



MARBLE

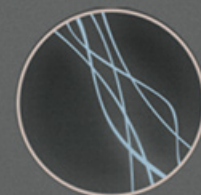
manual

What is Marble?

MARBLE is a creative music tool - it is an extremely versatile instrument, modern and inspiring. By coming up with two parallel sound slots equipped with an "open" sequencer, real-time sound shaping and loads of acoustic and synthetic sound sources MARBLE tries to find new approaches to music production.

MARBLE covers a wide range of musical components and offers an enormous number of possibilities and options. The included 900 presets are surely demonstrating that. You have single sounds, tonal textures, rhythmical figures, drum beats, ambient patterns, moving spheres, percussion loops etc. There are endless ways you can use MARBLE.

Ok, ...



... but what is it really about ?

MARBLE is technically a two track 16 step sequencer with the ability to edit every single step of the sequencer in terms of volume, pan, filter, tune, drive, reverse etc., to sum it up, you have eleven parameters to chose! In order to feed these two tracks MARBLE provides 63 different sound sources, some of them are providing up to six times round robin with several dynamic layers (see list below).

Marble is fully chromatic. It is not just a one key trigger machine. You can play the sounds in every key or as chords, but it is also possible to „lock“ the tuning, which lets you easier play drum beats or rhythmical patterns.

But if that was not enough, MARBLE gives you the opportunity to shape the entire sound in real-time. You have 13 effects at your fingertips which can be manually adjusted in 127 steps. To recall these effect settings just use the Marble - or the Modwheel – which runs through all 127 steps. You can now shape your sound in real-time at your own requirements.



THE MAIN FEATURES

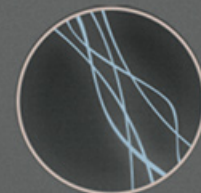
1. THE CORE - THE 'OPEN' SEQUENCER

The base of MARBLE are two parallel sound slots or tracks, each equipped with an 'open' 16 step sequencer. 'Open' means that you can determine and define every possible sound parameter for every single of the 16 steps. In detail it is possible to separately change the values for 12 (!) functions for every step of both sequencers. You can change the velocity, the note length, pan, tuning, the playing-direction, the shape, filter, LFO stutter, reverb, delay and the time shifting in both directions.

MARBLE is fully chromatically playable. It is not just a one key trigger machine. You can play the sounds in every key or as chords, but it also possible to „lock“ the tuning, which lets you easier play drum beats or rhythmical patterns.

2. CONTENT AND SOURCES

In order to feed the 2 sound slots MARBLE provides a lot of exciting and organic sound sources. Beside some highlights of our current Cinematique Instruments library we have specially recorded plenty of new sounds and instruments such as a complex Gretsch jazz drum kit, a bass, a marimba, the pizzicato notes of a cello trio, a flute - *thanks to powerflute.ch*, several modern and classical synths, a gran cassa, miscellaneous tiny skin percussions, shaker and a lot of fx and glitch sounds and much more. (below you find the entire list). Most of the sounds are existing in several round robin variations - up to 6 - and several dynamic layers - up to 8. Each sound covers a key range of minimum four octaves from C1 to C5. There are over 2,500 single sample sounds.



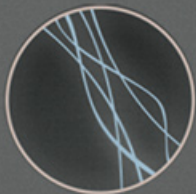
3. A NEW PATH - REAL-TIME SOUND SHAPING

MARBLE provides a new and absolute unique feature: Real-time Sound Shaping.

After having created a sound in the sequencer area with all the extensive possibilities - see under 1 -, the entire sound of MARBLE finally passes a complex effect matrix. This effect matrix includes various effect such as low- and highpassfilter, distortion, compression, frequency rate, random generator and much more. By means of slightest changes of these effects MARBLE achieves amazing results and gives an exciting vitality and complexity to all the sounds or patterns. And guess what? This works in real-time.

How does the dynamic sound shaping work?

