Chapter 1 : Fruity Loops Studio 10 Beat Making Tutorial | HubPages

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In other words, if you want to load a virtual instrument, this is one way you can load VSTs into your project. This will change the way the VSTs are organized. Alternatively, you can select patterns from the drop-down window above the playlist. The first thing you need to know about this tab is that the windows that are currently open will have a black checkmark next to them. This will allow you to select which tools to include in the toolbar. This means you have the ability to remove certain sections from the toolbar should you want to make more room for other tools. One of the most useful controls in the View section though, is the ability to close all windows. The hotkey to close all windows is F Options The options tab is where you can configure the settings within your DAW. Be sure to explore these settings to customize your production experience. Tools In the tools section, one of the most helpful options is the browser smart find. Clicking this will allow you to search your browser for a specific sample. From the tools section, you will also have the ability to quickly set up audio recordings or even create a random a riff melody for some instant inspiration. Help The help section will provide you with miscellaneous resources to understand more about your DAW. Additionally, this is where you can register FL Studio and find links to other various web resources! Toolbar Panels Next to the menu bar, you will find other useful tools. Just below the play button, the horizontal line will allow you to drag your playhead position to different periods of time in your playlist. The BPM beats per minute can also be adjusted in this section. This will be useful when trying to create a specific genre, which requires a specific BPM. Just below it is your pattern picker, which we will explain in more depth later on in the article. The Browser Here in the browser, you will find a multitude of important sections that are useful in creating your music. We will cover the most essential objects located in the browser section. Current Project The current project section of the browser will show you the resources and history from the project that is currently open. By clicking on history, you can see all of the recent changes made in your project. This way, if you end up liking your first version of the song better, you can just simply restore it. You also have the ability to select and view different patterns from here. Additionally, you can view the effect plugins, VSTi, and samples from your project in the current project section. And finally, the remote control section is used for automation clips. Plugin Database The plugin database will allow you to select and browse both effect plugins and VSTi. Clicking and dragging them to the mixer or channel rack respectively will open the selected plugin. Backup The backup section is very useful as it contains autosaved versions of your project. Should you chose to load one of the auto-saved versions of your project, simply give it a double click! Packs The packs section of the browser is where all of your samples will be organized. This is an incredibly useful section of the browser because most, if not all, of your percussion sounds will be located in this section. FL comes with some stock samples, mostly residing in the Legacy folder. However it is crucial that you expand your sample library to add diversity to your tracks. If you need more samples, check out these free downloads! It is important to keep these folders organized for ease of access to your samples. In its earlier versions, the main focus of FL was its step sequencer, which allowed the user to sequence sounds easily and intuitively. Over the years, the sequencer has evolved into the channel rack, which is now much more advanced and versatile. To sequence drums, try clicking on the grey and red buttons. Then play it back to hear what you create! Each color change from grey to red represents each beat in the time signature. As you can see below, it has four beats. This allows you to organize samples and VSTs that you add by specific sections! Even your automation clips will be categorized into their own folder! To create an automation clip, right click the parameter and adjust the anchor points of the generated clip to manipulate the automation. Clicking any green light will effectively mute the channel. Similarly, holding ctrl while clicking on one of the green lights will solo the corresponding channel. More precise volume and pan controls can also be found in the mixer. Clicking and dragging on the numbers to the right of the volume knobs will affect which mixer channel the elements are assigned to, which leads us into the next section. The Mixer The mixer is what all of your audio will funnel

