SELECT FILTER v

∞ SEARCH

ELASTIK

VOLUME PANORAMA

FORMANT CUTOFF

PITCH RESONANCE

REVERSE

ENVELOPE

RESET PAR

RESET ALL

EDIT SEQUENCE

LOOPEYE

ELASTIK

ELASTIK V.3.0.0 MANUAL / ENGLISH

BROWSER SYNC   BPM   RETUNE   C v   CHROMATIC v   ∧ ∨ ▶ ⤓

C1   C2   C3   C4   C5   C6

▶   INSPIRE ∞   COPY v   1/16v   0.0dB

ueberschall

BPM 0 ?

ELASTIK - Loop to Inspire ∞

SEARCH

ELASTIK

Elastik 3, developed in cooperation with zplane.development (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 algorithms, synchronisation of KEY, SCALE and BPM is an integral part of Elastik, all while containing high audio quality and low CPU-load.

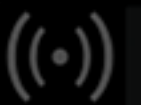The Inspire function is a ground breaking feature to create new loops and sounds in an instant.

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

VOLUME PANORAMA CUTOFF RESONANCE REVERSE ENVELOPE RESET PAR SEQUENCE LOOPEYE EDIT RESET ALL RETUNE TIME PITCH FORMANT

Elastik comes for macOS and Windows, 32/64 bit, AAX, VST2, VST3, Audio Units and Stand-Alone version.

For more information please visit our website:
ueberschall.com

BROWSER SYNC   BPM   RETUNE   C ∨   CHROMATIC ∨   ∧ ∨ ▶ ⤓

C1 C2 C3 C4 C5 C6

▶ |III INSPIRE ∞ COPY ∨ 1/16∨ 0.0dB

C1 C#1 D1 D#1 E1 F1 F#1 G1 G#1 A1 A#1 B1

S M   S M   S M   S M   S M   S M   S M   S M   S M   S M   S M   S M

ueberschall

v3.0.0-x64 | developed by zplane

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".

ueberschall.com/
tutorials

ueberschall

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] ?

UEBERSCHALL menu:
- Setup
- Soundbank / Activation
- Preferences
- Audio
- Get Demo Soundbanks
- Buy Soundbanks Online
- About Elastik
- Quit

Click on the UEBERSCHALL menu for setup

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

| SETUP | SOUNDBANKS | PREFERENCES | AUDIO | X |

STATUS	NAME	LOCATION
activated	Acoucistic Guitar A	/Users/ueberschall/Elastik Player/My..
activated	Acoucistic Guitar B	/Users/ueberschall/Elastik Player/My..
activated	Acoucistic Guitar C	/Users/ueberschall/Elastik Player/My..
activated	Batucata	/Users/ueberschall/Elastik Player/My..
activated	Electric Loops	/Users/ueberschall/Elastik Player/My..
activated	Funk & Soul A	/Users/ueberschall/Elastik Player/My..
activated	Minimal Techno	/Users/ueberschall/Elastik Player/My..
not activated	Low Tune Strings	/Users/ueberschall/Elastik Player/My..
free	Demo Soundbank	/Users/ueberschall/Elastik Player/My..
missing	Drum-Grooves	/?

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

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

BROWSER SYNC   BPM   RETUNE   C ∨   CHROMATIC ∨   ∧ ∨ ▶ ⬇

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

+ - EXPORT WAV

SOUNDBANK ACTIVATION

BROWSER / LOOPEYE view

ELASTIK

SELECT FILTER v

USERBANKS >   A >
                     N >
Acoustic Guitar >   P >
Batucada >
DiscoTape A >
DiscoTape B >
Funk & Soul A >
Funk & Soul B >
Minimal Techno >

SEARCH

Airport 123 >   01mix124_minimize to normalize_1
                       normalize_1
                       normalize_2
Clownski 125 >   04bde124_minimize to normalize_2
Destiny 125 >   05sde124_minimize to normalize_2
Drops 123 >   06hhm124_minimize to normalize_2
Go For Gold 125 >   07prc124_minimize to normalize_1
Hoover 123 >
Indian Roulet... >   08bse124_minimize to normalize_1
Maikaefer 126 >   09syn124_minimize to normalize_1
Make It Real 125 >   10syn124_minimize to normalize_1
Medusa Choir 125 >   11sfx124
Merkur 128 >   12bde124
Minimize To N... >   13sde124
Parallelunive... >   14chh124_minimize to normalize_s_2
Rise Of The M... >   15ohh124_minimize to normalize_s_2
Sluthappy 124 >   16prc124_minimize to normalize_s_2
Viperspace 123 >
Voodootrix 125 >
Zodiac 126 >

BROWSER filters and SEARCH
for INSTRUMENT, GENRE, KEY

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

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

Pre listen all samples in KEY, SCALE and BPM sync

PLAY mode for
synchronized playback
of multiple samples

VOLUME   PANORAMA
FORMANT   CUTOFF
PITCH   RESONANCE
TIME   REVERSE
RETUNE   ENVELOPE
RESET ALL   RESET PAR
EDIT   LOOPEYE   SEQUENCE

Loop START / END markers

Loop parameters are arranged around the loopeye

LOOP ON/OFF

LOOPEYE GRID

PAD / KEY view

BROWSER SYNC   BPM   RETUNE   C v   CHROMATIC v   ∧ ∨ ▶ ⤓

INSPIRE ∞   COPY v   1/16 v   0.0dB

Follow MIDI on / off

UNDO / REDO

C1   C#1   D1   D#1   E1   F1

S   M

Trigger samples via mouse click or MIDI

C5

C6

ueberschall   v3.0.0-x64 | developed by zplane

BPM 125 ?

SELECT FILTER v
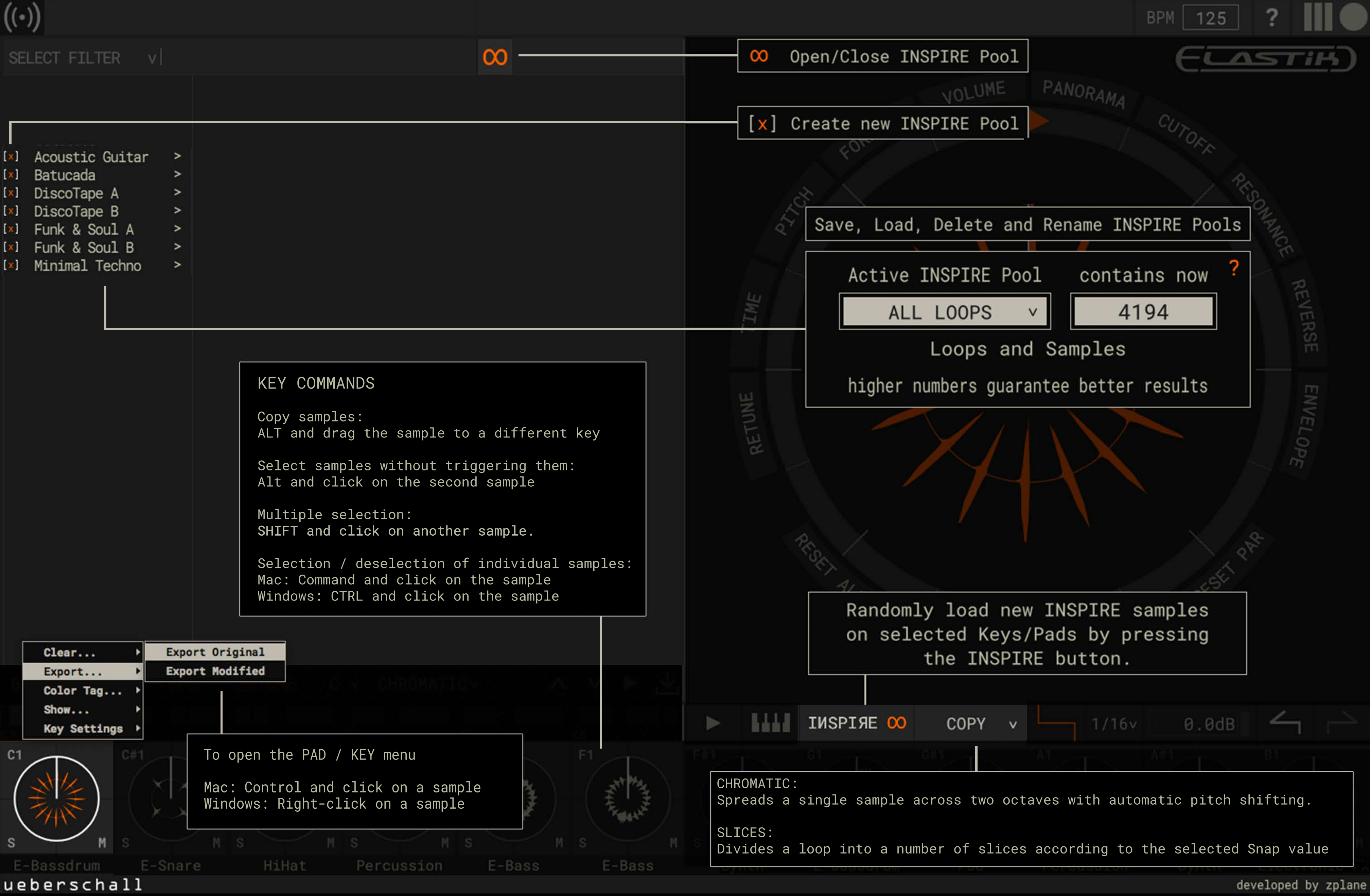
∞ Open/Close INSPIRE Pool

