

ELASTiK

ELASTIK V.3.5 MANUAL / ENGLISH

ueberschall



BPM

0



?



ELASTIK - Loop to Inspire

Elastik, developed in cooperation with [zplane.development](http://www.zplane.de) (www.zplane.de), is the most powerful sample player that we have ever created.

It provides a complete toolkit for modern music producers working with audio loops. Loops can be an essential part of many musicians creative process and, with Elastik, you get a fast, efficient and flexible set of tools.

Your loop is in d-minor but your song is in c#-major? No Problem! Use ReTune to change the scale and key of any sample with a few mouse clicks.

The self-explanatory browser, designed for fast access to any loaded sound libraries. Pre-listen all soundbanks in KEY, SCALE and BPM sync!

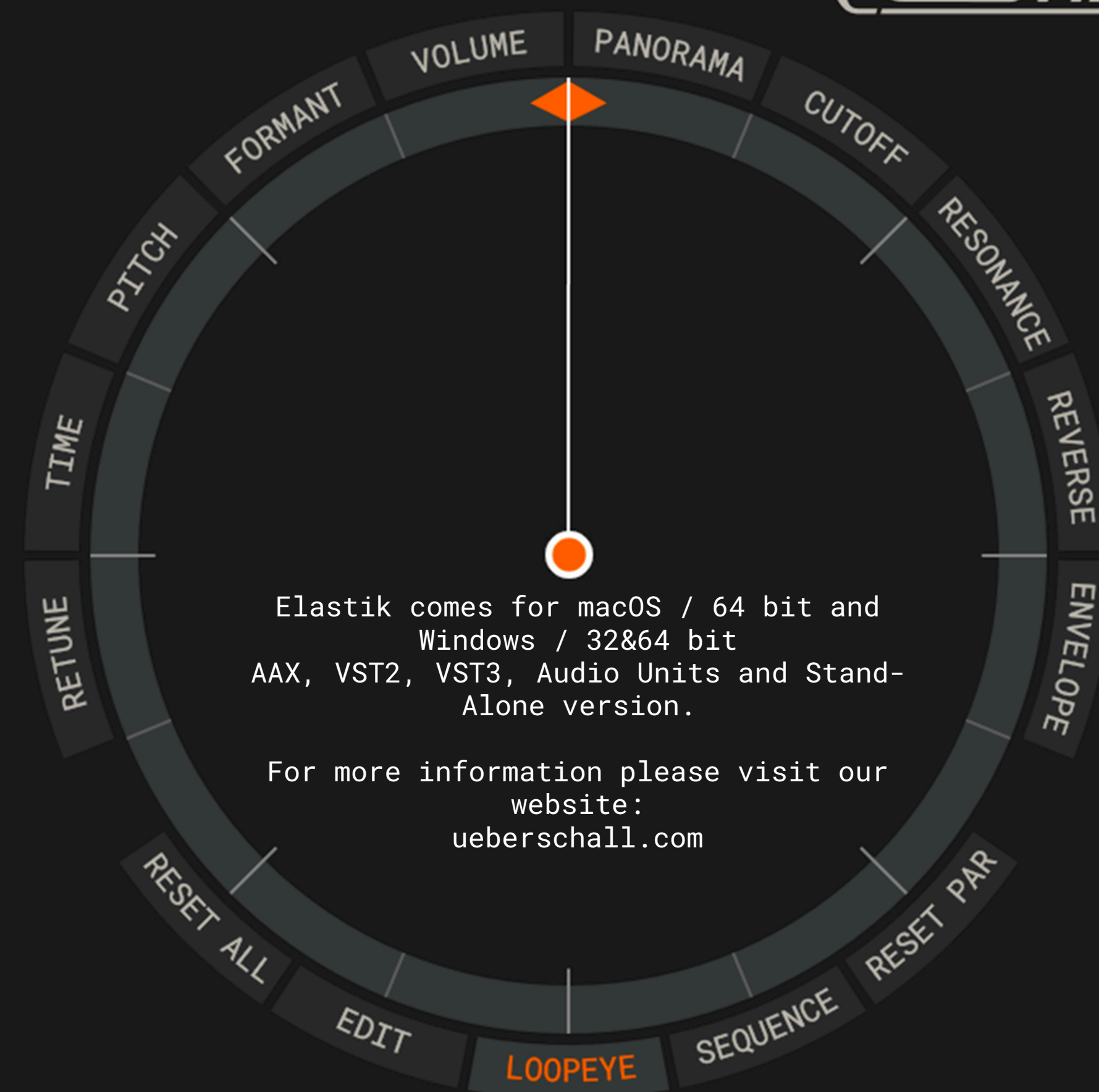
The central Loopeye surface focuses all attention on the loop. Access all loop parameters and automate them via the sequence mode or your DAW.

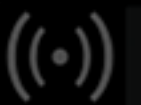
Due to the advanced architecture of the [zplane.development](http://www.zplane.de) algorithms, synchronisation of KEY, SCALE and BPM is an integral part of Elastik, all while containing high audio quality and low CPU-load.

The Inspire function is a ground breaking feature to create new loops and sounds in an instant.

Create your own Inspire pool and use the Inspire button to create matching arrangements.

ELASTIK





BPM

121



SOUNDBANK REGISTRATION

Soundbanks have to be registered to your ueberschall.com user account before they can be activated.

If you purchased your soundbank from ueberschall.com, it is automatically registered and you can skip this step and continue with the activation.

If you don't have a user account yet please create one. To do so, go to ueberschall.com and click on Login / Register and fill out the form on the left side.

To register a product log in to your account. The „My Products“ page will automatically open. Enter your serial number in the corresponding fields and click on „Register“.

Your soundbank is now registered to your account!

SOUNDBANK ACTIVATION

To activate your soundbanks start with importing them into the Elastik player.

Open Elastik, click on the Ueberschall logo in the top left corner and select „Soundbank / Activation“.

Drag & Drop all your soundbanks onto this window or use the „+“ button. They will be listed as „Not activated“.

Watch the tutorial video here:



ONLINE or OFFLINE ACTIVATION



ONLINE will direct you to our homepage.

OFFLINE will generate an HTML-file. Copy this file to a computer with internet access. Open it and you will be directed to our homepage.



Download the ELASTIK ACTIVATION RESPONSE.
(Elastik Activation Response-1234567890.ueberschall)



Drag & drop this file into the Elastik Soundbank Area.



OFFLINE ACTIVATION



ONLINE ACTIVATION



BPM 0



SELECT FILTER v|



SEARCH

Click on the UEBERSCHALL menu for setup

(i.e. SOUNDBANKS, ACTIVATION, PREFERENCES, AUDIO)

Missing soundbank: Location of the soundbank files changed. Import them again from the new location.

SETUP

SOUNDBANKS

PREFERENCES

AUDIO

STATUS

NAME

LOCATION

activated
activated
activated
activated
activated
activated
activated
not active
free
missing

Acoucistic Guitar A
Acoucistic Guitar B
Acoucistic Guitar C
Batucata
Electric Loops
Funk & Soul A
Minimal Techno
Low Tune Strings
Demo Soundbank
Drum-Grooves

/Users/ueberschall/Elastik Player/My..
/Users/ueberschall/Elastik Player/My..
/Users/ueberschall/Elastik Player/My..
/Users/ueberschall/Elastik Player/My..
/Users/ueberschall/Elastik Player/My..
/Users/ueberschall/Elastik Player/My..
/Users/ueberschall/Elastik Player/My..
/Users/ueberschall/Elastik Player/My..
/Users/ueberschall/Elastik Player/My..
/?

