

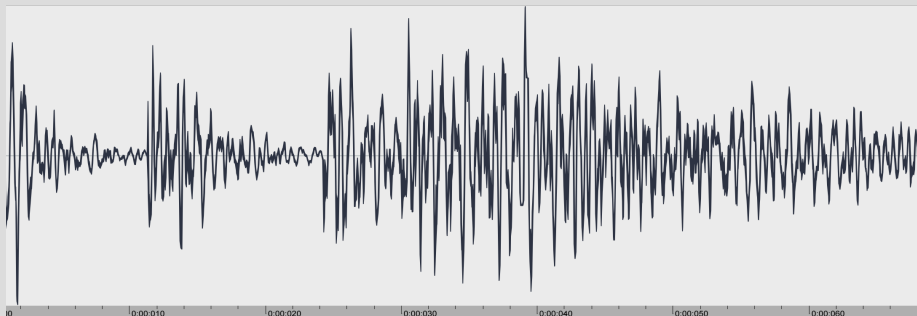
Creating your own 808 Clap

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This is a clever way of recreating your own 808 style Clap sound.

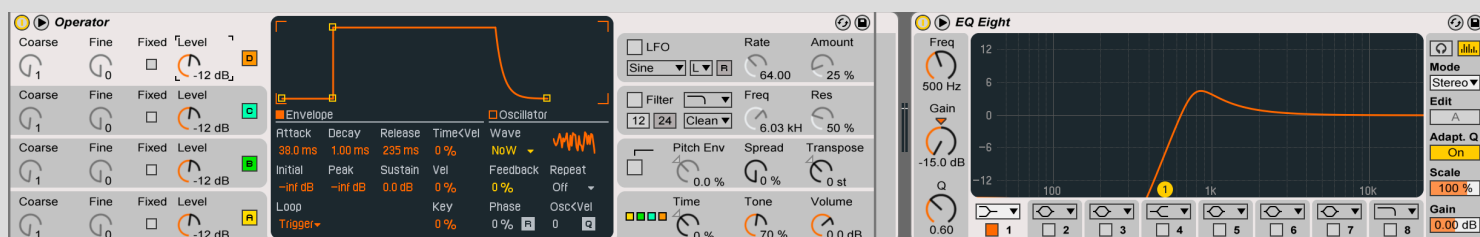
Operator

If we had a group of people clapping in a circle, no two people would clap at exactly the same time. Roland have mimicked this characteristic when they created the Clap sound for the TR-808. If you look at a sample of an 808 Clap you will notice that the waveform consists of 5 Spikes. As seen in the picture below, there are spikes (transients) at around 0ms, 8ms, 23ms, 28ms and 38ms.



There are 4-oscillators inside of Operator. Each oscillator can be offset. Because the original 808 Clap has five spikes, with two spikes being close together (23ms & 28ms), we can accurately line up each oscillator. Here's how:

1. Load **Operator** onto a MIDI track.
2. Select the **last Algorithm** ■ ■ ■ ■ , where all oscillators play at the same time.
3. Select the **Noise White** waveform for **Oscillator A**.
4. Set **Loop Mode** to **Trigger**.
5. Set the Envelope **Decay** to **70.0ms**.
6. Right Click on the Envelope window and select **Copy Oscillators to All Others**.
7. Activate **Oscillator B**.
8. Set the Envelope **Attack** to **9.00ms**.
9. Set the Envelope **Decay** to **1.00ms**.
10. Set the Envelope **Sustain** to **0.0dB**.
11. Activate **Oscillator C**.
12. Right click on the Envelope window of Osc-C and select **Copy From Oscillator B**.
13. Set the **Attack** time to **26.0ms**.
14. Activate **Oscillator D**.
15. Right click on the Envelope window and select **Copy From Oscillator C**.
16. Set the **Attack** time to **38.0ms**.
17. Set the **Release** time of **Oscillator D** to **235.0ms**. This creates the Reverb effect of the original 808 clap.



To finish it off, we want to roll off the low end and boost the mids a bit.

1. Insert **EQ Eight** after Operator.
2. Activate **Frequency band 1**.
3. Set its **Frequency** to **500Hz**.
4. Set the **Gain** to **-15dB**.
5. Set the **Q** to **0.60** (this will boost the mids a little).