
Creating Movement Within Beats (MD-UW)

Posted by CupCake - 2012/10/05 16:49

Hello all.

After using my MD-UW for a while now (couple of weeks) I get a bit frustrated with how "rigid" it feels. I'm not dissing the machine at all by the way, it's all down to my lack of skill I have no doubt.

I normally get a beat going quickly but then after hearing the same thing for 5 or 10 minutes I get bored of it and give up and turn the machine off. I appreciate Song Mode enables you to create much longer sequences, but I'd love for the beats to "evolve" and surprise me.

Does anyone have any tips to help me achieve this?

Thanks.

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Re:Creating Movement Within Beats (MD-UW)

Posted by CupCake - 2012/10/05 19:09

The only way I can think of is by using LFOs to modulate the Start/End parameter of a sample. This will work if each sample has silence at the start of it or samples are made up of a number of samples. Apart from this, I think the sequencer is pretty much rigid.....

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Re:Creating Movement Within Beats (MD-UW)

Posted by dataline - 2012/10/05 19:15

I think this is one of the downfalls of electronic music. If you are working with a looping sequencer, after 5 - 10 minutes it will get tiresome, unless you are working with some interesting LFOs. Even with the LFOs going all over it will get tiresome eventually.

What I do is that, create a composition through the PATTERNS. So I would come up with a beat and add the whistles and bells. Then copy and paste into the first 5 patterns (A1-A5) Now on the first pattern I would delete some of the tracks which would sound like an intro. On second pattern, add some of the elements from the original pattern idea and move on to the 3rd pattern and so on.

And one thing I try NOT to do is to listen to the sequence I have created more than 5 minutes :) I just loose the feel for it and it sounds like a wasted opportunity. Because that sequence idea could sound very interesting to somebody else when it is nicely laid out on a 5 minute track :)

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Re:Creating Movement Within Beats (MD-UW)

Posted by alep - 2012/10/05 19:21

ever thought of setting up an CTLALL machine and tweak the bejesus out of your 4 bar pattern?
then, when mayhem is perfect just hit function+classic/extended...
you can sequence an CTLALL machine as well (as the other CTLMachines, too)!

also don't forget you can chain patterns on the fly
use other track's LFO's to routing it to only one machine...

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Re:Creating Movement Within Beats (MD-UW)

Posted by CupCake - 2012/10/05 19:39

Thank you for your replies. Much appreciated. Using multiple patterns much more will clearly help me. For some reason I

stick to 1 pattern and try to evolve it as I go which works up to a point but having multiple evolving patterns with gradual variations across them will work much more.....

Also, whilst in Song mode can you still tweak the patterns? I haven't tried that. Say you had a Song made up of 4 4-bar patterns which were slightly different AND tweakable as the Song plays could be very interesting...

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Re:Creating Movement Within Beats (MD-UW)

Posted by BlueWolfSe7en - 2012/10/05 19:49

I nearly always run multiple instruments, so 1 is regular kick, 13 is an alternative kick rhythm or sound, 2 is regular snare, 14 snare decoration or roll/fill etc. Combine this with a couple of melodic ideas, hats, rim shot, claps etc & you can have loads of different patterns within one pattern by using mutes & fades.

Yes, 'control all' is really useful too!!!

Other cool tricks I use a lot -

Drop scale lengths to switch time Sig

Use rec play machines & set different trigs, then use function & mute to switch in & out.

Don't forget you can tweak away then hit Function & ext to return to the saved kit.

Watch the Dataline, Trondc, & Wessex vids on yt to see this stuff in action :)

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Re:Creating Movement Within Beats (MD-UW)

Posted by bonde - 2012/10/05 20:07

CupCake wrote:

Also, whilst in Song mode can you still tweak the patterns? ...

Yes you can.

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Re:Creating Movement Within Beats (MD-UW)

Posted by redrum - 2012/10/05 20:14

I love the arranger mode. You can create some crazy little rythems by choosing the same pattern multiple times and selecting different steps. You can mute and unmute any of the sixteen tracks. This gives the MD the ability to use triplets and off time craziness on just one pattern. Start adding multiple patterns and you really have quite a complex playground. At first glance the MD only has one LFO per track. this is not true you can assign a tracks LFO to any other track. If like me you only use four to six tracks at a time you can use any of the other ten tracks for mutable LFOs, control machines, or my fave the control 8. Or what ever you want. Arranger mode is the key though. You can make some crazy tunes.

