

 Roland™

# MV-8000

## Workshop



## Creating a New Project

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MVWS01

## About the MV-8000 Workshop Series

Roland's MV-8000 Production Studio is packed with features for making music. It's a heavy-duty sampler that can do all sorts of things with sounds you sample or import. Its sequencer has 136 MIDI tracks for MIDI sequencing and playing back audio, and its set of editing tools is deep. It's a great box for performing—using its pads or an attached MIDI keyboard—and, of course, it can even burn a CD of your final master mix.

Each MV-8000 Workshop Series booklet focuses on one MV-8000 topic, and is intended as a companion to your *MV-8000 Owner's Manuals*.

This booklet requires MV-8000 O.S. Version 3 or higher. You can download the latest O.S. for free from [www.RolandUS.com](http://www.RolandUS.com).

## About This Booklet

In the MV-8000, it all starts with the “project.” The project is where you create everything and keep everything you need for a song or album. This booklet explains projects and tells you how to create one.

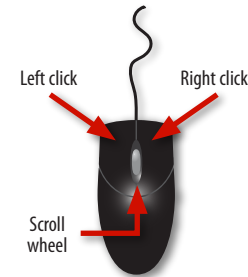
## The Buttons, the LCD, or a VGA?

With the MV-8000, you can work on the built-in LCD or on an optional color VGA monitor. You can use the MV-8000's front-panel controls, or a mouse on your VGA screen. No matter how you like to work, there's an easy way to get things done.

Probably the best idea is to work primarily with a mouse on a VGA, using the MV-8000's buttons to quickly get in and out of MV-8000 screens. The procedures in this booklet typically assume you'll be working this way.

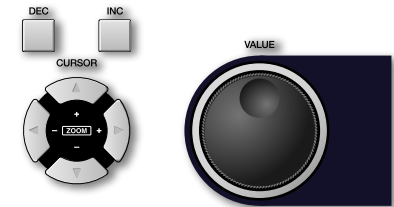
If you're not, don't worry, because the VGA windows and LCD screens are essentially the same. There are clickable VGA icons for all of the MV-8000's buttons. You can also press an onscreen button by clicking your mouse or by pressing an F button on the MV-8000. The main difference has to do with how you deal with settings—or “parameters”—and how you select objects.

If you're using a mouse:



You select parameters and objects with a left click. You change the selected parameter's value by turning the scroll wheel. You can display an object's menu by right-clicking the object.

If you're using the MV-8000's buttons:



You select parameters and objects with the ◀, ▶, ▲, and ▼ CURSOR buttons. Change a selected parameter's value by turning the VALUE dial or by pressing DEC and INC.

## Understanding the Symbols in This Booklet

Throughout this booklet, you'll come across information that deserves special attention—that's the reason it's labeled with one of the following symbols.



A note is something that adds information about the topic at hand.



A tip offers suggestions for using the feature being discussed.



Warnings contain important information that can help you avoid possible damage to your equipment, your data, or yourself.

## The MV-8000 Project

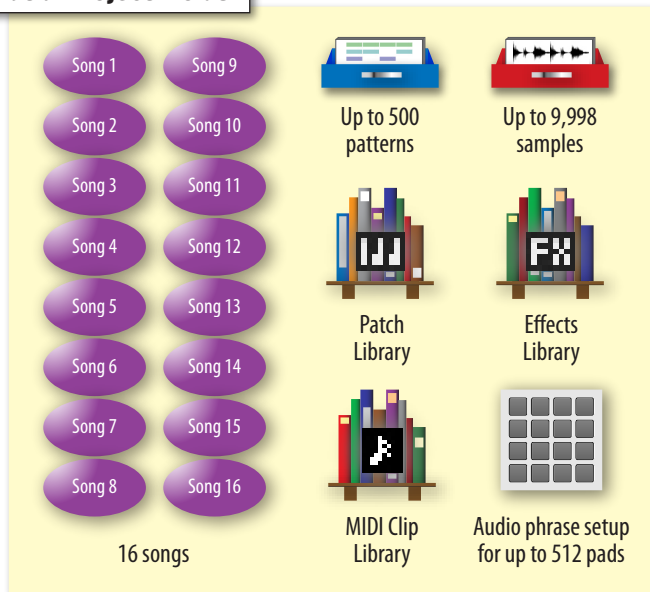
It's important to understand what a project is because:

1. on the MV-8000, you're always in a project, even if you haven't done anything to get there.
2. a project gives you a place for everything you use in a song or album. You don't have to remember where things are stored because the project does.
3. when you save a project, all of its samples, sounds, songs and settings are saved in a single easy operation.

## What a Project Is

A project is a container for all the materials you need for something you're working on.

### What a Project Holds



## 16 Songs

While we all know what a song is in the "real world," in the MV-8000, a song is a thing that contains:

- a set of up to 16 patches.
- the sequence and patterns that use them.
- settings for the MV-8000's MFX, chorus, and reverb.

You can use the songs in a project any way you like. Some MV-8000 users:

- work on one tune in each project—using a single project song.
- make different versions of the same tune—with each song holding one of the versions. This is great when you want different mixes of a tune, or want it in a few styles.
- record an entire album in a project—with each song containing one of the album's selections.