To add your soundbanks click on + or
DRAG & DROP the soundbank file
into the soundbank window.



XYZ soundbank.elastik

Click on SOUNDBANK ACTIVATION
and follow the instructions



+ - EXPORT WAV

SOUNDBANK ACTIVATION

MAPPING MODE

STANDARD v

1/16 v



C1

C2

C3

C4

C5

C6

C1

C#1

D1

D#1

E1

F1

S

M

S

M

S

M

S

M

S

M

S

M

ueberschall

BROWSER filters & SEARCH
INSTRUMENT, GENRE, KEY

SEARCH

A	B	C
---	---	---

```
Pre listen all samples in BPM, KEY and SCALE SYNC
```

08bse124_minimize to normalize_1

To PRE LISTEN samples,
navigate through the library
via the arrow keys

Load FOLDERS or SAMPLES via drag & drop
on PADs / KEYS

STANDARD: Map a folder or single sample to a key or pad

CHROMATIC: Spreads a single sample across two octaves with automatic pitch shifting

SLICES: Divides a loop into a number of slices according to the selected snap value

RETRO SAMPLER: Spreads a single sample across the whole keyboard using pitch speed

PLAY mode for
synchronized playback
of multiple samples

PAD / KEY view

1/16 v

Trigger samples via mouse click or MIDI



 INSPIRE  ALL  1/16v 0.0dB  

Follow MIDI on / off

UNDO / REDO

developed by zplane



BPM

125



SELECT FILTER v



∞ Open/Close INSPIRE Pool

ELASTIK

BROWSER SYNC

BPM

RETUNE

C v

MAJOR v

0 1 a

[x] Acoustic Guitar >
[x] Batucada >
[x] DiscoTape A >
[x] DiscoTape B >
[x] Funk & Soul A >
[x] Funk & Soul B >
[x] Minimal Techno >

[x] Create new INSPIRE Pool

Save, Load, Delete and Rename INSPIRE Pools

Active INSPIRE Pool contains now ?

ALL LOOPS v

4194

Loops and Samples

higher numbers guarantee better results

KEY COMMANDS

Copy samples:
ALT and drag the sample to a different key

Select samples without triggering them:
Alt and click on the second sample

Multiple selection:
SHIFT and click on another sample.

Selection / deselection of individual samples:
Mac: Command and click on the sample
Windows: CTRL and click on the sample

Clear... Export Original

Export... Export Modified

Color Tag...>

Show...>

Key Settings>

To open the PAD / KEY menu

Mac: Control and click on a sample
Windows: Right-click on a sample

Randomly load new INSPIRE samples
on selected Keys/Pads by pressing
the INSPIRE button.

INSPIRE ∞ COPY v 1/16v 0.0dB

CHROMATIC:

Spreads a single sample across two octaves with automatic pitch shifting.

SLICES:

Divides a loop into a number of slices according to the selected Snap value

LOOPEYE

All loop parameters are arranged around the loopeye.

Here you can select the start and end point of a loop. Both controls can be changed when you move the cursor in the middle of the loop eye.

By varying the loop length you can create interesting variations.

Other parameters grouped around the loop eye:
Volume Panorama.

Cutoff Resonance with settings for lowpass, highpass, notch and bandpass, using a slope from 12 to 72 dB.

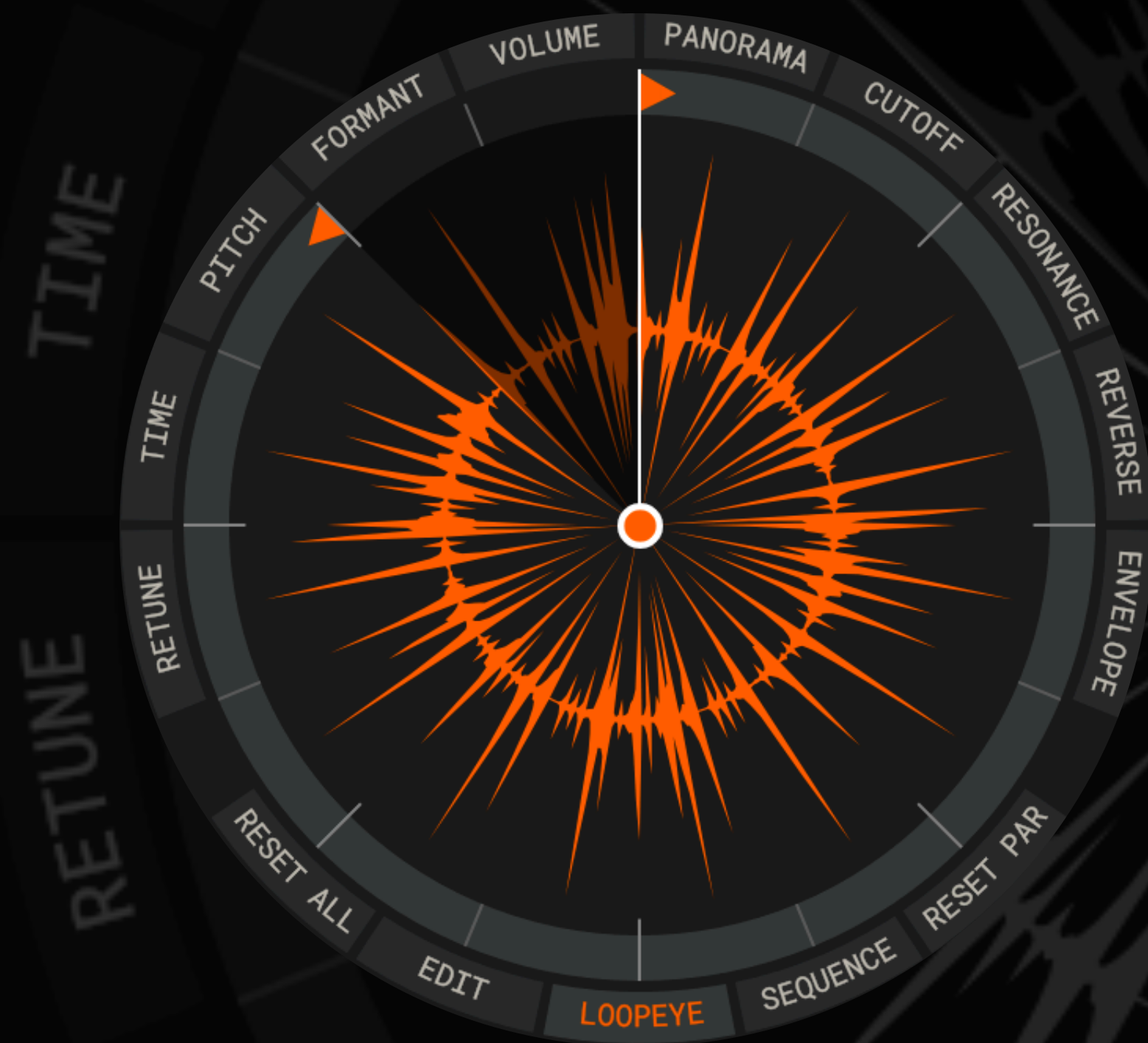
Reverse plays the loop backwards.

Envelope. Here you can adjust the attack and release of a sample.

Pitch and Formant. With this options, samples can be adjusted in a natural fashion or more extreme settings can create interesting, synthetic, sounds.

For more natural results, move the pitch fader up and move the formant control to the left or vice versa.

You might also view this as an extreme method of sound design for your samples.



RETUNE – Page 1

Retune brings a new dimension to working with loops.

Tonal loops and phrases can now be transformed to any key and scale.

Custom scales can be defined by the user with the matrix.

