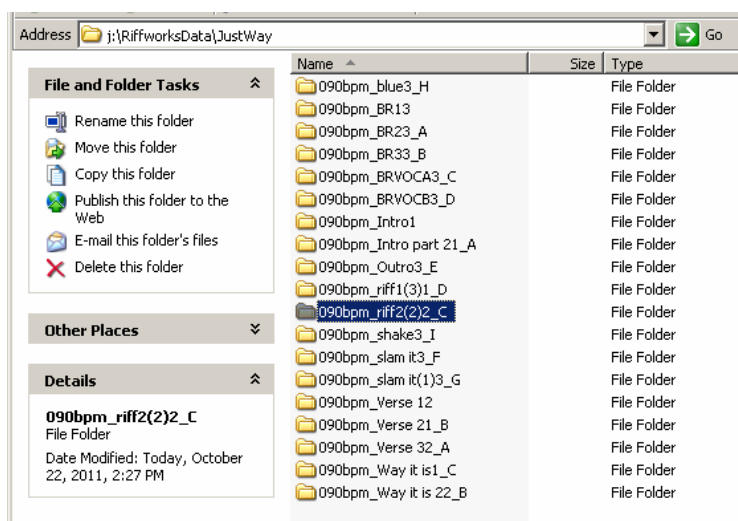


Riffworks & Reason – Two Great Tastes!

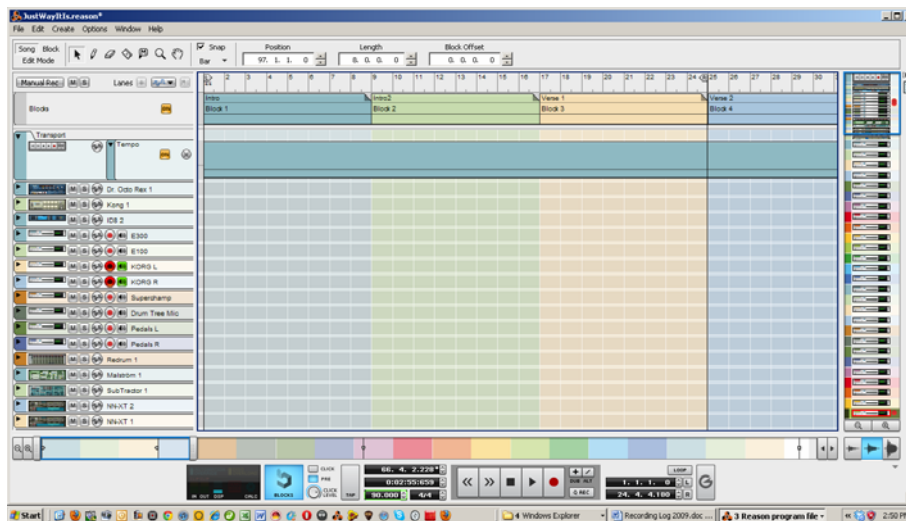
© 2011 Jeremy dePrisco www.shivasongster.com

Using a template set up with a number of 8-bar Blocks in Reason 6 can make quick work of arranging loops exported from Riffworks. I'm using 8 bars as an example, but you can use whatever works for your song.

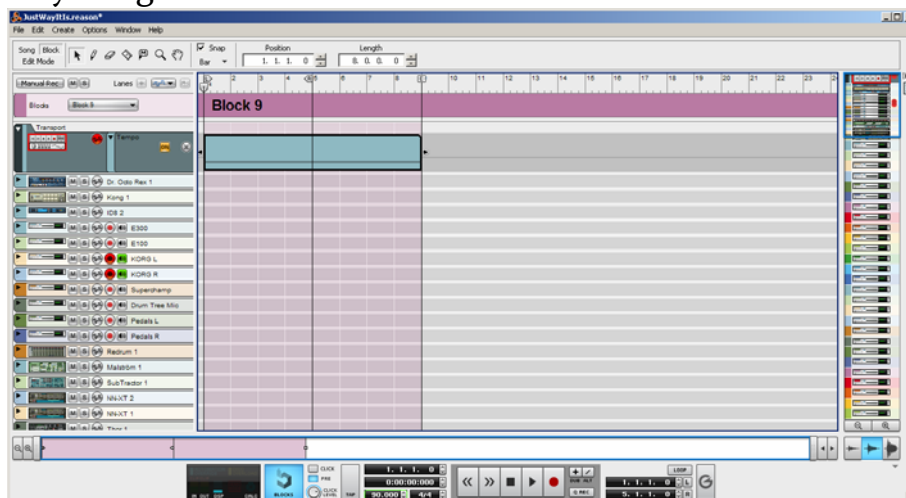
1. To get started, set your levels as best you can in Riffworks so that you don't have any clipping. You can come back later, but ideally you want to have the best levels - with room to spare for processing later if needed.
2. Export all Riffworks riffs so that you get a separate folder for each riff (which may have multiple tracks within). Riff is a loose term, which may refer to one or more WAVs. Note this is the Export option, not the Mix option, which has other uses.



