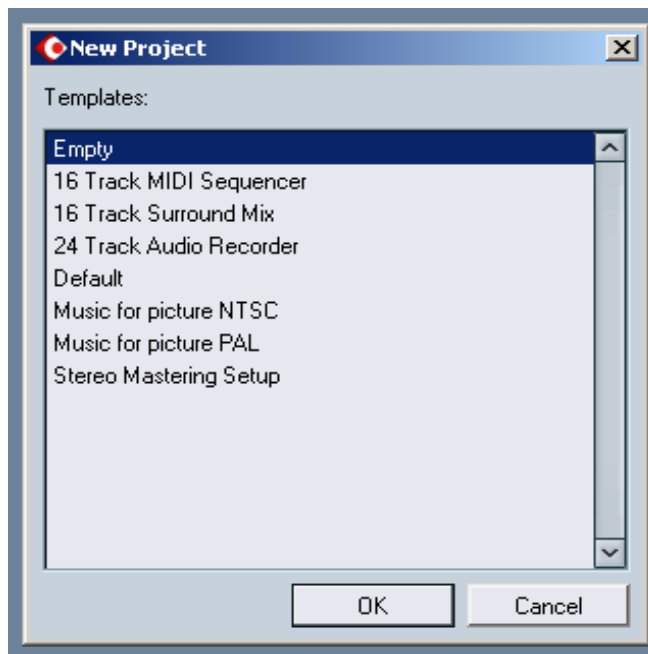


# Creating a basic track in Cubase SX

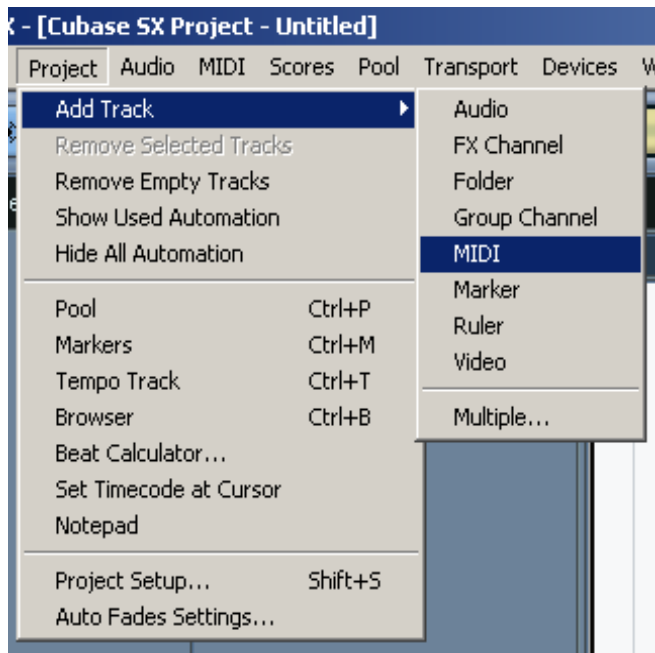
This tutorial is written assuming you own the following;

- A copy of Cubase SX upwards
- A MIDI controller keyboard
- At least one VST
- At least one audio sample (this can be anything from a drum loop to a fully fledged vocal sample)

1. Load up Cubase
2. Click File, then New
3. Select an Empty Project



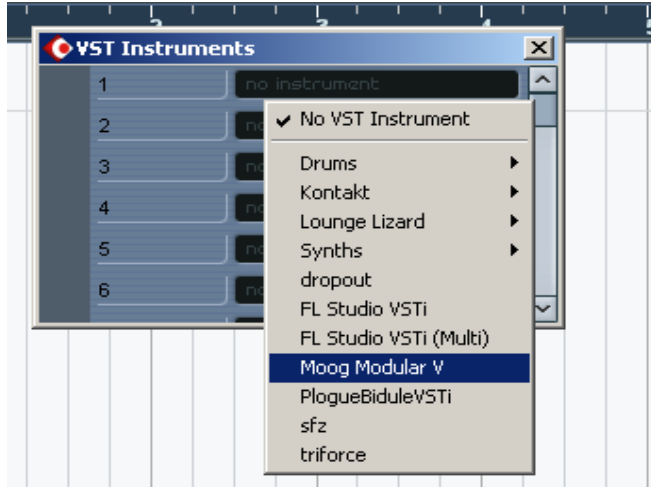
4. Select a folder for your project files
5. Click Project, Add Track, then MIDI