Retune can analyze polyphonic and monophonic sound material in realtime and transform it to the desired key and scale while retaining high audio quality.

Additionally, samples can be pitched globally by plus or minus 24 semitones.

Retune's complex algorithms are pretty CPU intensive. The maximum number of active Retune instances can be limited in the setup menu.

SETUP | SOUNDBANKS | **PREFERENCES** | AUDIO | X

Performance Settings

Maximum amount of Retune instances 16 v

WARNING: Higher values result in heavy CPU load.

However, newer, more powerful, computers should have no problems with 16 or more instances.

Retune is a mighty tool to align loops an existing song. With Retune it is possible to easily combine loops from different soundbanks.

Retune also offers the options for more extreme, creative, applications allowing you to alter and edit loops almost beyond recognition to create something completely new.

Watch the tutorial video here:



RETUNE – Page 2

The second page of the Retune window offers several more parameters.

Sensitivity - Set sensitivity for pitch detection. A high sensitivity will shift a large number of pitches whereas a low sensitivity will only shift the most predominant pitches.

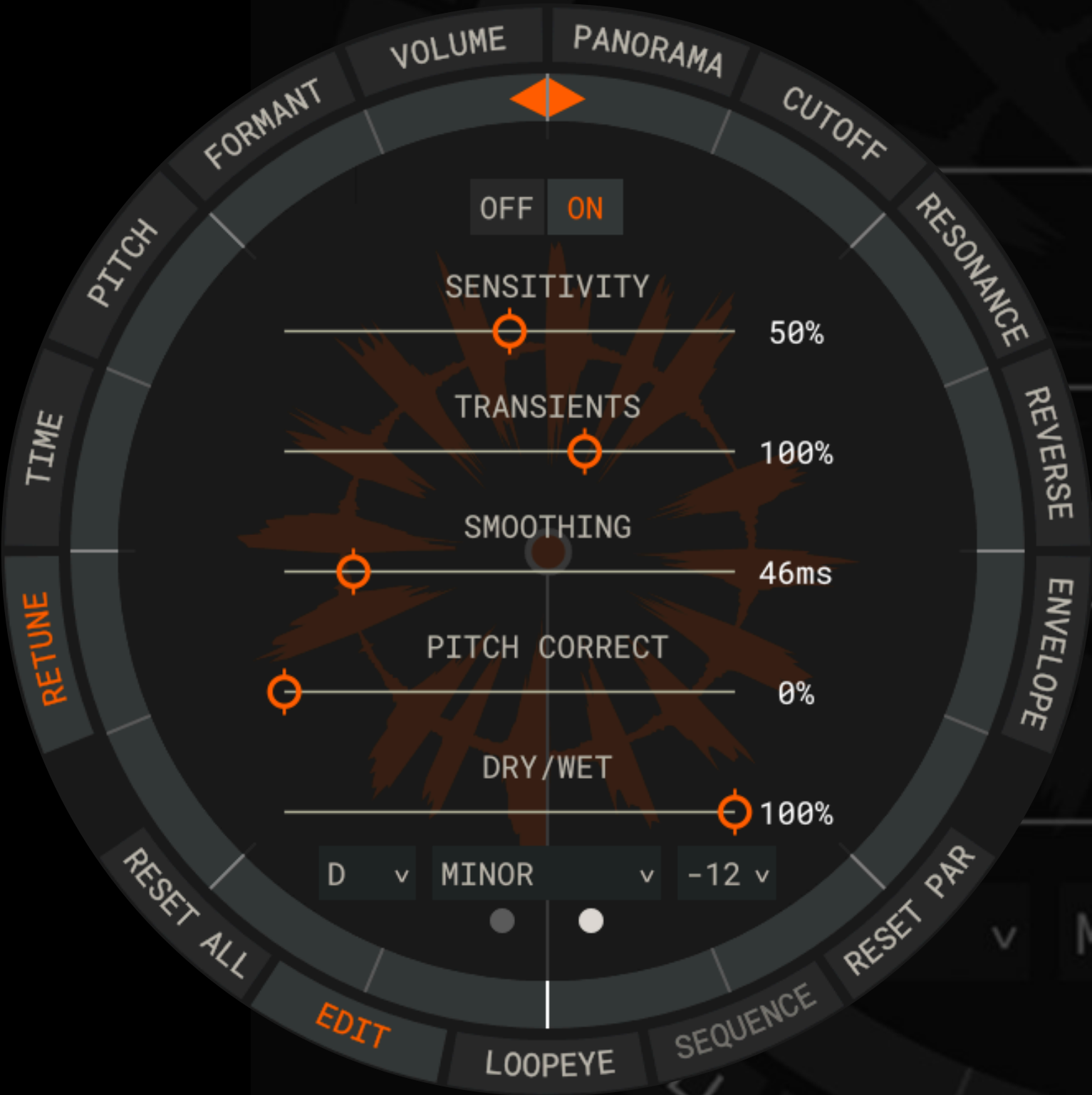
Transients - A value of 100% will leave the transients unchanged. Larger values will boost the transients, lower values will attenuate the transients.

Smoothing - Shorter smoothing times will result in less smoothing and will enable quicker changes in the pitch contours, whereas larger times will result in a stronger smoothing of the pitch contours.

This also works very well on drum and percussion loops.

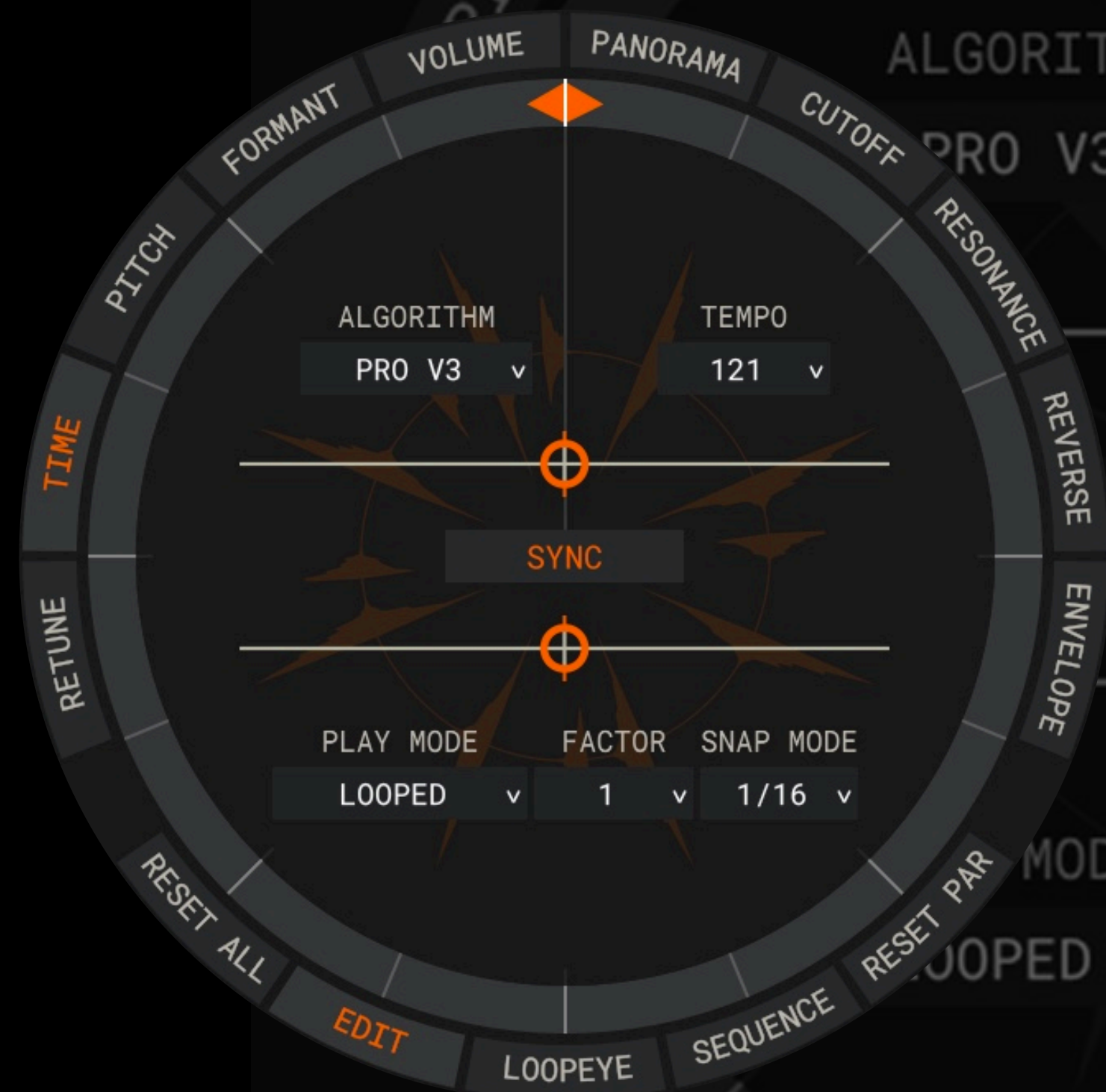
Pitch Correct - With pitch correction fully enabled, each pitch will be set to the center of the nearest semitone and any pitch variation will be removed. Disabling pitch correction leaves the relative pitch contours unaltered.