Edit-now that I think about it the LFO from track to track work in an order, ie track one's LFOs can control track two's but not the other way round.

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Re:Creating Movement Within Beats (MD-UW)

Posted by previewlounge - 2012/10/05 20:54

so very many cool ideas in this thread, totally refreshing info. :)

BlueWolfSe7en wrote:

Don't forget you can tweak away then hit Function & ext to return to the saved kit.

also, before reverting to the saved kit, you can copy the pattern (containing the same notes but with all the tweaked out tweakiness) ...

then revert ...

then paste the pattern to recall the super tricked out parameter tweaks

then revert..

also, something i have not done although have read about it here on the forums,

try having a non-p-lock version of the pattern and a p-locked version.
switch between Classic and Extend modes to hear the non p-lock version and the p-lock version.

Another trick is for super-long LFO speeds, detailed by Veets..
cannot remember how right now.

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Re:Creating Movement Within Beats (MD-UW)

Posted by poonti - 2012/10/05 21:13

^ I seem to recall an LFO'ing the LFO technique for really slow LFOs, is that what you were referring to?

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Re:Creating Movement Within Beats (MD-UW)

Posted by previewlounge - 2012/10/05 21:22

yes! :bonus: not sure how tho.

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Re:Creating Movement Within Beats (MD-UW)

Posted by alep - 2012/10/05 21:30

Machinedrum SuperSlow LFO
<http://www.youtube.com/watch?v=SZU40hNWVAE>

Machinedrum 32 Op FM Synthesis
<http://www.youtube.com/watch?v=SDUscpJDZtw&feature=relmfu>

Machinedrum UW CTR-AL tweak demo "Control"
<http://www.youtube.com/watch?v=qEYqnlM-iKw&feature=related>

don't forget: http://tarekith.com/assets/machinedrum_tipsandtricks.htm

my favorite:
Using RAM Machine Feedback as a soundsource:

Last night I realized that with the UW, you can use the cue-feedback as an instrument and sound source. This means that you can make music using RAM Machines only.

No there's nothing in the RAM before, and it's retrigged and reset every time the patterns loops. This is why it sounds different all the time, try it:

1. Add a RAM Record machine.
2. Set Mlev to max.
3. Set an LFO to Cue1, Updte: Trig, Depth: Max, Speed: whatever you like, shape: I_ (falling sawtooth).
4. Play with the filter to soften it down.

There you go.. a really weird and unstable ocillator, but cool.

It's just about forcing the RAM Playback Machine to different things no matter what's inside it. Fast pitch env to do kick/snare, hipass and short decay to have some kind of hihat sound, etc. Live was mainly about pressing mutes, changing the RAM Record Machine filter (which is also affected by a lfo) and sometimes function+pitch or Samplerate Reduction. Also if you want it less chaotic you could just set the rec length to something short like 6-7, then it's actually quite stable. You can just release the monsters by turning that up later. Oh and of course, you can easily just freeze the sound by muting the rec channel since then the ram content just stays solid until you unmute it again.

Another thing that makes it more alive is that I had the rec length set for the full pattern. On top of that, the start setting is param-locked all over the sample. This makes everything change a bit but at the same time keep fragments from the last cycle... or something.

- Kotton BBB

I just gave this a shot. Try these settings for starters (in addition to the one's Kotten mentions) - certain settings will get you absolutely nothing:

LFO Speed - Keep it on the low side - say 40.

LFO Shape - Does seem to matter - try saw or tri.

LFO Shape Mix - Start out all the way counter-clockwise (0).

Synth Cue1 - Start out @ 0 - almost seems like a decay setting as you move up Synth ILev - W/ Cue1 low, sort of soften things up like a 3/6db LP filter.

Track effects - start w/ everything @ default.

Now start pointing some of those extra LFOs towards the track effects.

