



# RYTMİK

MANUAL

CINEMATIQUE INSTRUMENTS

The goal of every instrument is to be as intuitive as possible, so you don't need a manual. Nevertheless, it is in the nature of things that you have to explain things here and there :)

## What is Rytmik, at all?

Rytmik is an inspiring beat engine that delivers a very rich and unique collection of sounds and beats for massive cinematic percussion, cue scoring, electro, hip hop or industrial. It is a great tool for instant rhythmic inspiration which provides endless flexibility to find a unique language for the music you're writing.

Technically speaking, Rytmik is a 32-step sequencer with up to 24 individual tracks, which gives you great flexibility and variation simply because of this large number of tracks. The sequencer is fed by over 215 drum and FX sounds that we have carefully collected and specially created. We paid special attention to the massive booms and hits that are the result of multiple layering of many individual percussion sounds - actually these sounds are rather often ensemble hits. But we also concentrated on creating urban and unique sounds that can be used for chasing cues or as ghost beats for music productions.



Finally, we created long FX sounds in order to offer you the possibility of creating wide and deep textures.

It doesn't take much imagination to imagine what would come out when mixing all these sounds.

*How does this work in general?*

As said, Rytmik does not fire off audio files or loops. Rytmik is based on a sequencer that plays every single beat in real time. This "open system" of a sequencer gives you access to customise your beat at any time, both in the changes of the individual beats and in the tempo and expression of it. There are 2 ways to play the beat. Either you press the play button or you play C4. But you are also free to play individual tracks separately in your own combinations. But you can also just play with single sounds live to beat. Which is a great way to play rhythm with many variations



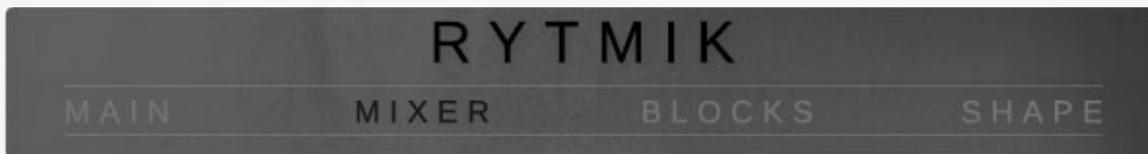
Finally the real-time shape option, already known from Marble, gives the beat infinite flexibility to edit the sound in real-time to your music.

If you don't want to program your own beat, Rytmik provides a large number of presets, so you don't have to go to the mixer or sequencer at all. To make sure that you can quickly find exactly what you have in mind, we have built in many suitable search filters. If you want Rytmik to suggest a preset press the random button.

With its huge amount of beats, Rytmik is a great tool for instant rhythmic inspiration supporting you to express the unique language for the music you write.

**Note:** There is a little sheet icon on the right lower corner which opens an On-Gui-Documentation for quick explanations.





Rytmik provides 4 menus:

## MAIN

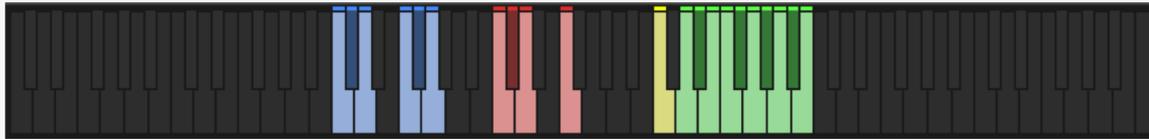


This is the face of Rytmik - and also the stage, where you can choose all available beats and play them directly. With the three filters sections 'Style', 'Energy' and 'Color' to the left and right of the beat result list you can narrow down the result of the beats shown.



Furthermore you have a play Button to run Rytmik alone (without pressing the C4) and two arrows which select the next/ previous beat.

### The Keyboard Color Coding



The colour coding of the keys is as follows: The blue and red keys show the single instruments (bank 1-2 and 3-4, more below), the yellow key is the play button for the entire Rytmik beat and with the green keys you can play the individual sequence rows (tracks) of the whole beat separately, which enables you to play only fragments or parts of the beat - which of course results in more beats or beat fragments - an excellent feature for creating variations of this beat.