[x] Create new INSPIRE Pool

VOLUME PANORAMA
CUTOFF
RESONANCE

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

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

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

Clear... ▸
Export... ▸   Export Original
Color Tag... ▸ Export Modified
Show... ▸
Key Settings ▸

C v CHROMATIC v

To open the PAD / KEY menu

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

INSPIRE ∞   COPY v   1/16 v   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

C1   C#1   F1   F#1   G1   G#1   A1   A#1   B1

S   S
M   M

E-Bassdrum   E-Snare   HiHat   Percussion   E-Bass   E-Bass

ueberschall   developed by zplane

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.
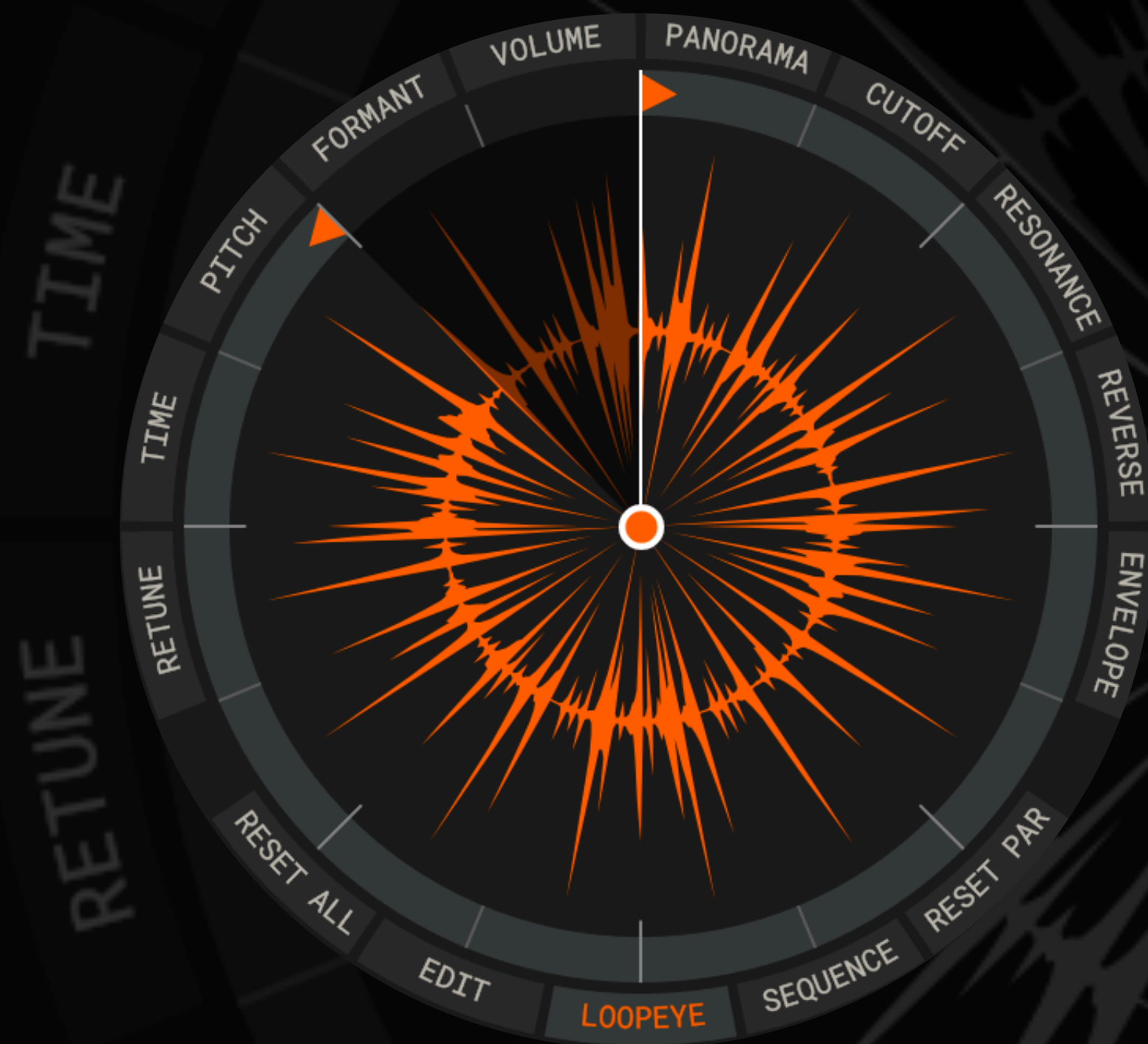
RETUNE - Page 1

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

[ ] Enable realtime stretching if master tempo changes

[x] Always enable synchronized BPM playback in library browser

[x] Always enable synchronized RETUNE playback in library browser

Maximum amount of Retune instances   16

WARNING: Higher values result in heavy CPU load.
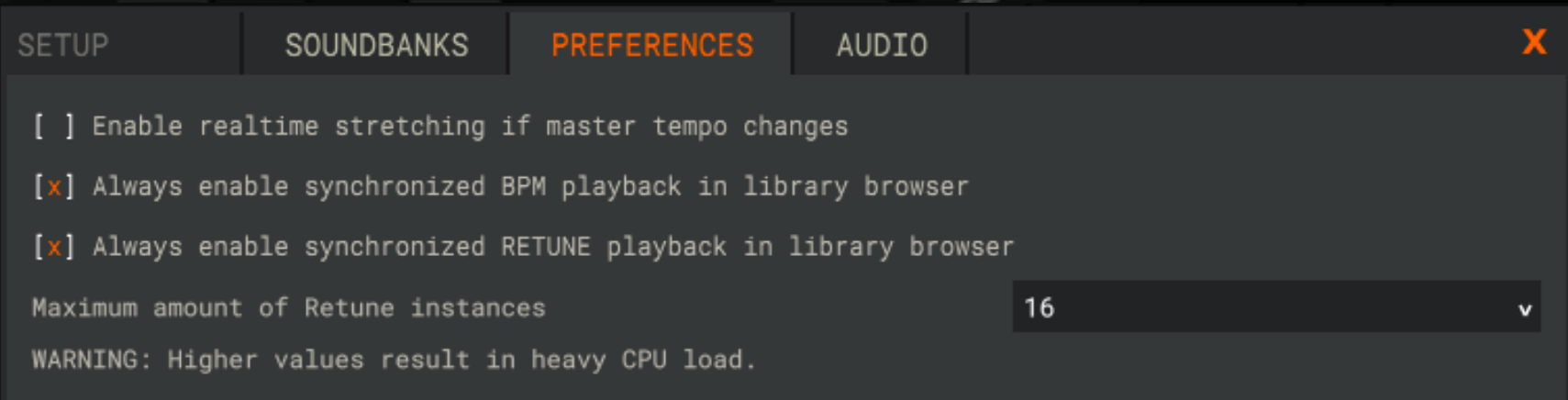
However, newer, more powerful, computers should have no problems with 16 or more instances.

