How to Produce A Marshmello Style Beat on BandLab



https://www.youtube.com/watch?v=NRmSf9VqrUA = Qui Con Me Feat. Churches

If you instantly recognize his signature, fluffy snack helmet, you'll probably recognize his signature beat too!

No, we're not talking about campfire s'mores here. Superstar DJ and EDM producer Marshmello's sound is full-on trap bliss and euphoric, infectious beats. The sort of mega hits that packs out venues, and even took his audience into the virtual arena in "Fortnite".

There are good reasons for Marshmello's meteoric rise, from collaborating with music's biggest and brightest to his Grammy nomination. And there are plenty of reasons why you, as a creator, might want to take inspiration from his signature sound.

In this tutorial, we'll show you a take on the immensely popular Marshmello beat, created from scratch on BandLab's web Mix Editor.

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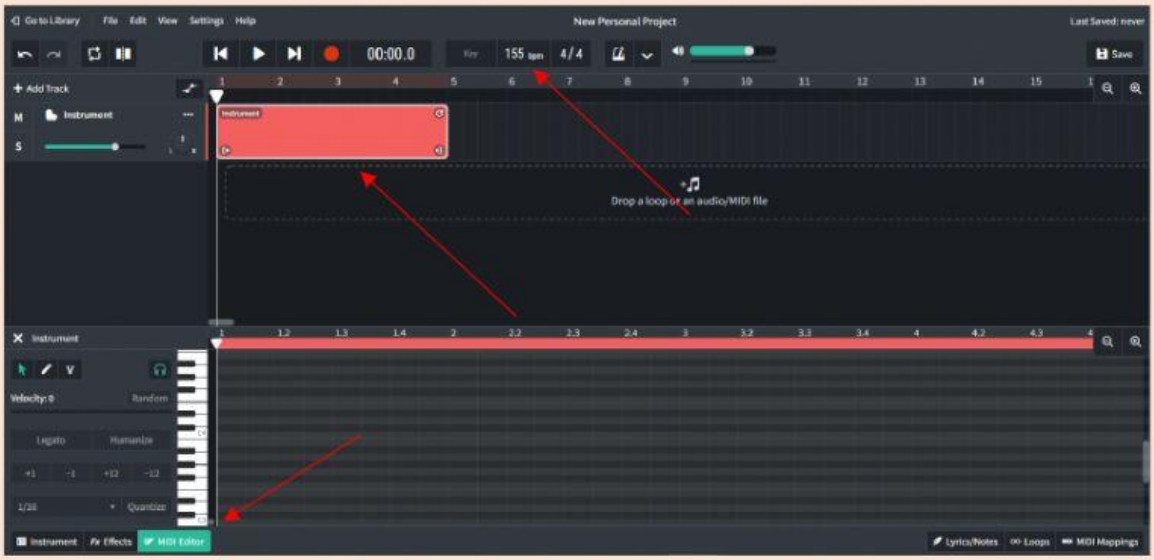
1. Instrument Track

Start your 'Teacher Assignment' and create a new **track** by selecting instruments. Change the default grand piano sound to a Lo-fi Piano.



