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REKOMBINATOR

Licence and technical information

Rekombinator is a virtual instrument for Native Instruments Kontakt sampler, you need full version of Kontakt 4.24 or newer to run it.

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USE AT YOUR OWN RISK! This device is provided 'as is' and there is no warranty of any kind.

Rekombinator

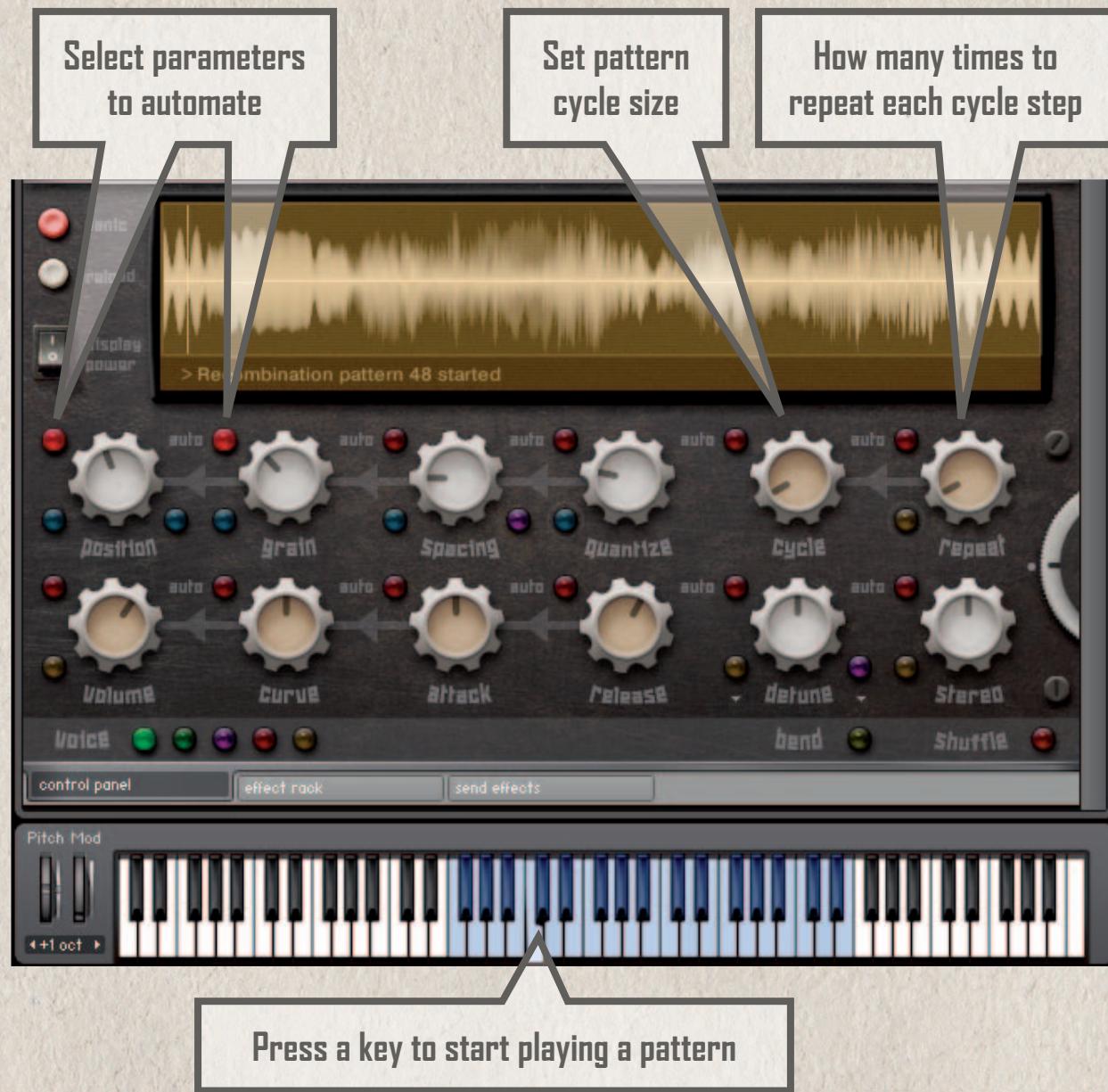
Rekombinator is experimental sound amusement device. It deconstructs sound samples to grains and recombines them to assemble a new sound. It can be used to re-structure drum sequences, create robotic voices, flanging effects or evolving granular soundscapes.