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.

ueberschall.com/tutorials
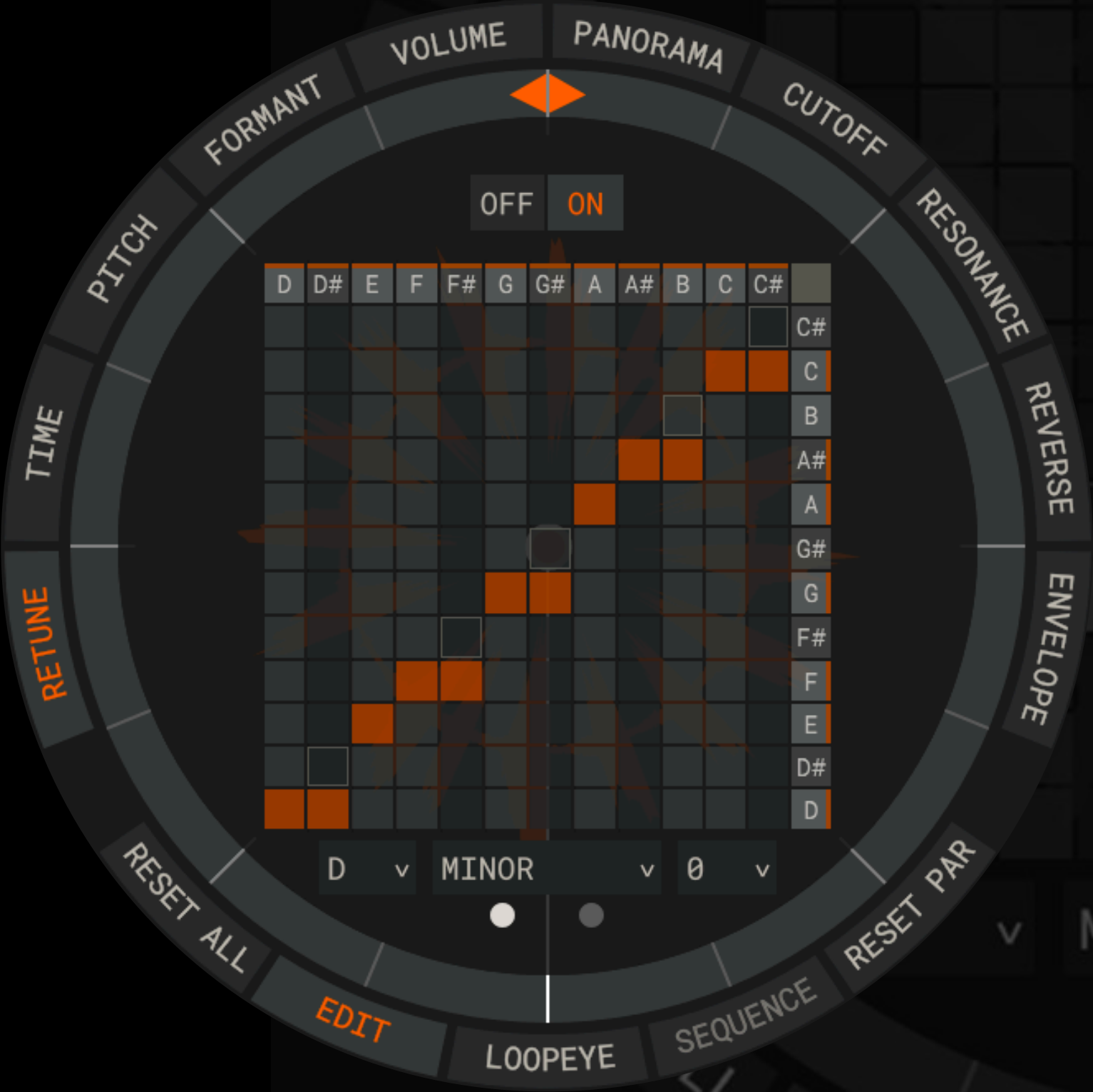
RETUNE - Page 2

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.
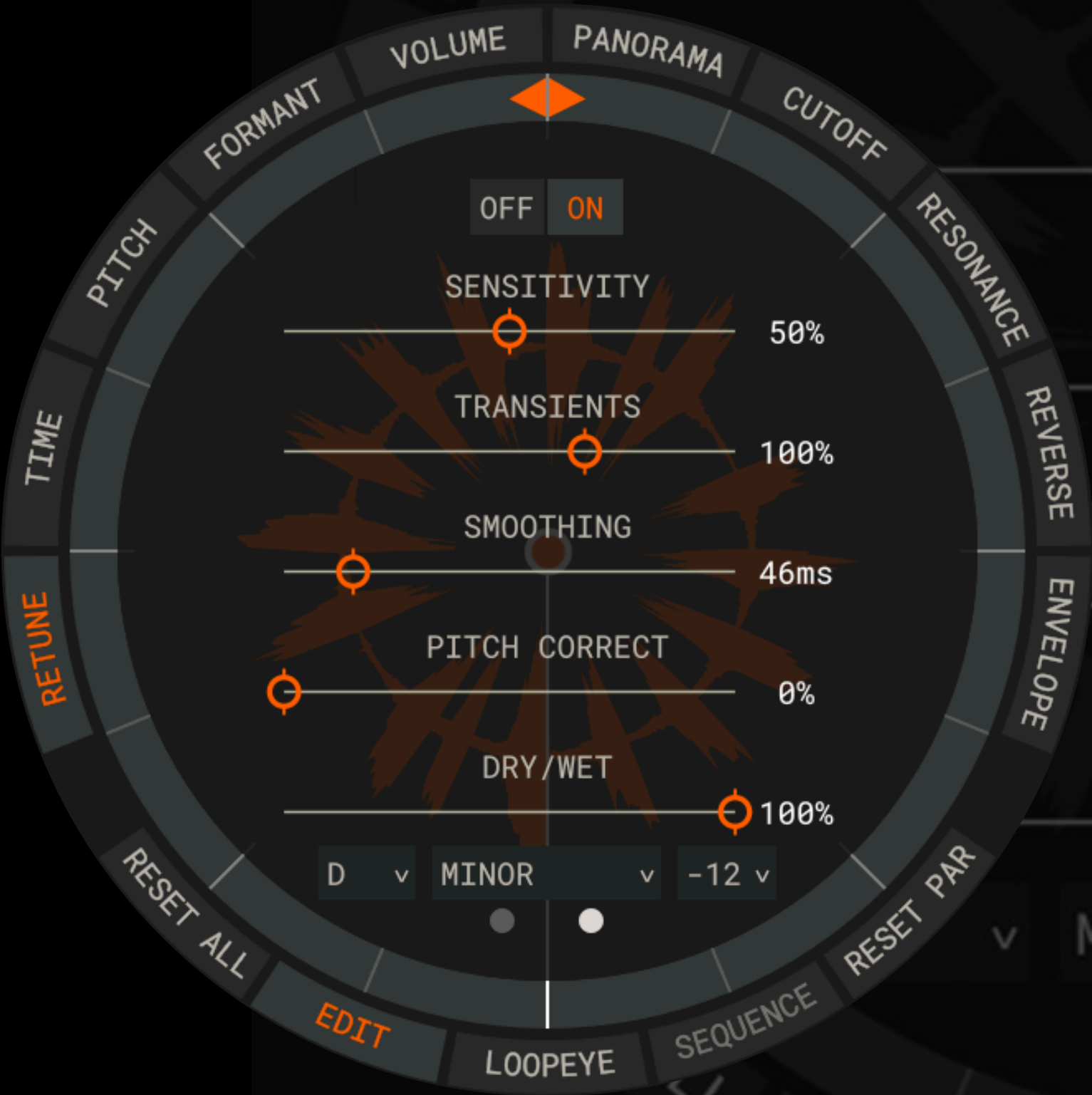
TIME

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.

