MELODIZER BLACK

PROBABILISTIC MELODY GENERATOR

ABLETON / MAX FOR LIVE DEVICE

Thanks for downloading Melodizer Black!

I am so appreciative for your support. It blows my mind that people even have an interest in the noises I make and things I create. It means more than you'll ever know!

Contents

Enjoy!

Please email me if you find any bugs or have any feature requests. Your purchase of Melodizer includes free updates so as long as you're signed up to my mailing list I will let you know of future updates! (Signup at the bottom of my website if not already subscribed)

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To Install:

1. Ensure you have Max For Live installed/updated along with a version of Ableton Live that supports it (it's included with Suite but Max For Live can also be purchased as an add-on to lower editions)

2. In Ableton open your User Library in the browser under Places. Locate your favorite folder to save your downloaded packs or create a new folder.

3. Drag the .amxd file from the download folder to the location in your User Library chosen in Step 2.

4. Add Melodizer Black to any MIDI track and start jamming!

Use of Melodizer Black is bound by the following license terms:

• Only the purchaser of this device is authorized to use it.

• You may not redistribute this device. If you wish to share this device then please direct people to the purchase page on my website. Redistributing this on your own is basically pirating, and pirates get scurvy and lose legs and eyeballs... don't be a pirate!

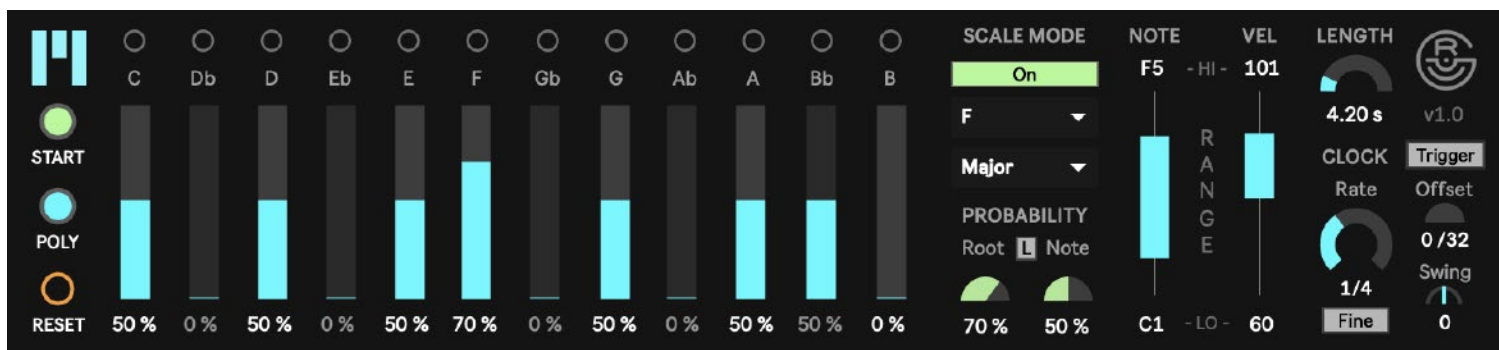### Shout out to my test crew (go give them a follow):

Robert 'Badcombina'	instagram.com/badcombina
Johan Ransby Granberg	youtube.com/@RansbyJohan
Brent Bishop	instagram.com/bishop_91

About Melodizer Black

Melodizer Black is a far more robust version to the original Ableton MIDI effect rack, the Melodizer, which was built with Ableton stock plugins. While the original allowed for a certain style of random note generation, it fell short of everything I personally wanted out of a note generator, especially the probability part!

Instead of allowing the limitations of building a MIDI effect in Live prevent my creative output, I spent a week learning Max For Live and learned how to make the device I was originally looking for without any limitation on my vision. And thus Melodizer Black was forged!

Probabilistic note generators can be useful for a myriad of explorative tasks but some of my inspiration in building Melodizer Black was to have a device that could be used as:

• Accompaniment to any track.

• Performance/conducting tool, changing parameters as you play.

• Core platform for generative, ambient synthesis

• Exploration tool to find new melodies and chord progressions.

Ultimate Exploration

There is no right or wrong way to use Melodizer Black. It was designed as a tool for exploration. Try doing things with it you wouldn't normal do when playing a melody on a piano. Select out of scale notes, set weird triggers, generate insanely fast melodies, have fun!

For some ideas to explore, check out the last page of this manual.

Whatever you create, I would LOVE to hear what you've made with Melodizer. Please tag me anytime you use it and I would love to give you a shoutout and share your work.

@gourlierecords

Parameters
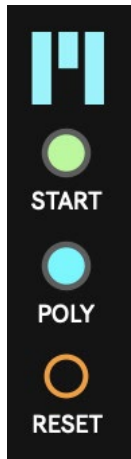
START - When engaged (green) and Live transport is playing, the probability generator will run. If turned off or if all sliders are set to 0%, then no notes will be generated.

