

MOTIF



USER MANUAL



OVERVIEW

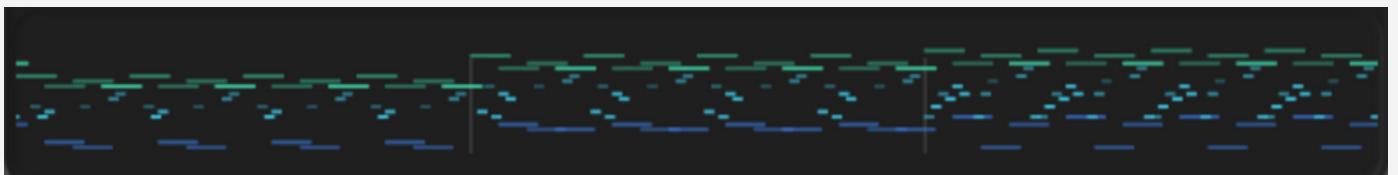
Motif is our melody and progression generation engine, easiest way to create a unique melody and a progression. In this manual you will find an overview of the workflow (below) and engine details (in the next pages).

Motif engine has **3 sections**:

The **top section** consists of emotions/scales and base note, rhythm options. You can select these in line with your taste. When you click again on a selected emotion or a scale, the engine will create a new idea. This is a quick way to generate new melodic ideas in seconds.

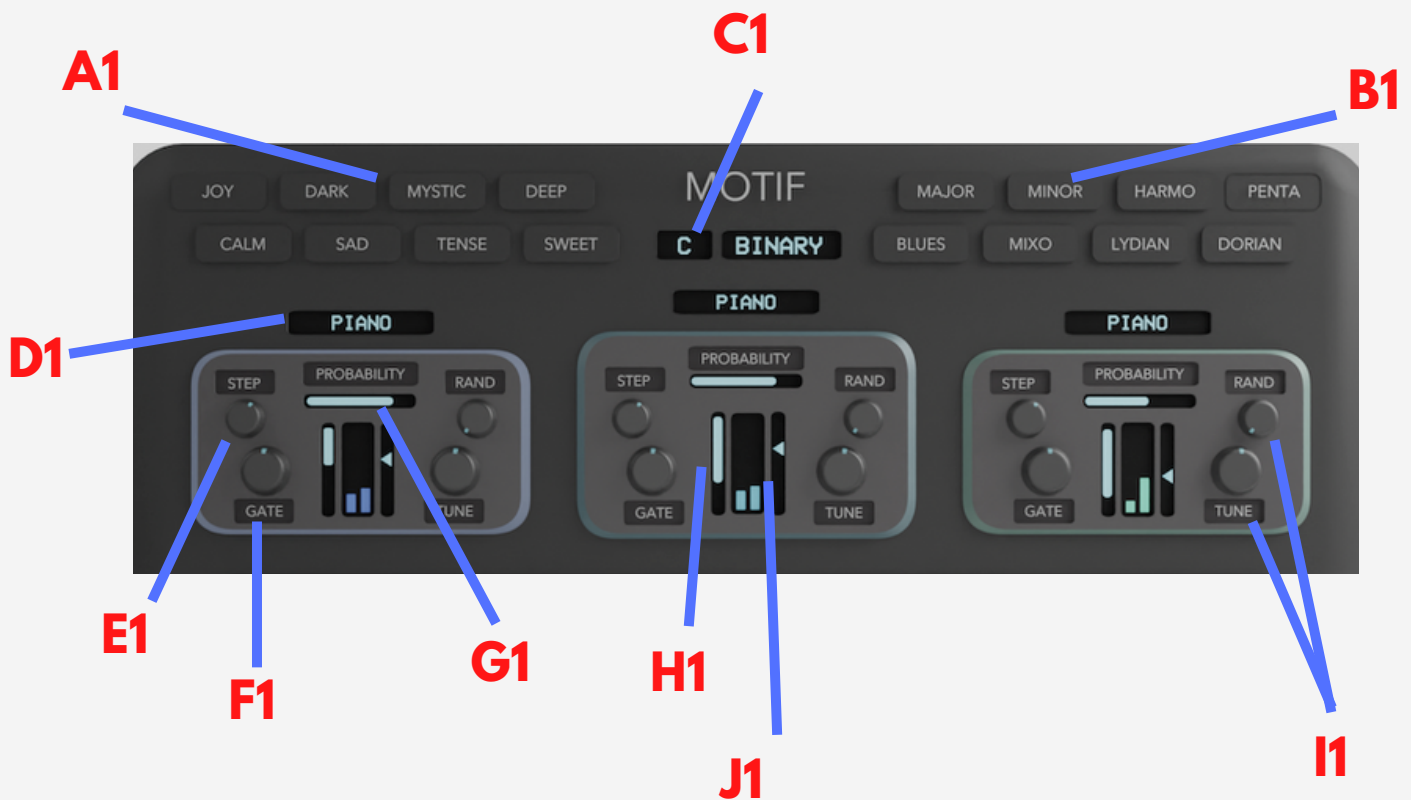
The **middle section** is where you control the 3 layers, bass, mid and hi from left to right. You can select different sounds from the menus, adjust possibilities and different properties of each layer. Especially step and probability amount are critical. These will define how crowded and how rapid that layer will generate note triggers. Less probability means less notes for that layer. This gives total control over the generation of different layer's notes.