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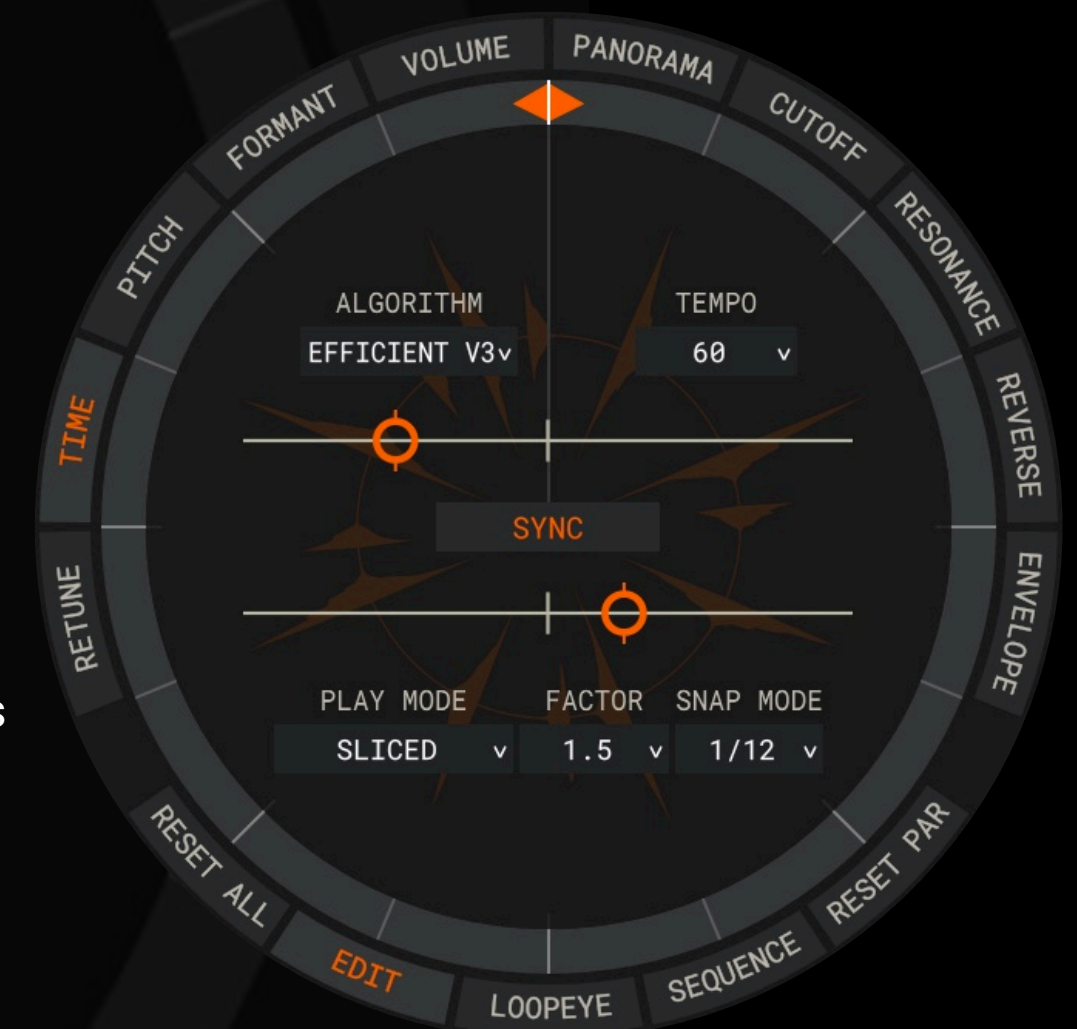
Alter the sound of your loops with the resample option. Use automation to create slow-down, tape-stop and speed-up effects.

Elastik provides a number of different processing algorithms.
The new advanced "z Plane 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.

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.

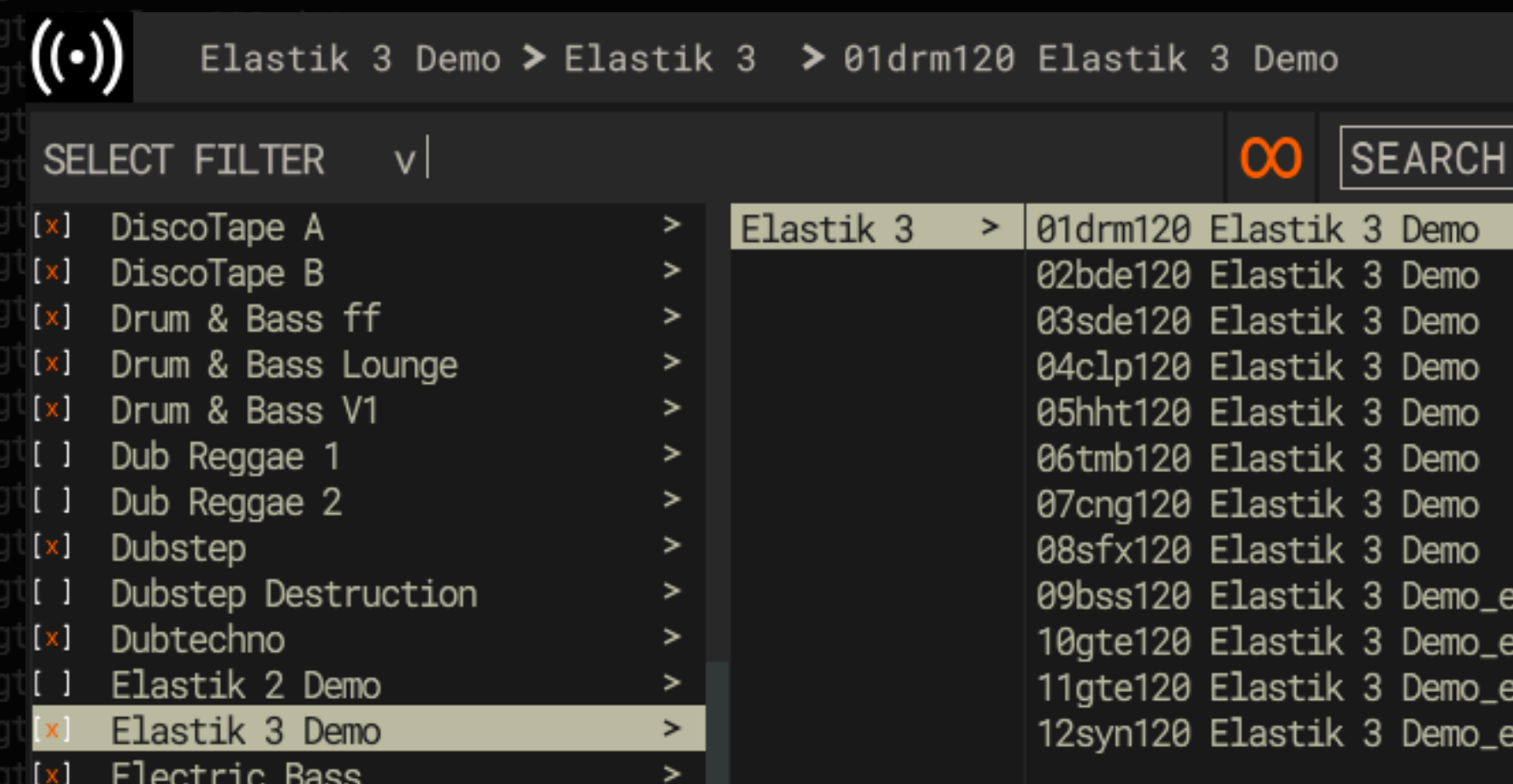| 1/16∨ |
|-------|
| 1/1 |
| 1/2 |
| 1/3 |
| 1/4 |
| 1/6 |
| 1/8 |
| 1/12 |
| 1/16 |
| 1/24 |
| 1/32 |
| 1/48 |
| 1/64 |

