



RHYTHMARE

**Deranged rhythms of dark ambient, noise and experiment
lurking in a detuned guitar**

by Atom Hub

"After a long time, my eyes fell on my old acoustic guitar. I can't even remember the last time I held it in my hands. Time to play a little. Wait! It's kind of out of tune. But something held my hand back. And I continued, banging on it and listening to the sounds that came from it. Now it sounded different than I was used to. From the sounds, I composed with interest short snippets of melodies and rhythms that I would not have imagined otherwise. The drastically out of tune guitar forced me to think differently and work with interest with what was offered to me, not with what I had listened to a hundred times and wished to have - firmly established in my brain. I realized how a limitation led me to a new perspective, to a new sound, to a new concept of music.

After a good while of playing like this, I realized that I wanted to transfer this sound, this approach, this moment into the digital domain. To transform it into a virtual instrument. The inspiration that appeared in an unexpected form after 4 years and asked for existence seized my being...

Let it be so!"

BASIC CHARACTERISTIC

- An instrument primarily for creating surreal rhythmic patterns and sound effects from snippets of notes and chords from a detuned acoustic guitar
- Use in ambient, noise, experimental genres
- Additional sounds from the field recording, found sounds and synth categories
- MIC 1 category is a guitar recorded with a pair of contact microphones, one placed on the body, the other on the headstock of the guitar, resulting in a lo-fi stereo sound image
- MIC 2 category is recorded with a condenser microphone, resulting in a high-quality mono signal
- The FX category includes field recording, percussive found sounds and synth sounds
- The SOLO category contains simple three-tone chords and melodic phrases

SPECIFICATION

- 24 bit / 44,1 kHz wav format
- 846 MB installed
- 20 basic original patches
- 50 derived single patches
- 20 multi patches
- 50 midi presets for inspiration to modify and use
- Kontakt 7.10.7 and above full version required

ABOUT RHYTHMARE

Rhythmare is based on improvised sound samples of tones and harmonies and overtones produced on a heavily detuned acoustic guitar. The intention was to create a repository of scraps from which it is possible to compose strange rhythmic-melodic structures. These can be used as they are, or as inspiration or a basis for further layers of sounds in your composition.

The guitar was recorded in two ways. With a condenser microphone near the soundboard of the guitar and also with a pair of contact microphones attached to the body and head of the guitar capturing the vibrations of the instrument. The first way I got a high-quality mono recording and the second a little bit weird and kind of a lo-fi stereo image. You can change the signal ratio from these microphones through the user interface. These are completely random compressed notes played in a softer or more aggressive way, which created more or less harmonious or disharmonious consonances. Additionally, simple, more melodic chords in higher positions of the fretboard were recorded as an addition. And as a second addition, I added a handful of field recordings, percussive sounds of found objects, or synthesizer colors to these sounds.

All sounds were then placed and divided into three groups. By combining them, adjusting their volume ratios, retuning, panning and applying effects, you will come across many surprising rhythmic-tonal combinations. You will easily produce strange soundscapes, strange exciting microworlds and microstories, rhythmic webs into which you can place melodies created by other instruments. You can create dark soundscapes and crazy sound effects, surprising loops of background sounds and phrases. Layer them over each other, or run them backwards... It is guaranteed that what you come up with would not have been created otherwise. You will be inspired!

WHO IS IT FOR?

This experimental instrument is dedicated to musicians and composers working in genres such as ambient, dark ambient, noise, lo-fi, and the like. To experimenting innovators who are always looking for new ways to awaken or satisfy their inspiration.

BE AWARE

- Experimental instrument
- Extremely detuned sounds
- Not for creating melodies
- Limited use in traditional genres

- + Experimental instrument
- + Extremely detuned sounds
- + Ambient, dark ambient, noise, experimental genres
- + Instant inspiration
- + Hand-painted user interface

USER INTERFACE AND CONTROLS



First, you can see some knobs, faders and tabs in the picture. Let us say something about them. Please look at the picture above.

