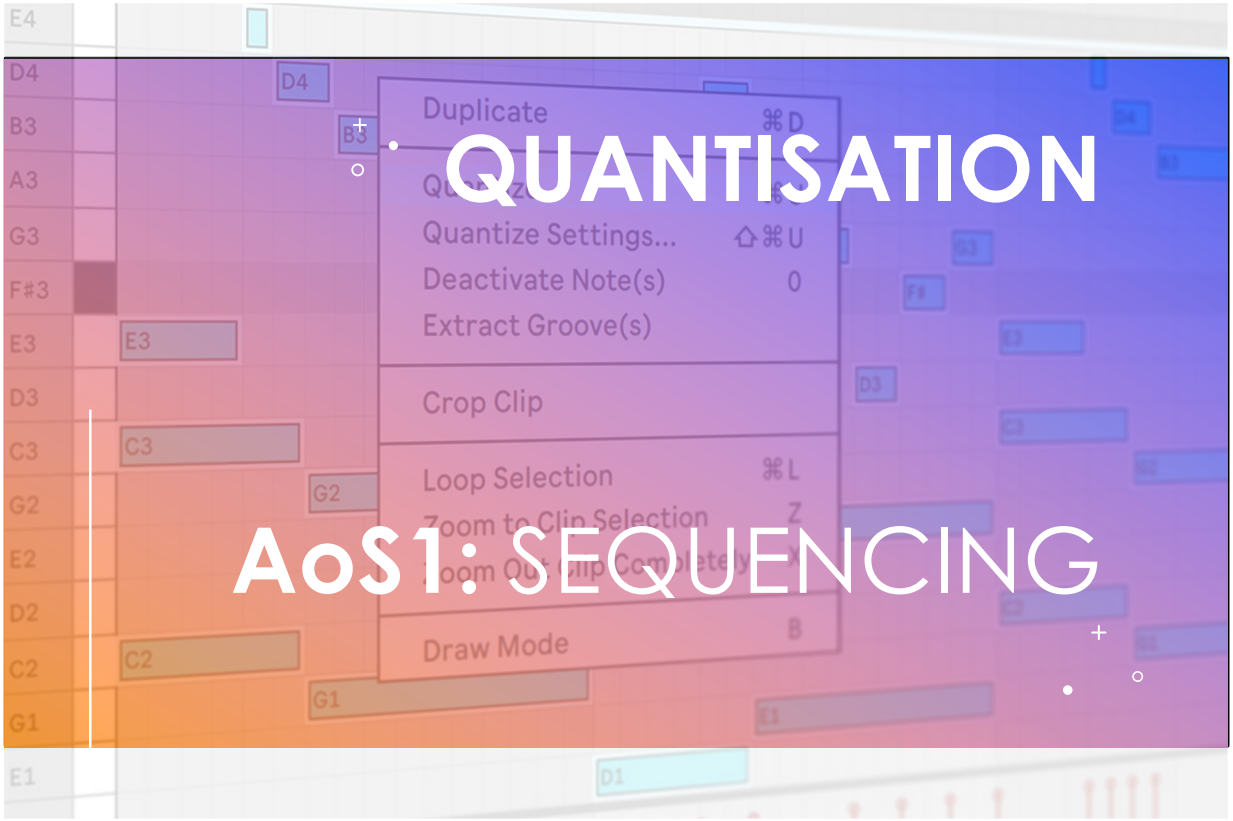
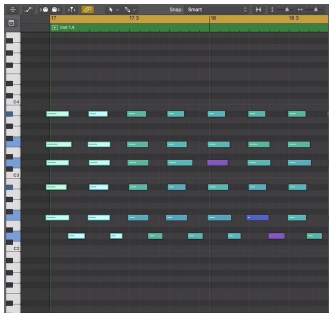


QUANTISATION

AoS1: SEQUENCING

What is quantisation?

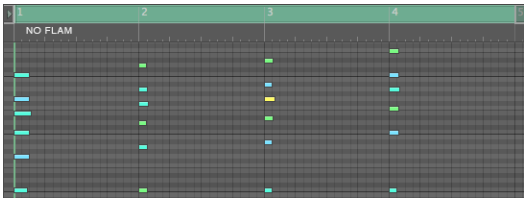


- Quantisation moves the timing of the beginning of a note to the **nearest grid division**
- The numbers on quantise settings refer to the **smallest divisions** on the grid the MIDI notes will snap to
- The bottom number in a quantise resolution determines how many of a note can fit into one bar of 4/4

1/1 | 1/2 | 1/4 | 1/8 | 1/12 | 1/16 | 1/24 | 1/32

Percentage and Swing Quantise

- Percentage quantise is used to keep some of the music's **natural flexibility** in timing
  - The notes are moved a percentage towards the **hard quantise** position
- Swing quantise is used to add a **swung feel** to **straight quavers/semiquavers**
  - The **strength** of the swing can be adjusted



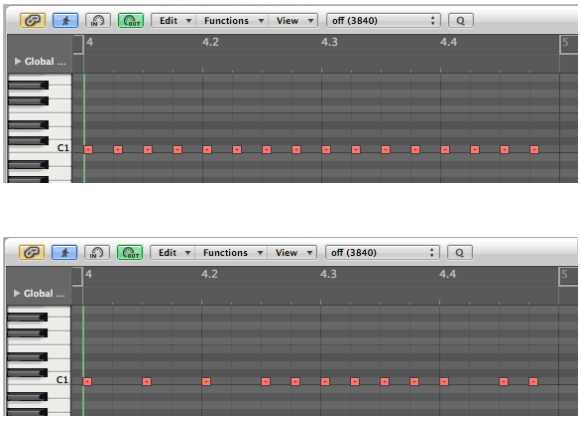
Swing quantise slightly delays the second note in a pair of quavers/semiquavers

Ranges from A-E (A = light swing, E = heavy swing)

Other quantise parameters such as flam quantise can recreate the sound of strummed arpeggios on a guitar

Groove Templates

- Groove templates can be used to recreate the **inconsistencies in tempo** found in **live performances**
- The 80s brought forth more **affordable samplers** and allowed for producers to **capture live grooves** to loop for things like drum tracks
  - A completely **sequenced performance** could have a **more human feel**



James Brown's band would use riffs and loop them to keep a groove going to the point where they were so tight it sounded like they had sampled themselves

Drum breaks like the Amen break played by Gregory Coleman and Funky Drummer break played by Clyde Stubblefields (drummer for James Brown) were influential and are two of the most widely used drum samples ever

The templates would be extracted from the samples using an app or plugin (ReCycle, iZotope pHATmatik Pro) and applied to a MIDI track

Picture – Groove template of the Funky Drummer (top) and Amen (bottom) breaks being applied to MIDI tracks