The machine splits input sample(s) into fragments and re-plays them in pre-defined sequence. Sequence schemes are mapped to midi notes, so you play the instrument by triggering different sequences.

Patterns and cycles

There are 128 different recombination schemes, each being assigned to a midi note. As long as a key is being held, the machine will play a sequence of grains, changing grain properties according to current setting and pattern. Patterns can be played back in parallel, to create complex structures.

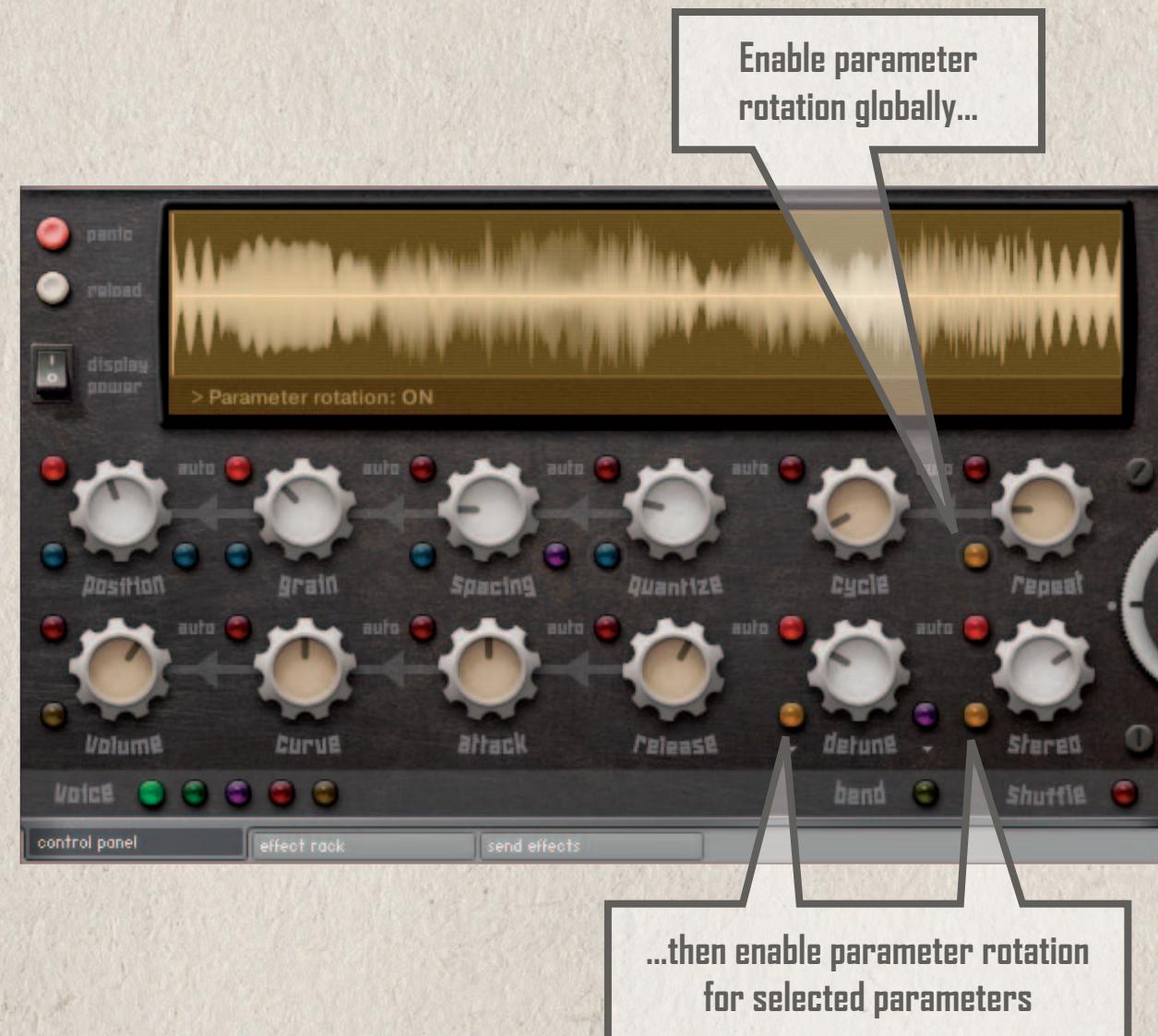
Pattern size is being controlled by **Cycle** parameter. After defined number of steps, pattern will restart. Also each pattern step can repeat a number of times, as defined by **Repeat** parameter. You can set target parameters, which will be automated by pattern, with **red diode buttons**.



