

Percussa Audio Cubes

Ableton Sound Pack 03

‘Progressions’

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1 About the Sound Pack

Welcome to 'Progressions', a Progressive House sound pack for Ableton Live, the third in the sound pack series from Percussa. This pack contains an exhaustive collection of searing hot progressive house loops, breaks and samples to get you on your feet towards cube clubbing!

The Live pack contains over 120Mb of loop content recorded and produced exclusively for Percussa AudioCubes by CueSounds (www.cuesounds.com).

The Live pack is split into four main folders, one contains all the sampled loop content, one for samples used in the demo track, one for the light preset patches and the other contains the three custom built Audio FX tools.

The included audio loops are in WAV file format, which means the sounds work with most audio software, such as Apple's Logic, Steinberg's Cubase, Sony's ACID Pro, etc.

This pack has been designed to give the AudioCubes enthusiast some authentic content and some awesome control patches designed specifically to work within Ableton Live. The use of Audio FX in this way means that they will work with any of your own arrangements, just drop them in, re-assign and get cubing!

To get the most out of this sound pack, we recommend you first read the "Getting Started" manual for AudioCubes and try the included Ableton Live set, which is a very basic and simple introduction to using AudioCubes with Ableton Live. You can always find the latest Getting Started manual online at <http://manuals.percussa.com/>

Ableton Live is an amazing program and interface for production, sound design, remixing and live performance... with the cubes as a control device you can now take Ableton Live and your music to new heights.

Enjoy!

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2 The Audio Fx Racks

In the root folder of the pack is the Audio Fx racks folder which contains three custom built Audio Fx racks. These are patches that have been designed to compliment each other and offer a method of music and sound shaping control that works great with AudioCubes.

The macro functionality within Ableton Live make it possible to assign rotary knobs to several parameters in an effect chain, such that a high level of control is achieved without manipulating each individual lower level parameter.

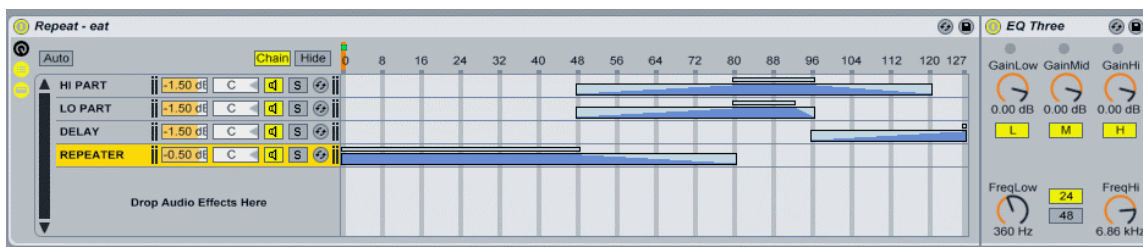
The AudioCubes can then control these higher level parameters to give you a lot of power in shaping the sound, using the cubes and your hands.



The Audio FX in the demo have all been placed on the master out track, but can be equally useful when applied to individual tracks.

All the racks make use of the their ability to layer numerous effects over a position grid. The point at which you are in the position grid will determine the level of each of the applied FX. Much like you can layer samples into velocity layers within a sampler.

These levels can be arranged over the position grid so that FX may be morphed together and over time depending on how quickly you move through the grid.



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Audio passes into the racks and is split into various chains or paths, Hi Part, Lo Part, Delay and Repeater. Each path has its own FX chain. All the paths are then summed back to the Audio FX Rack output, i.e. the master out.

Below is an example from the 'Repeat-eat' unit of the individual FX components applied to the repeater path of the signal.



This FX group will only effect the audio signal when the red vertical position marker (seen in the second screen shot at the top) is over that portion of the arrangement.

As this position marker is moved along the other FX groups will also affect the signal depending on their level at that point in time.

When we assign the Macro dials to change this position marker, we can get some spectacular results!

2.1 Using the 'Big Drop FX' unit

The 'Big Drop Fx' creates that big breakdown in any song that you need to then take it up a gear, it will allow you to pass an entire mix through it and change the playback. It will create fast high frequency rhythms and 4/4 bass rhythms, then sweep onto a distorted delayed signal which can also be filtered to smooth, before allowing a clean signal to whip you back into the drop... check it out.

This works by splitting the signal into 4 paths, one is a High freq path (Bass freq removed), one is a Low freq path (High freq removed), one is an FX path and one is a clean signal.



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As the control the 'FX X-fade' Macro you will be controlling the position in the position grid (to see this chain, switch on the CHAIN button at the top left), you will see this position change as you move your hands in front of the assigned AudioCubes sensor.

The other Macro controls are assigned to control various parameters within these Fx Paths.