The **bottom section** has the compose mode with definable progressions, modes (solo, multi, harmonic), lengths and melody generation defining parameters. In addition you can edit and set many parameters for each layer and edit the scale to your wish, even define the dominance of the triad within the generated melody. You will also see a midi screen representation of the notes and layers with different colours. Anywhere from this midi screen (see below image), you can drag drop a midi file to your workstation and use the melody with your own sounds. You can find definitions for all parameters through next pages.



"It has developed quite a free but intelligent musical mind of its own but will always conform to what you ask from it. Just don't stop playing with it till you get something you like, promise it will not take long."

SCALES, MOODS & LAYERS



A1. Next to scales, you can select emotions in Motif. Emotions are customised scales to reflect the mood selected.

B1. Scale options are selected to make widely used options available. Motif lets you select either Scale or an Emotion as we treat emotions as special scales. One trick is to re-click to an already selected scale/emotion which will generate a new melodic idea anytime.

C1. Select a base key for your melody and a rhythmic option as binary or tertiary.

D1. You can select separate sounds from 3 menus on each layer, out of 10 options available.

E1. The time variation allows differing step lengths between the main melody and lower or higher step lengths, for example allowing for faster melody with slower lower octave part - just like different parts in a piece of music. We also added an on/switch to make the step dotted for each layer.

F1. Gate knob impacts the midi note length of all notes of the selected layer. Increase to make the midi longer.

G1. Probability slider plays a massive impact to the generation of the melodic ideas. All layers are powered with cascade possibility algorithms where you can adjust how frequently each layer “should” play. The higher the probability slider is, more frequently that layer will play in align with other parameters like the selected step.

H1. The velocity range slider is double sided and helps you arrange the upper and lower limits of midi velocity. The full velocity range will be between 1-127 and you can close the slider from both sides to make the range smaller and notes playing less dynamic.

J1. Volume meter and db level slider will help you arrange the volume and see the meter in action.

I1. Random knob is a magical touch to alter the melody created slowly with multiple changing parameters (note lengths, velocity, placement, etc). You can even live compose with playing the random knob. Lastly the tune knob will help you shift a range of 12 semitones the related layer samples.