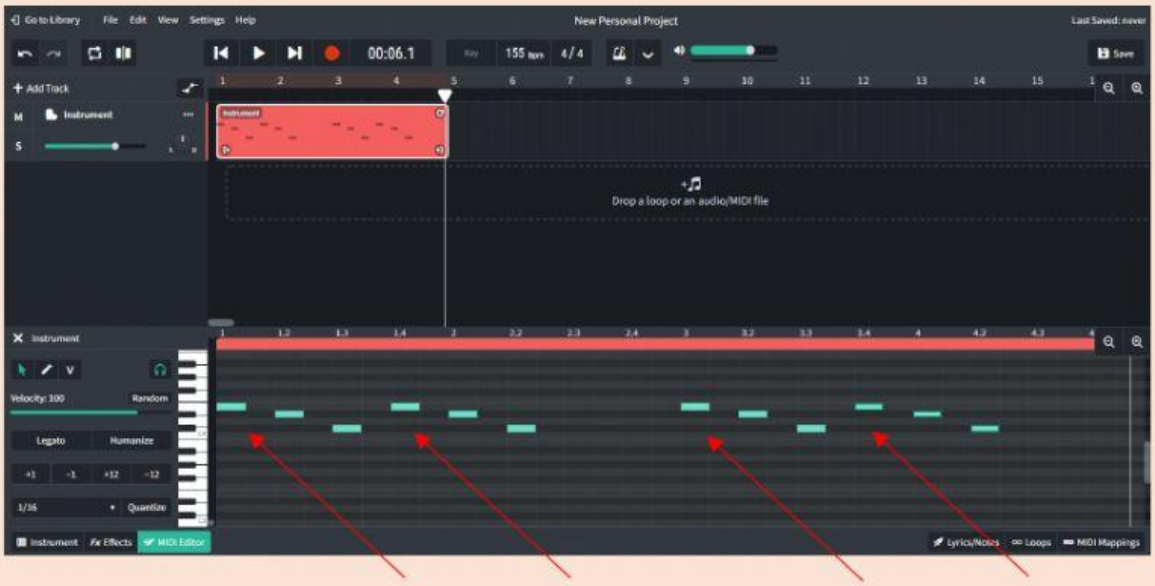
2. Riff Track

Play around with the notes E, D# & C# until you find a **'riff'** that you like. Set the **tempo** to **155bpm.** Right click on the track and select 'create region'. To enter the notes you need to select 'Midi Editor'.



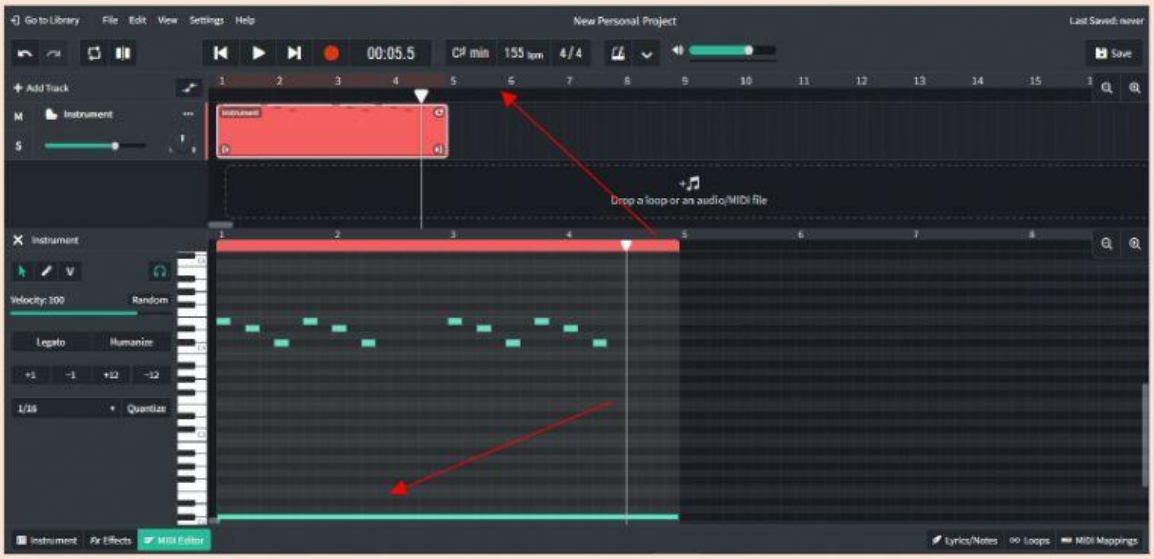
Click on the empty boxes where you want the notes. You can then highlight them by dragging the cursor over them while holding the left mouse button. Use 'ctrl + c' to copy them and then 'ctrl + v' to paste them where you want them.

