



Celluloid Beats Documentation

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Welcome

Thank you very much for purchasing Celluloid Beats! You've just purchased a product that will add a cinematic flavour to your productions and help you learn advanced sound design features of Reason. Read on for information on installing the product, as well as extensive documentation on its use.

Installation

To install Celluloid Beats, simply copy the ReFill (**Celluloid Beats.rfl**) to your Reason ReFill folder. Note that you will require Reason 6.0+ for these patches to work properly. Reason 5 or lower will **not** work. However, any version of Reason can load the raw RX2 loops into Dr. OctoRex (or Dr. Rex for older versions).

As far as hardware requirements, anything that can run Reason 6 will work ok. But keep in mind that some of these patches push the Reason environment very hard, and this may be difficult on older PCs and Macs. If you have trouble with the CPU usage, you may want to use some of the raw RX2 (included in this package as well) files inside Dr. OctoRex, instead of the Combinators themselves.

What is Celluloid Beats?

Celluloid Beats was created by first sequencing loops on a variety of hardware and software synths. Next, a proprietary **additive vocoding** technique was utilized to modify these loops in a very unique and cinematic way. Often this technique emphasizes a long, smooth decay stage that isn't possible in the natural world. The end result is big, booming, and unique percussion sounds.

What is Modular Grooves?

Modular Grooves is our new series of loop libraries, of which Celluloid Beats is the first ReFill. Let's start out by explaining what all Modular Grooves ReFills will have in common.

Firstly, every loop in a Modular Grooves ReFill is sampled using a technique called **Wide BPM**. This means that the loops should sound excellent over a very wide range of tempos – usually anything over 60bpm sounds great.

Next, we take each one of these REX format loops and load them into a special Combinator featuring Dr. OctoRex. A single loop is duplicated into each of Dr. OctoRex's loop slots. Then we can create 7 loop remixes using OctoRex's slice edit controls – as well as its multiple audio outputs.

You'll find the original, un-remixed loop in slot 1, and slots 2-8 will showcase different loop remixes. Read on to the next section for more information on Combinator controls.

Combinator Info

Each Celluloid Beats Combinator is divided into 3 parts. From top to bottom all are arranged in this order:



Common FX – Here you'll find a suite of FX common to each Combinator. These are configurable by the Combinator Rotaries and Buttons.

Dr. OctoRex – The loops themselves are loaded into here. If you want to tweak the remixes to your own taste, you'll want to use *slice edit mode* to do so.

Output FX – Unique FX for each patch are loaded here and connected to the 4 additional stereo outputs of Dr. OctoRex. Thus, by sending specific slices to specific Output FX, its possible to design completely new remixed loops using the same sampled materials.

Combinator Documentation



As stated above, the Combinator Controls are meant to control the Common FX of each patch. Here is an overview of the controls and their functions.

Pitch Wheel

Controls pitch-shifting in a +12/-12 increments. This pitch-shifting is powered by Neptune. Note that Button 1 changes the character of this pitch-shift.

Mod Wheel

Mixes in a delay provided by The Echo from 0-100%. Generally the delay is configured uniquely for each patch.

Rotary 1

This control switches between the 8 different loops in every patch, by scrolling through the Dr. OctoRex loop slots.

Rotary 2

Controls the filter frequency of a low-pass filter courtesy of Pulveriser. The entire mix is fed into this filter.

Rotary 3

Controls the filter resonance of the Pulveriser filter.

Rotary 4

Controls the amp decay of each slice in the loop. By lowering this control, you can achieve a *staccato* sound that fits very well with a tempo-synced delay.

Button 1

This button controls the character of the Neptune pitch-shifting (PB Wheel). It toggles between whether the formant is preserved or not while pitch-shifting.

Button 2

Filter FM is activated here. This modulates the Pulveriser filter with an oscillator for a 'dirtier' sound.

Button 3

Controls the filter type. In most of the patches this toggles between the Pulveriser LP filter and a LP + Notch filter – though the types can vary.

Button 4

Adds some strong Pulveriser compression to the entire mix.

Final Tips

- Patches ending with *JJ* are created by Jeremy Janzen, and those ending with *LO* are by Lewis Osborne.
- All patches marked with (*Run*) require the sequencer running for full FX.
- All patches marked with (*Play xx*) mean that those particular loop slots expect you to play on the keyboard. So (*Play 5-8*) means on slots 5-8, try playing some notes and see what happens!
- Some patches have unique Thor rotary and button modifiers – try experimenting with them. They will be active on some loop slots, and have no effect on others.
- If CPU usage is too high on a particular patch, try recording your loop track to an audio file once you are done arranging it.
- Don't forget you can re-arrange the slices in a loop by sending different sequencer notes to Dr. OctoRex.
- You can even load loop slices into Kong, Redrum or NN-XT if you feel like something different! Try loading some different slices into Redrum and sequencing your own totally new drumloops!
- We've set the default *Trig Next Loop* value on Dr. OctoRex to one bar – so when switching loops, playback of the new loop starts on the next bar. Try changing this setting to 1/16th instead and quickly change loop slots for something very different!
- If you are running very high tempos, you may want to experiment with the Amp Env Release slider on Dr. OctoRex. Increasing this will allow each slice to continue decaying while the next slice plays. It adds some ambience that might be helpful depending on what you want.
- Have fun with Celluloid Beats! It was quite a bit of fun to create :) Don't forget to send us some feedback on what you'd like to see in the next Modular Grooves product, as well.

CREDITS AND LEGALESE

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