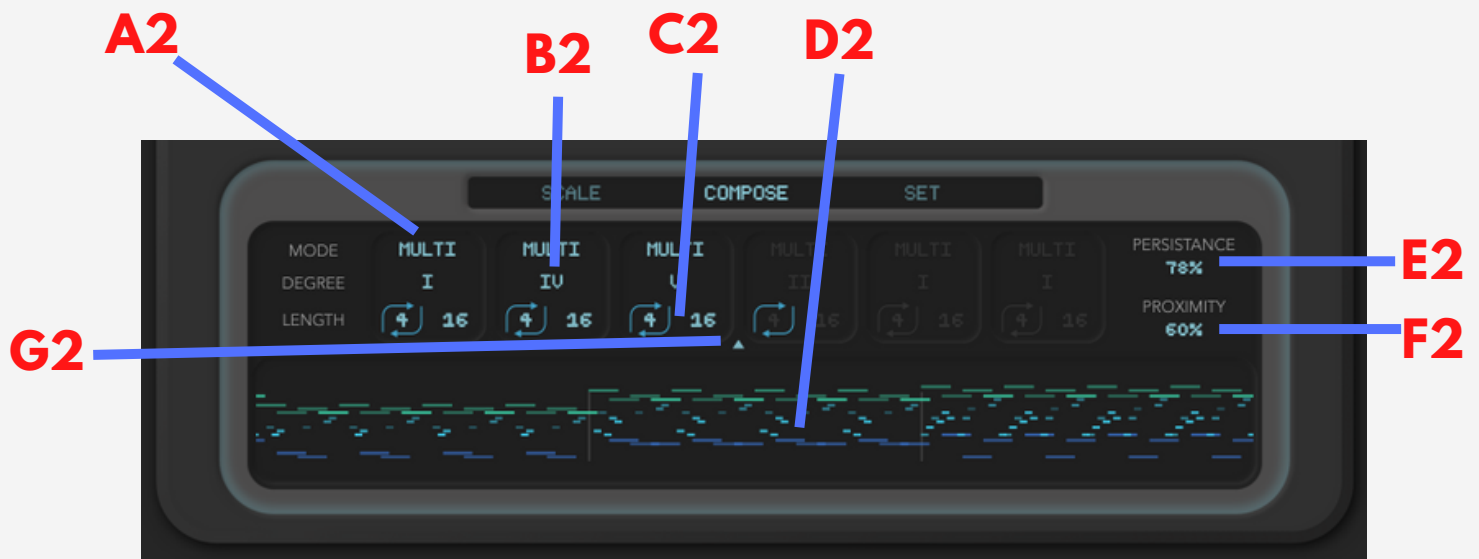
FURTHER NOTES

Fast idea generation is at the core of Motif. It may look hidden where to trigger a new idea. At any given time an emotion or a scale is selected and if you re-click the selected scale/emotion, the engine will trigger a completely new idea with the same parameters. You can do this endlessly to hear something you like.

Most other parameters will help you shape the existing melody/progression. Even if you select a new scale, the melodic idea will stay similar and use the tonal structure of the new scale.

**SEE NEXT PAGES FOR EXPLANATIONS OF
THE BOTTOM PART OF THE ENGINE >>**

COMPOSE SCREEN



A2. You can define a separate intelligent mode for each progression step, to trigger different melody/music generation processes.

Harmonic Mode will create a unique melody for the main layer and adjust other layers to the essential harmonies of the main layer, designed for creating more streamlined multi voice music. **Multi Mode** creates unique melodies for each layer, great for complex sounding tunes. **Solo Mode** lets only one layer play at a given time, just like a virtuoso.

B2. You can set up the degree number for your progression, to build the composition with up to 6 degrees.

C2. You can adjust a **loop length** and a **total length** in which the loop will alter slightly and naturally throughout the full length. You can select shorter loops to create more dancy melodies or longer lengths for more cinematic/performative melodies.

