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Version 1.0i

NUSofting Live Packs Inspirational Tools for Ableton Live

presents

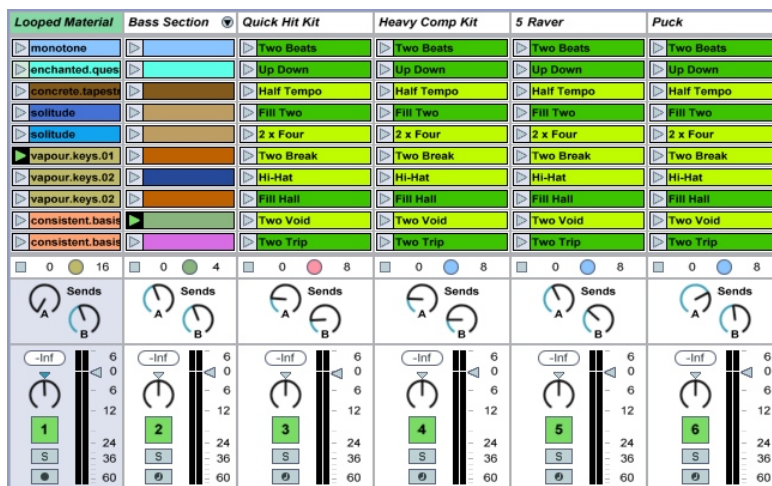
# Gaming Atmosphere

“A bundle of audio and MIDI Clips, Drums Kits and Effect chains, and Live sets as compositional workspaces.”

## 1. Concept

NUSofting Live Packs are collections of external sounds and presets for the native Ableton devices that are intended to provide key elements of sound, structure and function. These elements can be combined, deconstructed or edited in unlimited ways allowing for instant inspiration and creativity. Taking advantage of the many Live features, various techniques are used in the creation of these sets so that users may become familiar with them. Whether they be common knowledge tricks or little known secrets, these techniques can be essential to an efficient Ableton workflow.

The main idea behind 'compositional workspaces' is simple: give users an easy way to break free from a creative dry spell and improve their Ableton workflow at the same time. Just drop the included project folder into your current Ableton projects and open the workspaces whenever you need a quick idea. The included content (clips, chains, etc) can be easily saved to the Ableton Library by drag and drop for use in other projects.



Clips from the 'Matching in Eb' workspace

## 2. Content

Each NUSofting Live Pack can contain many different types of content. A package of synth and drum loops are provided in the project folder, which can be quickly accessed through Ableton's file browser on the left. Also included are a large number of audio and MIDI clips which are arranged in different ways, creating grooves, melodies and basslines. **Gaming Atmosphere** is the first Live Pack we release and it's full of goods for your amusement.

This new pack for use with **Ableton Live 7+** was created with a 'retro-ish' gaming feel in mind, and is ready to use for your productions. The included loops were designed to inspire creativity in the studio or stage, with a variety of fresh melodies, basslines and MIDI grooves to get you started right away.

### What's inside:

- **47 Audio loops in a “Gaming Atmosphere”**, of various lengths from 2 to 16 bars
- **41 MIDI loops**, the notes source used for “Gaming Atmosphere” audio loops
- **12 MIDI Drums loops**, already mapped as clips to 4 Impulse presets, arranged in 4 Live Set files = 4x12 clips
- **10 Audio Drums loops**
- **3 “Workspace Projects”**: a “workspace project” is a Live Set with many clips and devices (instruments and effect chains) neatly combined in one Session View. A “workspace project” is designed for your creativity: the clips (both audio and MIDI) are selected to allow easy song construction, just turn them on and try several combinations. A “workspace project” is also full of useful examples of what you can do with your Ableton Live.

The “Workspace Projects” includes:

- Example configurations for clips modulation and arranging
- Example scenes with key mapping for live remixing
- A variety of new custom effect chains with macro control
- Custom Simpler device chains with macro control
- Several Impulse kits and drum racks with macro control
- An easy, organized layout with endless possibilities
- A focused, inspiration-driven approach at composition

### 3. Tips and Tricks

#### SAVING DEVICES

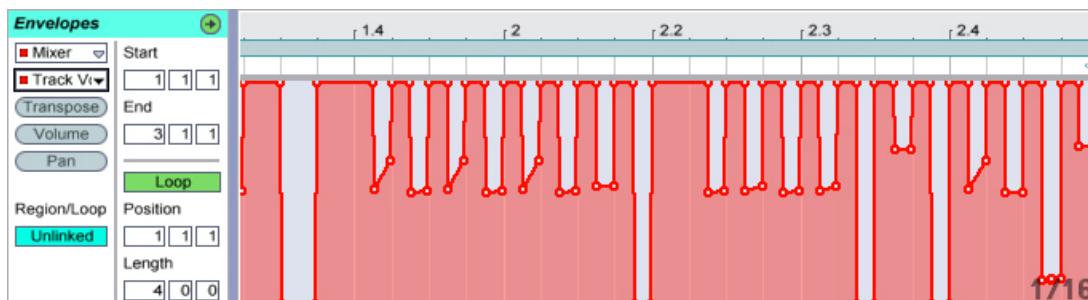
The MIDI tracks may contain Simpler instruments, Impulse Kits, drum racks and/or FX chains which can be saved into the Ableton library and the reused in any project of yours. To save these devices, simply open the library location in the file browser and then drag and drop the device to the browser. Alternately, you can click the 'save device' button on the top of the device's title bar. Once renamed, the device will appear in Ableton's library under the particular device's type.