# MIXER



## How to work with the mixer?

In order to enable/disable or load an instrument into a slot press the 'LOAD' button. This will open a new instruments menu with over 200 sounds which can also narrow down the result by 4 different types of filter.

Here you can select a sound and confirm by pressing the LOAD button again (or by pressing Empty). You can change each slot in volume, pan, length and pitch. The corresponding key on the keyboard is automatically activated, so that you can play the sound on your keyboard.

- e by pressing „e“ (=EDIT) you can edit the track and sequencer data in a detail mode (see below)
- cc sometimes you see the two letters 'cc'. This means that the length of this track is automated by a controller which can be set/ assigned in a detail mode (see below)



## 24 instruments - 4 Groups

This mixer provides the slots for all 24 instruments, which are divided into 4 groups, each corresponding to the keyboard: C2-E2 = Group Blue, F2-B2 = Group , C3-E3 = Group Orange and and F3-B3 = Group Yellow. You can see that Rytmik extends over 2 octaves, so that you can play it with almost any keyboard.

### Selecting an instrument

Clicking on the name of the track (or 'Load' if the track is empty) opens a new menu in which you can select the corresponding drum sound for the selected track.



You will see all possible filters to narrow down your sounds.

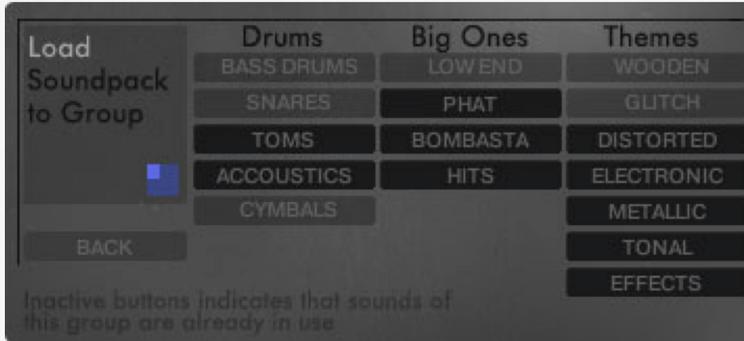
The categories 'Percussion Type', 'Source', 'Attributes' and 'Dynamic' are available here. On the right side is the result list. Simply press on a sound from the list and it will be loaded into the corresponding slot immediately. This way you can listen to the sounds directly in the existing Pattern or try them out by pressing the corresponding button (C2 - B3) or delete them by pressing 'CLEAR IT'. To exit the Sound Menu, simply press the track name again.

## Global Section

Below the tracks you will find (from left to right) the 4 group tracks with send controls for reverb/delay, length and mute as well as the group load button. Next to them are the corresponding return controls for reverb and delay, then a play and record button, reset and save (for the entire rhythmic), a sum envelope compressor and finally the level meters.



