
Most used MD sounds

Posted by hageir - 2008/03/14 05:01

:)
First Sandbox thread!

Mine:

Probably the TRX-BD;

Dec: 50-59

Pitch: 40-59

(Nothing else)

Sometimes low-pass filtered with a little Q to "eliminate" the small click "on top".

Believe it or not,

for hats: GND-NS;

Dec: Very short

Filtered all the way up to ca. 122 / around that, EQ'd a little bit in the high-end.

The Noise and the TRX-BD are the building blocks of everything I do.

What are yours? :)

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Re:Most used MD sounds

Posted by jsrocket - 2008/03/14 05:09

My only consistent sound these days is the EFM-BD...which I always filter... it's my goto BD. Everything else changes.

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Re:Most used MD sounds

Posted by howdragonsdisappear - 2008/03/14 07:27

EFM HH :cheer:

mainly parameter lock on decay tremolo pitch and feedback, feedback can transform the a hit hat sound as a voice sound ...

GND IMP

with lot of filter and sample rate reduction !

i have use the trx bd too much time before, now use it mainly for bass sound, not for kick (except for layering a rom kick sample), but generaly i prefer now use the efm bd.

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Re:Most used MD sounds

Posted by ThinkTanx - 2008/03/14 14:10

EFM BD layered with the TRX B2 = my favorite seriously hittin and DEEP bass drum!!

Also I generally always put some LPF on both bass drums. AND, most importantly, HPF everything else!!! A little HPF on the snare drum, a lot of HPF on the hats, and some HPF to taste on your fx and whatnot. Clears out the sub freq's for your BD's = more Boom! Actually, that's a very important tip for any mix (it's the first thing I do on any mix). But it also helps to do it inside the MD.

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Re:Most used MD sounds

Posted by futureimage - 2008/03/15 02:52

EFM kit at the moment in general:

EFM SD - Turn the main decay down quite a lot (10-20?) but increase the Noise Decay. Result: Instant Kraftwerk snare.

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Re:Most used MD sounds

Posted by hageir - 2008/03/15 03:45

yes, TT, that's right, I do it too :)
on everything; all the claps, snares, hats, etc.

FI, I loooove the EFM stuff, it's awesome.
I love the EFM-CY least, it always sounds the same (kinda metallic) :)

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Re:Most used MD sounds

Posted by Orsan Kart - 2008/03/15 06:31

EMF BD here too...

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Re:Most used MD sounds

Posted by enapa - 2008/03/15 17:44

b2!!

And pi-snare + e12 hh and 4xram!

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Re:Most used MD sounds

Posted by mememamo - 2008/03/15 22:07

howdragonsdisappear wrote:

GND IMP
with lot of filter and sample rate reduction !

thanks for that tip man, have never thought of using IMP before... been playing with that all day

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Re:Most used MD sounds

Posted by anselmi - 2008/03/15 23:39

I use EFM hihats a lot, love the way it could be tuned if you remove all the feedback (FB)

I start with a short decay and full FB EFM hihat

Put a trig on the uptempo steps (you know 3,7,11,15)

Then p-lock FB, decay in those steps

After that I program another line over it, in the same track....something that could be a complementary with the uptempo one but adds another rhythmic feeling

Save the kit

Now turn down FB at all, rise decay and p-lock the non-uptempo steps to make a melodic line

Press FUNCTION + CLASSIC/EXTENDED to bring back the original FB + decay settings for all the steps (p-locks still there)

Last: p-lock volume for the uptempo steps

Now when you're playing you get a mutable but controlled hh line,

turn down volume and you get a more dancefloor feeling

rise decay and all the steps but the downtempo ones rise in length, turn down FB and over your dance hihats appears a melodic line that has the hh rhythmic sequence but without losing the uptempo ones...is great to make it live so people could hear the HH mutate into a sequence and back but without lose the more rhythmic hihats

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Re:Most used MD sounds

Posted by howdragonsdisappear - 2008/03/15 23:57

mememamo wrote:

howdragonsdisappear wrote:

GND IMP

with lot of filter and sample rate reduction !

thanks for that tip man, have never thought of using IMP before... been playing with that all day

B)

GND IMP is also very useful for layering snare and add a more violent attack !

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Re:Most used MD sounds

Posted by actuel - 2008/03/16 00:23

GND IMP is one of my go to machines. great for clickity bippity and also can make some nice bass drum layering.

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Re:Most used MD sounds

Posted by Tarekith - 2008/03/16 01:22

I don't think I have a favorite machine :huh:

Each time I work with the synth machines (versus the ROM), I try and make myself use something new, so I used them all equally I guess. :S

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Re:Most used MD sounds

Posted by futureimage - 2008/03/16 03:24

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Yeah, GND IMP for those finger-click sounds!

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Re:Most used MD sounds

Posted by pixelife - 2011/10/19 16:06

futureimage wrote:

Yeah, GND IMP for those finger-click sounds!

HA! I'm doing that exact thing right now. Nice verby finger snaps w the GND IMP.

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Re:Most used MD sounds

Posted by RiDylan - 2012/03/29 13:44

EFM bd is where its at.

I LOOOVE all of the E12 sounds because of the re trigger function really good for glitchy IDM sounds..

Good thread by the way ;)

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Re:Most used MD sounds

Posted by cosmosuave - 2012/03/29 21:56

pixelife wrote:

futureimage wrote:

Yeah, GND IMP for those finger-click sounds!

HA! I'm doing that exact thing right now. Nice verby finger snaps w the GND IMP.

I only use that for triggering synths... Gonna try it tonight...

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Re:Most used MD sounds

Posted by cosmosuave - 2012/04/03 22:53

cosmosuave wrote:

pixelife wrote:

futureimage wrote:

Yeah, GND IMP for those finger-click sounds!

HA! I'm doing that exact thing right now. Nice verby finger snaps w the GND IMP.

I only use that for triggering synths... Gonna try it tonight...

Using this in tandem with hand claps with a fair bit of verb... Thanks for the tip...

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Re:Most used MD sounds

Posted by MichaelRiley - 2012/05/11 21:22

I can't think of any particularly weird uses of the PSG in games. Just guessing, it might have been used to play samples on occasion. Also, I don't think that japanese game designers used a lot arpeggio chords (as in Oxy-like effects), even on

systems with a lot less sound channels than the MD.

Two nice uses I've found of PSG channels is either as delay channels for FM leads or playing in unison with FM. Since the PSG will mostly be slightly out of tune unless you apply some tricks, it can fatten things up a bit.

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