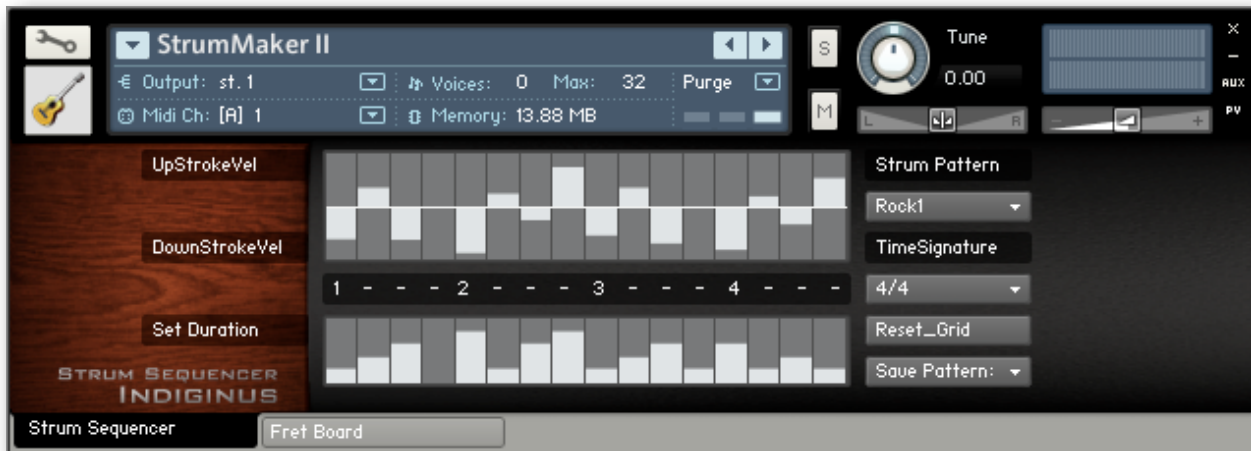


StrumMaker II

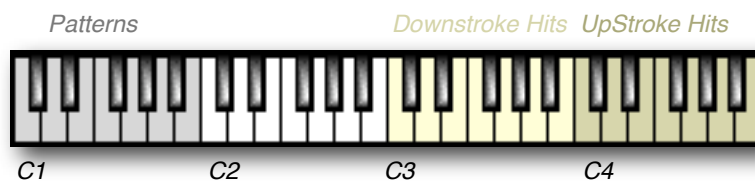
The StrumMaker II instrument consists of 2 elements that are accessed by the tabs below.



Strum Sequencer

The Strum Sequencer is a simple sequencer for the creation of automated strumming patterns. There are several preset patterns, as well as 3 user memory locations in the "Strum Pattern" pull-down menu.

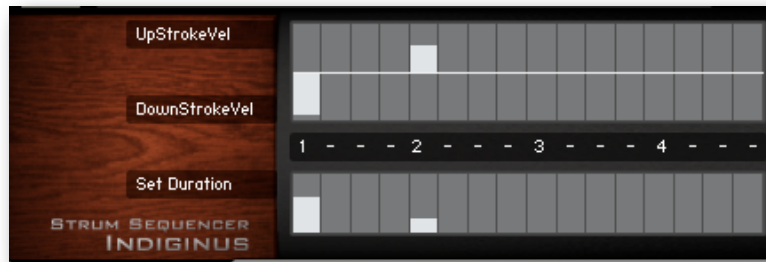
The patterns are triggered by playing single notes on the keyboard from C1 to B1.



Single chord strums are also available for stops.

Note: Chord variations (major, minor, 7th, etc.) are selected in the Fret Board screen.

Creating Your Own Patterns



The upper grid is bipolar and controls the velocity of each strum for each of the 16 available steps (you can vary the number of steps in the *TimeSignature* pull-down menu). The center line is zero velocity. Dragging downward creates a downstroke and dragging upward creates an upstroke, with velocity increasing as you get farther from the center. Lower velocity settings will trigger mutes. At left, you can see a full downstroke at full velocity on beat 1, with a muted upstroke on beat 2.

The Counter (between the grids) follows the beat when the pattern is playing, and indicates the number of steps.

The lower grid controls the duration of the strums at each step. The higher the bar, the longer the note.

Just a few more buttons:



Strum Pattern: Pull down menu for choosing patterns.

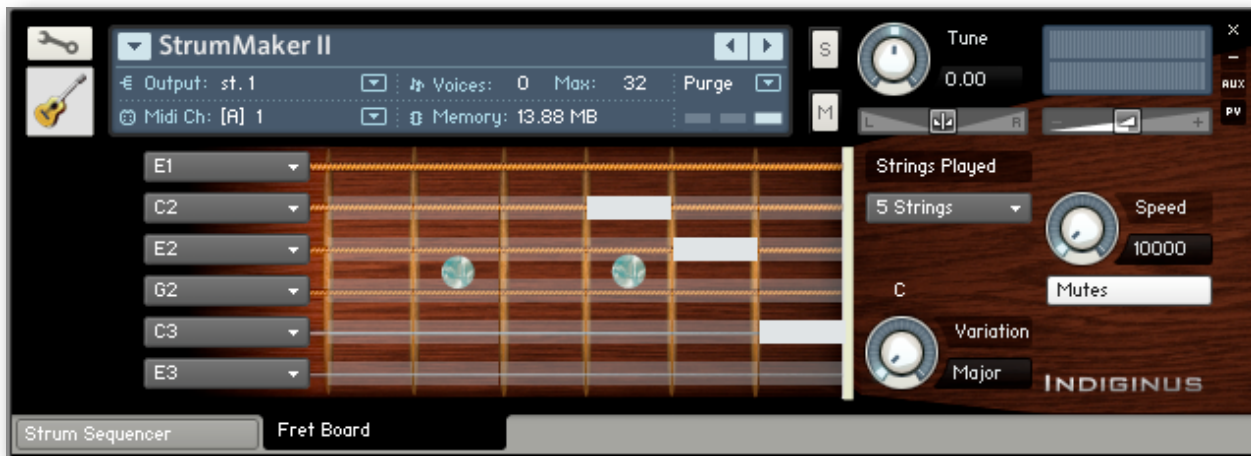
TimeSignature: Varies the length of the grid.