With the Dry/Wet control you can simultaneously listen to the Retune and original version.



TIME

The time-engine offers fast and easy access to all important tempo parameters. Edit the groove of a sample from the time panel with just a few clicks.



Elastik provides a number of different processing algorithms. The new advanced "zPlane elastique pro" "version 3" algorithm allows you to adjust a loop's tempo over a huge BPM range while still preserving sound quality. The new zPlane elastique pro 3 algorithm is one of the best time-stretch algorithms you can get.

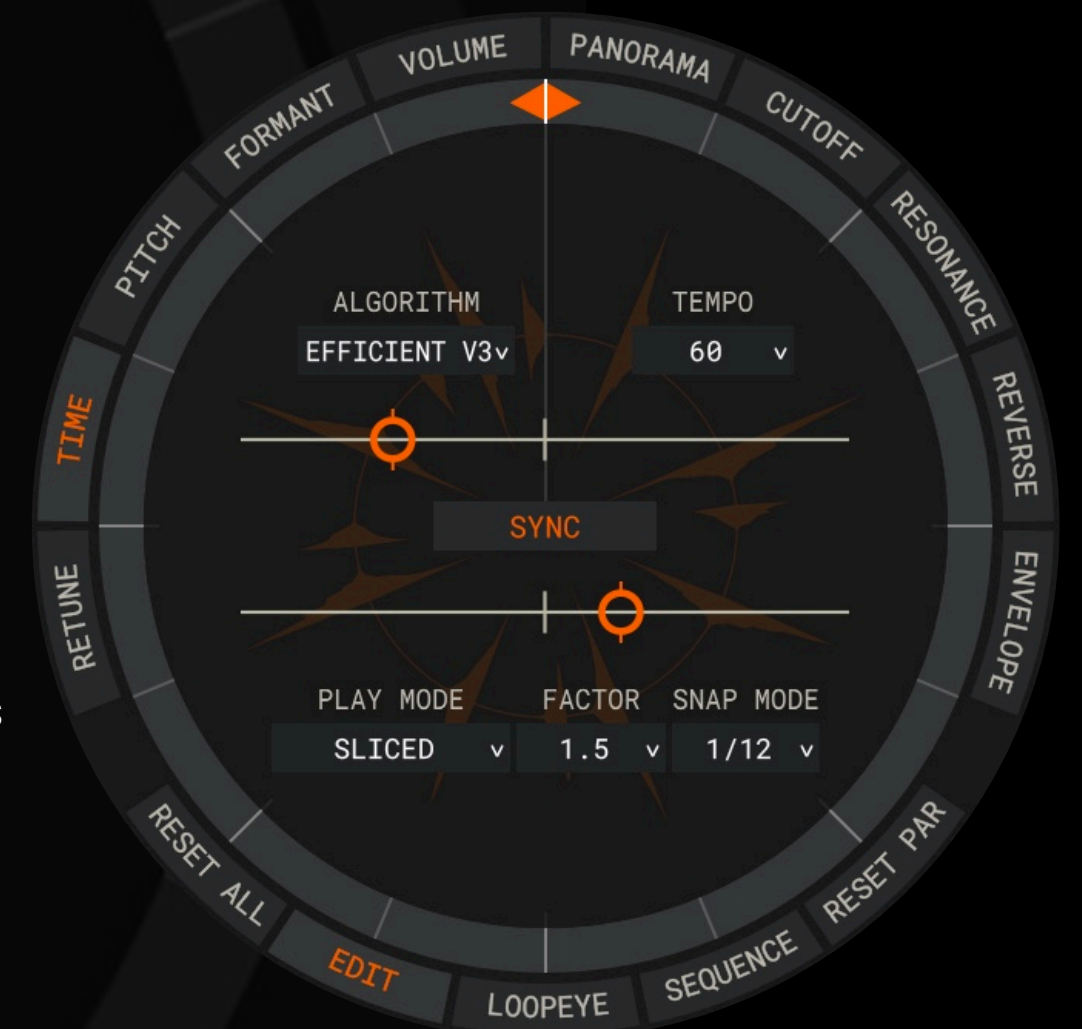
Also, a new and even better sounding pitch-speed algorithm is part of the Elastik Engine. The time-engine also allows you to quickly change a loop so that it takes on a triplet, half-time, double time or out-of-sync grooves.

Add further variation with the two play modes "looped" and "sliced" in conjunction with different snap settings.

Resample is best described as the good old sampler mode, also known as real pitch.

In varispeed you can almost make a loop come to a halt.

Extreme tempo reductions provide a source for drones or pads.



Alter the sound of your loops with the resample option. Use automation to create slow-down, tape-stop and speed-up effects.

