MNM Dubstep Wobble Bass

Posted by jdn - 2010/11/13 16:34

_____

Hi all,

This box can really rip!

First dubstep bass I'm happy with out of my Monomachine:
http://snd.sc/dIgwVK

Full disclosure: I was aiming to emulate "Mutants" by Liquid Stranger. So if the bassline sounds familiar, uh, that's why.
 I find trying to copy tracks that are really great is always a huge learning experience....

If anyone's interested, let me know and I'll make a SYSEX dump of the kit+pattern.
(edit: see below)

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Re:MNM Dubstep Wobble Bass

Posted by TrondC - 2010/11/13 18:55

_____

well made! I've been struggling to make bass like this, a sysex or just a parameter list would be really cool! what machine
did you use?

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Re:MNM Dubstep Wobble Bass

Posted by tIB - 2010/11/13 19:08

_____

nice! An FM machine as sound source? reverb machine (2?) and compression on this... expand!

==

Re:MNM Dubstep Wobble Bass

Posted by Veets - 2010/11/13 22:59

_____

I don't produce dubstep but there have been at least a half-dozen posts about "how do I make a wobble" here at the
forum over the last year. So yes there's definitely some interested parties here on the forum for a share.

Just for a guessing game fun, I am going to say it's not FM but rather one of the other machines. It sounds to me like
you have some pretty decent filter+resonance on it, and you are modulating that to get your wobble.   This is a wild-a55
guess but I'll say SID machine.:P   Who else wants to take a guess?B)

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Posted by - 2010/11/14 03:11

_____

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Re:MNM Dubstep Wobble Bass

Posted by RubixGroove - 2010/11/14 06:04

_____

Wewt! Great bass there. Not sure why some people hate on the way the MnM sounds. Always have loved it, never have
owned one. Any possibilities of doing this with just a regular MD? I don't own a UW, so sampling's out of the question.

Will be listening to this jam and tweaking my MD all evening now :D

===

Re:MNM Dubstep Wobble Bass

Posted by Chakaharta - 2010/11/14 12:06

_____

Arright, I've zipped up syx for the kit + pattern.

151.5 BPM. The .5 IS SUPER IMPORTANT. ;)

In case you're curious, here's a rundown of the design:

Track 1 is a Pulse with enough Sub 1 to get the distortion to kick in.

HP filter is set to ride on the suboctave (base val of 8), with key-tracking enabled, and resonance cranked.

LP filter is not key-tracked, but gets swept by LFO 1 to get a nice wobble. Key track is off to keep the LP filter wobble frequency more "stable" as a backdrop to the jumping pitches.

Track 2 uses a double draw machine because it lets you mix between a tri or a sine wave as an additional "clean" subbass. Track 2 is driven by the trigs in track 1, and track 1 is transposed +12 to maintain the high / low octave relationship.

Track 3 is a verb "send" that's pulling from the two basses.
LFO 1 slightly modulates the decay of the verb to break up static resonances in the tail (this only partly successful).
LFO 2 adds a slight fast autopan to the reverb.
LFO 3 adds a fake "sidechain" envelope to the verb's amplitude.

Track 5 is a simple BBOX breakbeat rhythm that's playing a halftime feel.

I'm super curious to play around some more with the SID and FM machines for different bass sounds, but I went straight for the square since it's a great starting point. http://elektron-users.com/images/fbfiles/files/mnm_dubstep01.zip

===

Re:MNM Dubstep Wobble Bass

Posted by MonoMike - 2010/11/14 17:57

_____

Thanks for the share mate your a star, will give me incentive to get off my back side and have a jamb with elektron twins :) Did not think it was a 3 machine bass high level programming dude, this will make me start digging deeper in multiple machine sounds I think :woohoo:

===

Re:MNM Dubstep Wobble Bass

Posted by johnathon doe - 2010/11/14 20:16

_____

thank you for sharing...this is the forum at it's best.

wobbles over to monomachine

peace

===

Re:MNM Dubstep Wobble Bass

Posted by RubixGroove - 2010/11/15 17:28

_____

Man...

Been sitting here all night tweaking with my MD and there's no way I've found to get something this bad ass! Me = going nuts. :P

===

Re:MNM Dubstep Wobble Bass
Posted by TrondC - 2010/11/15 18:10
_____

yeah I think I'm gonna wobble over too the MnM too :D

===

Re:MNM Dubstep Wobble Bass
Posted by Boelie - 2010/11/15 18:31
_____

RubixGroove wrote:
Man...

Been sitting here all night tweaking with my MD and there's no way I've found to get something this bad ass! Me = going nuts. :P

All night?