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3. Set the Key

The example riff is in C# **minor**, so we set the key to that and add a low C# that lasts for the whole 4 bars.



N.B. If you have started on the D# try different notes while your riff is playing to work out what key you are in. The reason we set the key is so Bandlab can automatically change **loops (samples)** to match your key.

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4. Call and Response

Let's add a call and response feel by adding another C# a couple of octaves above the riff.



5. Adding Effects

We now have a basic musical idea to work with, but before we continue let's change the piano sound slightly by adding an **effect.** Open the effect tab (next to the midi editor) and select the 'Filter Piano' preset. We don't want the **Low Pass Filter** to be so closed so we turn up the frequency to 2500Hz.



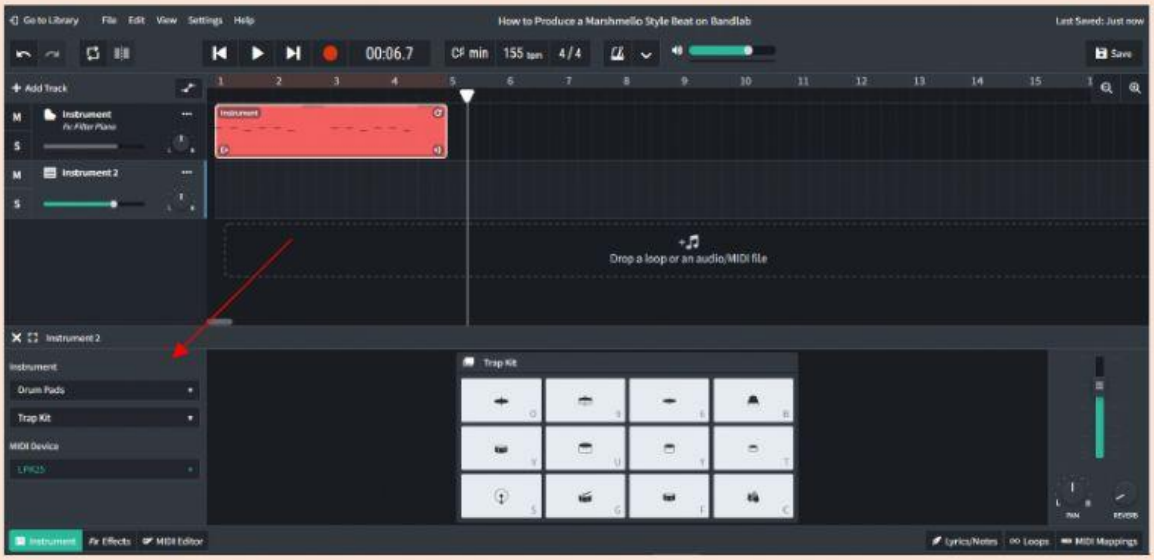
We can also add 'Space Maker' by selecting 'add effect' and then going to '**Reverb**'.

