Sampling - Knowledge Organiser

GLOSSARY	
Looping	Repeats the sample
Normalising	Increases the volume to the maximum without distorting
Stuttering	Repeating short sections of the sample to create a stutter effect
Gapping	Adding spaces between small parts of the sample
Time-Stretching	Extending or reducing the time of the sample independently from its pitch (digital)
Pitch-Shifting	Changing the pitch of a sample independently from its length (digital)
Reverse	Playing the sample backwards
Transposing	Changes the starting pitch/key of a sample

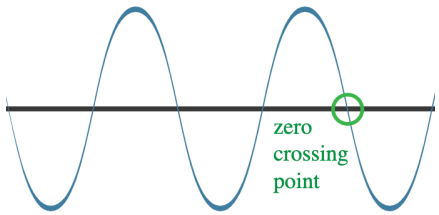
ANALOGUE VS. DIGITAL SAMPLERS	
Analogue	**Digital**
Sounds would be captured onto tape and then manipulated	Samples recorded and encoded onto the device as binary data and then manipulated

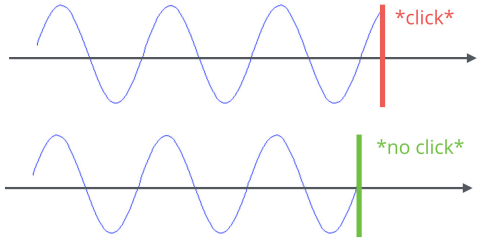
LIMITATIONS OF SAMPLERS	
Analogue	**(Early) Digital**
• The pitch and speed of a sample are interdependent • Expensive • Not portable • Limited range	• Limited memory

SAMPLING REAL INSTRUMENTS		
Keyboard Tracking	**Multisampling**	**Velocity Layering**
Spreading a single sample across the keyboard	Taking a sample every few notes to map across the keyboard	Switching between a selection of samples depending on the MIDI velocity

ZERO-CROSSING POINTS

Cutting samples at a zero-crossing point helps to avoid clicks

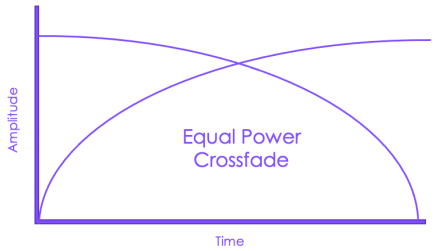


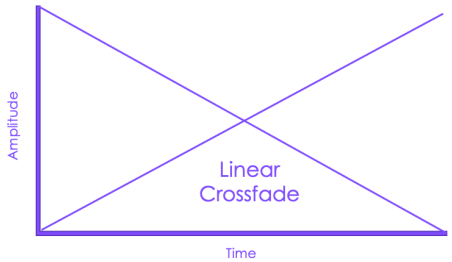


LOOP POINTS

Sustained sections with constant volume are the best sections of a sample to loop

CROSSFADES





Used to help avoid clicks when zero crossing edit points can't be used