## Up to 500 Patterns

Patterns are song sections that can be chained together. Each project can hold up to 500 patterns that any song in the project can use.



## Up to 9,998 Samples

Each project can hold up to 9,998 digital audio recordings, or "samples." Samples are played by patches in the project's songs, and on the pads as audio phrases.



## Patch Library

Each project has its own collection, or “library,” of as many as 128 patches that any song in the project can use.



## Effects Library

The project effects library really consists of four separate effect libraries: an MFX library, a delay/chorus library, a reverb library, and a Mastering Toolkit library.



You can store your current effect settings as a “preset” in the corresponding library. Any stored preset can be used in any of the project’s songs.

## MIDI Clip Library

In each project, you can stash up to 100 favorite sequence or pattern chunks in its MIDI clip library. The library acts as a sort of project scrapbook, holding bits and pieces that you can use in any of the project’s songs.



## Audio Phrase Setup

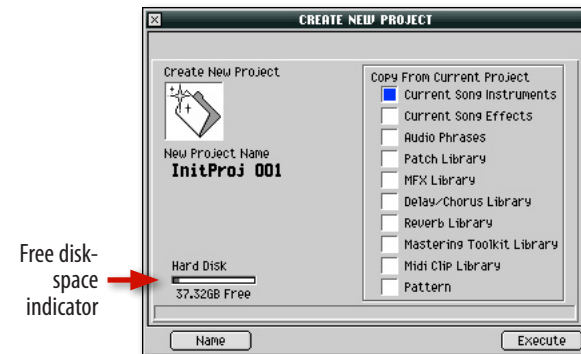
You can play any sample from a pad as an audio phrase. Since there are 16 pads, and 32 pad banks, you can assign audio phrases to as many as 512 pads in a project.



The advantage of playing a sample as an audio phrase—instead of in a patch—is that an audio phrase can automatically time-stretch or time-shrink in realtime to match the tempo and key of a song as you tweak the song’s feel.

## How to Create a New Project

1. Press the PROJECT button to display the PROJECT menu.
2. Select Create New Project from the Project menu. The CREATE NEW PROJECT window appears.



In this window, you can set up the project you’re about to create. You can name the project, and you can copy various things from the current project or song, if you like.

3. To name the new project, click Name. The NEW PROJECT NAME window appears in which you can name your project.

While you can use your mouse or the CURSOR buttons and VALUE dial to name a project, it’s often faster to type in a name on the MV-8000’s numeric keypad. Each key has letters printed above it, so you can enter letters the same way as you would on a phone. Repeatedly press a key until the desired letter appears onscreen. Change cases using F4 (A→a/a→A).



4. Checkmark anything you want to copy from the currently loaded project or song into the new project. The table on the next page explains what each checked box gets you.

Checkmark:	To copy:
Current Song Instruments	the set of up to 16 patches used by the currently loaded song, along with the samples they play. After the MV-8000 creates and loads the new project, the song selected by default uses this set of patches.
Current Song Effects	the MFX, chorus, and reverb effect settings from the currently loaded song into the song the MV-8000 automatically loads in the newly created project.
Audio Phrases	the current project's audio phrase pad assignments along with the samples the pads play.
Patch Library	the currently loaded project's patch library into the new project, along with the samples the patches play.
MFX Library	the currently loaded project's library of MFX presets into the new project.
Delay/Chorus Library	the currently loaded project's library of delay/chorus presets into the new project.
Reverb Library	the currently loaded project's library of reverb presets into the new project.
Mastering Toolkit Library	the currently loaded project's library of Mastering Toolkit presets into the new project.
Midi Clip Library	the MIDI clips from the current project into the new one.
Pattern	the current project's patterns into the new project.



You can always load any of the current project's patches into a new project after it's been created. To learn how to load patches from another project, see the MV-8000 Workshop booklet *Loading Patches*.



A pattern always uses the patches of the song that plays it. To make a copied pattern sound the same in a new project as it did originally, the song that plays it should use the same instrument setup as the song in the original project. You can do this by making sure the desired song is selected when you create your new project, and by checkmarking Current Song Instruments in addition to Patterns in the CREATE NEW PROJECT window.

- When you've finished setting up the new project, click Execute.
- Since the MV-8000 automatically loads a newly created project—replacing the current project—it asks first if you'd like to save the current project. Click Yes if you want to save it, or No if you don't.



To postpone the creation of the project altogether, press EXIT.



When you create a new project with a copy-protected project currently loaded—such as an MV-8000 demo—the message that appears is slightly different. In this case, No cancels the creation of the new project, and Yes tells the MV-8000 to go ahead and create it.

The MV-8000 creates the new project and loads it.

## The End

We hope you've found this workshop helpful. Keep an eye out for other MV-8000 Workshop booklets, all available for downloading at [www.RolandUS.com](http://www.RolandUS.com).



For the latest MV-8000 updates and support tools, visit the Roland U.S. Web site at [www.RolandUS.com](http://www.RolandUS.com). If you need personal assistance, call our amazing Product Support team at 323-890-3745.