

CINEMATIQUE INSTRUMENTS

CI - Deconstructed Piano

for Ableton Live Suite 9.7

We have disassembled a piano to its soundboard and have worked on this in many different ways: we have played, hit, stroke and destructed the piano with a wide range of materials. We have used a regular piano hammer, different kinds of mallets such as a felt or a wollen ones, screws, plecs, sticks, thumbs and even straws to coax new inspirational harmonic sounds from the instrument.



Hammer:

Controls a layer of long sustained sounds with a sharp attack. This sounds were obtained by biting the soundboard with the the regular piano hammer.

Metal:

Controls a layer of short sounds with strong attack and no sustain. This module is the combination of two layers of metal hits which can be adjusted individually.

Muted:

Controls a layer of sounds with soft attack and low sustain. This module is the combination of one string hit and one wood hit in muted strings, both parameters can be individually adjusted.

Screw:

Controls a layer with long sustain and a bouncing metal effect created by placing a screw that jumps on the piano strings in the moment of impact.

FX Layers:

Controls the overall amount of the FX layers. This module combines four different atmospheric and percussive sound layers that were recorded the moment the piano was destroyed.

Atmos:

Controls a layer of deep atmospheric sound of all the rings on the piano. The sound was obtained by hitting the body of the soundboard. Additionally this modules includes a reverb and delay effect.

Filter Freq:

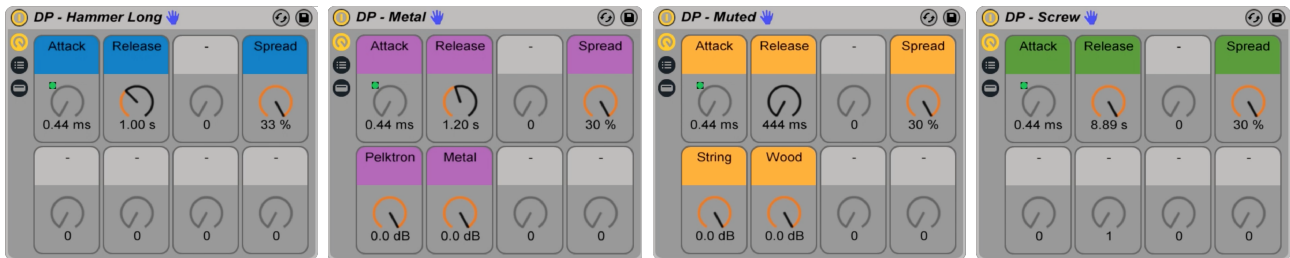
Controls the frequency of the filter that affects the overall sound.

Reverb:

Controls the Dry/Wet and Decay Time parameters of the overall Reverb

MODULES

Sound Layers



Each individual sound layer includes its own parameter module. You can access this module by double clicking the DP-Layers list. All of the instrument layers have been color coated.

Every module is able to adjust the Attack, Release and Spread parameter of the sampler.

Metal and Muted have an extra set of knobs in which the user can adjust the volume of each individual sampler in order to have more control over the sound. There are also free slots available for extra parameters.

Audio Effects



Reverb:

Controls the overall amount of the reverb effect by combining the Dry/Wet and decay sound time.

EQ Gain:

Controls the gain amount of the high and low-mid region of the equaliser.

Filter Freq:

Controls the frequency of the filter that affects the overall sound.

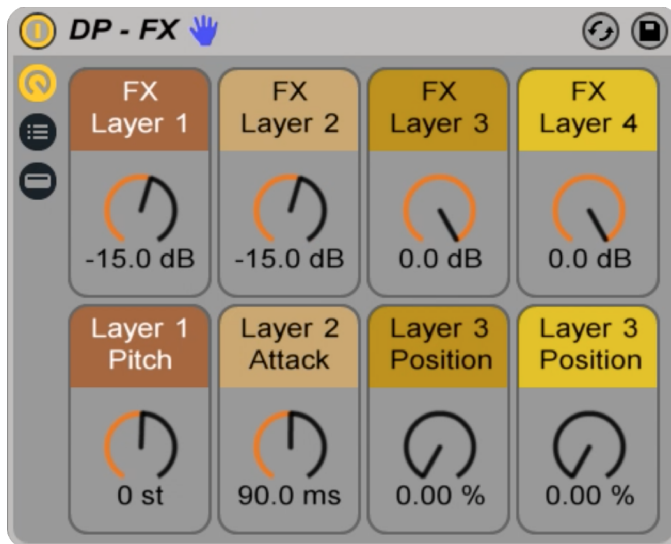
Comp Dry/Wet:

Controls the Dry/Wet amount of the compressor at the end of the sound chain.