TRX B2,

Hold max, decay max, set LFO to FLTW saw wave, low speed, fair amount of depth.
Tweak distortion SRR and other parameters to taste

Program a pattern, now pm lock the LFO speed on different steps..

MD can do pretty sick wobbles, digg deeper :)

===

Re:MNM Dubstep Wobble Bass
Posted by RubixGroove - 2010/11/15 19:00
_____

My digging gets ADD as a mo'fo :P

Shall get on that, sir. Thanks!

===

Re:MNM Dubstep Wobble Bass
Posted by Chakaharta - 2010/11/16 01:37
_____

Don't lose faith in yer MD -- I've heard quite a few examples of people doing dope wobbles with the TRX B2 among other things. Search the forum for examples, and check out the Elektron group on Soundcloud.

The main trick to my patch was turning up dist a little bit, harmonically tuning the Filter base to match the subbass fundamental and cranking the reso to overdrive the sound. I think using distortion carefully it might be possible to get a very close emulation on the MD. I'm tempted to try when I get a chance.

===

Re:MNM Dubstep Wobble Bass
Posted by RubixGroove - 2010/11/16 04:18
_____

I'd love to hear what you could crank out on the MD because I'm still having massive issues finding anything that wobbles nicely. Trying what Bo suggested only head to very strange sounding pops that cut-outs that weren't very wobbly at all. :P

==

Re:MNM Dubstep Wobble Bass
Posted by Hertzian Cone - 2010/11/16 05:15
_____

I quite liked the wobble achieved with boelies method, the pops where an issue,to be sorted.

mixing lfo's and modulating the mix would expand things further saws to ramps providing groovy swung wobs

==

Re:MNM Dubstep Wobble Bass
Posted by Nils - 2010/11/16 05:32
_____

RubixGroove wrote:
I'd love to hear what you could crank out on the MD because I'm still having massive issues finding anything that wobbles nicely. Trying what Bo suggested only head to very strange sounding pops that cut-outs that weren't very wobbly at all. :P

Patience Rubix.

Some non-UW examples:

http://soundcloud.com/pokelok/noe-0344-bugge-og-4xmd-050126
@39:00-44:00: Everything TRX-B2, apart from cowbell and organ

http://soundcloud.com/pokelok/sika-okt-03
@54:50 to end: EFM-BD bass/stabs/wobbles
All MD.

http://www.batterycollection.net/MDcontest/oct2004.zip
all EFM-BD demoes, my entry slightly wobbly :)

==

Re:MNM Dubstep Wobble Bass (and MD!)
Posted by Chakaharta - 2010/11/16 15:56
_____

The TRX B2 tip is no lie.

I definitely was able to pull out some really thick bass wobbles -- I think I prefer them to what I got on the MNM in some ways.

Here's the basic rundown for the bass sound I got:

If you turn up dist in the synth page, it turns right into a nice oscillator. Ramp to zero and use hold + decay to set note length (like the MNM sequencer). P-lock hold especially to get differing note lengths and rests.

Wobbles come from triangle LFO mod to filter width, p-locked to vary speed, depth, and mix of the saw waveform.

A bit of low end boost from the track eq, and some low mid and hi boosts from the master fx eq really made it sweet. I set the volumes for everything to just barely go into output clip distortion when the master volume knob is cranked.

But add in the possibility of resampling / layering by using a RAM R machine, and you can do a very (unstable) post-filter distortion with feedback.

Anyways, I'll post sound and sysex tomorrow Rubix. Please don't go run order any MNM's on my behalf. :)

==

Re:MNM Dubstep Wobble Bass (and MD!)
Posted by Hertzian Cone - 2010/11/16 16:10
_____

Chakaharta wrote:

The MD wobbles can be a bit harder to control because the LFO runs in free or hold modes only

Are you sure ?

Be gentle and a trig option will present itself between free and hold.:)   (goes and checks) (confirms):)

==

Re:MNM Dubstep Wobble Bass (and MD!)
Posted by Chakaharta - 2010/11/16 16:22
_____

Hertzian Cone wrote:
Chakaharta wrote:

The MD wobbles can be a bit harder to control because the LFO runs in free or hold modes only

Are you sure ?

Be gentle and a trig option will present itself between free and hold.:)   (goes and checks) (confirms):)

Thanks Hertzian, I was wondering where that went! Guess I was being impatient tonight. Good tip: always be gentle if you're missing it. :)

==

Re:MNM Dubstep Wobble Bass (and MD!)
Posted by RubixGroove - 2010/11/16 16:56
_____

Great thread.