When a parameter is set for automation, corresponding knob will define the range of allowed modulation.

Furthermore, some parameters can be automated not only once per cycle step, but also on each repeat step. This automation sub-function, is nick-named 'parameter rotation' and can be enabled with **orange diode buttons**. Note that this is automation sub-function, so automation need to be enabled for given parameter (red diode on).

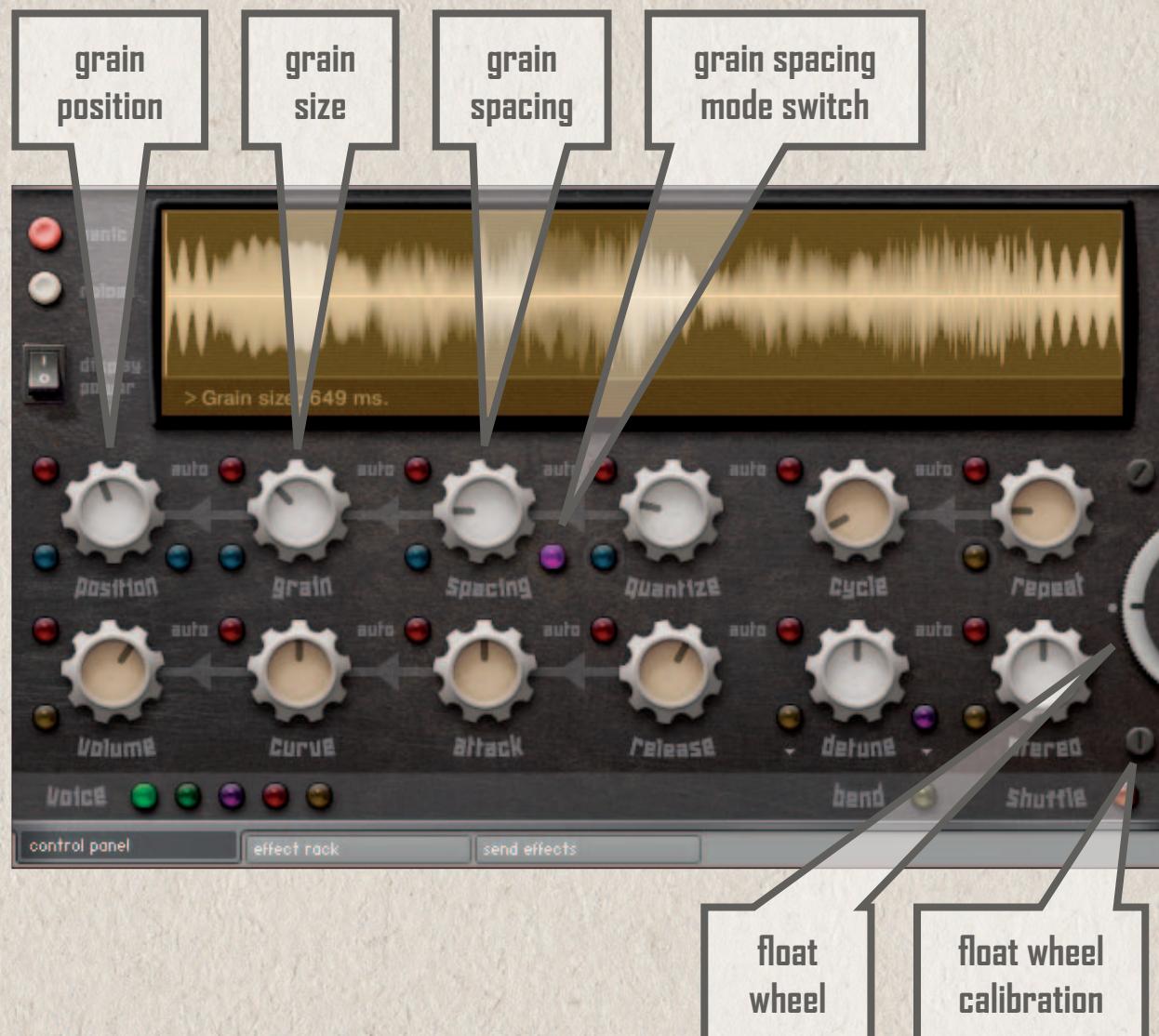
Cycle automation button will select a cycle size for each pattern individually.