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

Reset all puts all parameters back.
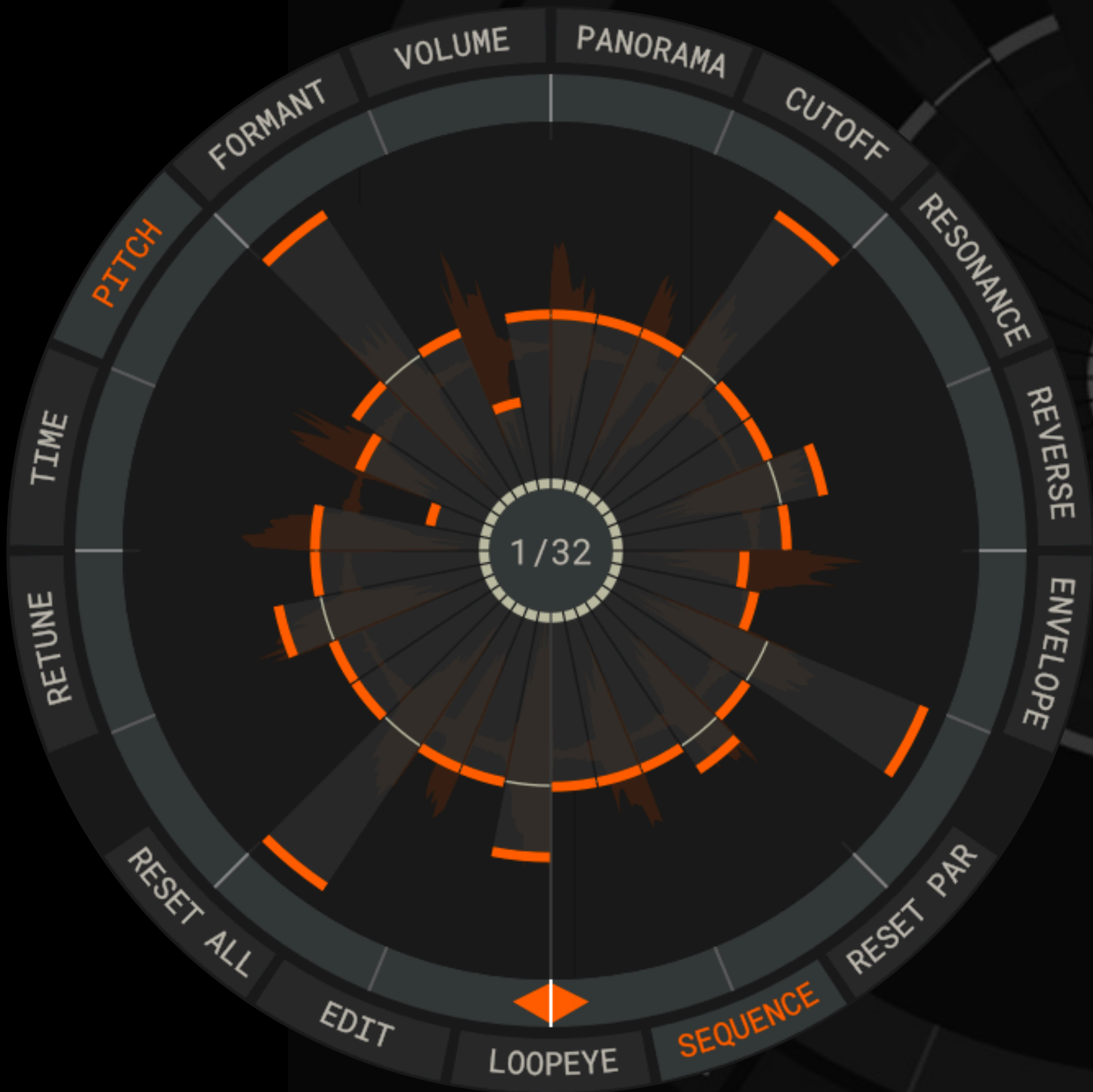
SELECT FILTER v| ∞   SEARCH   ELASTIK

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.

INSPIRE ∞

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.

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

((•))   Elastik 3 Demo > Elastik 3 > 01drm120 Elastik 3 Demo

SELECT FILTER v| ∞ SEARCH

[x] DiscoTape A	>	Elastik 3 > 01drm120 Elastik 3 Demo
[x] DiscoTape B	>	02bde120 Elastik 3 Demo
[x] Drum & Bass ff	>	03sde120 Elastik 3 Demo
[x] Drum & Bass Lounge	>	04clp120 Elastik 3 Demo
[x] Drum & Bass V1	>	05hht120 Elastik 3 Demo
[ ] Dub Reggae 1	>	06tmb120 Elastik 3 Demo
[ ] Dub Reggae 2	>	07cng120 Elastik 3 Demo
[x] Dubstep	>	08sfx120 Elastik 3 Demo
[ ] Dubstep Destruction	>	09bss120 Elastik 3 Demo_e
[x] Dubtechno	>	10gte120 Elastik 3 Demo_e
[ ] Elastik 2 Demo	>	11gte120 Elastik 3 Demo_e
[x] Elastik 3 Demo	>	12syn120 Elastik 3 Demo_e
[x] Electric Bass	>	

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.

ueberschall   v3.0.0-x64 | developed by zplane

BROWSER

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

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.

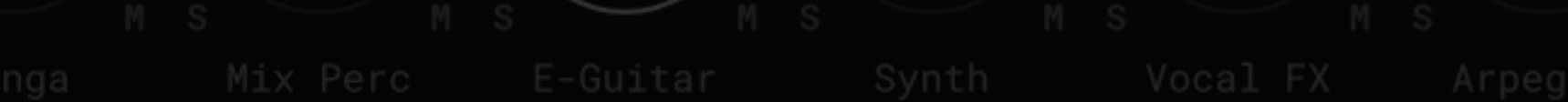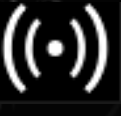The browser offers quick and easy access to sound. Thanks to our consistent tagging system it is easy to spot the appropriate sounds you are looking for.
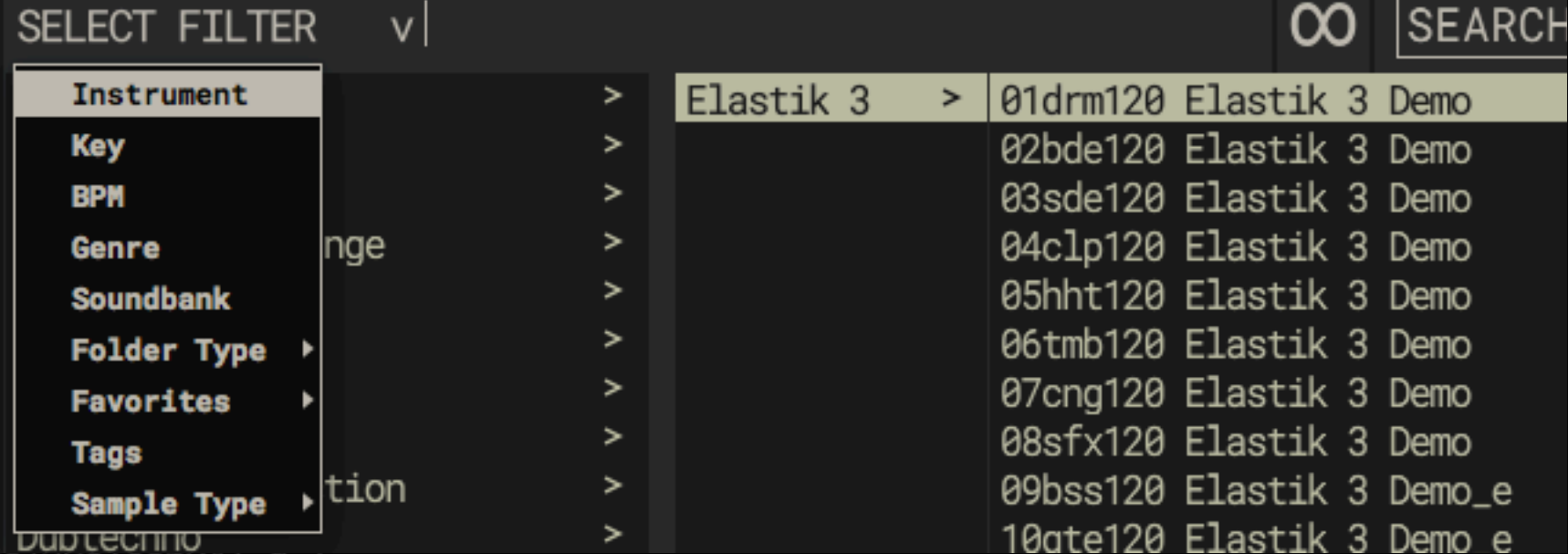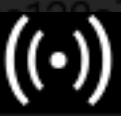
You can click the filter function and specify your search. It is also possible to combine several filters.
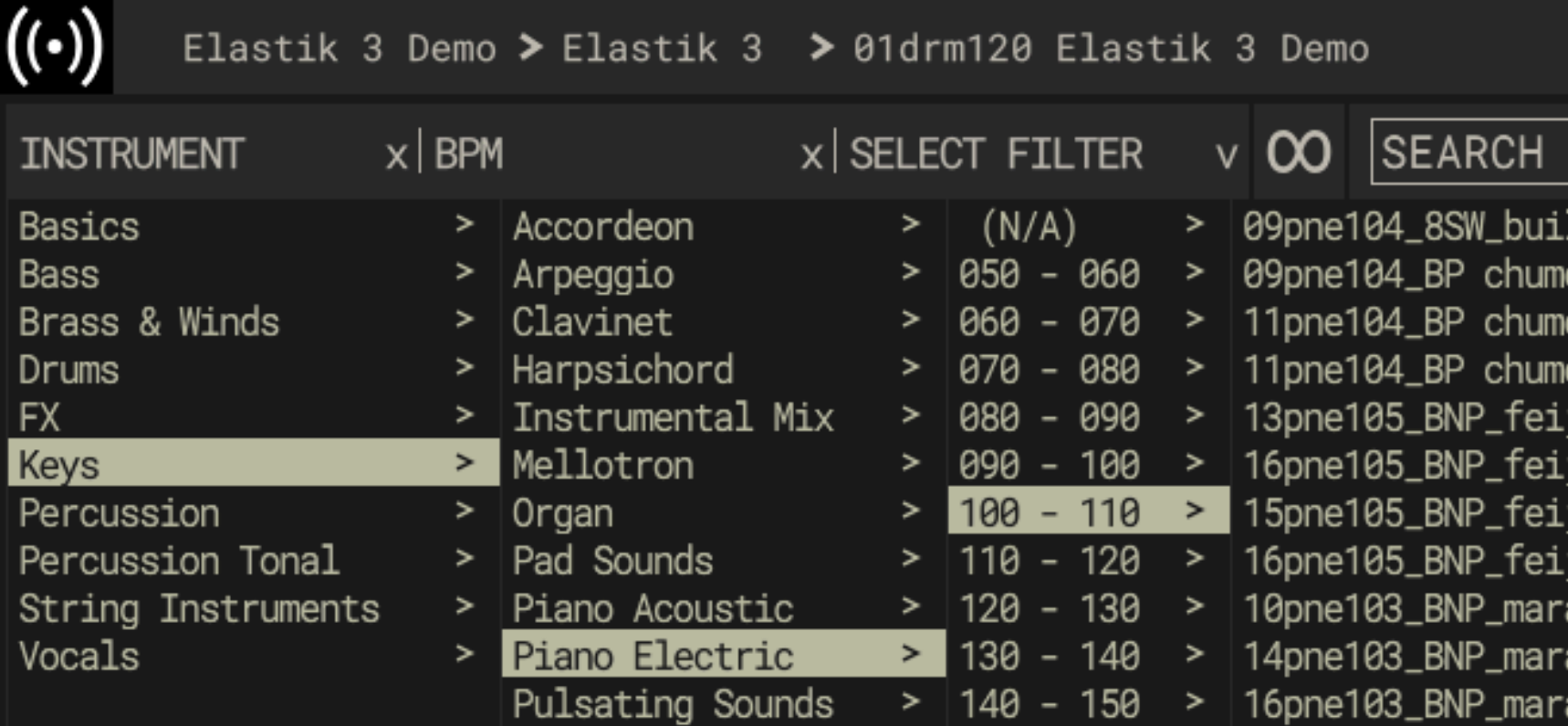
In this display you can see the selected sample. Also, the location of the file is shown. With a click on the link the selected sample is shown in the browser.