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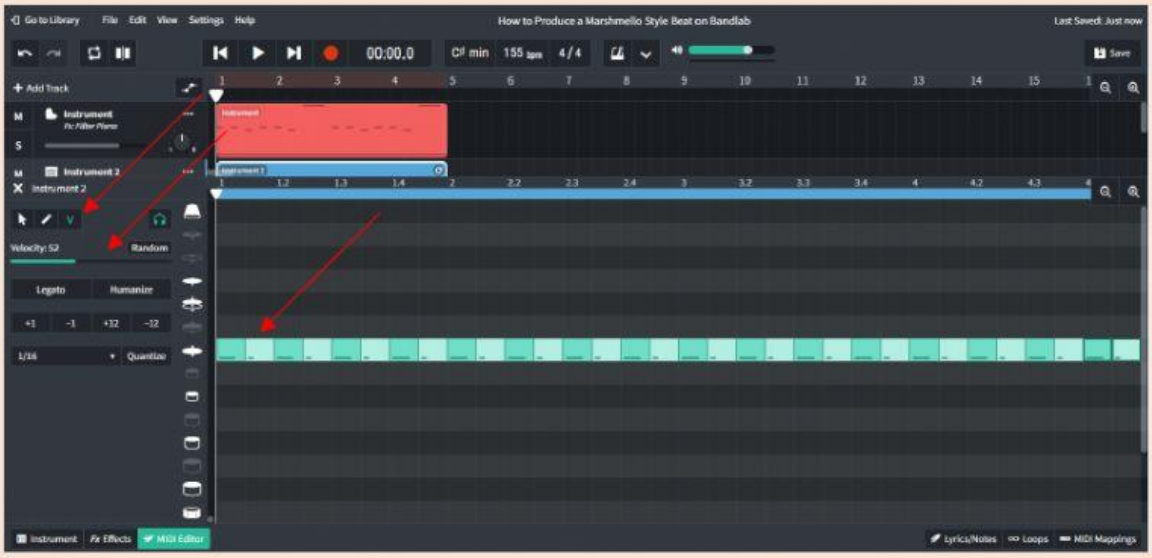
6. Making a Beat

To make a beat we add a new track, select ‘drum pad’ and then ‘trap kit’.

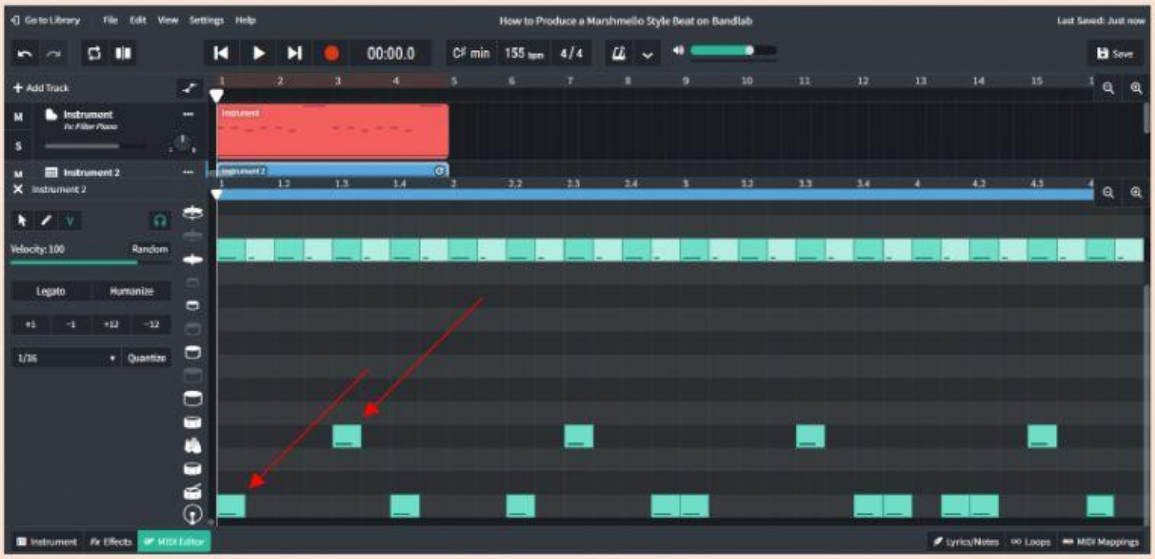


This is a straightforward beat. Each hi-hat is played on ‘8th notes’ (quavers) with every second one having a reduced **velocity**. This gives it a natural feel. To reduce the velocity select ‘V’ and then drag the cursor down to around 50. You can now copy and paste as before.