## 6. Select Devices, VST instruments



7. Click an open slot and select a VST from the menu.

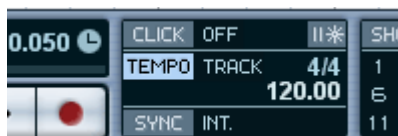


8. Now you have to route your MIDI input into the VST. Click your MIDI track so it is selected. On the left of the screen you should see this;



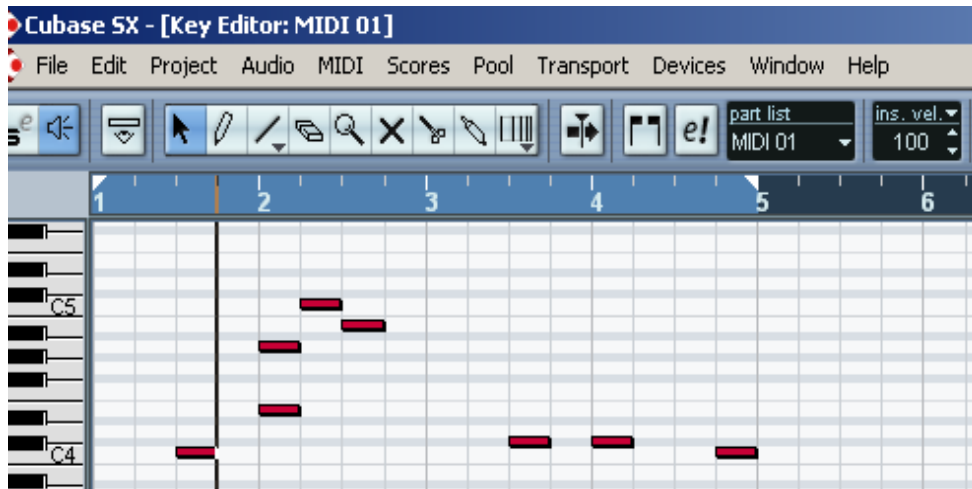
9. The in: should be assigned to your MIDI input. Click the out: slot and select the VST you selected previously.

10. Set your tempo for the track. First make sure the click the part that says tempo, until it says FIXED rather than TRACK. Now you can double click the tempo number and set it to your liking.

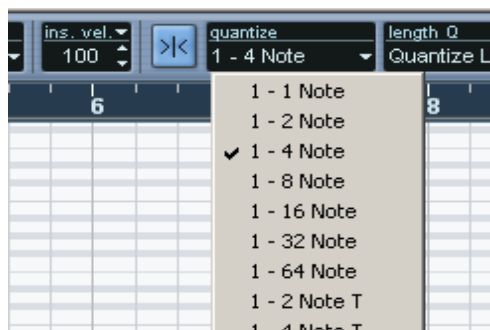


11. Remember to click on the part that says CLICK to give you a metronome. This will help keep you in time. Now, simply hit the red record button (the circle) and play your melody. It should record.

12. Double click on the part you recorded to bring up the editor, where you can alter what you have played



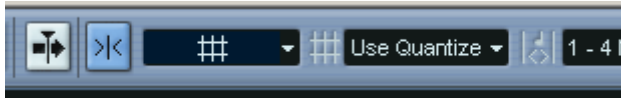
13. You can quantize the notes you have recorded (snap them into time). Select the suitable quantize value from the list (in notes, 4 = crotchet etc) then select the parts you wish to quantize with the arrow and simply press the key **Q**.





14. By now, you should have recorded a MIDI part fully recorded and in time. To loop the part, select the small white triangle and drag it out with the mouse, a blue section should appear. If the section is red, it means you have pulled the wrong triangle, and have pulled the left marker past the right marker. Move it back and pull the other triangle across.