Kind of sounds like a tri/saw kind of mix before filtering/amplitude mod/etc. For some reason, I was expecting a Sin. Well, I guess it is a Sin w/ some clipping/brr/srr going on.

Can it hurt anything? Start out w/ the track level low so you protect your speakers but aside from that I doubt it - it's probably the noise floor forced into clipping.

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Re:Creating Movement Within Beats (MD-UW)

Posted by LIVESEQ - 2012/10/05 22:54

hi cupcake.

One of my favourites is.

set an lfo to target something like snare snap or shaker grains or filter cutoff. whatever really.

choose the sample and hold lfo and set the update choice to hold.

fine tune the lfo depth to get a subtle variation. The key is don't have it doing too much. Now you have a more natural sounding randomness to the drum sounds.

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Re:Creating Movement Within Beats (MD-UW)

Posted by sombunall - 2012/10/06 16:13

Man love this thread this is the kind of thing that makes this forum great and drew me to the Elektron world!

:know:

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Re:Creating Movement Within Beats (MD-UW)

Posted by TrondC - 2012/10/06 17:45

yeah this thread is gold, I can testify that things that seem small or unimportant at first can have a huge impact on the feel of a pattern. I usually end up using atleast 8 of the 16 LFO's, tons of p-locks and manual tweaking with a ctrl-8 machine and also the olde function+tweak and reset trick (all described earlier). Also for shakers or hats placed on every step of the sequence , hitting record and tweaking the length/volume/dist parameters creates a much more natural emphasis on the groove, instead of just having say short/closed hats on steps 1,2,4,5,6 etc and open hats on 3, 7,11 etc which sound much more rigid and programmed.

Also remembering the good Higsage on this board talking about creating sounds that sort of lean into step 3,7,11,15 or step 5 and 13 that creates a feeling of being pulled forward, into the beat. After experimenting with this stuff turned a bit groovier. Mind you this stuff is mainly geared toward the techno/house/ 4 to the floor dance grooves, but I bet it would work fine in any groove.

Never thought about going haywire with the fucntion+tweak, then copy the pattern when it hits a real sweet spot, need to try that on the next live :) switching between classic and extended mode works well to shake things up a bit too, I find it useful for short variations, like the last 8 steps of a pattern etc.

Again, this thread is gold, I need to experiment a bit with the RAM feedback trick now :)

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Re:Creating Movement Within Beats (MD-UW)

Posted by MPRT - 2012/10/06 18:44

A way to make thing less rigid is to recordto cassette / tape the single groups like kick, hats, snare, perc etc into your workstation. All the beat after that will feel less rigid and a little bit wonky due to bad timing of certain cassette/tape recorders. Tried on my own and I liked the result. My two cents ;)

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Re:Creating Movement Within Beats (MD-UW)

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Re:Creating Movement Within Beats (MD-UW)

Posted by StinkyBeat - 2012/10/06 20:57

previewlounge wrote:

also, before reverting to the saved kit, you can copy the pattern (containing the same notes but with all the tweaked out tweakiness) ...

then revert ...

then paste the pattern to recall the super tricked out parameter tweaks

then revert...

I knew the tweak revert. But not that pasting copied Tweaks would not loose the original pattern. All without having to save a 2nd kit. Wow.

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Re:Creating Movement Within Beats (MD-UW)

Posted by previewlounge - 2012/10/06 21:00

^^ yes, and also, after doing the initial revert, then pasting the 'tweaked' version of the pattern back again, it is possible to 'revert' by just 'pasting' again, as this undoes the paste of the tweaked pattern, thereby allowing for jumping between the two version with the same button combo.

awesome idea MPRT, re/ tape!

i have occasionally experienced GAS to acquire an 8-track recorder...

a long time ago enjoyed the use of a Fostex 4-track, that was a lot of fun.

but for now, a simple solution would be a cool cassette recording, that could be radical...
and a groovy library of cassette recording archives ... love it!

also something very cool, the approach that TronDC documented a while ago..

p-locking things like the bassdrum to stay in place,
say for example on the filter and pitch on a step,
whenever there is a trig in the bassdrum pattern sequence...

this way, if using Function-tweak the filter and pitch, everything is effected, although when the bassdrum plays, it will not be effected, because the filter and pitch are p-locked.

well, if doing a Function-tweak directly while a bassdrum trig plays, the effect will be heard, but otherwise, the bassdrum remains the same.

this can be very interesting for a number of different instrument options.

