what samples do you use with md uw machines?

Posted by honsey - 2008/11/10 07:37
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i would like to know what samples you use with your md uw machines?

do you have a lot of slots filled with exotic drum sounds?

how many vocal samples you use?

synthesizer one shots? which synths? recorded them on your own?

any waveforms?

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Re:what samples do you use with md uw machines?

Posted by howdragonsdisappear - 2008/11/10 07:54
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i have a collection of weird mechanical toy industrish evolutive sounds (specialized on retrig + lfo on start morphing).
most of recorded on my own with important objects for me.
got 5 or 6 violent snares also (higly compressed and a high decay).

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Re:what samples do you use with md uw machines?

Posted by jsrockit - 2008/11/10 07:54
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I use sounds that I get from CDs and Vinyl (could be anything)...as well as old drum machine samples.

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Re:what samples do you use with md uw machines?

Posted by honsey - 2008/11/10 08:07
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howdragonsdisap: you mentioned that you're using LFO for faking long attacks, so maybe the best technique is to have (tonal) samples with a short attack and a long decay & release? so you could have swelling sounds AND short attacks too?

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Re:what samples do you use with md uw machines?

Posted by hageir - 2008/11/10 08:29
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I just have a lot of different stuff, pads, rhodes, acoustic instrument samples, samples from songs, mostly anything with a lot of different sounds, then I transform them into something new (it's so versatile, the UW)
no vocal samples for me (though I had: "Cold getting dumb" by Just Ice loaded once :D)

I've found out the samples that I concentrate on too much are the boring ones, the more "random" and "faster" sampled samples always come out best (the one's I'm not expecting much from)

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Re:what samples do you use with md uw machines?

Posted by tIB - 2008/11/10 08:33
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Ive just sampled my MNM so far.

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Re:what samples do you use with md uw machines?
Posted by howdragonsdisappear - 2008/11/10 08:53

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honsey wrote:
howdragonsdisap: you mentioned that you're using LFO for faking long attacks, so maybe the best technique is to have (tonal) samples with a short attack and a long decay & release? so you could have swelling sounds AND short attacks too?

in fact i use lfo on start and retrig to make some time stretch, to control the speed of the sample play, and replay. so i have long sample but with an evolutive waveform

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Re:what samples do you use with md uw machines?
Posted by nljdj - 2008/11/10 09:01

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drums.

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Re:what samples do you use with md uw machines?
Posted by Rew - 2008/11/10 09:16

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I just have in there whatever i need for my current project at hand. Recently...... marimbas, udus, and kalimbas. Had a bunch of samples from snow white and the seven dwarves previously. Its always changing out.

Tho, I am seriously thinking about sampling all the MnM beatbox drums.... cause i LOVE them, and it always seems like kinda a waste of a precious MnM track to me when i could just have em in the ol MD. B)

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Re:what samples do you use with md uw machines?
Posted by Mika Technika - 2008/11/10 09:33

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drum + fx

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Re:what samples do you use with md uw machines?
Posted by swiv - 2008/11/10 10:37

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normally just layered drums from the MD itself. Sometimes I just want retrigs on drums that don't have it normally. When I had the MD only setup it was all sorts of acoustic samples, cello, erhu, dulicitone. Those MD only tracks were fun.

I nuked everything recently though in anticipation of the science labs...

Stylinghead where are you?! :laugh:

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Re:what samples do you use with md uw machines?
Posted by glitched - 2008/11/10 11:29

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I sample...myself. Vain, aren't I?

Anytime I feel that a drum track or synth line is lacking something "special", I chuck it into the UW and generally muck it

up.

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Re:what samples do you use with md uw machines?
Posted by Nick the Zombie - 2008/11/12 05:24
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I nuked my MD memory as well. Currently working with the factory samples. Just about anything can be great fodder with enough processing.

===

Re:what samples do you use with md uw machines?
Posted by earsmack - 2008/11/12 05:29
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i have about half one-shot drum samples (mostly snares and kicks but the occasional percussive sound) and then the other half weird synth tones or bass sounds that I then mess with with BRR, SRR, start/end, filtering, etc. Some rhodes samples too that sound great sampled from my nord electro (a sample of a sample :-)

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Re:what samples do you use with md uw machines?
Posted by kuniklo - 2008/11/12 05:43
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Nick the Zombie wrote:
I nuked my MD memory as well. Currently working with the factory samples. Just about anything can be great fodder with enough processing.

I got tired of finding broken patterns because I'd moved samples around or changed them so I'm just using the factory stuff now too. Mostly I use the UW stuff for realtime resampling though.