SEQUENCE

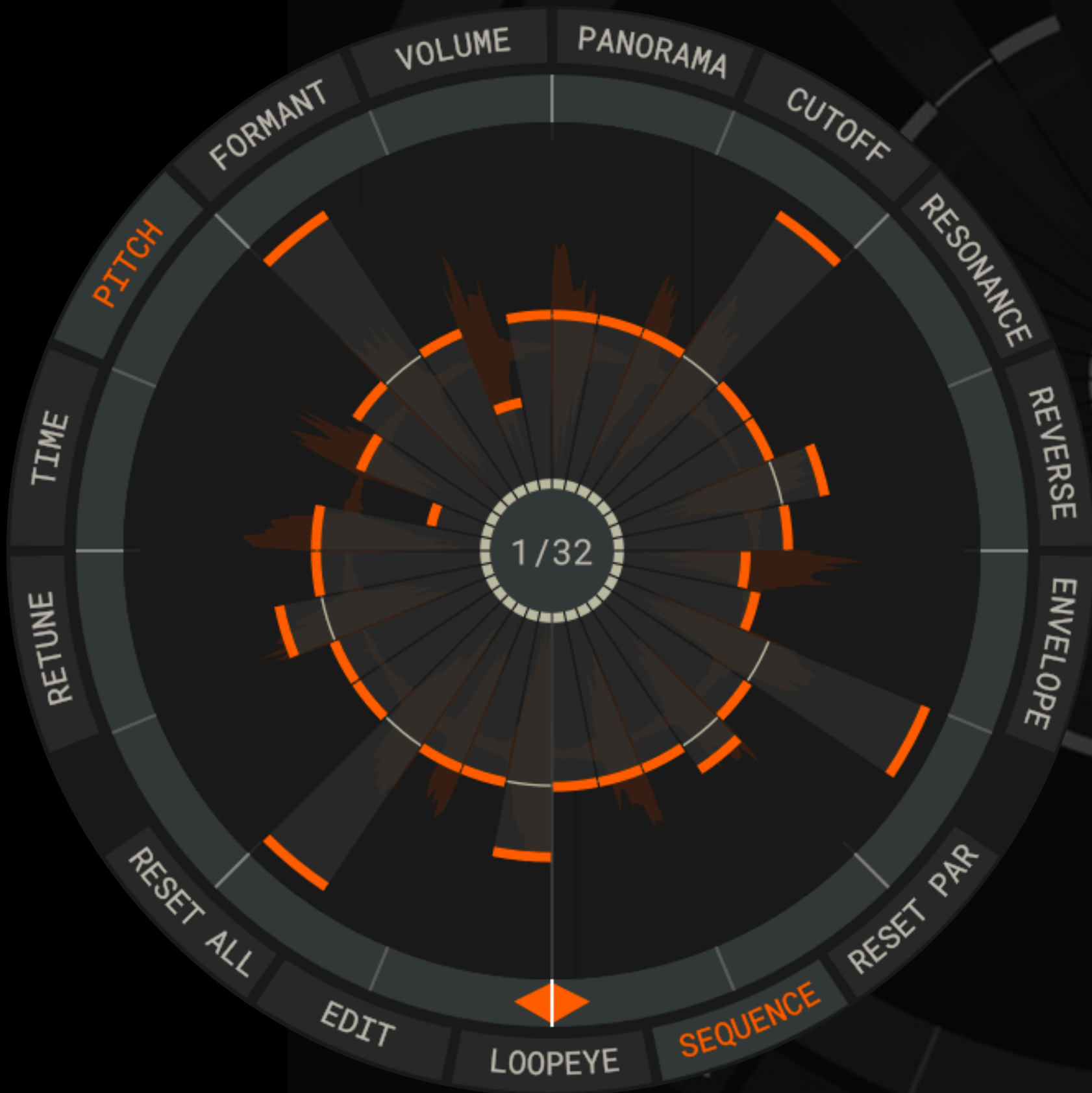
This is a loop based step sequencer. If you click on sequence you will see the division of the loop into single fractions.

These are being set for the various parameters like pitch formant and so forth.

The sequence mode is a powerful tool to modify loops completely.

This is great for creating subtle variations within your loops but you can also easily transform a simple loop into something completely different using a combination of these options.

Sequence mode is independent of the Snap value. If Snap is set to 1/16, each of the 16 portions can have its own set of parameter values. If Snap is set to 1/1, the parameters apply to the entire sample.



1/16v	<input type="checkbox"/>
1/1	<input type="checkbox"/>
1/2	<input type="checkbox"/>
1/3	<input type="checkbox"/>
1/4	<input type="checkbox"/>
1/6	<input type="checkbox"/>
1/8	<input type="checkbox"/>
1/12	<input type="checkbox"/>
1/16	<input type="checkbox"/>
1/24	<input type="checkbox"/>
1/32	<input type="checkbox"/>
1/48	<input type="checkbox"/>
1/64	<input type="checkbox"/>

With Reset Parameter you put the selected parameter back to the default setting.

Reset all puts all parameters back.



INSPIRE

The Inspire function is a ground breaking feature to create new loops and sounds in an instant. Create your own Inspire pool and use the Inspire button to create matching arrangements.

Furthermore, you can select which soundbanks will be used in the Inspire pool.

Replacing sounds via the Inspire button.
Only instruments from the same group will be loaded.

You can also replace all at once. Just select all keys or pads and click the Inspire button.

Elastik will select a suitable sound from any installed library at random. This way a Snare Drum Electronic is replaced by a Snare Drum Electronic and not by a bass. If you want to go back to the version you had before, press the undo button.

You can use this Inspire mode on complete tracks. For example with a drum, percussion, bass, guitar and keys loop.

The Inspire series was produced and optimized for this particular functionality.

With Retune it is now possible to combine tonal loops from all kinds of libraries via the Inspire button.

To do this set Retune to the corresponding key and scale on the loops you want to use.

This can be saved so you can switch between different genres and settings. This is a great tool for kick starting some new musical ideas and is designed for you to simply enjoy experimenting with.

Get inspired by the endless possibilities of combining different music styles

BROWSER

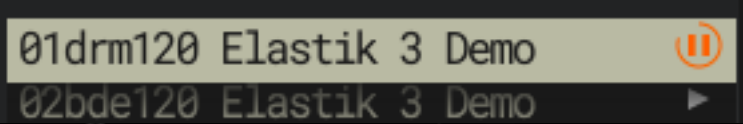
The Elastik UI can be changed between loopeye and browser view via these button here.



The default setting can also be changed to a full sized browser surface to get an even better overview.

A click on the name of a soundbank opens the subfolders of that bank. Folders are recognisable by this sign (>). The last column contains the samples.

The simplest way to quickly pre-listen to samples is to click the play-button next to the sample name.



BROWSER SYNC **BPM** **RETUNE** D v PENTA MIN v

If the BPM sync button is active, the sample is automatically synced to host or master tempo. You will hear the original tempo of the sample if the sync button is off.

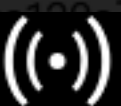
Next to the BPM sync is the new RETUNE sync button.

Select a key and scale and pre-listen all your tonal loops and phrases synced with ReTune.

This is truly remarkable. You can now easily mix and match loops from all your installed sound libraries.

And often you won't be able to guess the original sound because the sample will be played with different tempo, key and scale.

The browser offers quick and easy access to sound. Thanks to our consistent tagging system it is easy to spot the appropriate sounds you are looking for.



Elastik 3 Demo > Elastik 3 > 01drm120 Elastik 3 Demo

SELECT FILTER v| ∞ SEARCH

Instrument		Elastik 3	>	01drm120	Elastik 3 Demo
Key				02bde120	Elastik 3 Demo
BPM				03sde120	Elastik 3 Demo
Genre	nge			04clp120	Elastik 3 Demo
Soundbank				05hht120	Elastik 3 Demo
Folder Type				06tmb120	Elastik 3 Demo
Favorites				07cng120	Elastik 3 Demo
Tags				08sfx120	Elastik 3 Demo
Sample Type	tion			09bss120	Elastik 3 Demo_e
				10ate120	Elastik 3 Demo_e

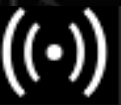
You can click the filter function and specify your search. It is also possible to combine several filters.