Also, I'd like to thank the community here for being patient with meh.
Really means a lot.... keep in mind, I'm VERY new to synths.
My first was the MD, and I just got that in July. ;)

==

Re:MNM Dubstep Wobble Bass
Posted by TrondC - 2010/11/16 23:06
_____

just started effing around with the TRX B2 and was amazed to see that all my previous efforts came to life once I cranked the distortion parameter on the synth page... WOW

for added crazyness, make a copy or two of the parts, then play around with theAmp mod parameters and SRR.. instand mayhem without destroying the bottom end

==

Re:MNM Dubstep Wobble Bass
Posted by dubathonic - 2010/11/16 23:21
_____

I don't produce dubstep but there have been at least a half-dozen posts about "how do I make a wobble" here at the forum over the last year.

If I'm not mistaken, there's a section of the Next-Level Tips & Tricks document Veets compiled last January concerning wobble bass. (From a post by Parallel Park??...memory failing... :blink:)

==

Re:MNM Dubstep Wobble Bass (and MD!)
Posted by Hertzian Cone - 2010/11/17 00:13
_____

Chakaharta wrote:

Thanks Hertzian, I was wondering where that went! Guess I was being impatient tonight. Good tip: always be gentle if you're missing it. :)

Applies to a few select things in life

:cheer:

==

Re:MNM Dubstep Wobble Bass (and MD!)
Posted by Chakaharta - 2010/11/17 01:08
_____

Hi,

I wanted to share what I came up with on the MD last night -- was very fun to plock this pattern in.

Here's a clip of how it sounds:
http://soundcloud.com/chakaharta/machinedrum-dubstep-bass-01

Cheers http://elektron-users.com/images/fbfiles/files/md_dubstep01.zip

==

Re:MNM Dubstep Wobble Bass (and MD!)
Posted by RubixGroove - 2010/11/17 04:42
_____

Wow. F*ckin sexy sounding there, Chak! Y'all are all so talented with these boxes it makes me little head spin. I worked on making wobbly stuff for about five hours and all of it sounds... well... pretty bad. :D

==

Re:MNM Dubstep Wobble Bass (and MD!)
Posted by Chakaharta - 2010/11/17 05:56
_____

Thanks mate.

The Elektron boxes aren't the easiest IMO to learn synthesis on (maybe only because they're pretty unique in their UI).

The main reason I was able to dial those sounds in quickly is I've looked at a few "dubstep wobble" tutorials over the past year, tried patching them up various VSTi's, and just tried to translate the basic patch design to the MD / MNM.

IMO sound design is one of those hard skills that really takes a lot of reading / learning / watching / listening to start to figure out all the things you don't even know you don't know yet. :)

If you're frustrated trying to replicate sounds, maybe check out a book on synthesis and dig into the fundamentals. I learned a lot going through Howard Scarr's eBook on Programming Analog Synthesizers, which is focused on the Access Virus sound architecture, but his approach to sound design was really illuminating. There are also tons of general synthesis books out there.

I put off learning this stuff "for real" for the past 15 years+, and finally digging into it over the past 6 months or so I've learned more than in the decade before. Kind of sad, but whatever.

And anyone who tells you that they never read/learned about synthesis -- that they're self-taught or whatever -- well good for them! Personally, I just wanted to maximize my musical punch, and I figured a little learning only shows respect for the artform. After all -- it has evolved through the work and play of many musicians over many decades.

Sorry for the long post -- but it's cool to have found a nice community to chat about this stuff with.

==

Re:MNM Dubstep Wobble Bass
Posted by Chakaharta - 2010/11/17 06:00
_____

Nils wrote:
RubixGroove wrote:
I'd love to hear what you could crank out on the MD because I'm still having massive issues finding anything that wobbles nicely. Trying what Bo suggested only head to very strange sounding pops that cut-outs that weren't very wobbly at all. :P

Patience Rubix.

Some non-UW examples:

http://soundcloud.com/pokelok/noe-0344-bugge-og-4xmd-050126
@39:00-44:00: Everything TRX-B2, apart from cowbell and organ

http://soundcloud.com/pokelok/sika-okt-03
@54:50 to end: EFM-BD bass/stabs/wobbles
All MD.

http://www.batterycollection.net/MDcontest/oct2004.zip
all EFM-BD demoes, my entry slightly wobbly :)

Nice stuff Nils! Sounds very experimental dub-techno to my ears. Those sets with 5 of you jamming are really cool to hear. I love improv / multiple electronic musicians playing together, partially because it's such a departure from the norm.