Grain settings

Grain is a fragment of sample being played back on each cycle step. You can define **position** in sample, where grain playback starts, **grain size** (length of sample portion to play) and **grain spacing** (delay between start times of following grains). Grain spacing can be set in two modes, as percentage of grain size or as absolute value – use purple diode button to switch modes.

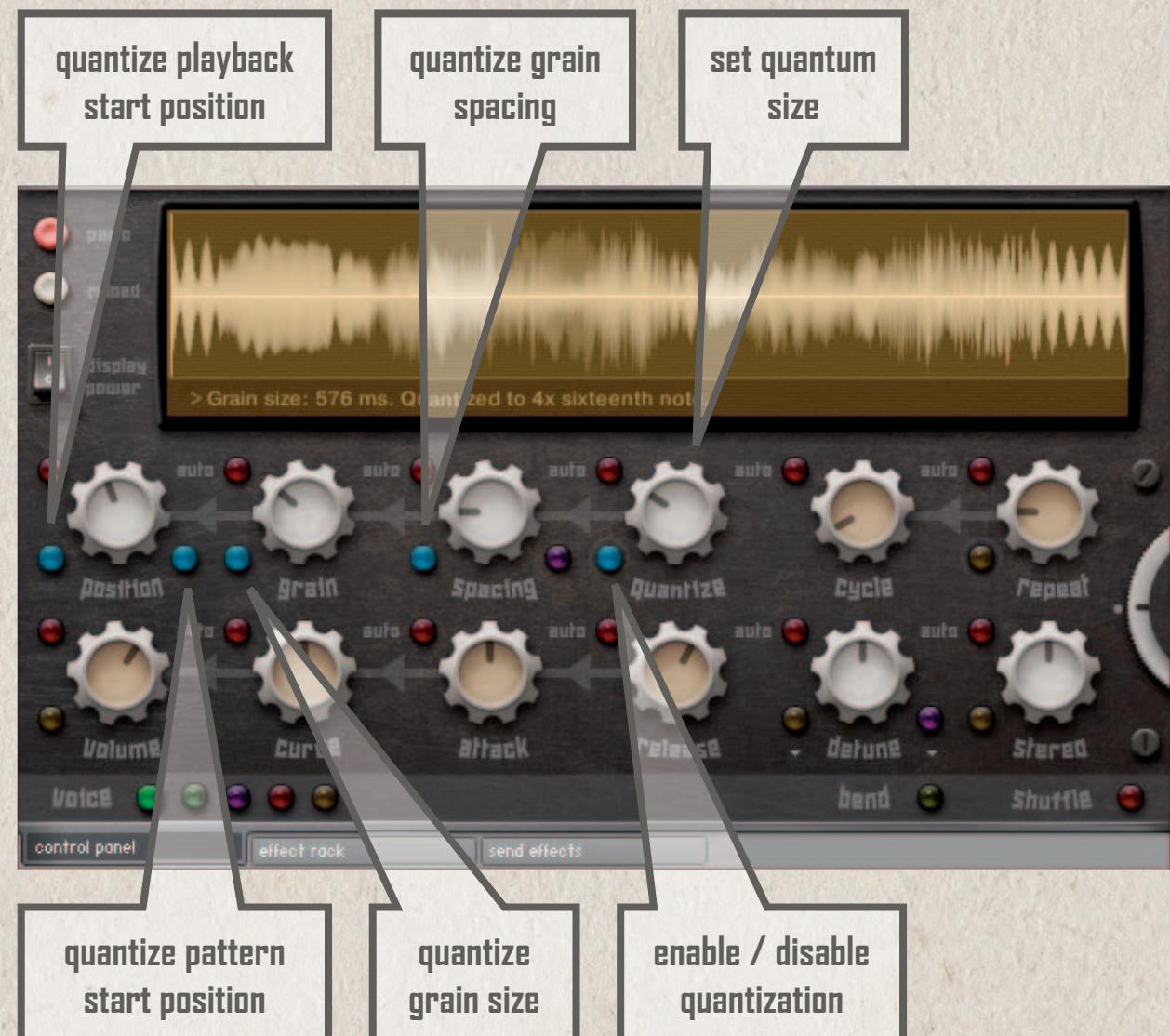
Playback position can be modulated by **float wheel**. If float wheel is at non-zero position, playback position reference point will be moved at each cycle step, creating a 'seek through sample' effect.