Elastik 3 Demo > Elastik 3 > 01drm120 Elastik 3 Demo

INSTRUMENT	x	BPM	x	SELECT FILTER	v	∞	SEARCH
Basics	>	Accordeon	>	(N/A)	>	09pne104_8SW_bui	
Bass	>	Arpeggio	>	050 - 060	>	09pne104_BP chum	
Brass & Winds	>	Clavinet	>	060 - 070	>	11pne104_BP chum	
Drums	>	Harpsichord	>	070 - 080	>	11pne104_BP chum	
FX	>	Instrumental Mix	>	080 - 090	>	13pne105_BNP_fei	
Keys	>	Mellotron	>	090 - 100	>	16pne105_BNP_fei	
Percussion	>	Organ	>	100 - 110	>	15pne105_BNP_fei	
Percussion Tonal	>	Pad Sounds	>	110 - 120	>	16pne105_BNP_fei	
String Instruments	>	Piano Acoustic	>	120 - 130	>	10pne103_BNP_mara	
Vocals	>	Piano Electric	>	130 - 140	>	14pne103_BNP_mara	
		Pulsating Sounds	>	140 - 150	>	16pne103_BNP_mara	

In this display you can see the selected sample. Also, the location of the file is shown. With a click on the link the selected sample is shown in the browser.



Elastik 3 Demo > Elastik 3 > 01drm120 Elastik 3 Demo

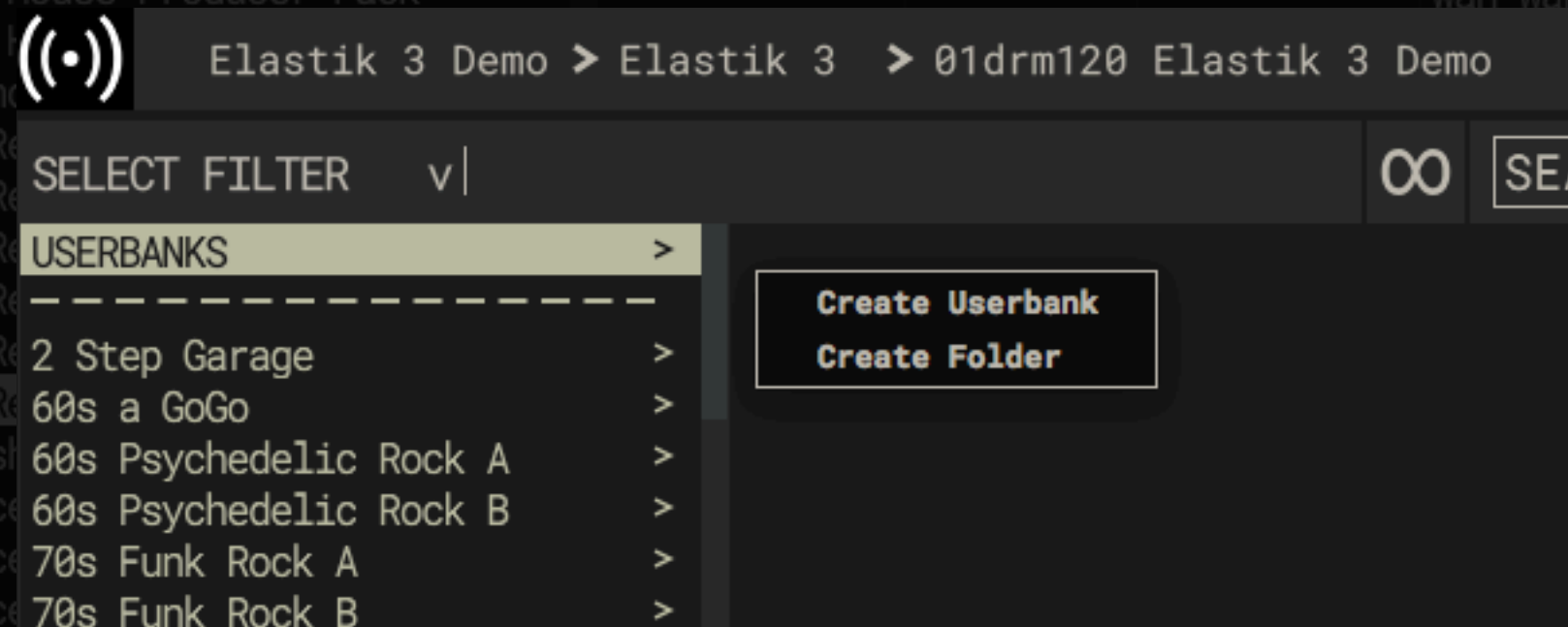
USER BANK

Your DAW will automatically save all selected sounds and plugin settings.

Additionally, you can save userbanks if you are working with the standalone version of Elastik.

Click on Userbanks in the top row of the browser. Afterwards, a right click or control click into the right column of the browser will open a drop down with these options:

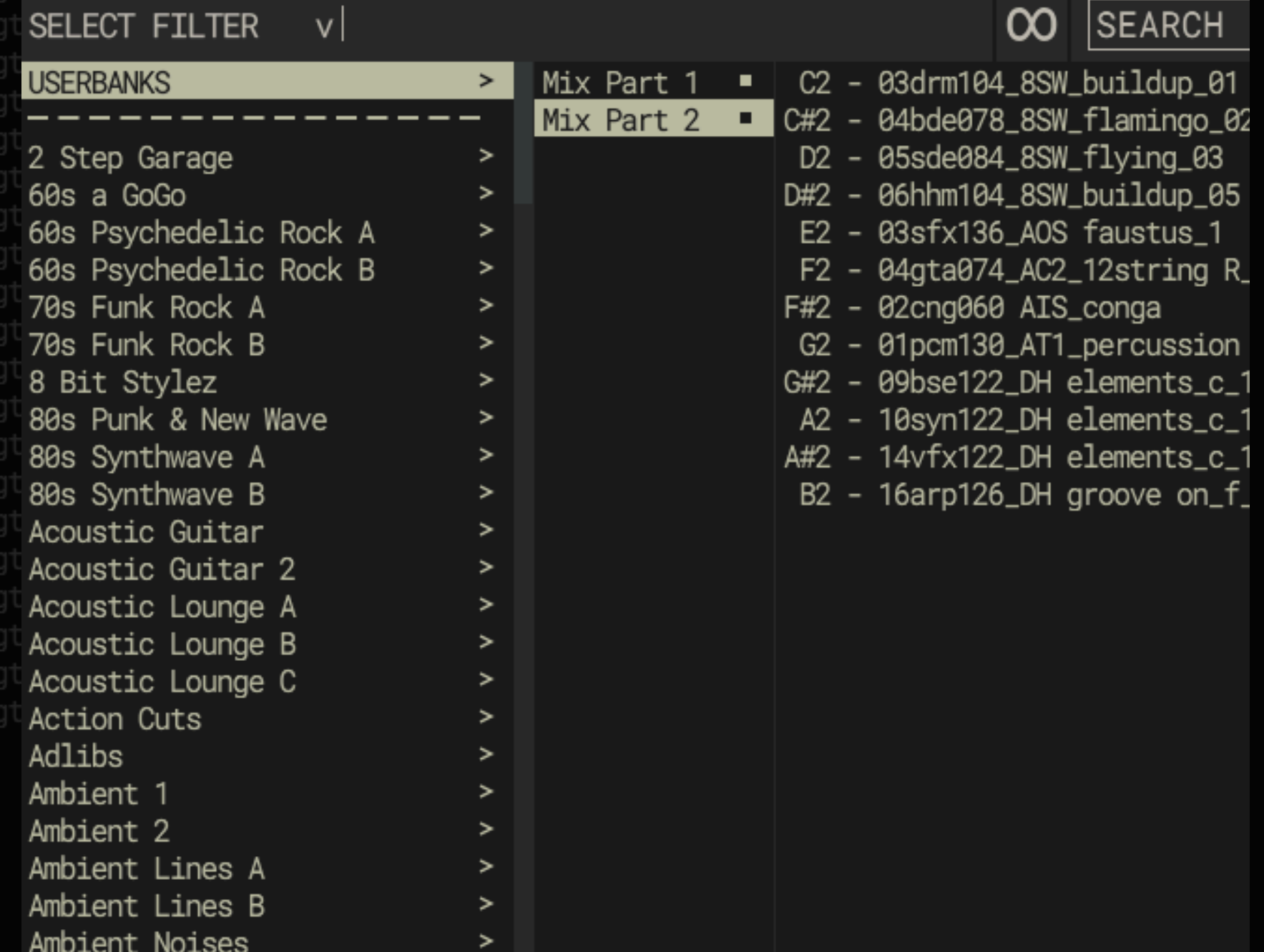
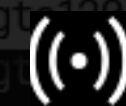
Create Folder or Create Userbank.

