UW Ram machine experiment Posted by pelektor - 2008/03/26 22:32
Hello.
This is my first sandbox entry.:woohoo:
I have made a reording to show all of you wondering about the UW, is it the way to go. It seems to be a returning Q on this site.
I recorded the MDUW direct into my macbook, no nothing inbetween. Plugged an acoustic guitar to Inp A, made a kit with R1 + R2 both recording Inp A. I set up the rest of the kit with P1 on all emty tracks, except one track, where I put P2. Then, I just recorded some steps in the pattern for the P1 and P2 machines.
Recorded some guitar from time to time during the recording by pressing the R1 or R2 (didn't set any steps for them), and did some tweaking along the way
As with most free-improvised music it became a bit long :-), but it has a flow (at least I think it does :-)) and shows that you have endless possibilities with the UW-part of this machine.
This is a first take, first try, cut away a place where it became silentkind of became two parts
File can be found here for interested people: Http://peroddvar.no/akousticMDUW_part1_2.mp3
Re:UW Ram machine experiment Posted by futureimage - 2008/03/27 03:24
Cool!
Re:UW Ram machine experiment Posted by orwell - 2008/03/27 09:24
Nice man - really nice to hear some UW experimentation with acoustics. Shoe gazer MDUW here we come!
Re:UW Ram machine experiment Posted by pelektor - 2008/03/27 18:25
orwell wrote: Nice man - really nice to hear some UW experimentation with acoustics. Shoe gazer MDUW here we come!
Ves Tijust noticed that I have some nice shoes laugh:

:feelin:

Re:UW Ram machine experiment Posted by GoumLeChat - 2008/03/28 01:39

Some nice stuff!

What I love to do with ram is trig R1 while P1 is playing. Depending on when you start the recording, you can get some wild things, "melodic" larsens etc.

Add a pitch Ifo to P1, trig both machines at the same time, you'll have freakin' delays.

Re:UW Ram machine experiment

Posted by actuel - 2008/03/28 01:58

soon, i will have a life again and am stoked to check this one out.