2.2 Using the 'Repeat-eat' unit

The Repeat-eat unit is designed to give a glitchy funky quality to your music... it will work well with most styles, either on the main mix or an individual track.

Again here, the IN signal is split into 4 paths, one a beat repeat chain, one a delay, one a Hi Freq path and one a Lo Freq path.

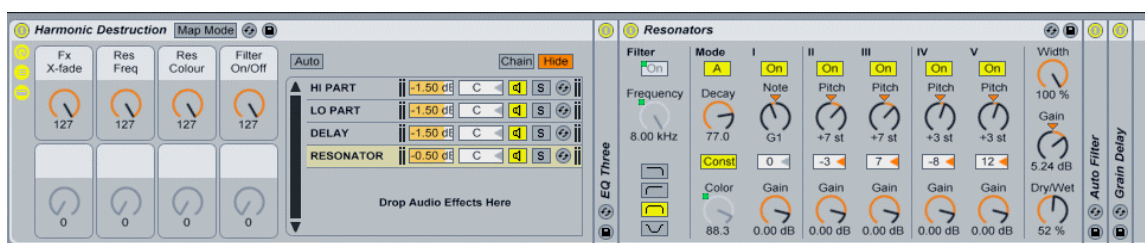
One Macro is assigned to move through the effects arrangement, so that you can bring in the beat repeat FX when desired. The other 3 Macro controls can then also change parameters of the beat repeat module to affect not only when this is launched but how it is launched.

2.3 Using the 'Harmonic Destruction' unit

This unit has been designed to add harmonic flavour to your mixes or tracks, but can also smash them to pieces... choose at your peril!

Again here, the IN signal is split into 4 paths, one a resonator chain, one a delay, one a Hi Freq path and one a Lo Freq path.

One Macro is assigned to move through the effects arrangement, so that you can bring in the resonator FX when desired. The other 3 Macro controls can then also change parameters of the resonator module to affect not only the 'colour' of the resonator, but the filter of this unit too.



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3 The Light Patches

In the root folder of the pack is the Light patches folder. This folder was originally put together when devising our demo programs for the NAMM 2008 show, to help organise and locate midi out clips for changing the cubes individual colours in various ways.

The clips send out Red, Green and Blue data messages and combining these will give our full colour range. The clips can produce rhythmic and gradient functions for each colour, and all the clip styles have been duplicated for each of the three colours.

Reset Patches:

The full reset clips will allow you to re-trigger solid blue, green or red colour and avoid unwanted residual control data being carried forward when launching from one scene to another.

The half reset clips will allow you to create solid colours that are not primary colours as they do the exact opposite of above. They leave small levels of signal data which when mixed together will create many new colours.

Colour Sweeps:

There are 2 sweeps folders, one has clips for 2 bar lengths which sends variable signals which travel the full spectrum and back again, the other has 1 bar clips which produce colour ramps.

Colour Rhythms:

All these clips are for 1 bar length. There are a number of different presets including 4/4 beat pulse, 2/4 beat pulse and 8th and 16th note triggers. Experimenting with these will yield the best results.

Blanks:

These are blank clips which are useful when laying out an arrangement which uses clip follow actions. It is sometimes necessary to have these blank clips with designated follow actions, so that other clips may be kept in-line on scenes, so that the corresponding Launch points in a song will continue to work fully.

When using this function of changing the cubes colours to sync with music it is best to set up three midi channels in the session view and assign them on midi channels 14,15 and 16 and then label these for the three colours to avoid confusion.

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Use of these clips will help you quickly put together sections which can then be launched and controlled with the cubes, expanding your performance control greatly.

For more information and a demo of this type of functionality, download the free DnB Sound Pack from Percussa which is pre-loaded with these light patches, to see how these may be used to improve your performances.

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5 Summary

This guide has been put together to inform you about this sound pack and the various details of the patches included.

The choice of cube mappings available to you within Ableton is vast. The Audio Fx racks and pre-loaded mappings for AudioCubes only touch on the limitless creative possibilities of the two systems.

With 4 cubes:

2 could be in sensor mode controlling 8 of the macro rotary knobs on the Audio Fx (Note these Fx units have been configured so that when assigned to sensor values they start at 127 so that as you bring your hand closer the effect is triggered).

2 could then be in sender/receiver pairings i.e.16 static switches. Use these to Launch the named and numbered scenes in the demo. For example set sender face 1 to launch the 'Intro' scene, face 2 to launch the Intro sub-scene '2' listed directly below and so on...

Remember many other program assign options are available to you and experimenting will always lead you somewhere new...

Percussa is working hard on creating new features and functions for the cubes that will enable you to take your ideas further, discover the music hidden in you and your computer, and enrich your live performances. Look out for the cube updates and check out our other sound packs available.

Enjoy!

From the Percussa team