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Re:Creating Movement Within Beats (MD-UW)

Posted by MK7 - 2012/10/06 22:00

very interesting thread! I'm gonna try especially the RAM osc idea and paste pattern to revert to the tweaked state.

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Re:Creating Movement Within Beats (MD-UW)

Posted by alep - 2012/10/06 22:53

i have occasionally experienced GAS to acquire an 8-track recorder...

i love my tascam 688. my secret weapon of choice, got it for a steal.
thought of getting the tascam 388 one day...

the 688 not only is a fine desk with 2 aux pre and post, the pre-amps are fantastic imho, very musical EQ's and an incredible routingmatrix, but it has the charme of a cassette tape too.
direct outs as well.

8 tracks is more than enough, considering it sold for a few grand back in the day you can get one for real cheap nowadays - even with that remote controll if you're lucky enough...

also i can't repeat enough to check out tarekith's tips'n'tricks site.
i am very thankfull for that - big ups to tarekith and the people who shared their secret knowledge.

so many cool things to try out with the elektron machines.

you have to love them.

Re:Creating Movement Within Beats (MD-UW)

Posted by StinkyBeat - 2012/10/07 00:26

Previewlounge:

I went to trying out the tweak->copy->revert->paste and had a blast. Did not see your last post before hand. And discovered the different button combos. I copied and pasted a pattern I already had to a new slot incase I did something where I could not revert it back. Did the tweak->copy->revert->paste and when I pasted it reverted all the way back to the blank pattern. I had to double tap paste to get the tweaked pattern to load. I powered cycled the MD and got the normal behavior. If you use the function-classic to revert before you paste then paste will cycle as you described and using function-classic screws up the rotation. If you paste before function-classic to revert then paste will always load the tweaked form and function-classic is the only way to revert.

So far I like the using paste to cycle between forms, but the other way may be better for muscle memory as the same combo will always revert. As apposed to having to use one combo for the 1st time you revert and another for the rest.

Off to experiment to see how adding a 3rd variation of tweaks is effected with pasting before and after the function-classic revert.

Re:Creating Movement Within Beats (MD-UW)

Posted by dubathonic - 2012/10/07 01:31

Definitely lots of good ideas in this thread :) ... don't forget many more are compiled in the "MD Tips & Tricks" and "Next Level" documents in the files section. I find both of these well worth reading again and again from time to time, as I think of new ways to apply the ideas as I learn...

One of my favorite ways to build up a big full changing sound is by sampling just a few tracks with one RAM machine and then resampling the results with another, applying various amounts of echo and reverb to each iteration. Resampling just a short section of the first RAM loop is often enough.

Modify the parameters (start/end times, filter settings, etc.) of each RAM machine, as well as the parameters of the reverb and echo (easier with CTR-GB and -RE machines, IMHO) as you jam. Plock the trigs on each RAM-P track variation, or better yet put the same RAM-P machine on multiple tracks, so that the contents of one RAM-R machine can be used to make overlapping sequences, with various parameter settings. Rinse & repeat.

...At first all this can get obnoxious in a hurry, but with a little planning and time spent finding the sweet spots in your settings the results can be amazing.

Re:Creating Movement Within Beats (MD-UW)

Posted by StinkyBeat - 2012/10/07 01:50

Managed to figure out to get 3 variations in rotation. Woot, woot!

1st it relies on the paste before function-classic. As I played around I noticed sometimes after doing as I described above it would revert to the behavior where paste would cycle the tweaked and saved form. I discovered for paste to only trigger the tweaked form, function-classic had to be pressed after pattern paste was displayed with the paste command. If function-classic was used after undo paste was display the MD would go back to cycling the saved and tweaked forms with the paste command.