*Saving a device in the default Ableton library*

#### USING CLIP ENVELOPES

Using clip envelopes in your Ableton production can help inject some variation into your static loops and patterns. By unlinking the clip envelope from the MID or audio clip, you can extend the length of only certain parameters to be modulated. Take a basic 2 bar drum loop for example. Add an auto filter to the track, and unlink the auto filter's 'frequency' parameter. You can extend the parameter's modulation length as long as you'd like, leaving the drum loop's length intact. Applying various changes to the envelope will create variation in an otherwise lifeless loop. For even more change, set the unlinked parameter's length to an odd number and add changes to the auto filter's 'resonance' parameter. Instant variation!



*An unlinked clip envelope used to create variation in an otherwise lifeless loop*

## 4. Credits

This Live pack has been designed and produced by Luigi Felici of [NUSofting](#) and sound designer [reason lahalla](#). All audio content by reason lahalla.

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### Appendix:

LOOP NAME	# of Bars	Time Sig	Main Key	Chords Used
another.heartache.wav	4	4/4	G	Gm
ballad.byproduct.wav	4	4/4	A	Am Em C
beautiful.swing.wav	4	4/4	F#	F#m
concrete.tapestry.wav	4	4/4	F#	F#m Em
consistent.basis.wav	4	4/4	F#	F#m D E D E
mosaic.keys.01.wav	2	4/4	C#	C#m Bm A Bm
mosaic.keys.02.wav	4	4/4	F	Fm D#m Fm D#m Cm
mosaic.keys.03.wav	8	4/4	F	Fm C# D# C# C
zero.tolerance.01.wav	4	4/4	D	G/D
zero.tolerance.02.wav	2	4/4	C#	C#m Bm A Bm
emotive.mission.wav	4	4/4	G	Gm7 F9
enchanted.quest.wav	2	4/4	D#	D#m
evacuation.wav	4	4/4	G	Gm
evening.mist.wav	4	4/4	F#	F#m C#m D A
eventual.stop.wav	4	4/4	D#	D# No Chords

evil.piano.wav	4	4/4	D#	D#m sus
cold.sentiment.01.wav	4	4/4	F#	F#m C# Bm C#7
cold.sentiment.02.wav	4	4/4	F#	F#m D5b E6
cold.sentiment.03.wav	4	4/4	F#	F#m Em
vector.clip.01.wav	16	4/4	C	Fm Cm
vector.clip.02.wav	16	4/4	A#	A#m G# F# G#
vector.clip.03.wav	4	4/4	E	Am F G E
distilled.keys.01.wav	4	4/4	F	Fm Gm
distilled.keys.02.wav	8	4/4	F	Fm Cm
distilled.keys.03.wav	4	4/4	C#	C#m Bm A D Em
distilled.keys.04.wav	8	4/4	F	Fm C# D# C# C
heartache.wav	4	4/4	G	Gm
vapour.keys.01.wav	4	4/4	F#	F#m E D C#
vapour.keys.02.wav	8	4/4	F	Fm C# D# C# C
vapour.keys.03.wav	4	4/4	F#	F#m Em
vapour.keys.04.wav	8	4/4	E	Em G Bm C
majesty.revolver.wav	2	4/4	F#	F#m C#m
deviant.keys.01.wav	4	4/4	D#	D#m Bm A#m
deviant.keys.02.wav	8	4/4	F#	F#m C# D A
messenger.wav	4	4/4	E	Em C D7
mind.seduction.wav	4	4/4	D#	D#m Bmaj7
modulation.loop.wav	4	4/4	F	Fm
monotone.wav	2	4/4	G	G 2b

motion.enhanced.wav	4	4/4	F#	F#m
no.return.wav	2	4/4	F	F sus
passive.conjecture.wav	4	4/4	C#	C#m Dm
double.takes.01.wav	16	4/4	E	Em Dm
double.takes.02.wav	4	4/4	F#	F#m C#m A E/G#
rapid.keymen.wav	2	4/4	F#	F#m7
second.destiny.wav	4	4/4	F#	Bm9/F#
solitude.wav	2	4/4	A	Am Em F Em
undistinguished.wav	4	4/4	A#	A#m 2b