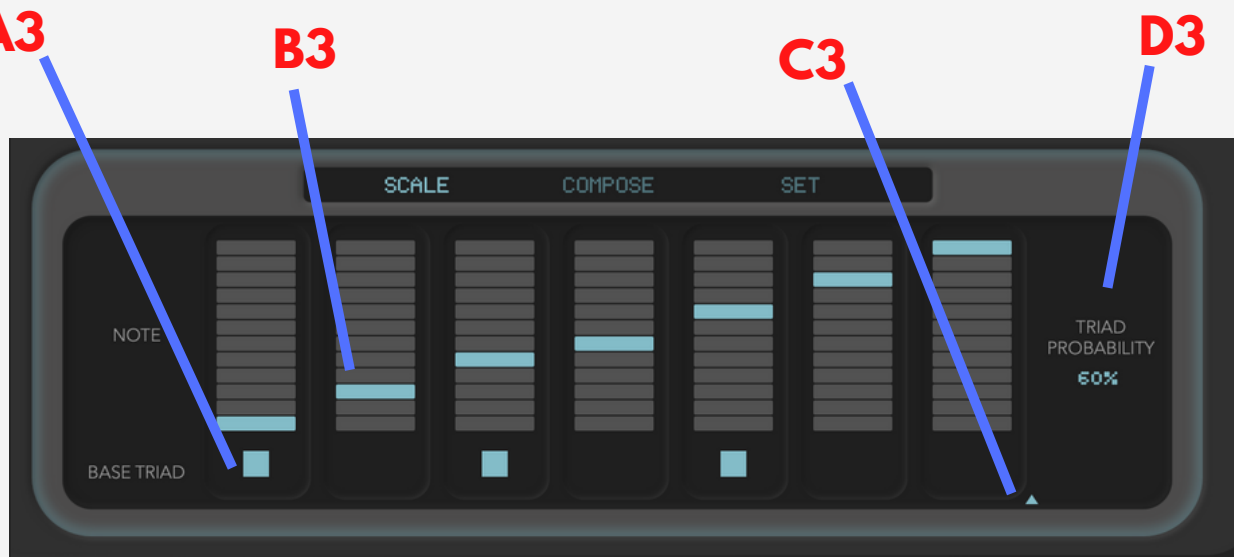
D2. The midi panel will represent the progression visually and you can drag/drop the midi from anywhere on this panel. Just carry it to your DAW to use with your sounds.

E2. Persistence will how much each step of the progression should differ from the previous step. If Persistence is high, each progression pattern will be similar rhythmically.

F2. Proximity will define the probability of playing consecutive notes within the generated melody. More proximity, the notes in the melody will be closer to each other in each step.

G2. You can extend or shrink the progression steps by clicking and carrying over this triangle light.

SCALE SCREEN



A3. Every scale/emotion has a base triad that you can adjust. You can just carry over the blue light to another note and create your own triad. This is important as you can also adjust the probability of triad in the melody generation.

B3. You can also edit each note of the scale and create your own unique scale. Be aware that this will define all the melodic idea generation.

C3. You can adjust the length of the scale, this will auto adjust for our scale presets that are lower than 7 notes.

D3. Triads are important elements in a scale and defining their probability will impact the final melody and how rooted it is. You can now adjust what percentage of the notes used should be from triads.

SEE NEXT PAGE FOR EXPLANATIONS OF THE SET SCREEN >>

SET SCREEN



A4. You can set attack, release and curve parameters for each layer separately. Curve will define how linear or not the release and attack will be.

B4. You can adjust the speed and pitch of samples in each layer separately.

C4. You can see which layer parameters are being adjusted through the layer numbers (1, 2, 3) and also separate colours attached to each layer.

D4. We created a double sided, easy to use filter for each layer. Go up in value to low cut (less bass) the sounds or go lower in value to high cut (less hi's).

E4. You can also pan each layer or adjust the position of the samples.

REQUIREMENTS

- >> AU and VST3 formats available
- >> MAC & WIN installers
- >> 4GB or higher ram recommended
- >> 64 bit versions only

You can reach out to us through our support for questions, feedback and requests.