So, here goes:

- 1 tweak the pattern then copy and paste it
- 2 use function-classic to change to the saved form
- 3 paste command will display undo pattern and will revert to the tweaked form

4 tweak again for a 3rd variation
5 paste will trigger the 2nd variation
6 function-classic will trigger the saved form
7 paste will trigger the 3rd variation
8 paste will trigger the 2nd
9 paste will trigger the 3rd
10 paste will trigger the 2nd
11 paste will trigger the 3rd
12 function-classic will trigger the saved
13 paste will trigger the 3rd
14 function-classic triggers the saved form

15 Paste will NOW trigger the 2nd variation and the 3rd variation is lost

But now you can tweak again and cycle!!!!

It depends on whether function-classic is used after paste triggers an undo pattern or a paste pattern message.

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Re:Creating Movement Within Beats (MD-UW)

Posted by MK7 - 2012/10/07 17:55

@stinkybeat: sounds weird, but useful.

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Re:Creating Movement Within Beats (MD-UW)

Posted by void - 2012/10/08 23:08

Okay I'm sure this has been covered before as it's both simple and REALLY AWESOME, I just found out about this and haven't seen it mentioned in the Tips & Tricks documents.

It's MDUW only:

1. Load/make a sample which is just a series of CLICKS (for example place trigs on the first 3 trigs with a GND-IMP, record this with a RAM machine, then copy this sample to ROM).
2. Load the sample into a ROM machine, e.g. on track M1.
3. In GLOBAL > ROUTING > OUTPUT, route M1 to e.g. output F.
5. Plug output F into input A, using a cable.
4. In GLOBAL > ROUTING > TRIG IN A, set up an input trigger with a track of your choice as DEST.
6. Tweak the input trigger until you get clean, well, triggers on your destination channel.
7. Optionally, repeat the steps above using a different (or the same) sample, but a different output, e.g. output E and input B and a different trigger destination.

So, simple case, triplets?

1. make a clicky sample as described above - so you have 3 32th clicks.
2. Pitch down the sample to ca. -12. Fine-tune the groove by slightly tweaking pitch.
3. ???
4. FREAKIN' PROFIT

Rhythmic Mayhem?

Tweak the parameters in the triggering ROM machines
(PITCH, RTRG, RTIME, STRT, END, VOLUME)
And of course, use CT-AL or CTL-8 on these! LFOs!

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Re:Creating Movement Within Beats (MD-UW)

Posted by Glitchedout - 2012/10/08 23:10

I'm totally gonna do this today. I've thought it but never played with it.

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Re:Creating Movement Within Beats (MD-UW)

Posted by void - 2012/10/08 23:23

fucking hell, the Machinedrum is AMAZING.

addendum: change the trigger destination while jamming out - w0000t

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Re:Creating Movement Within Beats (MD-UW)

Posted by Veets - 2012/10/08 23:31

@Void, whoa - great idea :lvl:

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Re:Creating Movement Within Beats (MD-UW)

Posted by previewlounge - 2012/10/08 23:56

GlitchedOut is so impressed he is gonna try that three times today!!! :woohoo:

as soon as i get the time, will try this for sure. cheers Void. :)

also the triple variation of two tweaks and original sound MD kits is completely intriguing..
cheers for the adventurous share, S.B.

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Re:Creating Movement Within Beats (MD-UW)

Posted by TOS - 2012/10/09 02:29

My two p for using the Trigger In system that Void very nicely explained is: careful with that one as if you overdo it, the machine will become unresponsive. Maybe not with sparse clicks, but if you're receiving clicks from some spikey external oscillator at a high rate, it will crash. I had managed to freeze my MD like that, it needed a reboot, and even after the reboot, there were about 5 seconds that it was trying to find the clock (quite literally, there would be no tempo indication on the screen).

But hey, breaking an Elektron machine here and there out of some wild experimentation, is a fun thing to do. All I wanna do now is trigger the MD with a double stroke roll so fast that it'll make it freeze.

Re:Creating Movement Within Beats (MD-UW)

Posted by previewlounge - 2012/10/09 03:08

yep, this is going to be so awesome, like some kind of bizarre, customisable, re-routable retrig ...

and then, to do the same kind of bizarre creative retrig using input B and routing to another trig machine, then using a Ctr0l-8P to adjust the Pitch parameter of the two different sample basis of the custom retrig signals going to the A and B Inputs

what a way to find new vibes, rhythms, sounds, mixes...