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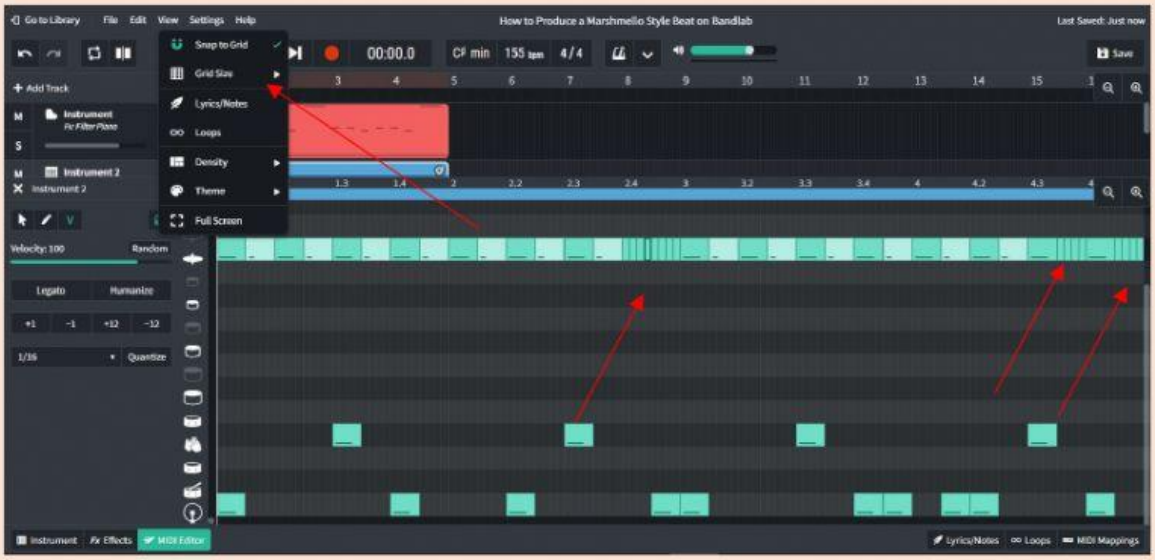


Now let's put claps on the third beat of each bar and kicks on beat 1, 1.4, 2.2, 2.5, 3, 3.4, 3.5, 4.1, 4.2 & 4.4.



If you want to increase the energy of the beat you can add some 32 notes (demi-semiquavers). This is not necessary but if you want to try it here is what you need to do: Change the view/grid size/1/32.

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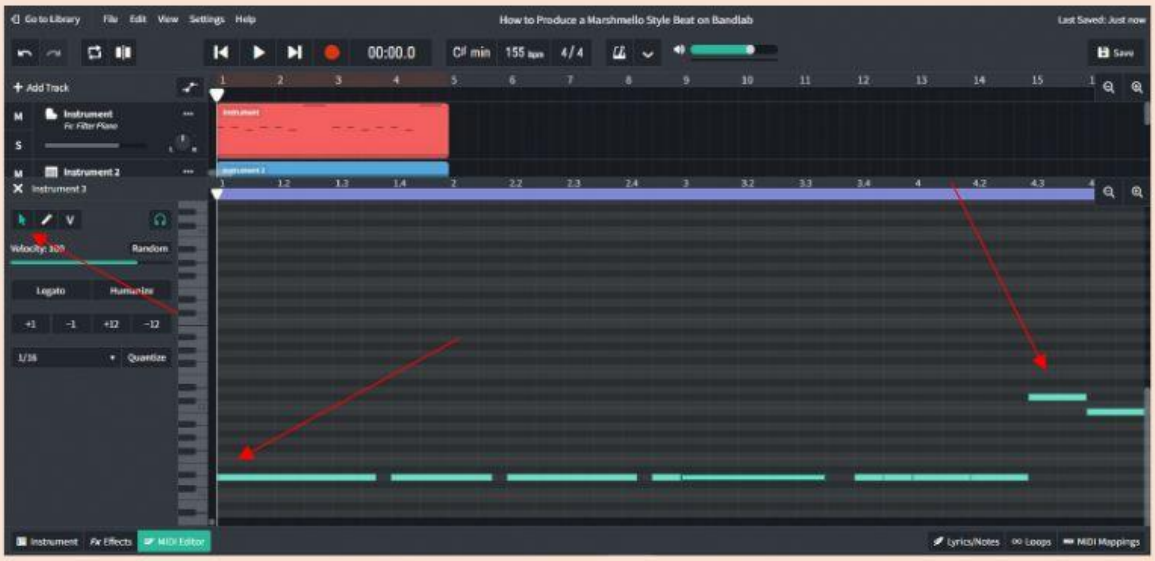
Remove the two hi-hats at 2.4 and replace them with 8 hi-hats, then remove the hi-hats after 4.3 and 4.4 and replace them with 4 hi-hats.