POLY - When off (gray) only one note will be produced at a time (monophonic). When on (blue) more than one note may be triggered at a time (polyphonic).

TIP: A lot of probability modules don't support polyphony, either due to hardware limitations or because it can generate really dissonant chords. I personally feel this is a missed opportunity for exploring some interesting progressions. If you're having a hard time getting good results out of Poly mode, here are a few tips:

- *Ensure your note length is shorter than your rate to prevent chords from stacking on top of each other (like releasing a sustain pedal).*

- *Reduce the probability drastically for all notes in your scale. With high probabilities it is likely that every note in your scale will be triggered. This might be useful but also might sound a bit like a child smashing all the keys.*

- *Reduce probabilities for notes that are only a semitone apart to reduce the chance of dissonant chords.*

- *Turn the rate down. There aren't a lot of musical reasons to fling chords out at a 1/16 division, but you can if you want to!*

- *Limit the number of voices on your instrument receiving MIDI. Most synthesizers allow you to set the maximum amount of notes that can be triggered at one time.*

- *Increase the Note slider to have a larger range of notes. This will prevent the chords from playing in tight intervals and give you a wider, less dissonant voicing.*

These are of course just suggestions, not rules. Go crazy!

**RESET -** Stops note generation and sets all probabilities to 0%.

Note Probability - Increasing the sliders will increase the probability that the note (labeled above the slider) will be generated. At 0% the note won't be triggered.

Black keys are slightly darker than white keys to give you an easier visual reference of the notes.

When a note is triggered the light at the top of that note will blink.

Notes generated will be within the value range set by the NOTE/VEL slider ranges.
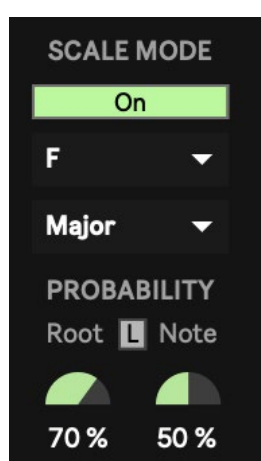
**Scale Mode On/Off -** Enables/disables scale mode.

When enable you can choose your key and scale using the drop down menus which will automatically adjust the sliders to the probabilities set by the Root and Note knobs below it.

When set to off all parameters in this section are grayed out. Changes to the settings can still be made when grayed out but changes won't effect the sliders until this section is turned back on.

Root / Note - These adjust the probability for the root note and every non-root note in your scale (respectively). This is a quick way to adjust all sliders for the active scale.

TIP: You can still adjust the slider probabilities individually, these knobs just gives you a quick way to adjust all of them at once.

L - Link button. When active (green) this links the Root knob to the Note knob and will turn the Note knob gray. Adjusting the Root knob when linked will also adjust the Note knob allowing you to easily set all sliders in the scale to the same probability.

NOTE   VEL
F5 - HI - 101
R
A
N
G
E
C1 - LO - 60
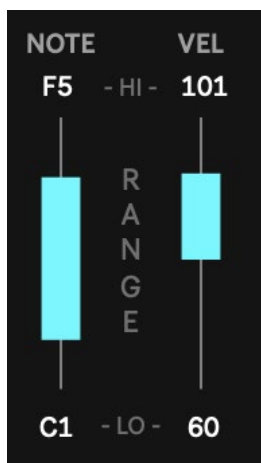
NOTE/VEL Sliders - These sliders allow you to set the lowest and highest Notes and Velocities that Melodizer will generate.

Values within the set range are randomized.

To set your range you can either click+drag vertically on the white values above/below the sliders or you can click+drag the blue sliders.

The blue sliders are dual-point sliders that can be adjusted in a few ways based on mouse and keyboard commands:

- Click to drag vertically in the slider area to quickly draw your high and low range

- Shift+Click to drag just the slider point closest to your mouse cursor

- Cmnd+Click (Mac), Ctrl+Click (Win) to drag whole range at once

- Option+Click (Mac), Alt+Click (Win) to expand or shrink the current range

- Cmnd+Double Click (Mac), Ctrl+Double Click (Win) to select the whole range

TIP: If you want to map these parameters using another device (like a MIDI controller or LFO device, for example) then you must map to the white values above and below the sliders rather than to the sliders themselves.
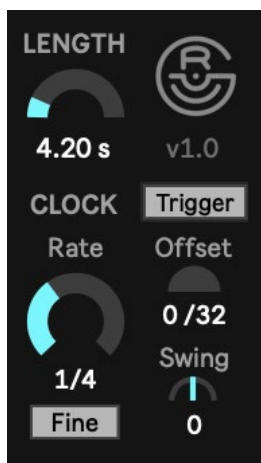
Length - Sets the length in milliseconds of generated notes.

TIP: Long note lengths with fast rates can cause new notes to choke previously triggered notes. (Example: E2 is triggered with a 5 second length then 3 seconds later another E2 is triggered which is choked after 2 seconds by the first note-off message which had yet to resolve). This only happens if the exact note is re-triggered before the first is silenced. This is less likely to occur with wider note ranges and won't ever occur with note lengths set faster than your clock rate.

