ghost snares

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http://www.youtube.com/watch?v=qSs3OL0mABU

can someone explain this to me step by step i cant get it to work. im new to the machiendrum . i set up my snare pattern with the lfo controlling volume going into m1 and i i dont hear any sound
do you need to make m1 a specific machine like another snare drum
i have left the track m1 blank andÃ¿ just punched in a pattern and im not getting the ghost snares

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Re:ghost snares

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I would think you need to make it a specific machine.

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Re:ghost snares

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Yes, you need two snare machines; one that has your normal snare and another that will do the ghost hit snares.

Your normal snares go on 5 and 13, and your ghost snare hits surround those and would do something like 3,4,6,7 and 11,12,14,15. Of course, adjust to your taste.

Now on your ghost snare track, set up a random LFO to control the volume. Trigger type would be HOLD and because of this, the speed really shouldn't matter, though I would make it something off-tempo, say 11.

You'll need to play with your ghost snare track volume and then also the depth of the LFO to get the right feeling.

Good luck! :)

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Re:ghost snares

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thanks mate! will give it a shot after work :cheer:

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Re:ghost snares

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There are other techniques too to add snare life to a pattern e.g.
Use the E12 snare, ROM snare or sample your snare track with UW.
Set one LFO (TRI - FREE) to modulate the retrigger parameter (rate at 1, 2 or 3 - speed 1-3-5 ...)
Set another LFO (TRI - FREE) to modulate the retrigger time (rate to taste - speed 1-3-5-7-...)
Set another LFO to trigger the Filter witdh (low value again)

Not one similar snare hit.

Do same with hats with LFO on decay parameter + filter.

Basically, the LFO's and the ability to assign multiple ones per track are your best friend. Use them.

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Re:ghost snares
Posted by earsmack - 2009/06/05 23:14
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Thanks GYS for explaining. This is my video - saw your YouTube comment but hadn't gotten to it yet. GYS has it right.

You need to put the "ghost" sound on the track (m1 or whichever you want really, I just happened to put it there). Basically you program ALL the POTENTIAL ghost hits on the off beats and then use the LFO to make it so only SOME of them are actually heard (randomly) each time through the pattern.

Hope this helps.

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Re:ghost snares
Posted by GYS - 2009/06/05 23:52
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earsmack wrote:
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Hope this helps.

Oh cool...didn't realize it was your vid, earsmack. :)   It was actually pivotal in my MD purchase!

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Re:ghost snares
Posted by chiasticon - 2009/06/05 23:55
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weird. usually "ghost notes" in drumming terms are notes that actually lend something to the groove but are barely heard. and they're usually mini buzz rolls. not random notes anywhere. but the approach is pretty interesting and definitely makes a simple beat more lifelike.

the terminology just threw me off :)

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Re:ghost snares
Posted by earsmack - 2009/06/06 01:31
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GYS wrote:

Oh cool...didn't realize it was your vid, earsmack. :)   It was actually pivotal in my MD purchase!

Cool!

Chiasticon - don't make me get all Wikipedia on you ;-)

http://en.wikipedia.org/wiki/Ghost_note

I'd say we are both right - except "mini buzz rolls" sounds like something you eat at a college party.

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Re:ghost snares
Posted by chiasticon - 2009/06/06 01:51

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right. i'm saying the approach of de-emphasis is right but the "random" part is what i take issue with. it's not necessarily wrong; it just depends what you're trying to do that defines it. in the context i'm familiar with, it's usually meant to drive the groove along (see clyde stubblefield, jon bonham, zigaboo modeliste, etc); so that's how i was looking at it.

but you're right; both contexts seem to be correct.

and um...i'll mini buzz roll you ;)

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Re:ghost snares
Posted by earsmack - 2009/06/06 06:49
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I'm down! :-)

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Re:ghost snares
Posted by takadoum - 2009/10/16 00:01
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First of all, hi to everybody...
I'm new to the MD beast, bought it two days ago ;-)
I live in Toulouse, France, and try to make dub/tek/jungle/minimal/weird electronic music.

I have a little question regarding p-locks and LFO...
(couldn't find anything in the manual)

Last night I was trying to make both real and ghost snares on the same track, first, to save one track, and second, to keep tracks coherence with other tracks or kits (e.g. snares always on the same track).