Firstly you have to set the values of the relative effect parameter and assign it to at least one of 127 possible steps - you can certainly assign a certain value to all 127 steps. The assignment is easy as pie and will be managed by using „tables“ which makes it very easy to realize dynamic curves such as a filter curve. Now you easily recall these previously assigned effect settings just by moving the marble ring (or mod wheel) in any speed or any direction. By doing so you are able to change the entire sound of MARBLE at your own requirements in real-time. It feels like a live interaction with the effect matrix. No matter if it is a normal filter curve, spontaneous glitch or distortion spots, the morphing from one into another sound or a complex movement of several effect parameter at the same time, you now have all possibilities of a complex dynamic sound design. Just set and assign the effects and move the marble ring. You can imagine how easy it is to achieve a high level of modern sound shaping, quickly and in real-time



4. FREEZE IT.

Imagine you like to play the guitar or piano while MARBLE is running, just enable „Freeze“ and MARBLE will play without holding a key in an endless mode. This is an excellent feature for those who are going to use MARBLE in a live situation or as the starting point for a new music composition in order to add further instruments.

5. PRESETS.

MARBLE comes along with about 900 presets which are spread over several categories. These presets are perfectly showing the enormous versatility of MARBLE. There are ...

Ambiances (75)

Slow Harmonics (99)

Uptempo Tones (120)

Synthetic Sequences (113)

Bass Lines (24)

Percussive (157)

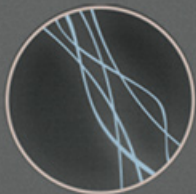
Drum Beats (161)

Rhythmic Essentials (87)

Weirdness (24)

Single Player (23)

Drum Kits (15)



Which instruments are included ?

TONAL/ HARMONIC SOUNDS:

Organic sounds: E-Bass single notes - Telecaster single notes - E Guitar Harmonics - Cello Trio Pizzicato - Flute Staccato - Marimba (recorded in a concert hall) - Vibraphone/ Metallophone - Kalimba - Alto Glockenspiel - Glas Bowl - E-Piano (coming from K101)

Synth: Pure Sinus - Pure Saw - 80s Typical - Classical - Korg MS20 Elektro Bass - Modern Bass - Analog Vibraphone - Analog Flute Synth - Insomnia - Magnolia

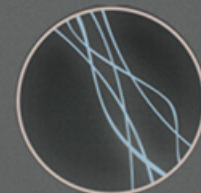
PERCUSSION SOUNDS:

Drum Kits: Gretsch Jazz Drum - BeachTowel Drum - Electro Drums - Domestic - Bungalow - 80s DrumBox - Glitched - Korg MS20