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Re:what samples do you use with md uw machines?
Posted by danthouin - 2008/11/12 06:09
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Hi

Where can I get the original factory samples?
Thanks

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Re:what samples do you use with md uw machines?
Posted by danthouin - 2008/11/12 06:10
_____

Hi

Where can I get the original factory s'amples for the spsuw?
Thanks

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Re:what samples do you use with md uw machines?
Posted by Xiaodaner - 2008/11/12 08:54
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Being a proud endorsed artist by Moogmusic. I've sampled lots of my patches and presets from Voyager for the UW. And single note from 2 Chinese instruments called dizi and guqin. A few originals left as well.

Ahh. the space is so tight that I can't get them all in -_-, there are still empty slots.

Regards,
/M.Q.

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Re:what samples do you use with md uw machines?
Posted by hageir - 2008/11/12 09:42
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Xiaodaner wrote:

Ahh. the space is so tight that I can't get them all in -_-, there are still empty slots.

put a few samples together in one file ;) (with a small "piece of silence" inbetween each sample)

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Re:what samples do you use with md uw machines?
Posted by Xiaodaner - 2008/11/12 16:09
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hageir wrote:
Xiaodaner wrote:

Ahh. the space is so tight that I can't get them all in -_-, there are still empty slots.

put a few samples together in one file ;) (with a small "piece of silence" inbetween each sample)

B) Thanks for the help. But you've understood my words in an opposite way...

There are empty slots but the memory is full. I've used that method, one chord per second in the slot with liner sample start adjustment. This is a nice way. ;)

Regards,
/M.Q.

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Re:what samples do you use with md uw machines?
Posted by cecil - 2008/11/12 17:20
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A nice technique I sometimes use with other samplers (I don' t own an UW) is to play the source sound one or two octaves higher and sample it. Back in the sampler, transpose them the same amount down. This way you have very small samples and it can add a nice grit to them, without getting really lo-fi. Some samples can handle this better than others...

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Re:what samples do you use with md uw machines?
Posted by Toni - 2008/11/12 18:18
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I've tried lot of different ideas how to collect the *perfect 32 samples*. I've organised the sample-memory so that, first 16 slots are used for drumhits and other self-evident stuff. Kicks are always on slots 1-3 and snares on 4-6. This way stuff don't change so much, even if I change some samples. The latter 16 slots are for more experimental stuff and no drums. Here are some ideas:

1. Normal acoustic drums

I've got 3 kicks and 3 snares, which are result of a long time trying out different samples. I only change one or two of these, if I come up better ones. Sometimes I change them for different style. Then I have the usual hihats, claps and such. Nothing special here.

2. Chromatic samples
The stuff you can play notes and melodies. I've got some bass-samples for basslines, horns and such. I've also added a one single-cycle waveform (square). With MD-filters and LFOs, you can make a little bassline synthesizer out of this.

3. Transient-banks
I've got two sample-slots, where I've collected transients. First one is collected transients from different clicky sounds - I call these a Tel-Aviv-transients. Other one is transients from different kick-drums. 8 transients for each, which I use by selecting the correct one with the Start and End parameters. These are good for layering with TRX and EFM BDs. Transient shapes the perception of the sound so much.

4. MicroMontageSounds
These are sound-montages of different sources just tied up together. There are spoken words, radio noises, synths sounds, electronic glitch, drum samples. This is more of a experimental thing, which I approach with Machine LFO's set to Start and End. Odd sounds and resources of finding random bleeps.

5. Fill-in sounds
This is a category where I place all kinds of 'fill-in' sounds, which are not drums or instrument by themselves. Like Rasp from vinyl, or stuff done with image-synthesis, glitchy stuff, noise and so on.

I know people have different feelings about limit of 32 samples. In my case, I've done a lot more thinking than I would have, if I had unlimited space. I've cutted and polished a lot and I think results are better because of this. Still, I could use *a little bit more*, since I find it haunting to delete any of this stuff I've collected.

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Re:what samples do you use with md uw machines?
Posted by Xiaodaner - 2008/11/13 16:11
_____

Toni wrote:
I've tried lot of different ideas how to collect the *perfect 32 samples*. I've organised the sample-memory so that, first 16 slots are used for drumhits and other self-evident stuff. Kicks are always on slots 1-3 and snares on 4-6. This way stuff don't change so much, even i...

Thanks for sharing Toni. You've developed a very effecient way to use the small storage space in MDuw. Very nice thoughts.

Now I am thinking about using uw features like a sound processing unit (the space is for temporary storage) rather than a sound reinforcement for synthesis with samples. So I need to free up much space.

cecil I will try your method. sounds cool! Now I feel that we've gone back to the Rebirth age that everyone manages to break limitations. Very fun.

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Re:what samples do you use with md uw machines?
Posted by Rew - 2008/11/14 11:44
_____

I use Cecil's pitch up method on the UW alot and it works out great for reducing the memory used!

@Toni, thanks for sharing. I always want to use my slots like this... but am never organised enough to do so. I can see you've thought long and hard about it and i think your model makes alot of sense.:cheer:

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