into. Starting on the right side, you will notice ten slots. These slots are where you can apply channel effects like a reverb on a single channel, or a limiter on the master channel as seen in this screenshot. Below the effects slots you will find an EQ Equalizer. This EQ is useful for very quick fixes, but using an EQ plugin in the effects slots will always give you more control and flexibility. In the middle of the mixer, you will notice inserts Remember those numbers we talked about earlier in the channel rack? This way you have control over the elements that you want to focus on while creating your track. This is crucial during the mixing process. Below the pan you will find a volume fader. Levels are one of the most important things to control to achieve a clean mix, so using the faders in the mixer is very important. And of course, all the way to the left you will find the master channel. You can also view your master db from this section. The Piano Roll You might have seen videos of old pianos that can play music on their own. Those special pianos are fed note information that tell it what keys to play and when. Piano rolls allow the user to sequence note information known as MIDI. This is where you will write all of your melodies, chords, bass lines, etc. Dragging the note up or down will change which key on the piano roll it plays, while clicking and dragging the end of the note left or right will make it shorter or longer. Double-clicking a note will allow you to change its pan, volume, release, and even its numerical duration. From the main menu drop-down menu, you can open MIDI files, export note information, create arps, generate ghost notes, and much more. Take a look at the drop down menu and play around with the settings until they are configured to your liking! To delete a note, simply give it a right click. Alternatively, you can select groups of notes with the select tool and hit your delete key to remove a large portion of notes at once. The Playlist The playlist is the last section that we will cover to help you get started with FL Studio. In this section of the DAW, you will lay out all of the elements of your track. The main menu 1 is similar in its controls to the piano roll, so check out its settings and configure them to your liking. You will find many useful tools here like snap settings and the ability to add time markers 2. The tool bar is where you will find many useful controls for the playlist. To select a tool, simply click on it. The larger the interval, the stiffer arranging objects will feel. Usually, keeping things on the stiffer side will make things easier to manage. Next is the draw tool 4 , which places your selected item in your playlist and instantaneously gives you the option to drag it left or right. Similarly, the paintbrush tool 5 will allow you to click to add your item to the playlist, while dragging to the left and right will duplicate the item. This is useful for arranging percussion and patterns that repeat! The delete tool 6 deletes anything that you click. Right-clicking objects will also delete them, even when the delete tool is not in-use. The mute tool 7 will mute any object that you click without deleting it. Re-clicking the object will unmute it. This can be used creatively to mix and match audio samples. The slice tool 9 slices objects into as many sections as you need. Simply click and drag the line generated by the tool vertically against the object to split it into multiple sections. This is useful for truncating bits of audio, instead of a tedious and repetitive click and drag of several objects. Next, the select tool 10 selects objects. Click an object to select it, or click and drag to select many objects at once. You know an object is selected when it turns red. The zoom tool 11 allows you to adjust the duration displayed on your playlist. The playback tool 12 will allow you to playback individual objects. To do this, simply click on the object.

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It can be a tricky thing if you are just starting to learn how to use Fruity Loops for the first time, but, you will hopefully have a greater understanding after this tutorial is complete. I will be writing very easy-to-understand instructions with pictures, and videos at the end of each section so that you can really get the feel of things. I will also be adding in a few "advanced" tricks to spice things up a bit. Download the FREE demo: If you have skipped the installation of the ASIO driver you can get it here: This will open up the default template of the FL interface: Here is what we should see next: This up here, is where you are going to be making your beats with. You just left click on one of the boxes, and it should fill in with white. Left click on the boxes to delete what you had placed. Press the space bar on your keyboard or the play button on the top of the screen to play the beat. Video Tutorial - Lesson 1 Overview. Please watch in HD if available. Next, what we need to do is extend our beat. Start off with the same template from lesson 1. Proper area is marked in red: You will see that the pattern you had previously made is gone. Change up the beat however you like. Here is the playlist. Place three pattern ones on the top line. Then go back to pattern 2 NUMPAD 2 and place one pattern 2 under, and after the three pattern ones you placed like so: Video Tutorial - Lesson 2 Oveview Lesson 3: Adding Your Own Samples The sounds in Fruity Loops are great and all, but, what if you want to use your own sounds or you have higher quality samples that you want to use in your project? A box will pop up. Click on the little folder icon in the box to open up your file browser: Your new sound is automatically assigned to the previous sound. Repeat steps to add your sound. Video Tutorial - Lesson 3 Overview. The piano roll is a more advanced technique for new users which lets you go more in-depth with your beats. You will be able to assign different timings on the notes you use. Half notes, quarter notes, etc I will be starting from scratch. Any sampler will do. You will be able to use the piano roll on any instrument you want. The piano roll will pop up and you will be able to freely add notes as you please. When using the piano roll on drums and cymbals, the proper note is almost always going to be C5 on the keyboard in piano roll. Video Tutorial - Lesson 4 Overview. In this video, I just wanted to show some basic stuff you can do in the piano roll. As you can see you can place notes, drag them, re-size the length of the notes, and delete them. I recommend just messing with some of the settings in the piano to get the feel of it more. This will be the final product of your hard work. You will then be prompted to name your file. Here is where you are given options on what quality you want to render you project in. On your last final rendering, these are the settings I recommend: Thank you for reading this tutorial and I hope that it is helpful. Music Radar - Thousands of free sounds and loops. Check back for more quality links! This is a song I am working on that uses almost all of the methods described in the tutorial. If you would like to see how I recorded the guitar in this video, click the link:

