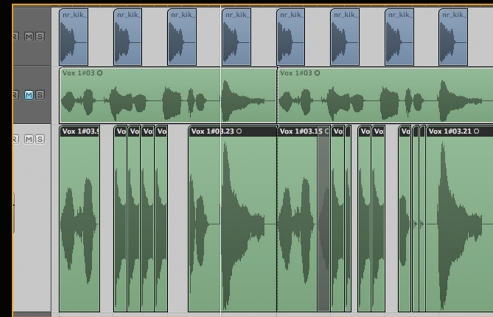


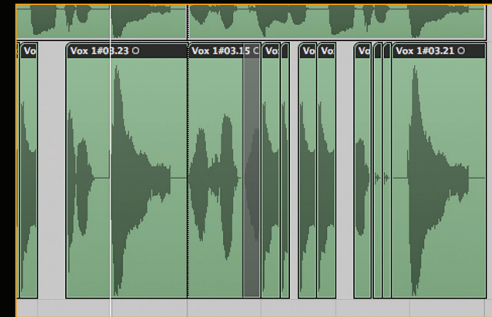
/walkthrough sleazy tuned electro vox in logic



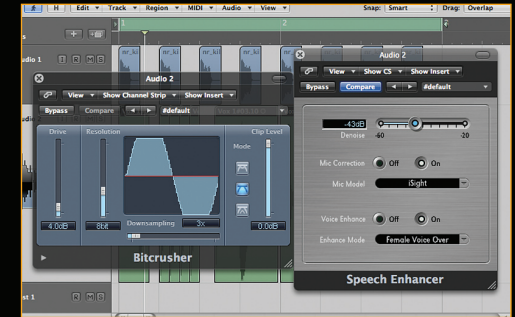
1 Either record or import a short audio file with strong lyrical content. You want a line that makes people take note and listen. Roll off some low-end at around 125Hz and power up an initial compressor to tame the peaks. Keep the release value low to maintain dynamics.



2 Working against a simple kick drum loop, start cutting up and re-arranging the vocal line. Your aim is to maintain lyrical meaning (unless you're deliberately seeking nonsense), while also messing up the loop. This may mean keeping specific words while triggering short sections of others. Experiment and bin substandard attempts.



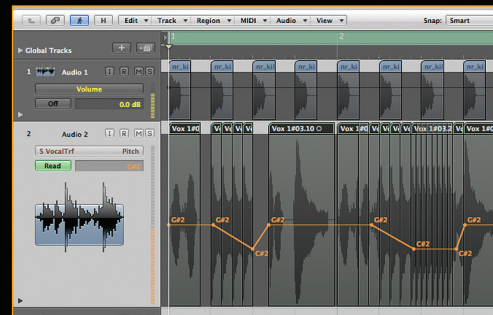
3 Some techniques have a tried-and-tested track record. Re-triggering hard edged 'plosive' consonants (Ps, Bs, Ts) in quick succession can work well. Try reversing small sections of audio for freaky fade-in and out effects. Note that silence also plays an important role, cutting the rhythm and leaving space for other mix elements – like drums.



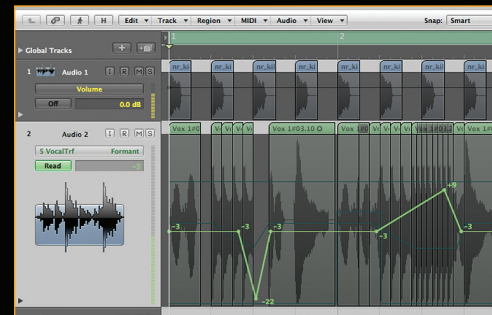
4 When you're happy with the line it's time to dirty the signal. A bit-crusher is a good place to start. Here drive is set to 4dB, resolution has been pulled back to crunchy 8-bit, with downsampling at 3x. After this comes the kooky Logic Speech Enhancer, set to a mic model of the iSight to introduce further signal deterioration.



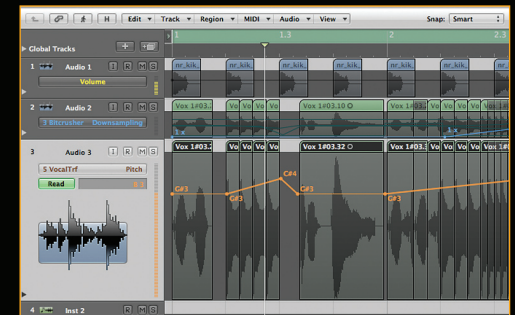
5 Now the fun part. Insert a vocal transformer (it's under the pitch plugin menu). Set mix to 100%, turn the Robotize function on. This discards existing melodic values and forces the pitch to the value indicated on the left hand pitch dial. Play with the formant on the right. Small changes can sound good – artificial but still identifiable.



6 Return to the arrange window and start programming automation. You want to automate the Vocal Transformer pitch value over time to introduce a melody into the glitched vox line. In this example the pitch slips down to C# on the re-triggered sections, returning to the root of G#. It gives a funky nu-disco sound.



7 Try introducing other automation throughout the sequence. Real-time formant changes work well, as do changes to the grain size. Try automating the bit-crusher values too – downsampling sweeps can give you a ripping vocal sound. Finally, add reverb and / or delays for the final polish.



8 Create a digital harmony by copying the glitch sequence to a new audio track with the same plugins on. Now program a different set of Vocal Transformer pitch values. In this example the original pitch drop is mirrored by a rise resolving to the same note an octave above on the second line. Add more and more lines to build bigger vox blocks.