SWITCHES (A) - tabs with the effect names (DRIVE, etc) serve as the ON/OFF buttons for the effects. When the effect is activated, the tab turns yellow.

KNOBS (B) - All the effects have several parameters, which can be adjusted by turning these knobs. They use a vertical mouse movement, with the lowest to highest value from the left to the right.

KEYS (C) - The keys are divided to three categories - GREEN (FX group), YELLOW (MIC1 & MIC2 groups), RED (SOLO group).

VOLUME FADERS (D) - The volume faders operate the level of the volume of the four sample groups. They also utilize a vertical mouse movement, with the lowest value at the bottom and the highest when fully up.

PAN FADERS (E) – These are corresponding to the 4 volume faders. These faders utilize a horizontal (left-right) mouse movement.

TUNE KNOBS (F) - Located under the volume faders, these knobs utilize a vertical mouse movement lowering the pitch when sliding down and raising it when sliding up.

Note: press CTRL and click with your mouse cursor over the fader (PC users) or command-click (MAC users) when in need of a quick reset to the default pitch or pan position)

SAMPLE GROUPS

FX (GREEN) - field recordings, found sounds percussions or synth fx

MIC1 (YELLOW) - detuned acoustic guitar main sounds (stereo contact mics)

MIC2 (YELLOW) - detuned acoustic guitar main sounds (condenser mic)

SOLO (RED) - detuned acoustic guitar high register sounds and chords (contact+condenser)

TIP: Try changing the ratio of "MIC 1" and "MIC 2" and you will get different sound colors

TIP: Use the main "Tune" knob in the first row at the very top of the instrument to globally fine-tune the patch as a whole (sampled sounds are intentionally unexpectedly out of tune and may not match other libraries you use in your project)

EFFECTS accessible from the user interface

1. TAPE - simulation of a reel, degradation of the sound
2. DRIVE - the signal gets overdriven and distorted
3. FREAK - modulation effect - from chorus to tremolo to lo-fi
4. LIMIT– limits the signal, if it is being too loud and overdriven
5. ATTACK and RELEASE knobs to adjust start and length of a sample
6. EQUALIZER – Low, Mid and High frequencies adjustment
7. PLATE – give the sound a spacious feel
8. ARROW - reverse ALL sounds

9. EXCITE – a special kind of a delay effect (adjustable after clicking the "wrench" icon in the upper left corner of the instrument window and navigating to the "Insert Effects" rack.

TIP: Sometimes it is better to use the "LIMIT" button, other times to reduce the overall volume of the preset

NOTE: hovering your mouse cursor over each knob or tab will display a help text in the bottom part of the window (if you have the “info feature” - (i) pictogram - activated in Kontakt by pressing "F9") Be also aware of the possibility of setting any knob to its default position by pressing CTRL and clicking with your mouse cursor over it (PC users) or command-clicking (MAC users)

PATCHES

RHYTHMARE contains 20 basic patches (containing unique samples each) in the BASIC subfolder of the "Instruments" folder. Load and explore these patches, alter them and save the results in the "User" folder to store them safely, preserving the original patches intact.

In the DERIVED folder you will find 50 additional patches derived from the patches of the Basic category. These can immediately find a place in your production, or again - serve as a starting point for altering them to your liking.

Note: The Derived patches names contain the number, which tells you from which basic ones they were derived.

Then you will find another 20 patches in the MULTI folder – these are combinations of more than one patch, giving you even more sound designs to use immediately. Every patch has a unique name, which loosely associates with the character of its sample set, or describes loosely what it sounds like to help you choose the right one to work with.