So for example, my main snares hits are 11 and 16, and the ghost ntoes are 2, 4, 6... 14 (syncopes in french).
I p-lock 11 and 16 with high volume, and I tweak volume down for the track (thus, for all other steps), so I have my ghost notes, but very unnatural!
Then I put the track LFO (random) on volume track.

My question is : why does LFO alter steps 11 and 16 volume, although they are p-locked?
This is not a big problem, because the value of the LFO is added to the p-locked value, so if I choose a little depth, there is little change, and it's OK.
But if I want a bigger depth to have deeper variations on ghost notes, there is too much alteration on the real snares.

I wanted to try accents on 11 and 16, but I guess I'll have the same result (not at home at the moment).

Anyone uses this method for ghost notes?

Thanks!!

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Re:ghost snares
Posted by jsrockit - 2009/10/16 01:44
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takadoum wrote:

Anyone uses this method for ghost notes?

Thanks!!

Why not use a seperate track?

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Re:ghost snares
Posted by merlin - 2009/10/16 02:50

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Hi,

Off course using another track is ok since there are plenty of tracks on the md, but for the sake of argument, i'll give you two approaches which both work to come up with ghost notes and normal notes on the same track.

1)

Start with an empty track and put triggers on all notes that need to be triggered, that is: trigger both normal and ghosts. Now turn down the volume parameter (that is: parameter B, not the track master level) to the desired level and move into the lfo page. Set the lfo at random, hold and dial in the lfo depth to your needs.
At this point all notes are interpreted as ghosts since the lfo varies the volume on all of them...Now, let' s correct the notes which should be considered normal: For every note which should have a constant and loud volume p-lock the volume to the desired setting, but also p-lock the lfo depth to zero so the lfo does not modulate the volume anymore...voila!

2)
Again place triggers on all notes where you want a snare to hit. This time put the volume to the desired level and, again, set the lfo to random and hold, but keep the lfo depth to zero. At this point all notes are considered normal notes since the lfo has a modulation depth of zero on all of them. To correct the ghostnotes you have to p-lock the volume and the lfo depth of every ghostnote.

So approach one means you take the ghosts as reference and you correct the normal notes with p-locks. The second approach uses the normal notes as reference and you correct the ghosts. Since I am a lazy person, I use approach one or two depending on the number of corrections I have to make.

M.

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Re:ghost snares
Posted by jsrockit - 2009/10/16 04:42

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Another approach would to just not use the LFOs at all and just p-lock the notes in a less random manner...though I guess this goes without saying.

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Re:ghost snares
Posted by neonleg - 2009/10/16 06:51

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takadoum wrote:
First of all, hi to everybody...

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But if I want a bigger depth to have deeper variations on ghost notes, there is too much alteration on the real snares.

I wanted to try accents on 11 and 16, but I guess I'll have the same result (not at home at the moment).

Anyone uses this method for ghost notes?

Thanks!!

you might try parameter locks (down) on the LFO amount for those steps, its on the third page..
or turning the LFO amount all the way down in the LFO page and just parameter locking every LFO step amount
individually

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Re:ghost snares
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Waoh, thanks for the p-lock trick on LFO depth ;-)
The tuning on this machine is so rich!
Yhe ghost concept is killing me, i've dreamt of such an easy task for years!

I also tried to use SHP2 with square wave, and different speeds (as speed does not alter the random one with hold).
Then different values for mix between the two shapes... it rocks!!
You can automatically create so many variations/grooves!

Thanks again to all, and happy tweaks.

Oh and by the way, here's my snare pattern in case you want to try it :
2 4 6 8 10 11 12 14 16 (pretty classic, I guess)
Ghost = all except 11 & 16
(I use 59% swing, short decay and not so bright)
And the kick one :
1 4 5 10 12 14 16 (very bassy)
I guess the next step is tuning of the double kicks to get them tied and more fluides.
Will try another LFO trick ;-)

Bye

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Re:ghost snares
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Ok, try to add these patterns too.
I just tried to isolate only previous BD and SD, and the groove is not there longer ;-)
CLAP : 5 & 13
HAT : 3 7 11 15

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