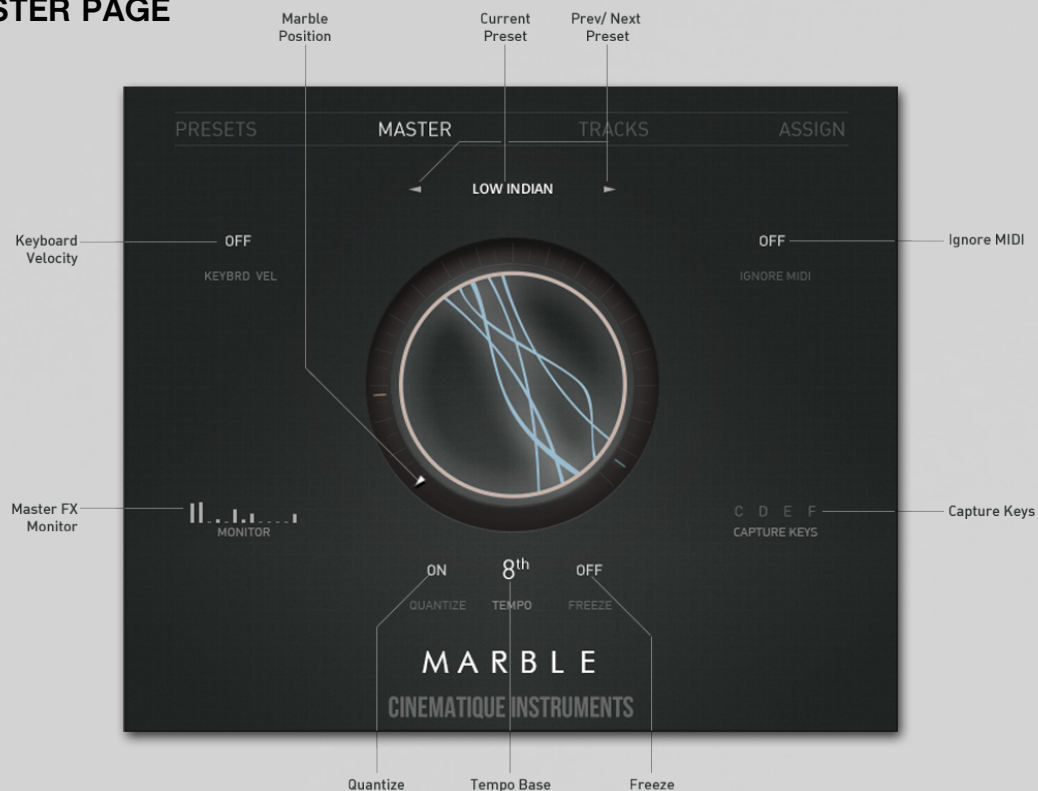
Unsorted: Set of Glitch Sounds - Processed Bass Drum - Set of Bass Drums - Bongos - Grancassa - Set of Handclaps - Tiny Skin Handdrum - Tom Toms - Shaker - Dead Guitar Strokes - Muted Metal Plates - Metal Salad Bowl - Sea Container - Spokes - FX Set

PAD SOUNDS:

Ambient - Sinus 60Hz Granular - Calm, Noise Frame - Stretched Metal - NoiseSwimmer - Bowled Texture - 50s Orchester Stretch - Feedbacks - Noise & Digital Dust - Guitar Cloud - Crackle & Bell - Dr Mabuse



MASTER PAGE



Keyboard Velocity

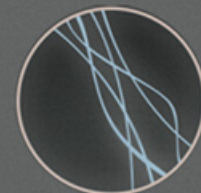
Master FX Monitor

Marble Position

by enabling the pressed velocity on your keyboard will affect the sequencer velocity – proportionally.

shows the value of each of the 13 master fx
this tiny arrow shows the Marble position which corresponds to the position in the master fx tables

shows the current played presets
by clicking you can select the next or previous preset



Ignore MIDI

by enabling the entire instruments will ignore all(!) MIDI data.

! NOTE: important feature while playing Marble in the 'Freeze' mode!

Capture Keyst

By clicking on one of these 4 keys (C, D, E, F) you capture the current Marble position. You can easily recall these positions by pressing on one of corresponding keyboard keys C0-F0.

! NOTE: By using these key switches you can easily produce rhythmic Marble position changes !

Tempo Base

this submenu lets you select the master tempo base in relation to the host tempo (or the Kontakt tempo in standalone status). Marble provides. 4th, 8th, 8th triolic, 8th swing, 16th, 16th triolic, 16th swing and 32th.