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In this tutorial I will be teaching you the very basics of beat making in FLS It can be a tricky thing if you are just starting to learn how to use Fruity Loops for the first time, but, you will hopefully have a greater understanding after this.

So if you are, then this tutorial is not for you! But if you are still interested in trying FL studio. You might have to wait a while until it becomes available on Mac. You can try out the demo here. You wont be able to re-open your projects while using the demo. But you will still be able to save projects. Now for those that already have FL Studio, and are struggling with the interface! Well its time to get to the part of the tutorial where you actually start learning about the interface and more! And one other thing. Once you buy FL Studio. You get a lifetime of free updates. So you wont ever have to buy an updated version of FL Studio again! So it is something to think about! To get started its really simple. Just click on the file button at the top left and click New. This will give you a completely blank project and will allow you to create what you want from scratch. The template option is great for those that are new to FL Studio. But they can always come in handy for those that are interested. At first it can seem a bit complected, even though its actually really simple! Before we continue any further. Press the F6 button to open up the View Step Sequencer. Firstly what does it do? What would happen if I was to click the solo button? It will mute all the other instruments besides the one you chose to solo. If you can notice that all the other green lights below the the one that we chose to, solo are turned off. That means everything but the kick will be silenced! The only one that wont be silenced is the kick. To place the beats down like I did, all you have to do is place your mouse over the beat pattern and left click. To undo you can just right click where you last placed your beat. Just repeat what you did before. Right click the green glow and you will then UN-mute the clap, hat and snare. Now if you want to hear what it sounds like. All you have to do is hit the space-bar. If you want it to stop playing just hit the space-bar again. Its now time to look over the entire interface! This might take long, so grab your self something to eat. And something to drink! The only thing why people would say others are better. In fact that is completely incorrect. Its mainly because they fail to understand the interfaces of these things! What are patterns though? Patterns are kind of like layers. Each layer it could have something different. As you can see in pattern one and two. Because they act like layers. Once you select a pattern. You will then be able to place that pattern on the playlist. What I did there was select my patter and left clicked where I wanted to place it on the playlist. Depending on what track you want it on. Here is a quick picture of the playlist. To open up the playlist all you need to do is press F7. I might look something like this. And add a whole bunch of other stuff that seems complected. But its really not! I have work to attend to!

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Looking for FL Studio tutorials? Our training helps you get up and running with this popular digital audio workstation (DAW). Learn how to build drum tracks, layer in other instruments and samples.

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Chapter 8 : FL Studio Tutorials | Basic & Advanced

FL Studio is a deep and potentially complex DAW which is also easy to use. If you've been scratching the surface you may want to dive deeper to discover more it can do. Here's 10 handy tips to help.

Chapter 9 : Best FL Studio Video Tutorials

One of the secrets of professional producers is how they make their drums. When you listen to professional productions you will often notice that the drums have feeling and a groove to them.