

## What You'll Find in REAPER Power

REAPER incorporates all sorts of tools that are there for you to use to make your recording and post-production experiences as pain free, productive, fast and enjoyable as possible. You just have to understand what they are, how they work and how you can use them. Above all, you need to understand how they can be made to work together to help you really bring out the best in your musical creations.

For this reason, the book places a strong emphasis on these tools all the way thru, from the first to the last chapter. It also lifts the lid on all those pages of Preferences settings to show you when, why and how these matter as well as when they don't! On the CD that accompanies the book you'll find numerous examples and sample items of everything from track templates to keyboard shortcuts and custom actions, FX chains and more, all appropriate to one or more stages in the life cycle of your projects. To help you learn, you'll also find more than 100 sample project files which demonstrate the use of these techniques in action.



## How The Book Is Organized

*REAPER 3 Power* is divided into sixteen chapters. Between them, they will take you all the way from setting up REAPER in the first place thru to distributing your completed recordings. Notice that you won't find any chapters specifically dealing with productivity and other core topics like preferences and settings, screen sets and views, custom actions and keyboard shortcuts, track and project templates, and so on. That's because these topics make no real sense when considered on their own. Instead they are visited and revisited throughout the book in each chapter, always presented, examined and explained in a manner relevant and important to the particular context and subject matter of that chapter. That's why, incidentally, you shouldn't feel intimidated if at this stage you have no idea even about what these productivity tools are!

- Chapter 1, "The REAPER Environment."** This chapter introduces you to the REAPER environment. You'll explore its unique design philosophy and be introduced to the main productivity, workflow and customization tools that you'll be using throughout the book.
- Chapter 2, "REAPER Project Foundation Power."** In this chapter you'll be shown how to lay down the foundations for successfully and enjoyably using REAPER for every stage of your recording projects. These include key preferences and settings, views, layouts and screen sets, templates and more.
- Chapter 3, "REAPER Audio Recording Power."** This is where you'll start rolling up your sleeves, getting down to work, and learning that there's a lot more tricks and clever stuff involved in recording audio in REAPER than you might have realized, including auto-punch, overdub, multiple takes and much more!
- Chapter 4, "REAPER MIDI Recording Power."** Here you'll get your first introduction to MIDI, and again learn how to get beneath the surface of REAPER to use the many options and opportunities available to you when recording your MIDI tracks.
- Chapter 5, "REAPER Navigation and Selection Power."** No matter what you intend to be using REAPER for you'll need to navigate thru your projects and work with time and item selections. Finding the ways of doing this that are best for you is going to save you literally hours of wasted time and frustration and give you more time to focus on your music.

- Chapter 6, "REAPER Project Construction Power."** This is where we get creative and start working with loops and so on, especially for tempo based construction. You'll learn about time signatures, play rate changes, markers, regions and much more.
- Chapter 7, "REAPER Editing Power."** In this chapter you'll learn all about how to edit your media items, and especially audio items. It'll take you thru the numerous item properties and explain their purpose. You'll be introduced to a huge number of techniques, including splitting, muting, deleting, healing, gluing, grouping, fading, trimming and lots more. You'll also learn how to get the very best out of those tracks which have multiple takes. Don't worry, we'll deal with them one at a time!
- Chapter 8, "REAPER MIDI Editing Power"** REAPER's MIDI Editing has had a complete overhaul and major leap forward with REAPER 3. This chapter shows you what is there, and how to find what you want, often (as with many things REAPER!) tantalizingly just below the surface.
- Chapter 9, "REAPER Audio and MIDI Routing Power."** If there is one single feature that lifts REAPER way above the pack it is the program's almost unbelievable routing and channel splitting capabilities. This chapter shows you why this is so and how you can use it with and within your audio and MIDI tracks.
- Chapter 10, "REAPER Essential Mixing Power."** Time again to roll up your sleeves and get down to some more nitty gritty. You'll learn more than just what mixing tools are at your disposal and how to use them. You'll also explore various different approaches to mixing and again uncover hidden capabilities of REAPER that you probably never even suspected were there.
- Chapter 11, "REAPER Audio FX Plug-in Power."** This chapter is the longest of the entire book. I've literally lost count of the number of audio FX plug-ins that are supplied with REAPER. Here you'll be shown how to use many of these, including the Cockos VST plug-ins and many of the JS plug-ins, to your best advantage. You'll learn how to organize and manage your plug-ins before going on to discover how REAPER multiplies FX power by allowing you to combine its native FX with channel splitting and parallel processing.
- Chapter 12, "REAPER MIDI FX Plug-in Power."** REAPER's native MIDI plug-ins often seem to be the forgotten and neglected cousins of their audio equivalents. After reading this chapter you'll see why you'll be making a big mistake if you let this happen!
- Chapter 13, "REAPER Project Automation Power"** This chapter shows you how to use automation envelopes and parameter modulation for precision mixing. If you think you know everything you need to know about automation in REAPER, you just might get a surprise after you reading this!
- Chapter 14, "REAPER Project Completion Power."** This is where you'll learn the ins and outs of how to bring your projects to a conclusion. You'll learn how to polish your mix using the track master and how to render your work ready for distribution.
- Chapter 15, "REAPER Software Integration Power"** If even after completing the first 14 chapters you still feel that REAPER alone can't meet all your needs then don't worry. This chapter show how you can fully integrate REAPER with other programs, including stand-alone synthesizers and other DAWs.
- Chapter 16, "REAPER Extra Power."** Finally, we'll wind down with a look at two or three general aspects of REAPER that will leave you feeling just that little bit more that you really are in charge of this program and not the other way round!