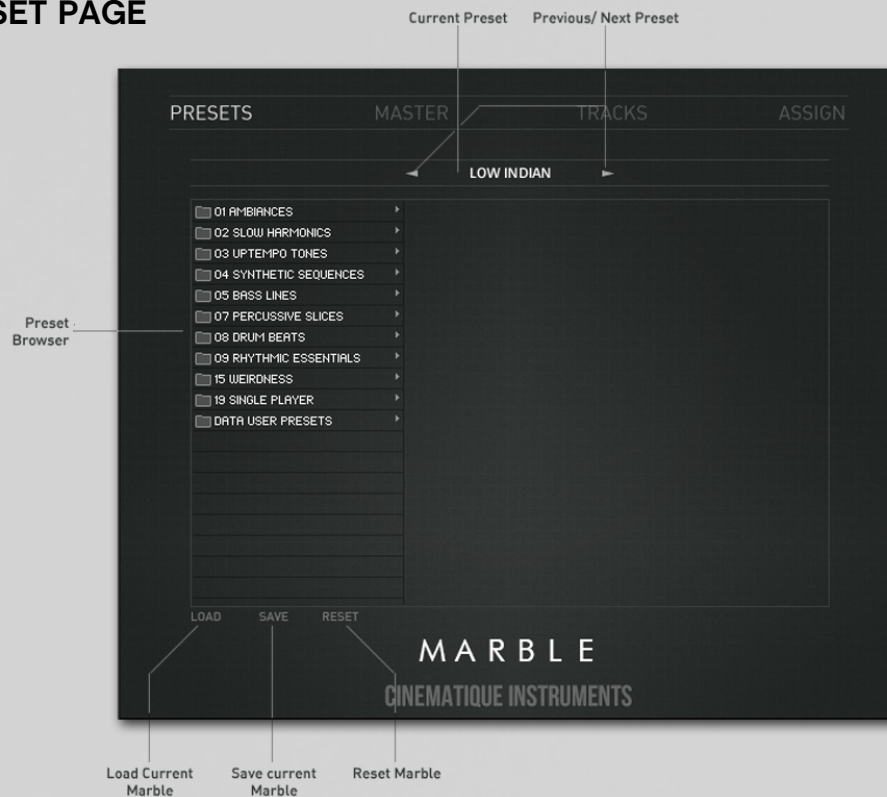
! All other tempo modes can be realized by the time shift mode on Track page !

Freeze

by enabling Marble runs endless - see Main Features 4.)