SELECT FILTER v|

USER BANK

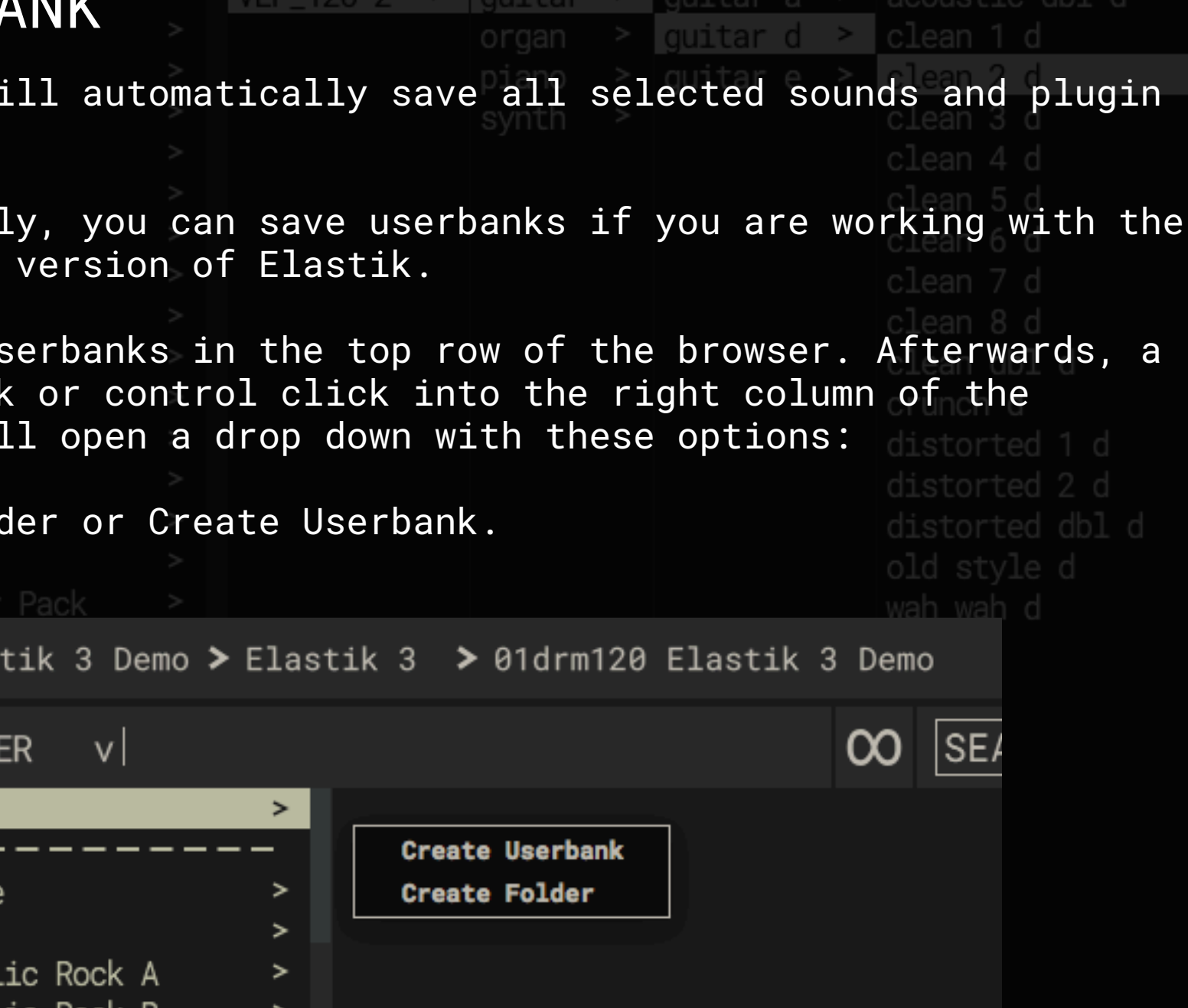Your DAW will automatically save all selected sounds and plugin settings.