Grain quantization

Grain parameters can be quantized to match current tempo. Quantized parameters will be rounded down to a note fraction value. You can set quantum value with **quantize** knob. **Blue diode buttons** enable quantization globally and for selected parameters.

Grain position parameter has additional quantize option, '**quantize pattern start position**'. If enabled, each time you press a key to start a pattern, the machine will wait for the next note fraction quantum, according to transport. Note that it will only work when transport is running in DAW. Use this function to align patterns when playing live.



Grain envelope

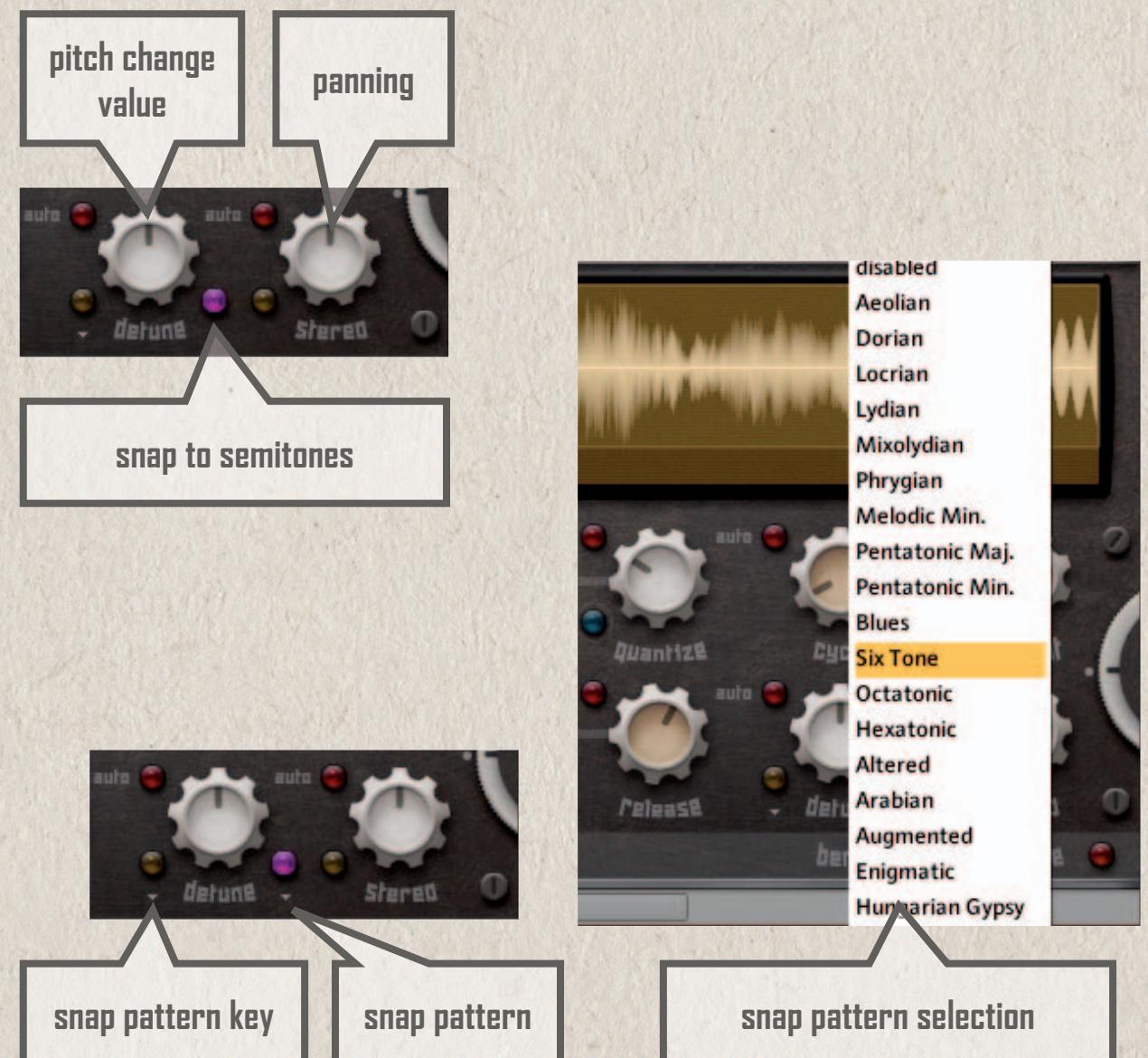
You can set grain volume envelope to create a cross-fade between overlapping grains. **Attack** is grain volume fade-in, **release** is grain volume fade-out, **curve** is shape of attack curve. You can also set overall **volume** of grain playback, which can be useful to automate and create varied volume throughout following grains.