Rate - Sets the time division for how often a new probability should be calculated. Seeing as this is a probability generator, notes won't necessarily be triggered every step unless all active sliders are set to 100%.

Fine - When active (blue) the Rate knob changes from standard time divisions to odd time divisions, allowing you to create complex polyrhythms with the rest of your track, especially when using multiple instances of Melodizer set to varying rates.

Offset - Shifts the downbeat of when the generator is triggered.

Swing - Adds a shuffle-like groove to the clock.

Logo - Clicking this will take you to gourlierecords.com
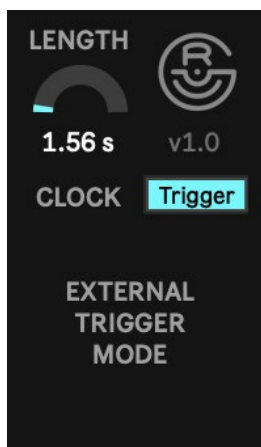
Trigger - When active (blue) the internal clock is disabled and hidden and External Trigger Mode is enabled. In this mode, Melodizer will trigger the probability generator when it receives a MIDI note from any source. This can be great tool for creating your own rhythms but still have probability determine note and chance.

In this mode you can trigger Melodizer in a few ways:

- Arm your Melodizer track for recording and play any note on your MIDI controller

- Play any MIDI clips on your Melodizer track

- Receive MIDI from an external source by changing the "MIDI From" settings on your Melodizer track. (For this mode arm your Melodizer track for recording or set monitor to "In")

The MIDI note received as the trigger has no impact on the note generated, it just functions as a trigger.

IMPORTANT: You still need to have the "Start" button turned on for Trigger mode to generate notes.

TIP: Some great examples for the use of External Trigger Mode:

- *Tapping in rhythms from a MIDI controller and recording those rhythms to a MIDI clip on Melodizer's track to loop the rhythm.*

- *Receive MIDI from your drums or any rhythmic element (ie. Send just the Kick of your Ableton drum rack to trigger bass notes in Melodizer)*

- *Receiving MIDI from another track so that as the rhythm of that track changes (such as a chord progression) then the rhythm of Melodizer will also change.*

- *Complement other melodies. If you have a nice melody playing in your mids, send that MIDI to trigger Melodizer with a high note range so it generates notes on the same rhythm but in a different frequency range to complement your melody and add some subtle variation. This also works to re-record melodies with new notes while keeping the same rhythm.*

Additional Features

MIDI Printing - If you want to record MIDI generated by Melodizer you must send it to another MIDI track. On another track set the "MIDI From" the Melodizer track then you can record Melodizer's MIDI to that new track.
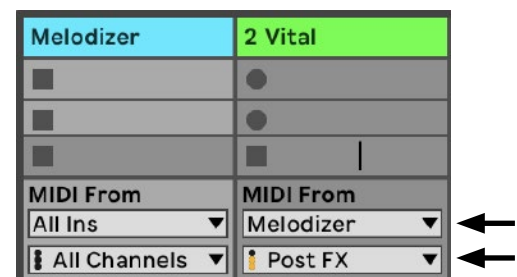
MIDI Pass Through - Melodizer does not cut off the raw MIDI stream so you can still use your controller to play notes through Melodizer. (If Trigger mode is enable, MIDI does NOT pass-through)

Full Automation - All of the parameters within Melodizer can be automated within Live. (Refer to parameters section for how to map the Note/Velocity sliders) Modulating things like note range and probabilities over time delivers amazing, expressive results!

Precise Change - Hold shift while changing any parameter for more precise control.

Exploration Ideas

Melody Search - Record a bunch of Melodizer's MIDI data to a new MIDI track for a long period then listen back for ear catching melodies. Extract your favorite parts and loop them as their own MIDI clips.

Drum Generator - It can actually be interesting to use this to control drums, keeping a high probability for Kick/Snare/High Hat and fine-tuning the rest. Experiment with both Poly and Mono. I also recommend setting the Note slider range to match your drum rack to avoid ghost notes.

Poly Arps - Enable poly-mode and add an arpeggiator after Melodizer with "hold" enabled. This will cause Melodizer to generate multiple notes to send to your arpeggiator where you can then set their speed and play style. Setting Melodizer to a slower rate and your arpeggiator to a fast rate leads to some fun sequences!

Modulation - Assigning LFOs to control the note range values or probability sliders can be a fun way to add more "expression" as a song plays.

MIDI Assign - Assign some knobs/faders on your MIDI controller to a few of Melodizer's parameters. This will allow you to adjust performance aspects of Melodizer while you play other instruments in your session.

Accompaniment - MIDI can pass through Melodizer. Send it's MIDI to a piano track and play some chords on the low end of the piano and let Melodizer generate accompaniment on the high notes.