## One more word about the group LOAD

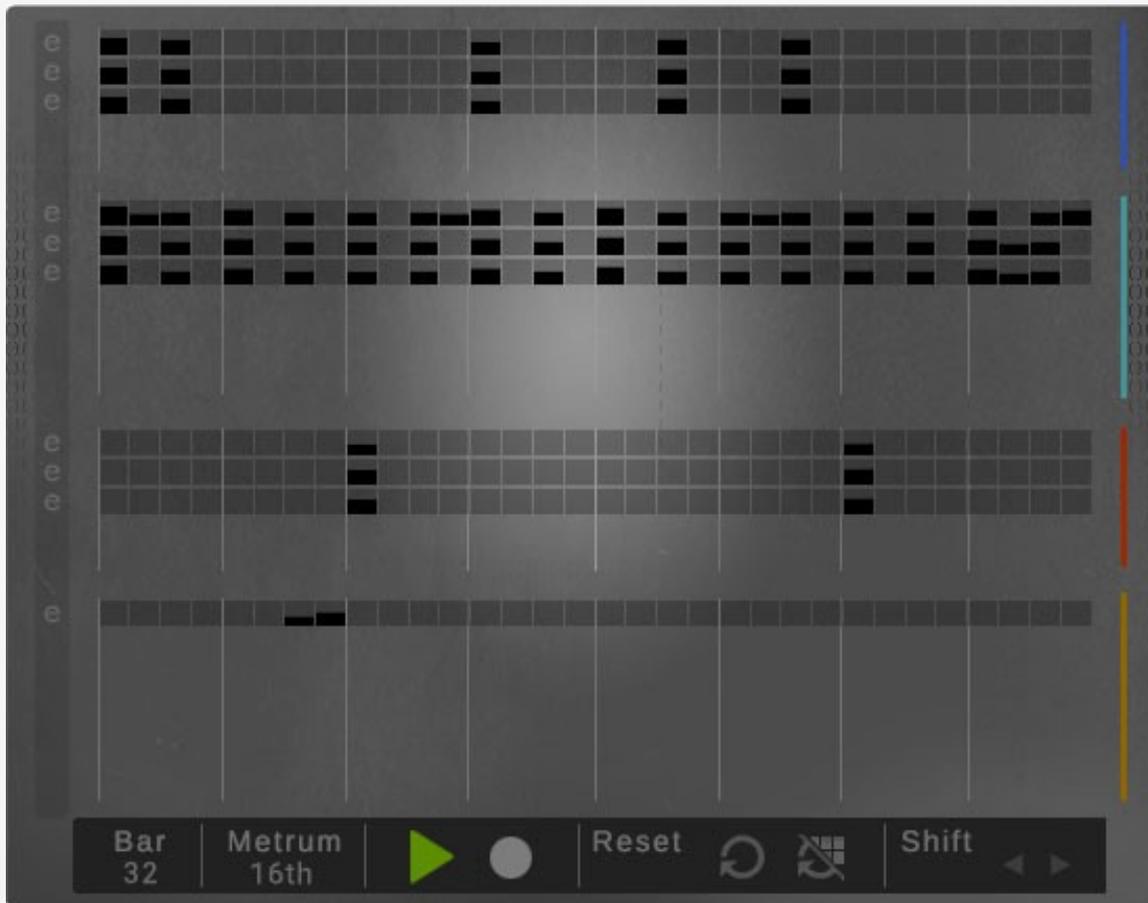


Rytmik offers the possibility to fill a single group (blue, cyan, orange, yellow) directly with single sounds. This means that you can fill a group completely with sounds that are arranged according to a special themes like 'Bass Drums', 'Accoustics', 'Low End', 'Hits' or 'Tonal' etc. This way you can load many sounds at once into Rytmik with just a few clicks and start creating beats right away - it's best to press Play + Record and just start.

There are a total of 16 different pre-sorted themes. Notice. If a sound of a theme already exists in the mixer, this group can no longer be loaded, as the sound would otherwise be present twice and will be displayed inactive.



# BLOCKS



This is the sequencer of Rytmik, which is really self-explanatory.





A special and so far unique feature of this sequencer is the possibility of recording notes! Press play, then record and you hear a click. Now Rytmik records everything you play. This is a completely new approach to software beat machines and produces completely different results than if you have to enter everything by mouse - which is also possible!

The sequencer provides 10 different kind of metrum from 2<sup>th</sup> to 32<sup>th</sup>. A flexible amount of bars from 2 to 32 and an option to shift the entire beat forwards or backwards which is a very interesting feature.