Detune and panning

Detune parameter defines pitch change for grain playback. **Stereo** parameter is position in stereo field.

Detune parameter can be optionally quantized to semitone value (**purple diode button**), which together with parameter automation can be used to create 'random arpeggio' effects. Furthermore, rounding to semitone can be used with simple 'force to scale' function, which will make pitch changes snap to predefined pattern. It will work assuming the input sample is tuned properly. Use **drop down menus** to set snap pattern and key.



Voices

Rekombinator supports up to 8 voices. Voices can be used together with effect rack to set different effect setting for following grains. You can also load different samples into following voices to combine them. Each grain will be assigned to a voice while playback. Voice can be selected manually, by clicking on **green diode button**. **Purple diode button** will activate **round robin mode**, the machine will switch to next voice each time a grain is being played. **Red diode button** will activate **pattern automation**, voice will be selected on each cycle step according to current pattern. **Orange diode button** selects a voice on every **repeat step**.



When there are different samples loaded, waveform on display will change when you select a different voice. You can also change displayed waveform without selecting a voice, by clicking on voice label.

When all voices contain the same sample (or samples with exact same length) waveform playback cursor position will be displayed each time a grain is played. When samples differ in length, cursor will be updated only when selected voice is playing. You can manually change cursor mode by shift + click on voice label.

Pitch bend

You can enable/disable pitch bend controller with bend button. When pitch bend is disabled, pitch bend messages will be mapped to float wheel. So enabling pitch bend is also a way to preserve float wheel setting from being reset by midi.

Shuffle patterns

Any pattern sequence scheme can be re-written with new automatically generated data. Use shuffle button while a sequence is playing to randomize it. Shuffle function will only affect patterns that are active at the moment. If there is no active pattern (all keys are released), it will do nothing. Shuffled pattern will be saved within a sampler patch or a DAW project.