Reset Grid: Sets all steps to zero

Save Pattern: To one of 3 user locations.

NOTE: Be sure to save the entire instrument if you're running Kontakt in stand-alone mode.

OK, now for the *really* fun part!



Fret Board

Click on the “Fret Board” tab. Now, when you play single notes to trigger the sequence, you can see which virtual strings are played and on which frets the strings are pressed!

Here’s how this works:

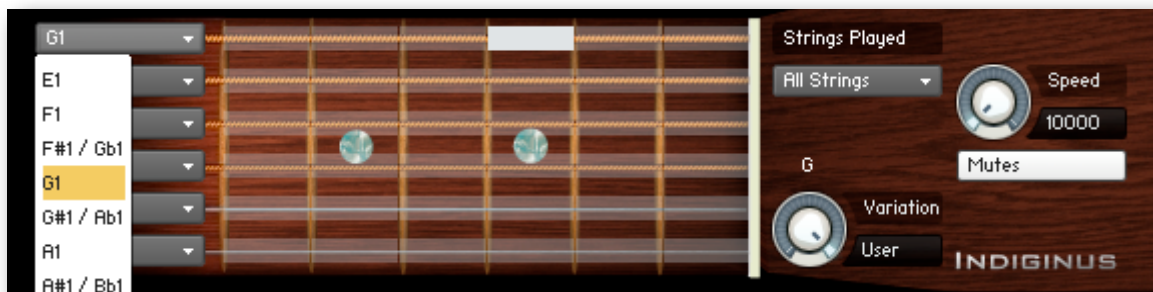
To access a particular chord, just press the corresponding key.



For instance, pressing C1 will cause “C” to be displayed, and the “Variation” knob will indicate the chord variation. If you turn the knob to “Dim”, the next time you press C1 you will hear a C diminished chord. This makes it easy to set the Fret Board for playing in different keys.

But what if you need both a D major AND a D minor?
No problem, because you can.....

Create your own chords!

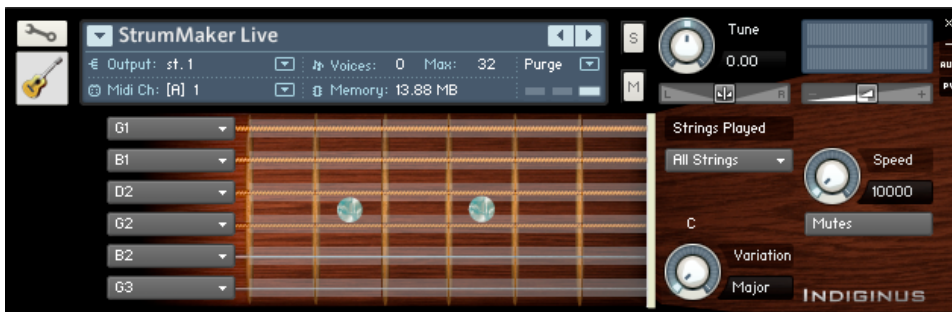


1. Set the “Variation” knob to “User”. Each scale note has a “User” variation, so you can create a total of 12 custom chords at a time!
2. Choose how many strings you want to sound using the “Strings Played” menu.
3. Select which fret your virtual finger will be pressing on each string by using the pull-down menus on the left. Remember that the first selection will always be the open string, so you won’t see any indicator in that case.
4. The “Speed” knob controls how velocity effects the strumming speed. Turning it up will slow the strums at low velocities.
5. The “Mutes” button adds mutes and harmonics at low velocities. This will give a more aggressive sound.
6. Remember to save your settings (K3 will do this automatically when you save your project file).

So, let's say you need a D major, a D minor, a G major, and a G7 all available at one time!

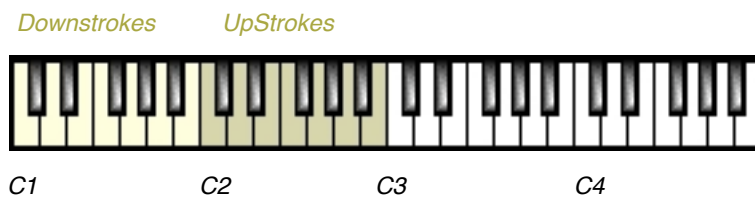
1. Play a D note and set the variation to "Major".
2. Select another note, preferably one you don't need for this song. For instance, play a D# note and set the variation to "User".
3. Enter the notes for a D minor. Now, when you need that D minor chord, you access it by playing the D# key.
4. Do the same for the G and G7 or any other chords you need. However, if there is a key change in the song you might want to open up another StrumMaker II instrument on another midi channel and set it's chords to the new key.

StrumMaker Live



StrumMaker Live is really just the *Fret Board* without the Strum Sequencer.

In this case, though, the downstrokes are on the first octave and the upstrokes are on the second octave so you can play your strums live by rocking back and forth between the two. Use the sustain pedal. The strumming script is really quite dynamic, so play at different velocities and listen to what happens!



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