Re:Creating Movement Within Beats (MD-UW)

Posted by MK7 - 2012/10/09 04:31

great ideas!

Re:Creating Movement Within Beats (MD-UW)

Posted by AZ9 - 2012/10/09 06:32

Bookmarked thread...Thanx

Re:Creating Movement Within Beats (MD-UW)

Posted by void - 2012/10/09 07:24

hah, never would have thought to come up with a fresh & fancy trick for the MD :laugh:

the only sample i've tried this with is a 3 32th note click thing.. but it could work with basically anything, especially more intricate click patterns, right? I really like that it misses to trigger sometimes or changes the volume a little, a little randomness in the sequencer..

Re:Creating Movement Within Beats (MD-UW)

Posted by merlin - 2012/10/09 09:18

For those who have the MnM I have a small enhancement to void' s excellent trigger trick:

Connections:

-MnM out (say output cd or ef or what suits you) to Md in

Setup:

-On the Mnm, setup a simple sinewave and trigger a note. Make sure the track' s audio output is sent to the md.

-Set the dec parameter on the amp page on max so the note keeps playing forever. You should have a continuously palying sine wave now.

-Set the volume parameter on the amp page to 0 to obtain silence

-Set an lfo to exponential falling, free running. Destination: amp volume

lfo tempo: 8x

lfo speed: 48

With this setting the lfo gives short "bursts" of audio which are sent to the md and trigger the track you want.

The combination of 8x24 gives you 3 hits per bar and messing around with the mult and speed settings of the lfo gives practically any rhythm you want.

Further directions of experimentation:

Arp:

-Don't use the lfo on the mnm but play a simple note with short hold/decay settings on normal volume. This time the lfo does not provide the volume bursts. Instead the arp is used for triggering notes...

MD trig pos:

-Assume that on the md you use the incoming audio for triggering track 9. On the setup page, dial in a trig pos for track 10. Now track 10 is also triggered.

-Put any machine you like on track 10 but make sure the machine has a long decay.

-put the volume parameter on 127

Now dive into the lfo of track 10:

-trig mode

-wave shape2: square wave (the one which starts with down and ends with up) or any waveform that suits you needs.

-Speed and depth to taste

-destination: volume

With this setting track 10 is triggered by track nine. since the lfo on track 10 is set to trig mode, the lfo starts it's cycle once the machine is triggered. By using the lfo on the volume it starts with silence until the lfo flips and set the volume to 127, creating a swing effect.

By carefully selecting the machines on track 9 and 10, a whole new combo' s of sounds can be created while they are both triggered by an external signal...

M.

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Re:Creating Movement Within Beats (MD-UW)

Posted by TrondC - 2012/10/10 02:37

This thread is so awesome I almost fainted :woohoo: Fantastic suggestions, didn't realize until now I'm nowhere as deep into the MD (and MnM) as I thought I was, this will be a fun weekend of experiments for sure :) Thanx again community!

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Re:Creating Movement Within Beats (MD-UW)

Posted by dubathonic - 2012/10/10 03:07

This thread just keeps getting better and better. Thanks everyone!

I bought a short cable for connecting output to input on the MD that has been moldering in my headphones case for awhile. Now Void has given me *such* a good reason to take it out again B)

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Re:Creating Movement Within Beats (MD-UW)

Posted by MK7 - 2012/10/10 14:51

Great ideas! What works best for me, though, is to never stop turning some knobs. I prefer classic mode + hand work, this ensures movement due to human flexibility+imprecision. Might sound obvious, but it makes a huge difference if the MD is used passively, standing in the background and receiving a mute command here and there or if one hand is assigned to MD automations. How nice would it be without that restriction to 2 hands :D good reason to make music with friends, not alone.

EDIT: one "trick" that I'm sure most people oversee although/because it's so or maybe too obvious. use the trig buttons to manually add tension during build-ups.

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Re:Creating Movement Within Beats (MD-UW)

Posted by pseen - 2012/10/10 15:27

For the trick void came up with it's probably worthwhile to connect a delay pedal between the output and the trig input - then you can play with different delay times, different repeats, wet/dry ratios, etc.