7. Adding a Bass

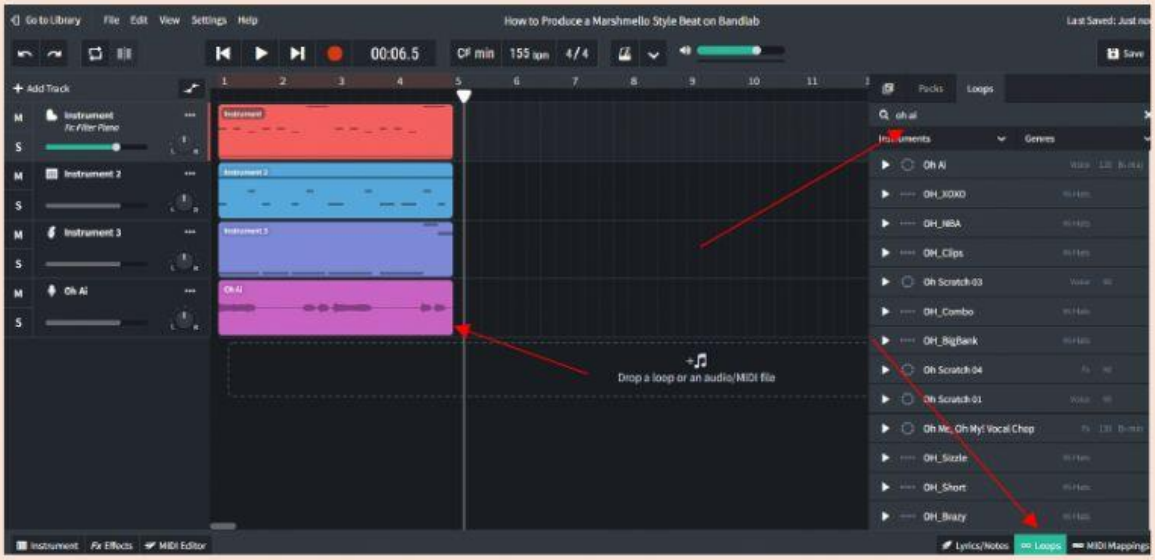
Add track as before but this time select ‘Synth Bass’ ‘808 Bass’. Change the view/grid size back to ‘smart’ and change back to the cursor. Now add notes on C#1 like on the same beats as the kick then C#2 and B1 on 4.3 and 4.4