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:
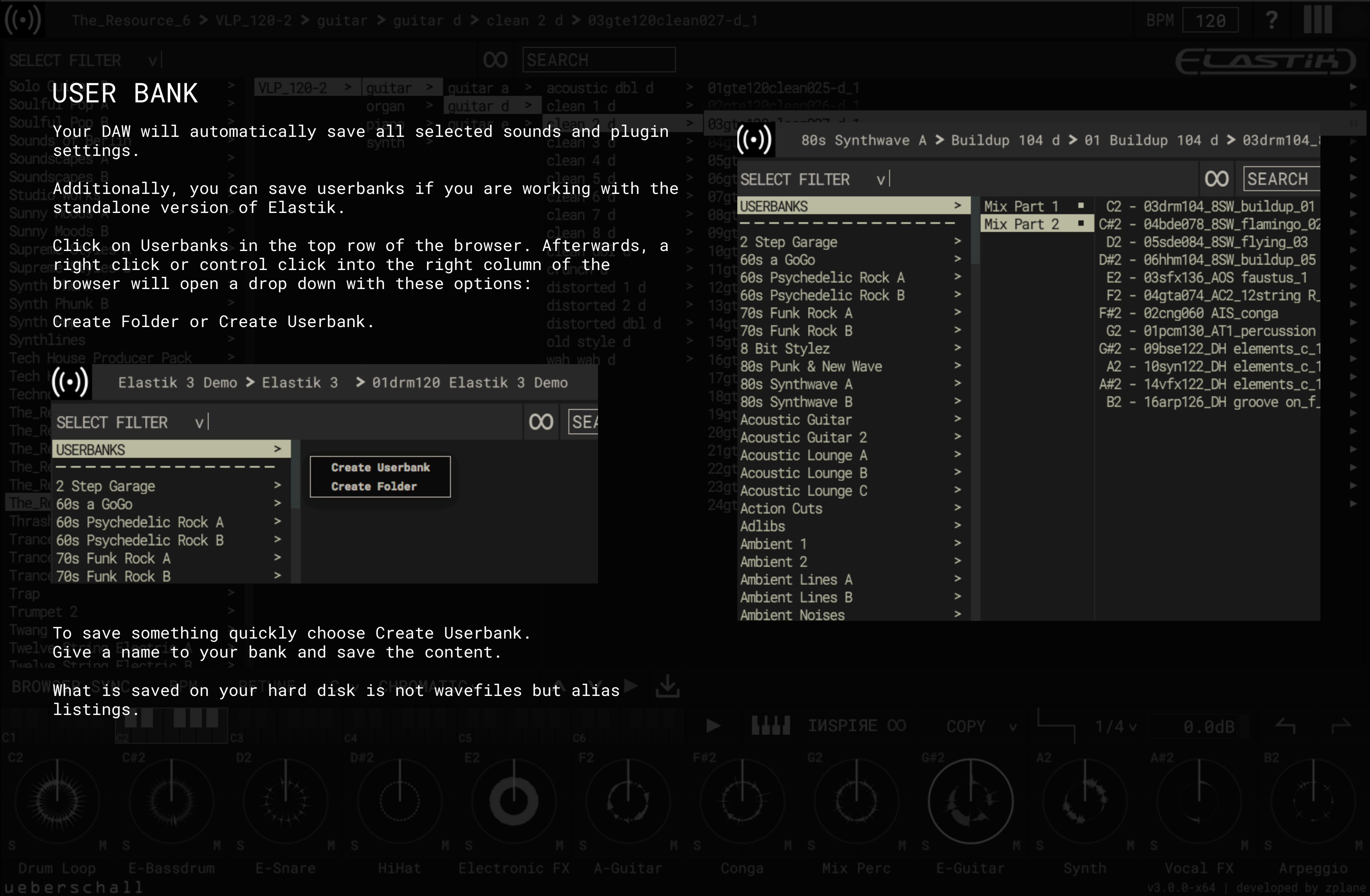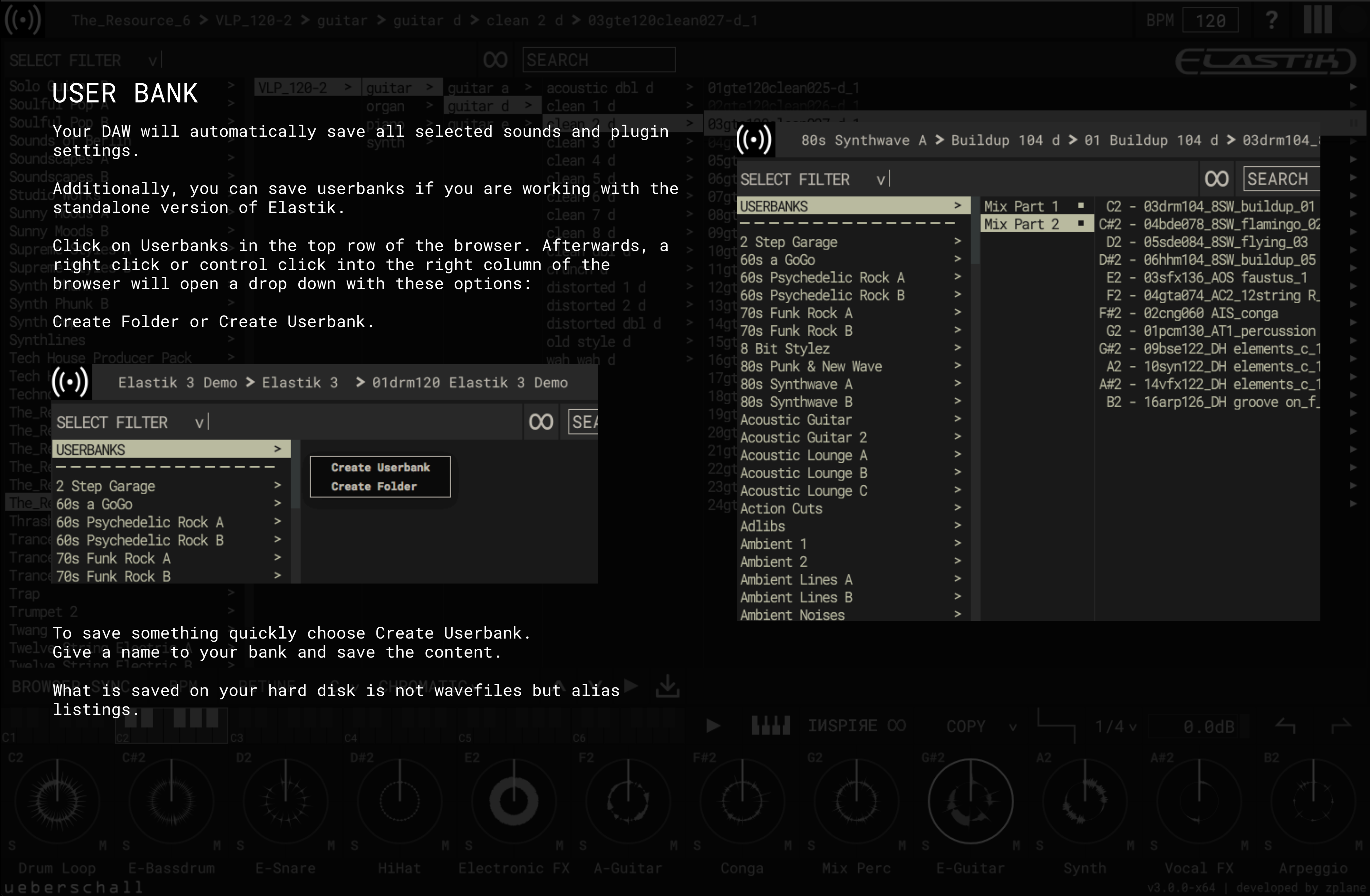
Create Folder or Create Userbank.

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.

80s Synthwave A > Buildup 104 d > 01 Buildup 104 d > 03drm104_

SELECT FILTER v| ∞   SEARCH

USERBANKS	>	Mix Part 1 ▪	C2 - 03drm104_8SW_buildup_01
------------------		Mix Part 2 ▪	C#2 - 04bde078_8SW_flamingo_02
2 Step Garage	>		D2 - 05sde084_8SW_flying_03
60s a GoGo	>		D#2 - 06hhm104_8SW_buildup_05
60s Psychedelic Rock A	>		E2 - 03sfx136_AOS faustus_1
60s Psychedelic Rock B	>		F2 - 04gta074_AC2_12string R
70s Funk Rock A	>		F#2 - 02cng060 AIS_conga
70s Funk Rock B	>		G2 - 01pcm130_AT1_percussion
8 Bit Stylez	>		G#2 - 09bse122_DH elements_c_1
80s Punk & New Wave	>		A2 - 10syn122_DH elements_c_1
80s Synthwave A	>		A#2 - 14vfx122_DH elements_c_1
80s Synthwave B	>		B2 - 16arp126_DH groove on_f_
Acoustic Guitar	>		
Acoustic Guitar 2	>		
Acoustic Lounge A	>		
Acoustic Lounge B	>		
Acoustic Lounge C	>		
Action Cuts	>		
Adlibs	>		
Ambient 1	>		
Ambient 2	>		
Ambient Lines A	>		
Ambient Lines B	>		
Ambient Noises	>		

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

SELECT FILTER v| ∞   SEA

USERBANKS	>	
------------------		Create Userbank
2 Step Garage	>	Create Folder
60s a GoGo	>	
60s Psychedelic Rock A	>	
60s Psychedelic Rock B	>	
70s Funk Rock A	>	
70s Funk Rock B	>	

BROWSER SYNC

INSPIRE ∞   COPY v   1/4 v   0.0dB

C2 C#2 D2 D#2 E2 F2 F#2 G2 G#2 A2 A#2 B2

M S   M S   M S   M S   M S   M S   M S   M S   M S   M S   M S   M S

Drum Loop E-Bassdrum E-Snare HiHat Electronic FX A-Guitar Conga Mix Perc E-Guitar Synth Vocal FX Arpeggio

ueberschall   v3.0.0-x64 | developed by zplane

C6	C#6	D6	D#6	E6	F6	F#6	G6	G#6	A6	A#6	B6
S M	S M	S M	S M	S M	S M	S M	S M	S M	S M	S M	S M
Drum Loop	E-Bassdrum	E-Snare	Clap	HiHat	Tamborin	Conga	Electronic FX	Synth Bass	E-Guitar	E-Guitar	Synth