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Re:Creating Movement Within Beats (MD-UW)

Posted by MK7 - 2012/10/11 00:28

Nice one. Or use the OT for that?

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Re:Creating Movement Within Beats (MD-UW)

Posted by julien - 2012/10/11 06:04

thanks for this thread (too)

I'm a very fresh user of MD + MnM and I'm especially interested in long LFO (with a s&h mode to have noisy strange variations) and glitch/beat repeat like rhythm fx.

if the first one is totally ok (the on/off modulation by another LFO is totally insane and it works very fine), the second one seems less obvious for me.

On stage, I want to be able to sample the whole stuff, repeat it and glitch/destroyed it then to come back to the first initial stuff. I'll make a conf for that ASAP :p

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Re:Creating Movement Within Beats (MD-UW)

Posted by MK7 - 2012/10/11 15:37

@glitch/beat repeat: a lot can be done with ram machines. i developed a little trick some time back: ramicizer patterns. record a groove to ram, then switch to a ramicizer bank of patterns, say bank b. in this bank, all kits consist of nothing but play machines so that you have plenty of space for tweaking and all non-ram sound sources get "muted" automatically. tweak your ram to hell and jump back to the patterns with usual content.

=====

Re:Creating Movement Within Beats (MD-UW)

Posted by julien - 2012/10/11 18:21

MK7 wrote:

@glitch/beat repeat: a lot can be done with ram machines. i developed a little trick some time back: ramicizer patterns. record a groove to ram, then switch to a ramicizer bank of patterns, say bank b. in this bank, all kits consist of nothing but play machines so that you have plenty of space for tweaking and all non-ram sound sources get "muted" automatically. tweak your ram to hell and jump back to the patterns with usual content.

It seems a nice way.

It would mean I'd have to switch pattern to do that. I guess I'll probably use that in the same pattern.

All pattern could be designed like that:

- 8 tracks for my rhythmic
- 1 for the MnM
- 1 for the CTRALL
- 2 for RAM R
- 2 for RAM P
- 1 for a CTR8p to control the RAM Machines (in one parameter I'd like to be able to record and mix it directly to the output and cutting the MD to let play only the RAM players killing, breaking etc..)

And I definitively want to connect the MnM to the MD now (currently still MD connected to MnM)

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Re:Creating Movement Within Beats (MD-UW)

Posted by MK7 - 2012/10/11 21:13

@Julien: the approaches differ in the pace with which you can vary the way how trigs are set, with some p-locked to reversed direction etc. your setup reflects how i would set usual patterns up, maybe just mono with 1 play, 1 record track.

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Re:Creating Movement Within Beats (MD-UW)

Posted by ortiza2007 - 2012/10/11 21:57

I just got my MDUW two days ago and it has kept me up both nights because of its awesomeness, I cannot pull myself away from it. I prefer to be in front of the MDUW and not in front of my textbooks!

If I had to choose just one Elektron box it would be the MDUW hands down but I am glad I do not have to choose and I am lucky enough to have all three.

I absolutely love the MDUW!!!!

This thread is priceless, LUV IT!!!!

=====

Re:Creating Movement Within Beats (MD-UW)

Posted by julien - 2012/10/11 23:43

MK7 wrote:

@Julien: the approaches differ in the pace with which you can vary the way how trigs are set, with some p-locked to

reversed direction etc. your setup reflects how i would set usual patterns up, maybe just mono with 1 play, 1 record track.

I just made a very short video illustrating what I had in mind and I guess I'll work like that.
I need a stable setups for each live situation. That one will be for my idm live performances :p

<http://www.youtube.com/watch?v=elvcGSRFtP4>

Re:Creating Movement Within Beats (MD-UW)

Posted by sabo - 2012/10/12 00:10

void's suggestion of using the trigger in is craziness. never thought about that function for MD, really brilliant.

something i'm surprised hasnt been mentioned is shifting beats. if you hold FUNCTION+arrow keys you can move all the trigs on a single track around. this is great for on the fly rhythmic variations. also, if you change the loop length, then use FUNCT+arrow keys, it will only affect the current loop length. another nice way to create interesting variations. just be sure to save your original pattern to a different location before doing this ;)

Re:Creating Movement Within Beats (MD-UW)

Posted by MK7 - 2012/10/12 00:31

ortiza2007 wrote:

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This thread is priceless, LUV IT!!!!

you finally got one, congrats & have fun!