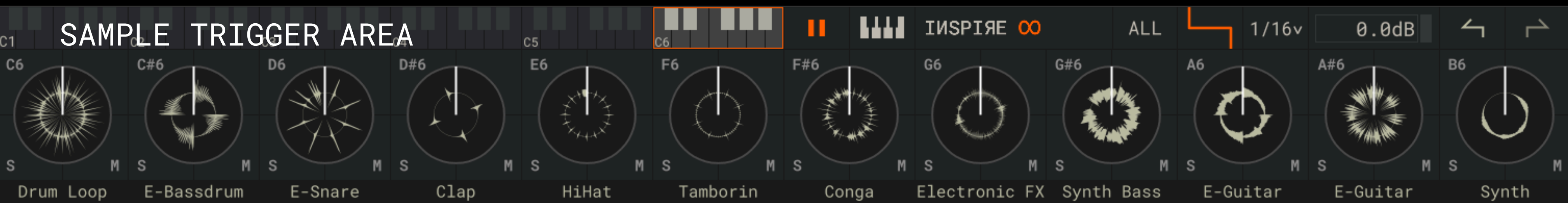


To save something quickly choose Create Userbank.

Give a name to your bank and save the content.

What is saved on your hard disk is not wavefiles but alias listings.






Loops and folders that were loaded from the browser can be played via mouse click or Midi.

Elastik's „Sample Trigger Area“ manages all loaded samples and represents the link between the browser and the loopeye.

Settings can be transferred from one sample to another, and samples can be triggered from the host sequencer.

 The Play button can play back several samples simultaneously, and in sync.

While the Play button is active, all samples behave as follows: Clicking on a sample causes it to be played until stopped by clicking again.

To stop playing all active samples, simply click on the Play button. (Standalone or plug-in) or start playback in the host application. (Plug-in Version)

Trigger Synchronization

When a second loop is activated, it starts in sync with those already playing according to the Snap grid set in Loopeye for the first loop triggered.

As soon as a sequence is started in the host application, Play is automatically deactivated.

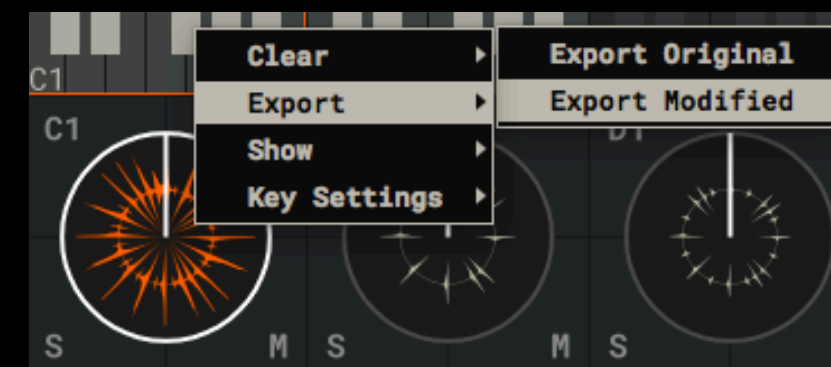
In the plug-in version, the loops in the „Sample Trigger Area“ are generally triggered from MIDI notes entered into the host sequencer.

However, the Play button can be used as a convenient method of auditioning samples in context without having to trigger them from the host.

As soon as a sequence is started in the host application, Play is automatically deactivated.

KEY COMMANDS

Open the „Sample Trigger Area“ Menu



Mac: Control & click on a sample
Win: Right-click on a sample

Copy samples:

ALT and drag the sample to a different key

Select samples without triggering them:

Alt and click on the second sample

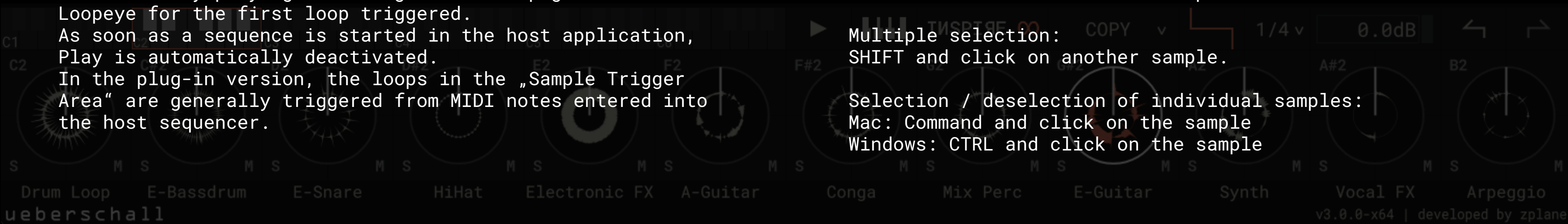
Multiple selection:

SHIFT and click on another sample.

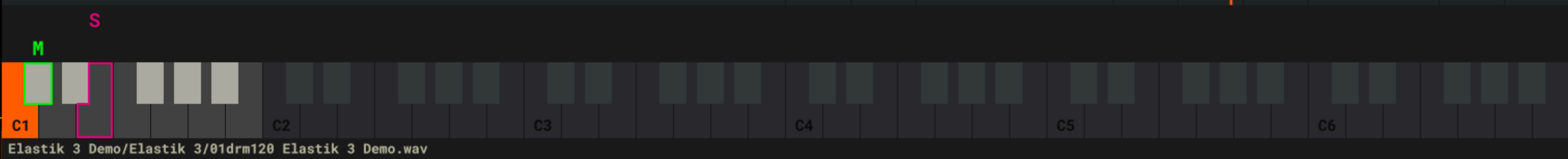
Selection / deselection of individual samples:

Mac: Command and click on the sample

Windows: CTRL and click on the sample



SAMPLE TRIGGER AREA



Pad and Key View

The pad view shows a small preview of the waveform from each loaded sample. The name of the instrument group is indicated below the pad. The key view shows all loaded samples on a virtual keyboard. The solo and mute functions enable fast pre-listening.



Selecet all mapped samples

Copy Loops

Within the „Sample Trigger Area“ one or more sounds can be copied from one key to another.

ALT and drag the sample to a different key



Follow Midi

When this is active, each new MIDI Note message will update the Loopeye to the corresponding sample.



The Snap value in the Loopeye window is the grid size for the current sample. The range is selectable within a range of 1/1 to 1/64.



Master Volume
Adjusts Elastik’s overall volume

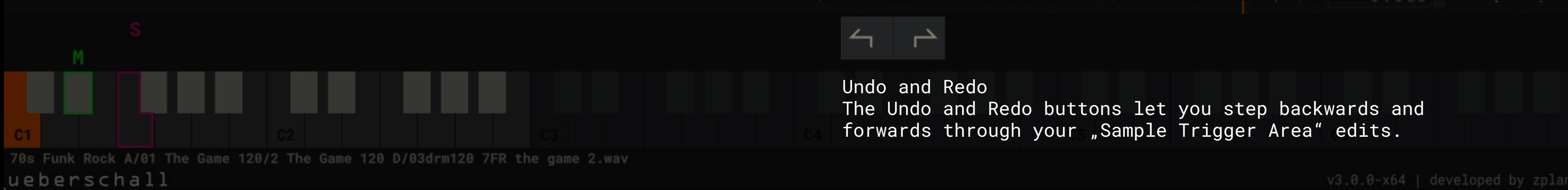
Multiple Outputs

If loaded as plugin, instead of the master output channel, you can route single keys to different outputs. This allows individual loops to be treated with external effects or to be mixed differently.



