

# Cheatsheet 5: Loop Creation in Apple Loops Utility

## Preparing an Audio File<sup>1</sup> for Use as a Loop

- Using an audio editor such as Audacity or Amadeus Pro, select a portion of the audio so that its duration is a complete bar or a complete multiple of a bar.
- You can test your accuracy by clicking the “Loop playback” box at the bottom of the window. Press the spacebar to toggle playback on and off. Count along with the beat as you listen. Assuming the selection you made begins precisely where you want it to begin, you can refer to the following tips to fine-tune your loop:
  - If the passage repeats early, drag the end of the selection to the right. Repeat the test until perfected.
  - If the passage repeats late and includes material you don’t want to use in the loop, drag the end of the selection to the left. Repeat the test until perfected.
- When you’re happy with your loop, save the selection by invoking **Selection > Save Selection As...** from the pull-down menu. Use a descriptive name and save it as an .aif file.
- Open your newly-trimmed audio file and test it one more time, looping the playback in Amadeus Pro. If clipping occurs between repetitions of the loop, apply a very short fade at the end of the audio file. This should eliminate any noise.

## Tagging and Beat Slicing

- Open your new .aif clip in Apple Loops Utility (found in **Applications > Utilities**).
- Check the **Looping** radio button, then apply appropriate tags that describe your loop.
- If you want to inspect and/or alter the beat slices, click the **Transients** tab.
- When you’re finished, save the file. The tags and slices will now be embedded within the loop, making it usable with any DAW that supports loops.

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<sup>1</sup> Audio files must be in AIFF format before they can be used with Apple Loops Utility. Use Amadeus Pro to convert files in MP3 or other audio formats to AIFF before trying to open them with Apple Loops Utility.