Cheatsheet 6: Logic's Sampler and Auto-Sampler

Loading Sampler

- Launch Logic and create an empty project choosing **Software Instrument** as your initial track.
- Click the channel strip's I/O instrument slot (just above "Audio FX") and choose **Sampler (Multi-Sample)** [NOTE: the E-Piano may be in this slot. If so, simply replace it.]

Recording and Editing Material for Sampler

- Add an **Audio** track and record your material using the the Mac's internal microphone.
- Drag the recorded region into the **Zone** area of Sampler [if Sampler's window isn't open, click on its slot in the channel strip in which you loaded Sampler].
- Trim the recording by dragging the blue **<** and **>** handles. Option-drag the yellow strip in the Mapping section over to an adjacent key to duplicate the sample for alternate edits.

Loading Sets of Samples into Sampler

- Drag a folder or a multi-selection of individual samples to the top area of Sampler. If you hover, you'll see some different options:
    - The **Optimized** setting automatically determines the root notes of the samples and maps them across the keyboard according to their pitch. *This is the best option for a set of samples that corresponds to specific pitches of a sampled instrument.*
        - With **Zone Per File**, Sampler analyzes the pitch and places the samples on the right keys. For short, one-note sample files, this is the option you want.
        - The **Zone Per Note** is used when you have more than one note in your sample recording (like a bass line).
    - When you drag the **Chromatic** option, Sampler chromatically maps samples as zones across the keyboard range. Each zone is mapped to a single key on the keyboard. The original file length, tuning, and volume are used. *This option is best for a set of unrelated samples or samples that are non-pitched.*
        - With **Zone Per File**, Sampler creates one zone for each sample dropped on the dropzone, in one group.

        - With **Split at Silence**, Sampler creates a new group for each sample dropped on the dropzone. Each sample is split at extended periods of silence, with a zone created in the associated group for each of these segments.

- Further refinement of your imported samples can be applied in a number of ways:

    - In the **Zone** area, you can adjust a sample's playback behavior (e.g. one-shot, reverse, flex, looping, etc.).

    - In the **Mapping** pane, use the keyboard view to graphically edit zones and groups.

    - You can process your entire instrument using Sampler's powerful built-in **synthesizer**, **mod matrix**, and **modulators**. These tools are great for adjusting amplitude envelopes and LFO modulation to many different targets.

Using Auto-Sampler to Capture a Hardware or Software Instrument

- Auto Sampler makes it easy to create sampler instruments that you can use in Logic Pro. You can create a sampler instrument from a MIDI-capable hardware synthesizer, from a software instrument, or from a combination of synthesizers, software instruments, and effect plug-ins.

- Add **Auto Sampler** as an Audio FX slot in a channel strip. The type and location of the channel strip determine what is captured to the resulting sampler instrument. For example:

    - Insert Auto Sampler in a **software instrument** channel strip to capture a software instrument.

    - Insert Auto Sampler in an **external instrument** channel strip to capture a hardware synthesizer.

- Where you place Auto Sampler in the signal chain, relative to other plug-ins, determines whether those plug-ins become part of the sound of the resulting sampler instrument.

    - Plug-ins placed before Auto Sampler in the signal chain are part of the sound of the resulting sampler instrument.

    - Plug-ins placed after Auto Sampler in the signal chain are not part of the sound of the resulting sampler instrument.