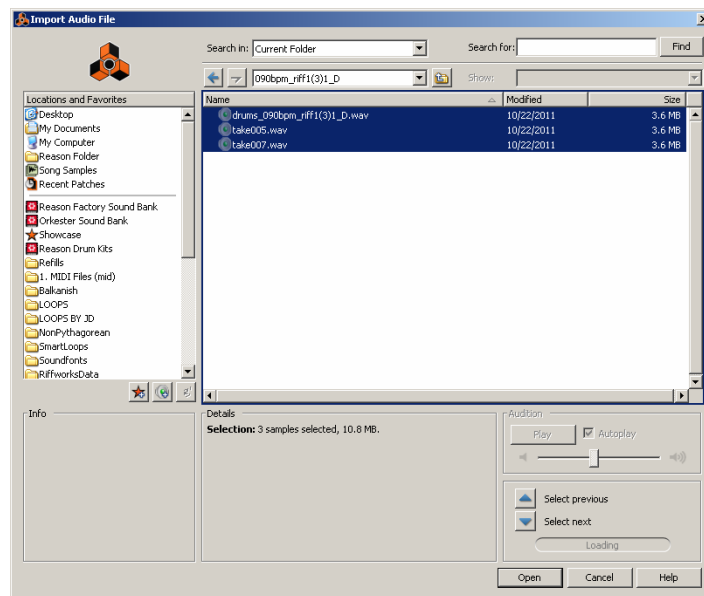
3. Open Reason 6 and set track tempo for your song. See Reason manual if you don't already know how to do this. We're assuming a constant tempo that doesn't change, though there's no reason you could not do all of this with tempo changes. It might just take longer.
4. Drag the tempo out for longer than the anticipated track will run. You can change this later.



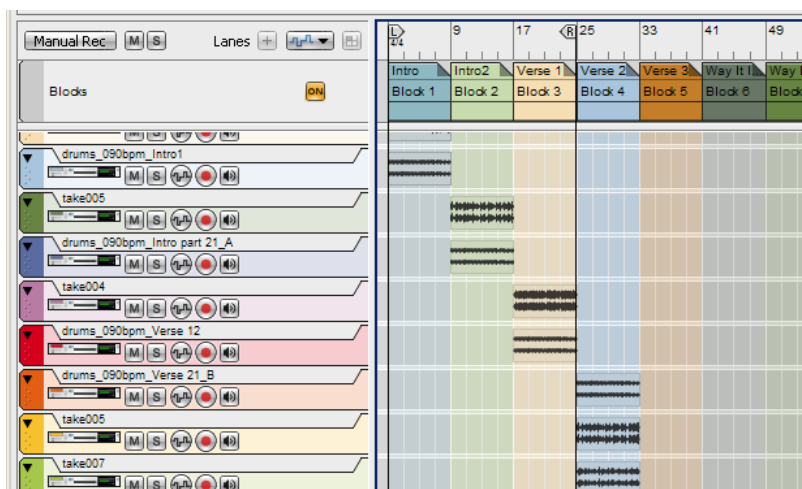
5. Create Block, then open the Block in edit mode.
6. Highlight the Transport within the Block and edit the tempo. Drag the tempo map out for the exact same length of your loop. This is crucial for everything else to work!



7. Set the playhead at the beginning of the block. This is also important, otherwise the imported audio from the next step may fall outside the tempo map.
8. Under the File menu, select Import Audio File. Locate your Riffworks WAVS. Import the WAVS for your riff into the Block, making sure you select all of the WAVS (Reason will allow you to import one or more). Notice how the WAVS line up with the tempo.



9. Check for sync and overall sound in loop mode.



Repeat 5-9 for each riff.

To save time, you could create a template with blocks pre-cut, and tempo maps set at a default, with tempo changed later as needed. In case you wondered, the reason I used Blocks is so that I keep the same arranging and organizational concept that began in Riffworks, allowing me to mix and match my song sections in Reason using the best of what Blocks has to offer. And if you haven't noticed yet, Blocks is great, but you have to start out with them at the outset, otherwise it is a bit quirky to get into them once you have your track laid out.

When I wrote this up I was transferring a 90 bpm song with 19 sections (what Riffworks calls riffs). Normally I would balk at such a prospect, but several cups of coffee and Reason 6 made this a breeze. Try it for yourself and let me know how it works for you.

The only cleanup item is that each new WAV imported will be on its own track, so if you have a drum beat or other element that runs through the song, you might want to move all those parts to one track. Another option is to only bring in those riff WAVS that you need, since Riffworks exports duplicates (such as your drums) in the various riff folders.

Another tip would be to name your Riffworks tracks as clearly as possible, just to help keep things straight when you get into Reason. However, if you are like me, you may find it hard to name things as you are creating. Sometimes its necessary to just have fun in the moment – in whatever program - and have fun making music, leaving the organization side for later.