Loading samples

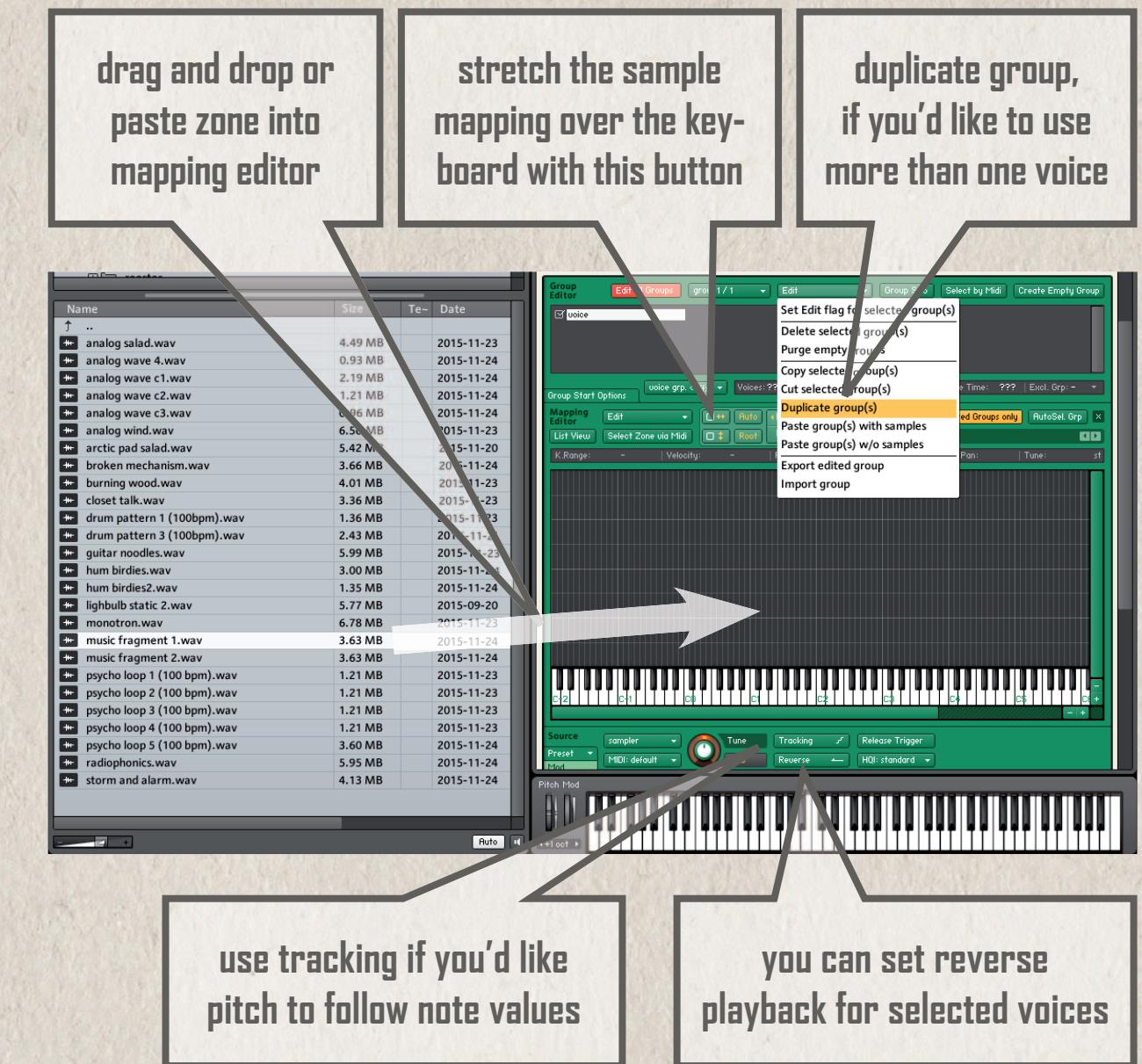
To load new samples, it's easiest to use 'Rekombinator (empty).nki' patch.



press reload button when finished loading samples and setting voices

When finished loading samples and setting groups, click **reload** button. The machine will update number of voices, sample waveform display and sample length map.

Depending on grain density and envelope release time, Rekombinator can create a lot of voices (in Kontakt's meaning). You may need to adjust up max. voices setting.



Rekombinator was thought to use one sample per group, but you can use any zone configuration. Just keep in mind that, if samples in one group vary in length, sample position, playback cursor and float parameters may not work too good. On reload the machine will look for the first note with a sample mapped to and fetch sample length for given voice, which is then used to calculate grain playback position.

Rekombinator works in 'sampler' mode, as it is using offset parameter to set grain position. If you need to use DFD mode, you will have to set s.mod parameter in wave editor manually for each sample.

You can use up to 8 voices, if there are more groups, the remaining groups will be ignored.

Effect rack

Effect rack panel can be used to configure each voice individually. There is limiter / gain control, high pass and low pass filters, pitch envelope, distortion drive, samplerate quality setting and set of send effect levels. You can also set keyboard velocity sensitivity. Use green diode buttons to select edited voice. Red diode button will select all voices, when it's on, any parameter changes will apply to all voices. Reset button will reset all parameters to default for selected voice (or for all voices, if all voices are selected).



Send effects

There are two convolution reverbs, two delays and chorus as send effects. Delay and convolution are doubled, so you can distribute grains between different space configurations. Delay timings are tempo synchronised, they can be set with knobs or a drop-down menu, which may be more convenient.



Panic and colors

In case any patterns get stuck in endless loop, which should not happen, unless you get midi keyboard disconnected before releasing a key, use **panic** button to stop any active patterns.

Waveform display can be set to one of color themes, simply click anywhere on display to change the theme. Theme will be saved within patch or DAW project.



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Have fun with Rekombinator.