It's probably a good time to mention the Snap key. This will snap any MIDI parts, MIDI markers and such to a part on the grid.



The button  is the snap button. The second block in will determine the snap. You can set it to many notes, or to be set to the quantize value (the next box along is the quantize value)

15. The  button is the loop button on the transport panel. If it is selected, anything between the two markers in blue will loop over and over when you press play.

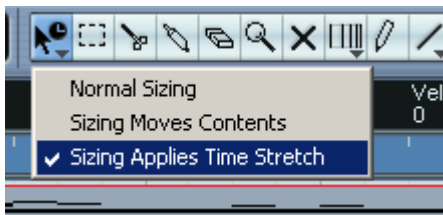
So now you have a working, looping MIDI file. You can add as many tracks as you like the same way. If you want to import a drum loop or another audio track;

16. Project, Add Track, Audio.

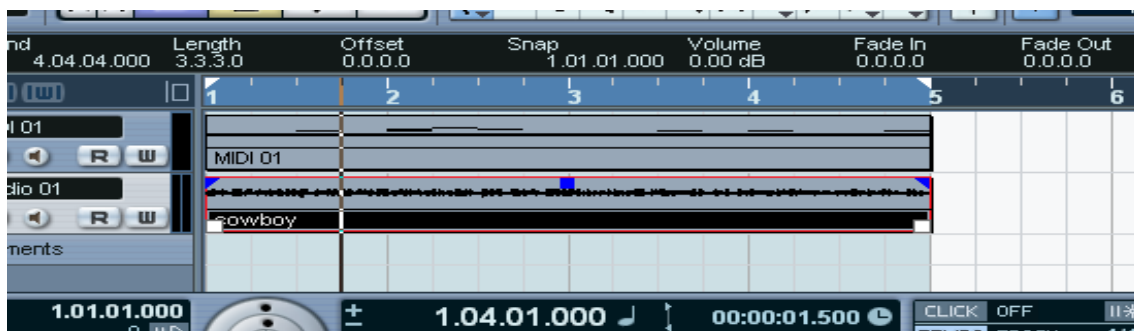
17. File, Import, Audio File. Select your audio and import it onto the audio track.

18. The chances are your drum loop will not be in time to your MIDI part. This is where Time Stretching comes into work;

19. Click the arrow at the top of the screen, and select the option, sizing applies time stretch. Now, when you drag you audio track to fit one bar, or two bars depending on the speed you want it at, it will beat in time.



20. Now you have your audio sample and MIDI track both playing together in time.



So now you want to add some effects? Simple]

21. For MIDI, you have to go into the Mixer. Click Devices, then MIXER.



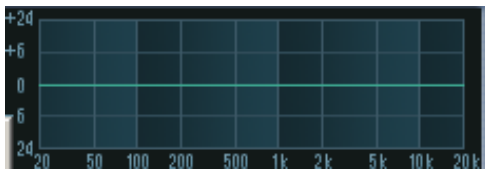
22. MIDI 01 is your MIDI file; however you can't directly add effects to MIDI. Audio 01 is your audio track and VSTX 1 (it may have a different name) is the audio of your MIDI track. It sounds confusing but you'll get used to it.

Click the small **e** symbol. This will bring up the effects menu.



23. Click on a free slot and select an effect. Then loop your parts as you change the settings on the effects until you are happy.

24. You can add effects to your audio from the mixer, but it's easier to just add effects from the main Cubase page by clicking on the **e** on the Audio track.



Above is your EQ. The left end is the bass sounds, and the right the treble. You can alter the shape of this line with your mouse to cut high, low and midrange sounds. You will find this in the effects menu.

So, you should by now have made a basic track. You can continue adding MIDI and audio tracks, loading more VSTS and adding effects. Eventually you'll have your first song. One more thing, recording audio is easy, open an audio track, click on it, then click record and it will record any audio input to your computer.

Hope this is a help, check the site for more tutorials.

[www.nineteeneightyfour.net](http://www.nineteeneightyfour.net)

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