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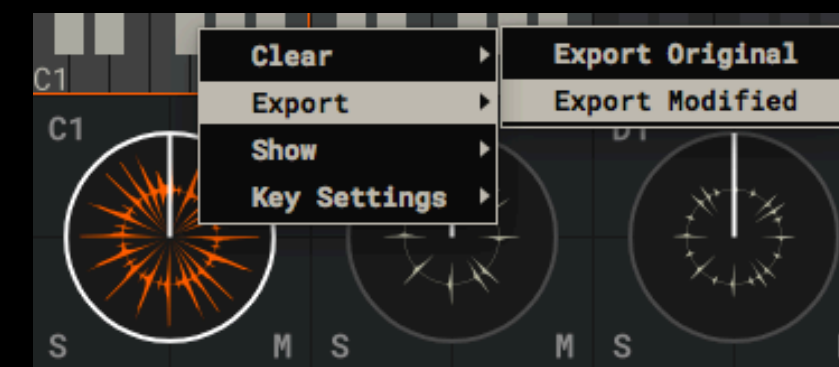
Mac: Control & click on a sample
Win: Right-click on a sample

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

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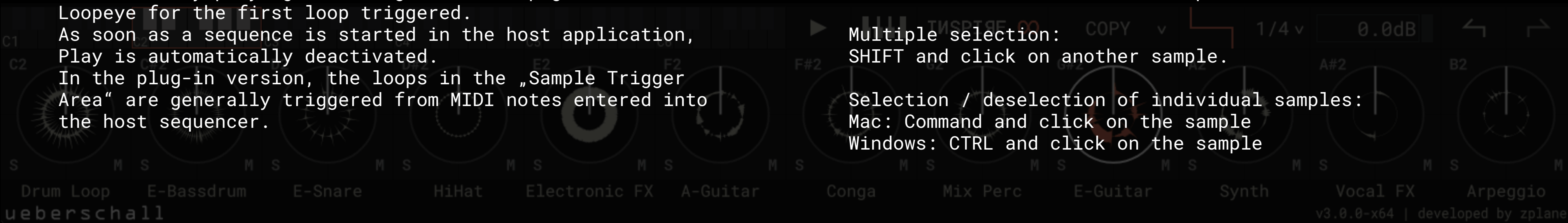Alt and click on the second sample

Multiple selection:
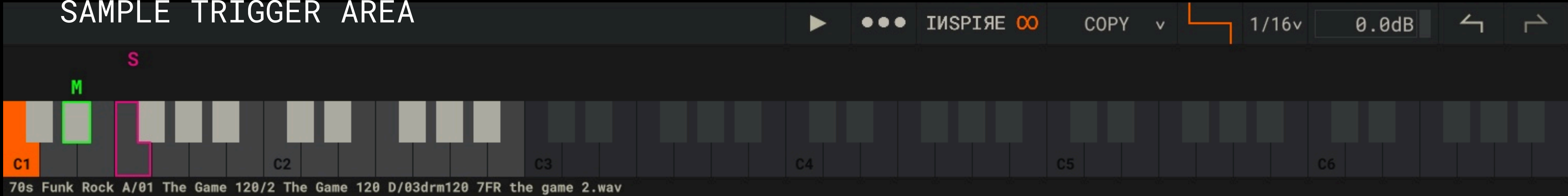SHIFT and click on another sample.

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

SAMPLE TRIGGER AREA

70s Funk Rock A/01 The Game 120/2 The Game 120 D/03drm120 7FR the game 2.wav

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.
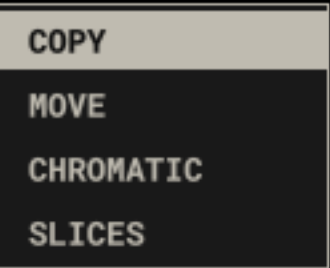
Copy

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

Move

Moves a sample from one key to another

Chromatic Mapping

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

Slices Mapping

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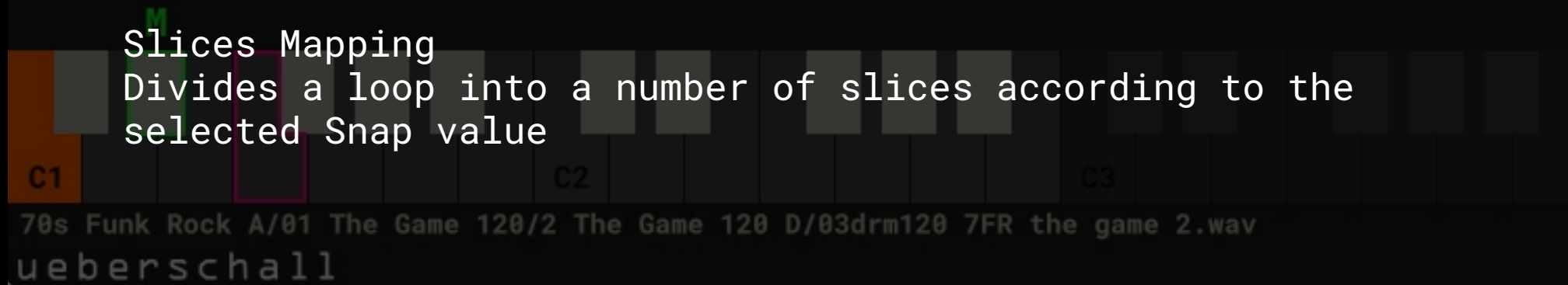
Follow Midi

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

1/16⌄
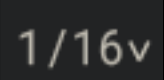
The Snap value in the Loopeye window is the grid size for the current sample. The range is selectable within a range of 1/1 to 1/64.

0.0dB   OUT 31-32⌄
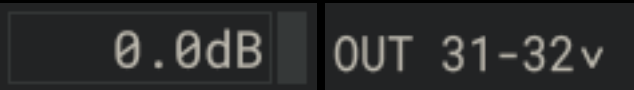
Master Volume

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.

SELECT FILTER ∨   ∞   SEARCH   ELASTIK

DiscoTape A
DiscoTape B
Drum & Bass ff
Drum & Bass Lounge
Drum & Bass V1
Dub Reggae 1
Dub Reggae 2
Dubstep
Dubstep Destruction
Dubtechno
Elastik 2 Demo
Elastik 3 Demo
Electric Bass
Electro House
Electro House 2
Electro ID
Electro Producer Pack
Electro Producer Pack 2
Electrolines
Essentials of the Order A
Essentials of the Order B
Eurodance
Finest RnB 1
Finest RnB 2
Flugelhorn
Funk & Soul A
Funk & Soul B
Funky Electro House
Funky Tonewheels
Future FX
Future Garage
Glam Rock
Glitch Art

02bde120 Elastik 3 Demo
03sde120 Elastik 3
04clp120 Elastik 3
05hht120 Elastik 3 Demo
06tmb120 Elastik 3 Demo
07cng120 Elastik 3 Demo
08sfx120 Elastik 3 Demo
09bss120 Elastik 3 Demo_e
10gte120 Elastik 3 Demo_e
11gte120 Elastik 3 Demo_e
12syn120 Elastik 3 Demo_e

If you need more information on Elastik and our sample libraries or need support check out the links below.

Ueberschall YouTube channel with tutorial videos:
youtube.com/user/UeberschallSamples/

Ueberschall FAQ:
ueberschall.com/faq

Support ticket system:
ueberschall.com/user/support

Contact form:
ueberschall.com/contact

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

Elastik 3

Concept & Idea
Uwe Kinast
Wenzel Mehnert
Julian Liedtke

Software Development
zplane.development GmbH & Co KG
zplane.de

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

VOLUME PANRAMA
FORMAT CUTOFF
RESONANCE
PITCH
REVERSE
TIME RETUN
ENVELOPE
RESET ALL
EDIT LOOPEYE SEQUENCE RESET PAR

BROWSER SYNC   BPM   RETUNE   C ∨   CHROMATIC ∨   ∧   ∨   INSPIRE ∞   COPY ∨   1/16∨   0.0dB

C1   C2   C3   C4   C5   F#1   G1   G#1   A1   A#1   B1

C1   C#1   D1   D#1   E1   F1   F#1   G1   G#1   A1   A#1   B1
S   S   S   S   S   S   S   S   S   S   S
M   M   M   M   M   M   M   M   M   M   M
Drum Loop E-Bassdrum E-Snare Clap HiHat Tamborin Conga Electronic FX Synth Bass E-Guitar E-Guitar Synth

ueberschall   v3.0.0-x64 | developed by zplane