BASIC

-  Rhythmare 1
-  Rhythmare 2
-  Rhythmare 3
-  Rhythmare 4
-  Rhythmare 5
-  Rhythmare 6
-  Rhythmare 7
-  Rhythmare 8
-  Rhythmare 9
-  Rhythmare 10
-  Rhythmare 11
-  Rhythmare 12
-  Rhythmare 13
-  Rhythmare 14
-  Rhythmare 15
-  Rhythmare 16
-  Rhythmare 17
-  Rhythmare 18
-  Rhythmare 19
-  Rhythmare 20

DERIVED

-  Rhythmare 1 - Corridors Full of Cobwebs
-  Rhythmare 1 - Gently Overdriven
-  Rhythmare 1 - Gnat Council
-  Rhythmare 1 - Heavy Breath
-  Rhythmare 1 - Radioactive Water
-  Rhythmare 2 - Back To The Oven
-  Rhythmare 2 - Railways
-  Rhythmare 3 - Chinese Western
-  Rhythmare 3 - Low Sinister Noise
-  Rhythmare 4 - Construction Work
-  Rhythmare 4 - Making Cubes From Drops
-  Rhythmare 5 - Rue De La Echo
-  Rhythmare 5 - Turning Into a Plant
-  Rhythmare 6 - Leaky Bucket Blues
-  Rhythmare 6 - Pinocchio
-  Rhythmare 7 - An Oily Substance
-  Rhythmare 7 - Zombie Mouth
-  Rhythmare 8 - Alone In The Streets
-  Rhythmare 8 - Freak Ride
-  Rhythmare 8 - Medieval Times
-  Rhythmare 9 - In a Heartbeat
-  Rhythmare 9 - Ring Modulated Typewriter
-  Rhythmare 10 - March Of The Cockroaches
-  Rhythmare 10 - The Bone Machine
-  Rhythmare 11 - Drum N Bass Death
-  Rhythmare 11 - Heavily Distorted Beat Studio
-  Rhythmare 12 - Bathroom Percussions
-  Rhythmare 12 - Echoes Of Chornobyl

-  Rhythmare 13 - Hosen Draaten
-  Rhythmare 13 - Shards
-  Rhythmare 14 - Idyll By The Fire
-  Rhythmare 14 - Machine Trying To Speak
-  Rhythmare 15 - Arabooster
-  Rhythmare 15 - Rotodendrone
-  Rhythmare 15 - Rubbery Finn
-  Rhythmare 16 - Not Decoded
-  Rhythmare 16 - Seven Clarinets
-  Rhythmare 16 - Transmutation
-  Rhythmare 17 - Locked Room
-  Rhythmare 17 - Lost Tape
-  Rhythmare 17 - Mental Prison
-  Rhythmare 18 - Asphaltase
-  Rhythmare 18 - Dying Signal
-  Rhythmare 18 - String Theory Applied
-  Rhythmare 19 - Pet Cemetery
-  Rhythmare 19 - Poor Dog
-  Rhythmare 19 - Rage Against The Bass
-  Rhythmare 20 - Inside Tesla Coils
-  Rhythmare 20 - Melodic Motors
-  Rhythmare 20 - Rings Of Modulation

MULTI

-  Backyard Fun
-  Careful Steps
-  Carnivorous Plant
-  Cave Fiddler
-  Drunk As Duck
-  Ed's Shed
-  Echofactory
-  Getting Better
-  Getting Retteb
-  Harmonium
-  Humpback Pair
-  Little Animated World
-  Martian Traffic
-  Moussion Impossible
-  Nicotone
-  Quiet Spinning
-  Reversed Doubler
-  Sewer Tango
-  Signalling A2 To The Green Group
-  Slightly Detuned Lullaby F2C2E2C2

MIDI FILES

This library contains 50 midi files that you can use as inspiration and as a demonstration of how to work with the library. They are also an ideal starting point for creating your own rhythmic structures. Their names correspond to the patch they were created using. Before using the midi files in your compositions, modify them and make them your own and unique.

HOW TO USE MIDI FILES

1. Open your DAW project.
2. Open KONTAKT 7 (or higher) plugin and assign a midi track to it
3. In Kontakt, open one of the 50 DERIVED patches
4. Drag & drop a midi file with the same name to the midi track
5. Change the tempo of the project to the tempo marked in the name of the Midi preset

TIP: Change the pitch of the patch and change the BPM of your project, change the order of samples in the midi file and modify the preset to your taste

Have fun exploring and creating with RHYTHMARE!

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