
long evolving soundscapes with Monomachine

Posted by julien - 2012/10/10 23:12

Hi there,

I used to make (long) evolving textures when I was making my live performances with the computer.

Since I'm on MnM + MD, I still didn't experiment long evolving soundscapes.

I'd like to know some of your tips around that.

I'm using long D & R envelopes + 64 steps pattern, sometimes adding a bit of reverb consuming 1 track but it is ok.
I'm also using more than one track sometimes too to make thick sounds on stage (not multi trig mode but "on demand" multiple tracks sounds in one pattern for instance)
I'm also using long LFO slightly modifying stuff

and you? I'm very interested by your options & leads :)

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Re:long evolving soundscapes with Monomachine

Posted by dubathonic - 2012/10/11 00:28

Awhile back Nils posted about this track -- 4 layers of MnM, with heavy washes of reverb. You might search the archives for the thread in case it offers more info about his method.

On the MD, the RAM machines are your friends. What I posted in this thread applies here too.

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Re:long evolving soundscapes with Monomachine

Posted by julien - 2012/10/11 04:26

many thanks for your answer dubathonic!

I checked this ambient track and loved it.

Especially, I want to be able to make my noise/ambient live performances with only MnM sometimes too. So it is possible. good.

About my MD UW and RAM machines, I didn't play a lot with them.

I'd like to use them to improve "beats variations" and maybe kind of beat repeat/glitch like stuff all along my live sets.

I begin to feel the power of those machines.

I got them only a small month ago and worked on my visuals so..

again: thanks to have pointed me there.

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Re:long evolving soundscapes with Monomachine

Posted by PlayRecords - 2012/10/11 05:13

That MNM jam is a beaut no doubt. Reminds me of the original silent hill game score.

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Re:long evolving soundscapes with Monomachine

Posted by julien - 2012/10/11 05:15

I'll do my best to post my work with them here too.

Anyway, I'll post that here: <https://soundcloud.com/protofuse>

Re:long evolving soundscapes with Monomachine

Posted by twofax - 2012/10/11 09:55

anything with the LFO set to very slow amounts helps, as does stacking tracks with effects tracks and trigger the effect track from your sound track. also more lfos on your effect tracks. Try something like delay with a lot of feedback(not past 64) and control the Delay send with an lfo. also use the delays on the effect tracks.

Re:long evolving soundscapes with Monomachine

Posted by redrum - 2012/10/11 11:55

If you use a long attack on the amplification page mixed with long release and delay. You can create some eerie drones. I find these sorts of sounds are better suited to a keyboard controller and not the step sequencer. The voc synth can create some weird landscapes couple it with a thru machine as a neighbour, maybe some chorus or reverb(extra delay on your sounds) and you have some drone music.

Re:long evolving soundscapes with Monomachine

Posted by stiiiiive - 2012/10/11 17:09

Unless you absolutely want to keep the MD off the equation, you could give a try to the superslow LFO trick.

Re:long evolving soundscapes with Monomachine

Posted by emnine - 2012/10/11 17:22

Don't forget to apply another LFO to LFO speed to decrease the repetition factor.

I love turning knobs on the Mono, it is begging for it, additionally hook up keyboard controller with pitch stick and/or modulation wheels, assign the right parameters (no set rules, just a matter of taste & testing) and ... modulate! Great results with modulating synthesis page parameters with FM & Digipro machines. This was done using Monomachine only.

Re:long evolving soundscapes with Monomachine

Posted by julien - 2012/10/11 18:43

Finally, I'll plug the MnM output to one MD input (it is the opposite right now) so I guess I won't put the MD on the side even for my drone/ambient gig.

Thanks to all of you for your nice ideas, leads, tricks., cheat mode.

- super long lfo is really GREAT.
- Amp AHDR tweaks is also THE way to go combined with pattern switch to not have even a kind of percussive sound the first time one is triggered

I wouldn't need an Octatrack but I thought at one moment I would need that for long samples but I'm now okay and I discovered how can behave the MnM at drone/ambient fields. I won't need samples (until the day when I'll need them :D)

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Re:long evolving soundscapes with Monomachine

Posted by ipassenger - 2012/10/11 20:21

One thing i love for making patterns more alive and interesting is something i have done on my nord mod for years.

It has a module that takes triggers as inputs but only outputs some of them, randomly. So now a pattern doesn't always play the same, only random steps from the pattern actually get triggered.

You can do this with the MD and Mono, it needs one lfo (or two to jazz it up).

Take the sound your going to randomise the trigger of and reduce its volume to 0. Now set up a square wave lfo (set pretty fast) to modulate the volume of the sound and set the depth to the highest level you want the sound to be, change the trigger mode of the lfo to hold.

If you use another lfo to modulate the speed of the square lfo, its impact on whether the sound triggers or not becomes more random and less patterned. Using this trick you can make a 1 bar pattern seem much more complicated.

If you have steps where you always want the sound to trigger (rather than occasionally), then lock the square lfo depth to 0 and the volume to something higher.

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