==

Re:MNM Dubstep Wobble Bass
Posted by RubixGroove - 2010/11/17 19:25
_____

Jer warblies have much more texture than my attempts sooo far.
This is extremely fun & yet nerve wracking at the same time! :P

==

Re:MNM Dubstep Wobble Bass
Posted by Chakaharta - 2010/11/18 04:11
_____

breathe

==

Re:MNM Dubstep Wobble Bass

Posted by Boelie - 2010/11/18 04:22

_____

:)

==

Re:MNM Dubstep Wobble Bass
Posted by TrondC - 2010/11/18 04:54

_____

my real crappy dubstep/techno crap attempt:

http://soundcloud.com/siesta-submarina/wobblecat

:laugh: :laugh: :laugh: :laugh: :laugh:

==

Re:MNM Dubstep Wobble Bass
Posted by TrondC - 2010/11/18 04:55

_____

ah, and the above was all done using the MD only, no samples. the wobble is two TRX-BD Machines using the trick you guys all just shared. chaos emerged in the bassiest of ways. use a sub

==

Re:MNM Dubstep Wobble Bass
Posted by Chakaharta - 2010/11/18 09:11

_____

I'd hate to hear what a good attempt is if that's your crappy one....

My only note: MAKE THE MIDBASS WOBBLES LOUDER!

I really dug the motion and variation you got out of that. How many patterns? How'd you sequence it?

==

Re:MNM Dubstep Wobble Bass
Posted by TrondC - 2010/11/18 14:23

_____

one pattern, loads of p-locked lfo values set to rythmic values (8,12,16,24,32,63 and 96)

will do a full track version later :)

==

Re:MNM Dubstep Wobble Bass
Posted by RubixGroove - 2010/11/19 05:01

_____

Ooooo! Tron! You're wobbles are sexy sounding.

Been goofing off with my wobbly pattern too, will post after I finish the jam.
There's a cool little sample-break in it that fades perfectly into the wobbling bass.
Very dubstep. ;)

Thanks to this thread though. I learned a LOT about the internal synthesis of the MD by trying to get some good bass tones.

+1 for y'all!

===

Re:MNM Dubstep Wobble Bass
Posted by dubathonic - 2010/11/21 00:38
_____

@Chakaharta

Thanks so much for sharing this technique...effort like this makes this forum great!

@Trond, @RG

Cool tracks guys...you might make a dubstep fan outta me yet ;)

===

Re:MNM Dubstep Wobble Bass
Posted by RubixGroove - 2010/12/03 07:10
_____

^ :P
Not me! But Siesta definitely could. All my grooves sound so static compared to everyone else's!
Great fun learning about this little trick. Still a novice synthsmith, here. :D

===

Re:MNM Dubstep Wobble Bass
Posted by Oliver808 - 2011/05/26 03:41
_____

tried this today:

SWAVE set to SAW
UNIL around 100
UNIW at 1 - whatever you prefer (i dont like to use it much here)
UNIX at 50
SUBX at 30
SUB1 at 40 or more (suit your taste)
SUB2 at 0 (off - or around 70-80 for some sub dirtiness)

AMP:
ATK at 30
HOLD at 70
DEC at 40+
REL at 70
DIST at whatever you prefer (i have around 10)
VOL (same as above)

FILTER
BASE at 10
WDTH at 40
HPQ around 20
LPQ around 20-30 and there on to 60 for laser-bass kinda effects
ATK at 0
DEC at full 127
BOFS at -20
WOFS at 30-40

EFFECTS
EQF to 20 or so
EQG to around 10
SRR (for your taste - if set to full you get the usual robot-voice effect)

LFO
set LFO to FILTER WDTH
TRIG at TRIG
WAVE (whatever you want - i found INTR, SAW, ISAW, EXP and IEXP particularly useful)
MULT at 16x or 32x (depends on the tempo and the LFO parameter depth)
(i had tempo set to 80 - SPD to 40-60
DPTH to 20-40

form there i can shape some dirty Wobbles (especially with plocks used to modulate LFOS..)
and i have MNM audio routed trough OT so i can mash it even more with THRU machines or sampling... heh

I hope this helped you out! :)

==

Re:MNM Dubstep Wobble Bass
Posted by redrum - 2011/10/10 05:13
_____

It's not the same but if you get the second TR kick and fiddle round with add lots Dec, Dist and dirt. You will get a huge sub bass. Start adding filters and some LFO's. It's not the same but it's alot of fun.

==

Re:MNM Dubstep Wobble Bass
Posted by cosmosuave - 2011/10/19 23:09
_____

https://fbcdn-sphotos-a.akamaihd.net/hphotos-ak-snc7/s320x320/297299_10150351915148889_21461308888_8177324_185523008_n.jpg

==

Re:MNM Dubstep Wobble Bass
Posted by poonti - 2011/10/19 23:13
_____

cosmosuave wrote:
https://fbcdn-sphotos-a.akamaihd.net/hphotos-ak-snc7/s320x320/297299_10150351915148889_21461308888_8177324_185523008_n.jpg
:laugh: - as a kid I played quite a bit of dubstep then...

==