documentation, pp. 93-98 for procedure), if you have the keyboard skills. You can play extremely slowly if you wish; just set the metronome to the desired speed. You can also record the music without worrying about the beats; then add the beats later (see documentation, pp. 393-397.)

b. recording track-by-track in step time (see Performer documentation, pp. 101-113.)

c. manually entering note data into each track, using the Insert command (can be cumbersome. Most useful for fixing isolated errors. See Performer documentation, pp. 147-148, for information on how to do this in the Event List window. Pp. 169-171 give additional information for Inserting notes while in the Graphic Editing window. Pp. 188-189 provide information on inserting notes in the Notation Editing window.)

d. using a mixture of the above methods

Step 3 - Edit the note information

Listen to the music to locate and correct any errors. By clicking the Speaker icon in the window for a particular track, you may listen to particular note events as you select them. You may need to cut, erase, shift, scale time, or change particular data values. If necessary, you may punch-in to re-record particularly disastrous segments by setting the punch-in memory and playing along.

Duplicate or move data in Tracks List or Graphic Editing window by selecting and opt-dragging (for duplicate) or dragging (for move) Use View Filter in Basics menu to set types of data to view and edit.

Quantize and de-flam as desired by selecting in the Tracks window the tracks you want to alter, setting the Start and End times of the region you want to alter (top of Tracks window - Double-Click on the word "Edit" to choose the entire piece. Otherwise enter the values directly), and then issuing the Quantize or De-Flam commands (from the Region menu.)

Step 4 - Add refinements

Dynamics - Select the region (by setting the Edit Start and End times) and tracks whose dynamics you wish to alter. Then issue the Change Velocity command from the Region menu; you will have a number of options of how to change velocity, including smooth changes that will yield crescendo or diminuendo effects. *Note that this effect will only be*

audible with velocity sensitive voices. However, most pre-programmed voices will have velocity sensitivity built in for control of dynamics.

Accents - Directly increase the velocity data for all notes to be accented. Open Track event list by double-clicking on the track name. Double click any velocity value you wish to change (indicated by the down-arrow symbol.) Enter a new number. Hit Return (to change) or Enter (to change and move to next note's velocity value.)

For smooth volume changes, create MIDI volume controller (#7) data using the "Create Continuous Data" command (pp. 255-257.)

Reshape continuous data by selecting in Graphic Editing window and reshaping with reshape (squiggly line) tool. Option-drag to create a line or curve and press Return to apply its shape.

Select track name(s) and set Selection Start/End times (or drag in time ruler) in Tracks List window to apply Region menu commands such as transpose, quantize, de-flam, create continuous data (incl. Volume controller (#7) and Pan controller (#10)), and retrograde.

Tempo (accel. or rit.) - Issue the Change Tempo command from the Change menu. You will have the option of changing tempo at a smooth rate or abruptly, and can indicate specific locations or measure ranges where the change is to occur. If you select a Curve, you will be able to create an accel. or rit. effect whose begin and end points you determine. A small rit. at the end of your piece might be particularly effective.

Articulations (staccato, legato) - If you recorded in real time, Performer captured your articulations. However, if you entered your music in another fashion or if you want to adjust articulations anyway, you may set a particular edit region in the Tracks window and issue the Change Durations command from the Region menu. You will have the option of adjusting durations in a number of ways. For staccato effects, for instance, you may want to set all durations to 50% of their original value.

Step 5 - Save your work once more and **make a backup onto your storage medium.**