Undo and Redo

The Undo and Redo buttons let you step backwards and forwards through your „Sample Trigger Area“ edits.



Mapping Modes

STANDARD:
Map a folder or single sample to a key or pad



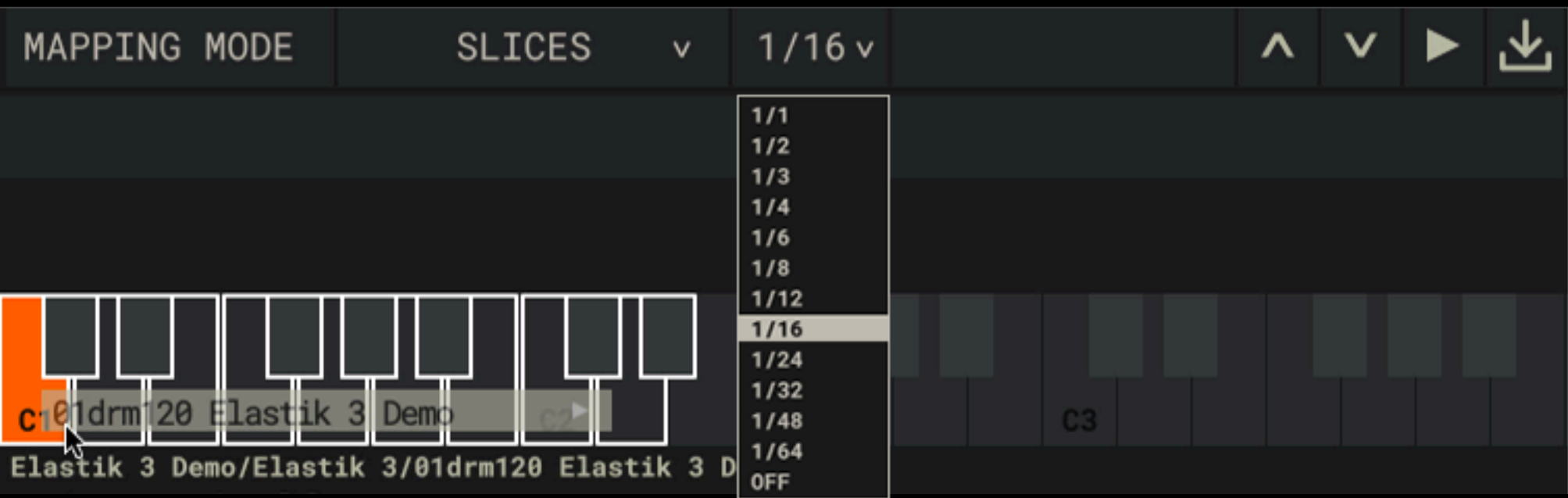
CHROMATIC: Spreads a single sample across two octaves with automatic pitch shifting.

A single sound (for instance a synth bass) is spread over two octaves and pitched accordingly, allowing melodies and chords or percussion to be played.

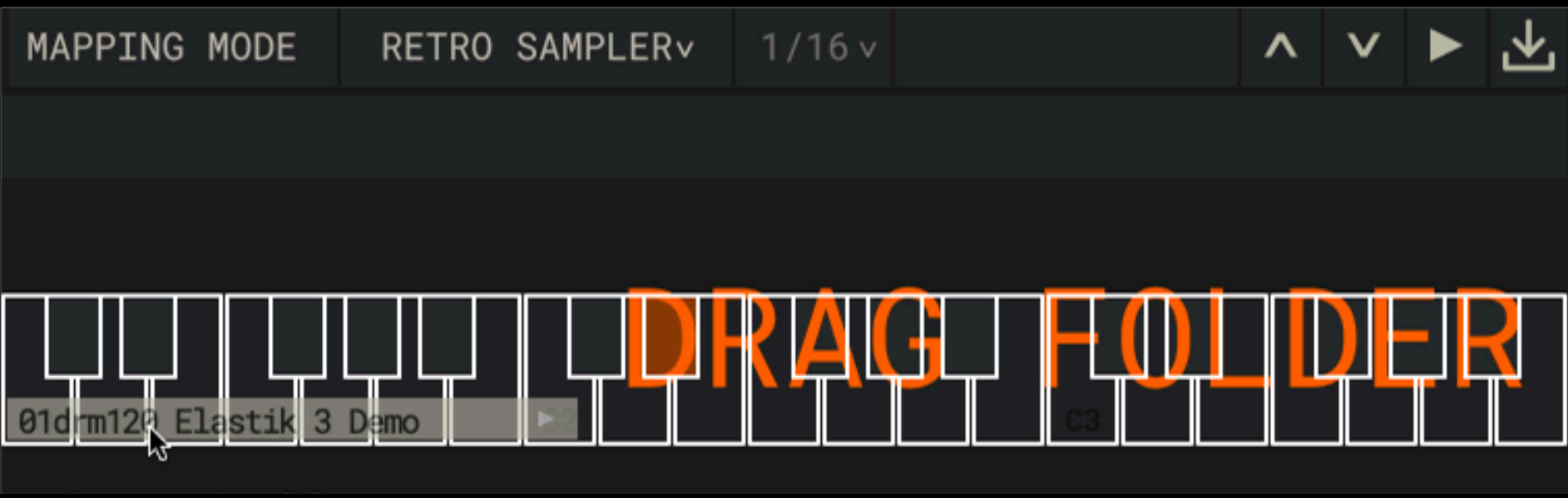


SLICES: Divides a loop into a number of slices according to the selected snap value.

Slice mode allows e.g. a drum loop to be cut into maximum 64 parts, which can then be rearranged to create new rhythmic variations



RETRO SAMPLER: Spreads a single sample across the whole keyboard (72 keys) using pitch speed, inspired by old hardware samplers.



DRAG FOLDER

```
02bde120 Elastik 3 Demo
03sde120 Elastik 3 Demo Ueberschall YouTube channel
04clp120 Elastik 3 youtube.com/user/UEBERSCHALL
05hht120 Elastik 3 Demo
06tmb120 Elastik 3 Demo Ueberschall
07cng120 Elastik 3 Demo ueberschall
08sfx120 Elastik 3 Demo
09bss120 Elastik 3 Demo_e Support team
10gte120 Elastik 3 Demo_ueberschall.com
11gte120 Elastik 3 Demo_e
12syn120 Elastik 3 Demo_e Contact
```

youtube.com/user/UeberschallSamples/

Support ticket system:
berschall.com/user/support

Ueberschall on Social Media:
facebook.com/Ueberschall/
twitter.com/Ueberschall_com
soundcloud.com/ueberschall

Concept & Idea
Uwe Kinast
Wenzel Mehnert
Julian Liedtke

Interface Design

Idea: Uwe Kinast

Realization: Darjush Davar (v3)

Alexander Waldmann (v2)

Animation: Robin Kurz, post-professionals.de

Technologies

élastique Pro v3 & fx::pack & reTune by zplane

JUCE 5 by ROLI

Technologies
élastique Pro v3 & fx::pack & reTune by zplane
JUCE 5 by ROLI