FX Layers

The FX Layer consist on 4 different simplers, each with a distinctive atmospheric or percussive sample that was recorded while destroying the piano. This sounds are a very complex combination of frequencies very rich in harmonics. By mixing this layers together you are able to create a very distinctive soundscape that can be perfectly customised for your creative needs.

Additionally we added 4 extra knobs, one for each individual layer. With this knobs you can control some parameters of each simpler which add more variations to the samples and the to the overall mix.



FX Layer 1:

Controls an un-tuned atmospheric sample with long sustain and a short attack pitch envelope that loops the tail of the sample.

FX Layer 2:

Controls an un-tuned atmospheric hit with long sustain that loops the tail of the sample.

FX Layer 3:

Controls a random percussive sample loop of the piano being destroyed.

FX Layer 4:

Controls a random percussive sample of the piano being destroyed.

Layer 1 Pitch:

Controls the amount of pitch for the pitch envelope in layer 1.

Layer 2 Attack:

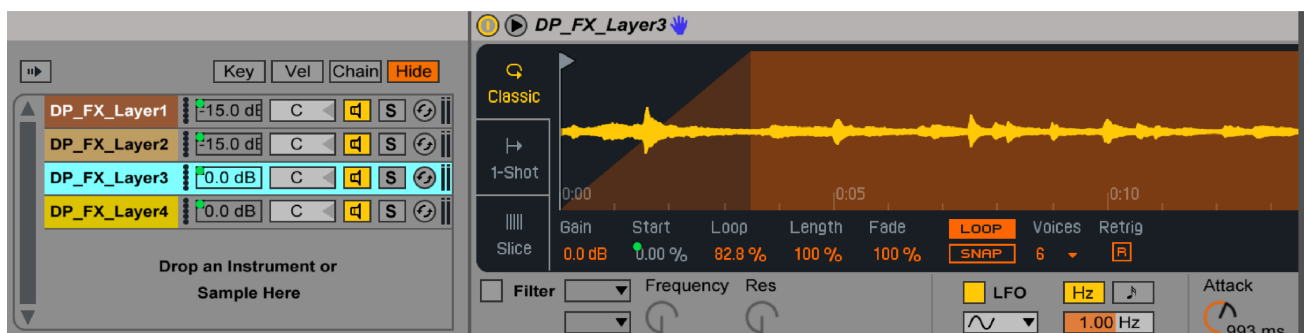
Controls the Attack time for layer 2.

Layer 3 Position:

Controls the start position of the sample in layer 3.

Layer 4 Position:

Controls the start position of the sample in layer 4.



Atmos Layers

The Atmos Layer module is a simpler with a complex sound texture created by hitting the frame structure of the pianos' soundboard. The result is all the strings of the piano structure vibrating at the same time, this creates an un-tuned soundscape perfect for neutral atmospheres and layered sound design.

Attack:

Controls the simpler's Attack time.

Decay:

Controls the simpler's Decay time.

Sustain:

Controls the simpler's Sustain time.

Release:

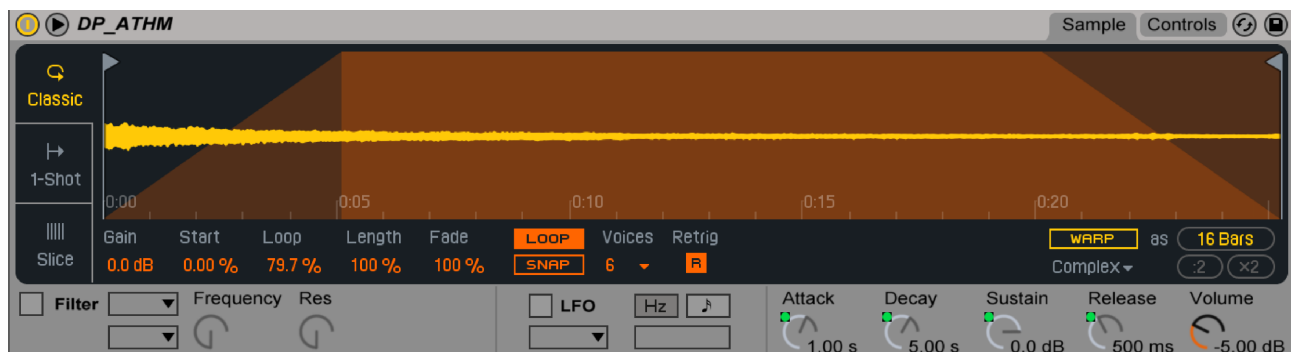
Controls the simpler's Release time.

Reverb:

Controls the Dry/Wet amount of the reverb effect in the Atmos module.

Delay:

Controls the Dry/Wet amount of the delay effect the Atmos module.



Thanks to Juan, Jumpel, Max and René.


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