
Monomachine: Simulating uneven tempo

Posted by Allerian - 2008/03/21 05:46

I'm not going to get into a bunch of example and detail here, I'd just like to suggest a direction to experiment in. I've had some great results lately giving Monomachine patterns an off-beat feel by muting out notes in the arp, combined with an lfo on volume.

Give it a try!

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Re:Monomachine: Simulating uneven tempo

Posted by papertiger - 2008/03/21 20:46

ah nice! this sounds like something fun and new to try tonight -- thanks for sharing your idea, Allerian.

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Re:Monomachine: Simulating uneven tempo

Posted by glitched - 2008/03/22 01:09

If you really want to mess with the perception of timing, play with the swing pattern. Jack the swing up and put a swing trig on say, step 1, instead of 2, 4, 6, 8, etc. It seems as if the pattern is starting late.

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Re:Monomachine: Simulating uneven tempo

Posted by papertiger - 2008/03/22 01:25

these are functions i've not delved into too much. i know i know -- sacrilege. but i'm like JS -- I only dig into a feature usually when i want to try something new or find myself need it (says the girl who just started messing with the ctrl al machines!).

that's why i think i'm gonna dig the sandbox so much.

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