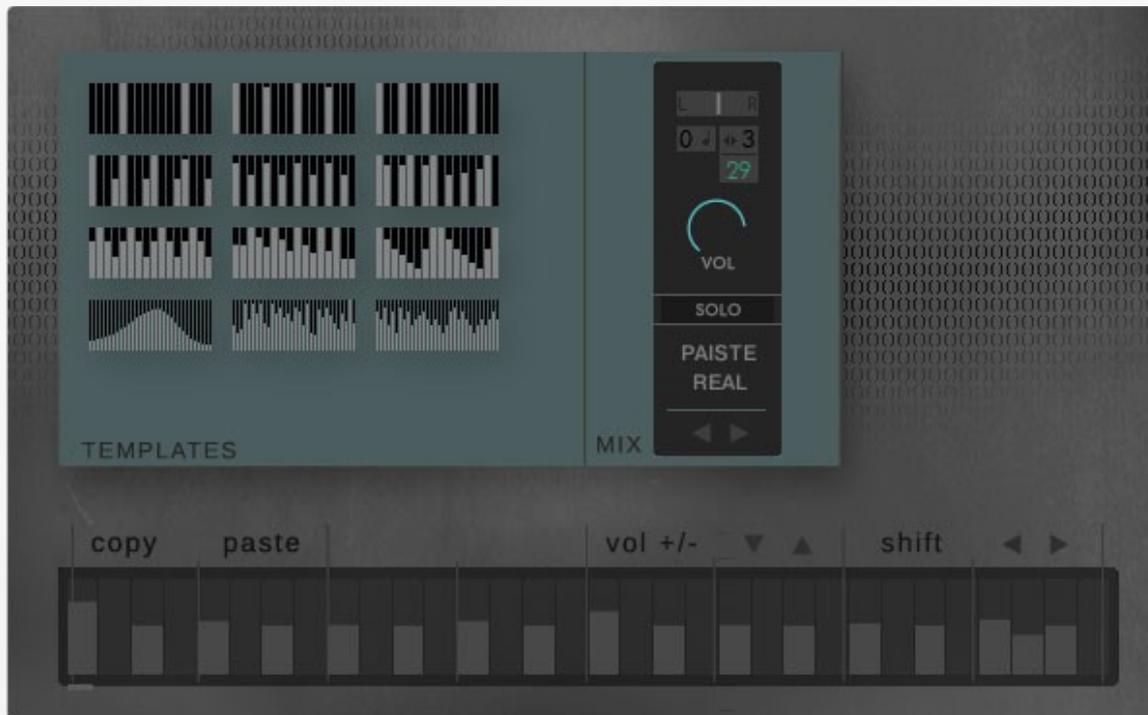
### **Detail Mode**

This is the detailed view of the track. With a click on „e“ (=EDIT) on the left side of the sequencer data (as well as on the mixer track) you can access a zoom-edit, which enables you to change the track separately in a bigger view. There are plenty of new options to edit the sequencer data. You can increase or decrease the volume of all notes and also separately shift the beats forward or



backward - which is also possible with the entire beat. You can copy and paste sequencer data and there are also 12 sequencer track templates available to assign to the track. Beside, the mixer setting for the corresponding track – inclusive a solo button – is available.

Ultimately, you have all the parameters you need to edit the track thoroughly and complexly.



# SHAPE



The effects section of RYtmik you see here allows realtime editing of the beats.



Select the effect and enter your desired effect behaviour in a table that displays a free assignable controller - by default the mod-wheel - from 0 to 127. Besides velocity (which controls the complete velocity with the mod wheel) you can also apply volume, reverb send, LoFi, distortion and low or high pass filters to the complete sum of the beats.

There are 6 pre-defined Shape presets which offers you settings we have programmed for you.

### **How does the dynamic sound shaping work?**

Firstly you have to set the values of the relative effect parameter and assign it to at least one of 127 possible steps - you can certainly assign a certain value to all 127 steps. The assignment is easy as pie and will be managed by using „tables“ which makes it very easy to realize dynamic curves such as a filter curve. Now you easily recall these previously assigned effect settings just by moving the mod wheel in any speed or any direction. By doing so you are able to change the entire sound of Rytmik at your own requirements in real-time. It feels like a live interaction with the effect matrix. No matter if it is



a normal filter curve, spontaneous glitch or distortion spots, the morphing from one into another sound or a complex movement of several effect parameter at the same time, you now have all possibilities of a complex dynamic sound design. Just set and assign the effects and move the wheel

You can imagine how easy it is to achieve a high level of modern sound shaping, quickly and in real-time

Thanks to Doro, Ege, Jonas, Hannah, Niklas und Rene.

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