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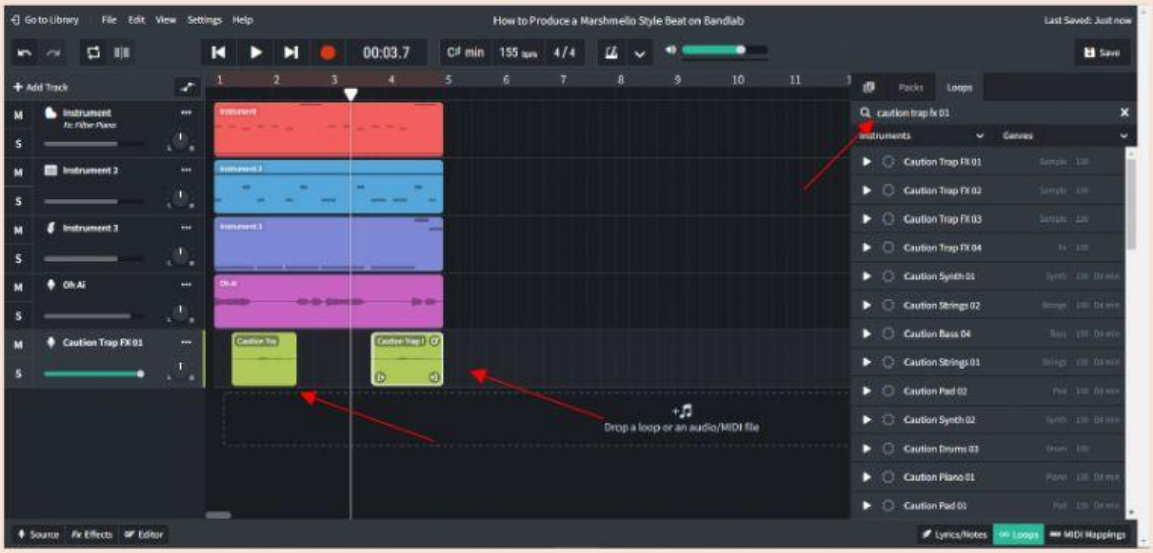
8. Adding a Vocal

Select the Loop tab at the bottom left hand side of your screen and then, using the search bar type ‘Oh Ai’. Either drag it to a new track or double tap it to add it. Turn the volume up to **+3dB**.



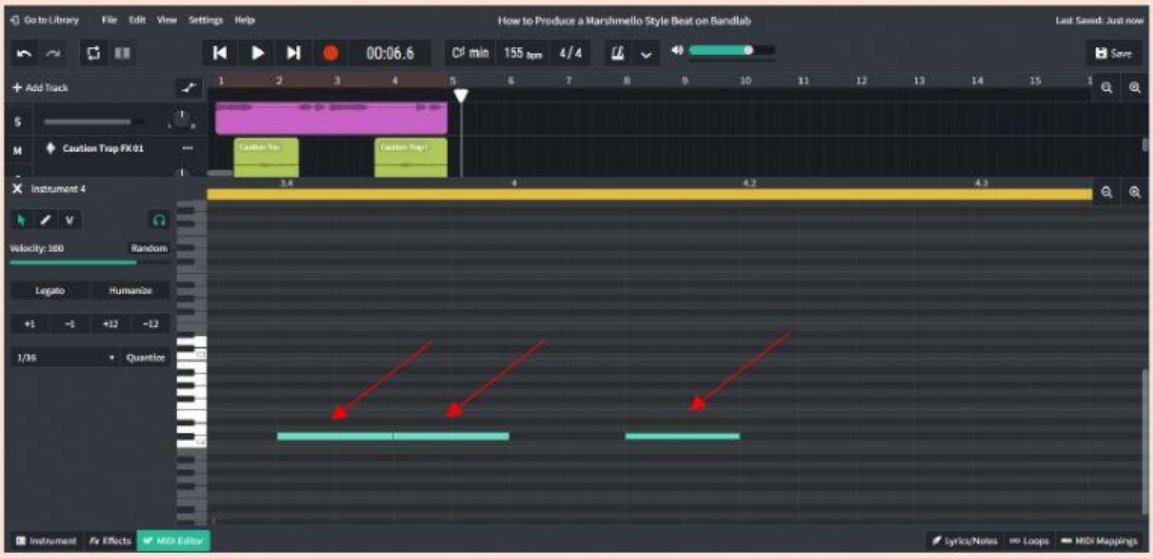
To add a call and response vibe place ‘Caution Trap FX 01’ between the ‘Oh ai’ vocals. You will need to cut this loop by sliding the bottom left hand corner to the desired position. Then copy and paste it, as before (ctrl+c, ctrl+v). Again turn the volume up to +6dB.

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9. Snare Track

Let's add a snare track to keep the track moving by adding another drum accent. Create a new track and select 'Creator Kits' then 'Trap Vol.1'. Place your notes on C#2 3.4, 3.43 and 4.03.





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