Re:Creating Movement Within Beats (MD-UW)

Posted by redrum - 2012/10/13 11:42

sabo wrote:

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Re:Creating Movement Within Beats (MD-UW)

Posted by julien - 2012/10/13 19:22

redrum wrote:

sabo wrote:

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I'm sure too.

The thing is: we have to prepare correctly our patterns as "dry" as possible for our live in order to be able to tweak hard, break, and come back to dry on stage.

I like that way, personally

=====

Re:Creating Movement Within Beats (MD-UW)

Posted by previewlounge - 2012/10/13 19:44

Machinedrum hidden flange effect:

choose a Ram Record machine on a Trig

Cue1 and Cue2 = 105

MLEV = 14

ILEV=0

FLTF=8

FLTW=111

So, the Ram Record machine just gets utilised to 'monitor' the internal sound source, although does not get to record anything.

by monitoring the signal at a high level, as the monitored (cue2) signal is slightly out of phase with the original signal, a Flange effect starts happening.

the filter can be used to 'tune' the Flanger effect.

just be sure not to actually play or trig the actual Slot, as that will result in massive feedback only alleviated by quickly turning the Master Volume to zero.

not so much a live performance thing, although is lots of fun for creating sounds in the studio.

also i found this to work nicely with conga sound/pattern vibes, not so much a 4/4 bassdrum pattern.

also experiment with the Ram Record machine's Amplitude parameters

AMD

AMF

filter resonance

the 1-band filter (either additively, or subtractively to restrict any unwanted extra feedback that might get into the signal).

=====

Re:Creating Movement Within Beats (MD-UW)

Posted by previewlounge - 2012/10/14 10:36

here's a cool idea:

use an LFO to modulate the LFO mix of another Trig's LFO shape mix.

so if there is LFO on retrigger,
set another trigger's LFO output to be that track's LFO shape mix

thereby going from a sine shape to a random or a ramp shape.

to get this happening in the most easiest way,
i choose the Trig machine to the right of a track,
and set the track to the right's volume/level to be zero.

then choose the left track to "trig" the right track in a "trig group" in the Edit Kit screen.

this way, the track to the right becomes a simple LFO effect
when it is set to be "trig" (rather than 'hold' or 'free' in the LFO editor.
target being the track to the left of it,
and the destination being LFOM (LFO mix of shapes).

hmm. this doesn't sound as simple as i thought it would.

=====

Re:Creating Movement Within Beats (MD-UW)

Posted by julien - 2012/10/14 17:49

I got it.
there are many ways to make beats evolving.

but I miss something:
I'd like to be able to hear only the glitch without the dry beat.

the only way is to mute all tracks except the RAM player tracks (external device triggering that on stage is required and able ... already tested with my iPad/Lemur)

or

using another pattern with not trigs except in the track player:
- I play the "normal" pattern (the RAM recorder records the material)
- I play the other pattern with only some trigs on the RAM player tracks

using that in songs using pattern length can drive to nice glitch:
normal pattern from 0 to 12 for instance (during the capture)
glitch pattern only with a 4 steps length and played one time
= 16 steps

=====

Re:Creating Movement Within Beats (MD-UW)

Posted by Veets - 2012/10/18 11:28

previewlounge wrote:
Machinedrum hidden flange effect:

hmm...gotta try this as a tiny bit of flange can be nice with high hats.

=====

Re:Creating Movement Within Beats (MD-UW)

Posted by previewlounge - 2012/10/24 21:29

another way to get some Machinedrum native flange happening is to load a Ctrl-EQ machine on to a Trig.

in the settings for the CTR-EQ machine...
increase the "PG" parameter, and the PQ.

to get the flanger happening, try manually sweeping the PF parameter.

then try setting the trig slot's LFO to be targeting the PF parameter.
set the LFO speed all the way left,
and LFO depth to be quite high.

LFO mode set to 'free'.

a sine wave shape would be a nice shape to use here (first LFO shape).

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