PRESET PAGE



Preset Browser

Current Preset

Prev/ Next Preset

Load

Save

Reset

Usual browser to navigate to all presets

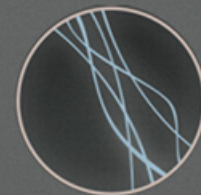
shows the current played preset

by clicking on the arrows you can select the next or previous preset

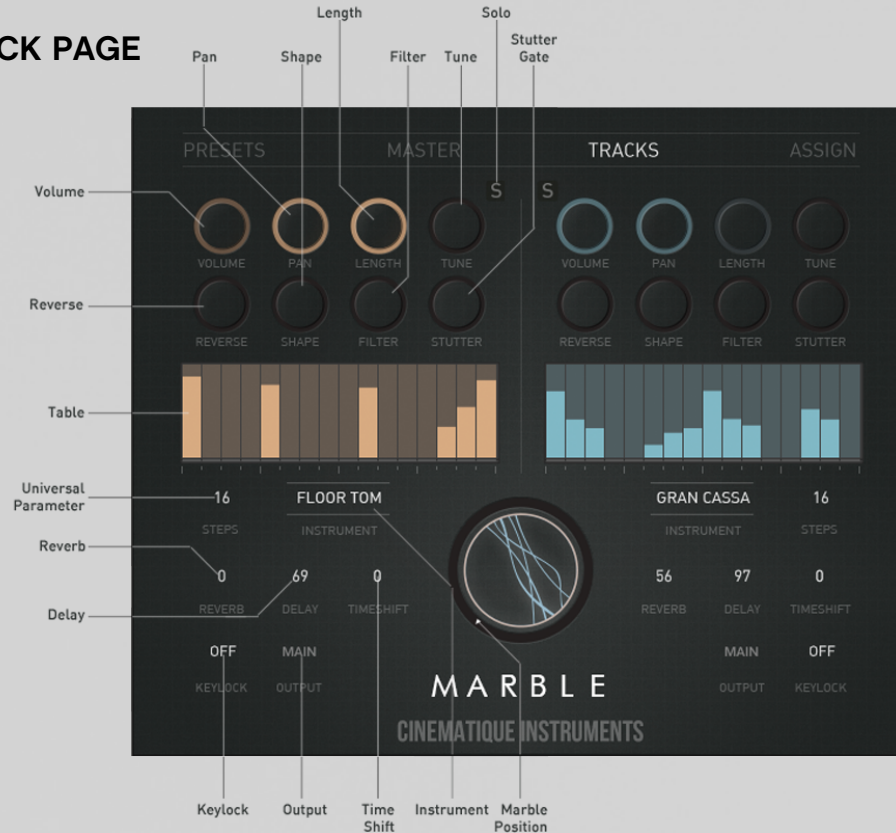
loads a preset from the your HD

saves the current MARBLE to your DATA-folder of your HD

resets the entire MARBLE

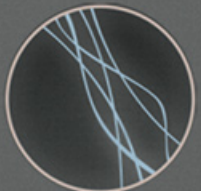


TRACK PAGE



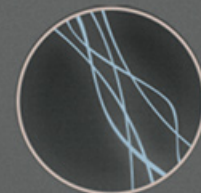
How to work with the elements in MARBLE - Track page:

By clicking on the name, the value or the circle, a second table appears and you can draw the individual values for each step. By just moving the mouse over the value of the element you change the value for all(!) step at once. Undo the last action by clicking into the circle while holding ALT key.



NOTE: If the 'Random' function in the ASSIGN-page is enabled, the values of the corresponding track elements can differ from what you have drawn into the specific table.

Volume	sets the volume of the entire track
Reverse	sets the reverse status of the steps. Keep in mind that there are just 2 conditions: On or Off
Table	this table shows the velocity data of each step. No bar means that the sequencer doesn't play a note. When selecting on of the track elements a second table appears below this one.
Universal Parameter	sets the value for several elements. If ... nothing is selected it shows the number of bars of the main sequence. 'Shape' is selected it shows the number of bars of the shape table. 'Filter' is selected it shows the number of bars of the filter table. 'Stutter' is selected it shows the tempo of the gate 'Delay' is selected it shows the tempo of the delay
Reverb	sets the amount of reverb of the steps.
Delay	sets the amount of delay of the steps. For changing the delay tempo, please use the 'Universal Parameter' button
Pan	sets the pan value of the steps.
Shape	sets the shape value of the steps. Shape is a mixture of Overdrive and Bit Resolution. In order to get more variety MARBLE provides an independent sequence length for the shape element. You can expand this table up to 64 steps. Please use the 'Universal Parameter' button to change the number of bars.
Length	sets the length value of the steps. It is a mixture of decay and release.
Filter	sets the filter value of the steps. Filter is a 2pole lowpass filter with a light resonance. In order to get a higher complexity MARBLE provides an independent sequence length for the shape element. You can expand this table up to 64 steps. Please use the 'Universal Parameter' button to change the number of bars
Tune	sets the tuning of the steps from -12 to 12 semitones corresponding to notes you are playing.



NOTE:

For avoiding unintentional tunings in percussion tracks such as drum beats while playing harmonies with the second track, you can lock the track by enabling KEYLOCK. By doing this the entire sequence is rooted to C3 and just plays only one single note – no matter what you are doing on the keyboard.

Solo

by enabling you play this track in solo mode.

Stutter/Gate

sets the stutter value of the steps. Stutter is similar to a gate in order to cut long notes/ pads in a rhythmical way. For changing the stutter tempo, please use the 'Universal Parameter' button

Keylock

this function disables any tuning functions of the entire track.

By doing so the sequence is rooted to C3 and just plays only one single note – no matter what you are doing on the keyboard. This is perfect for playing percussion patterns.

! NOTE: If you are using a 'DRUMS' instrument such as 'GRETSCHE DRUMS' you can use the Keylock function to create drum beats. All 'DRUMS' sounds are mapped in a way that the bassdrum is on C1 the hi-hat is on C2 and the snare on C3. This enables you to play a standardised drum beat!

Output

sets the output slot for the track. See Kontakt manual for more infos.

Time Shift

this function lets you shift the time position of each step. Perfect to produce human feelings such as playing busy or laid back.

Instrument

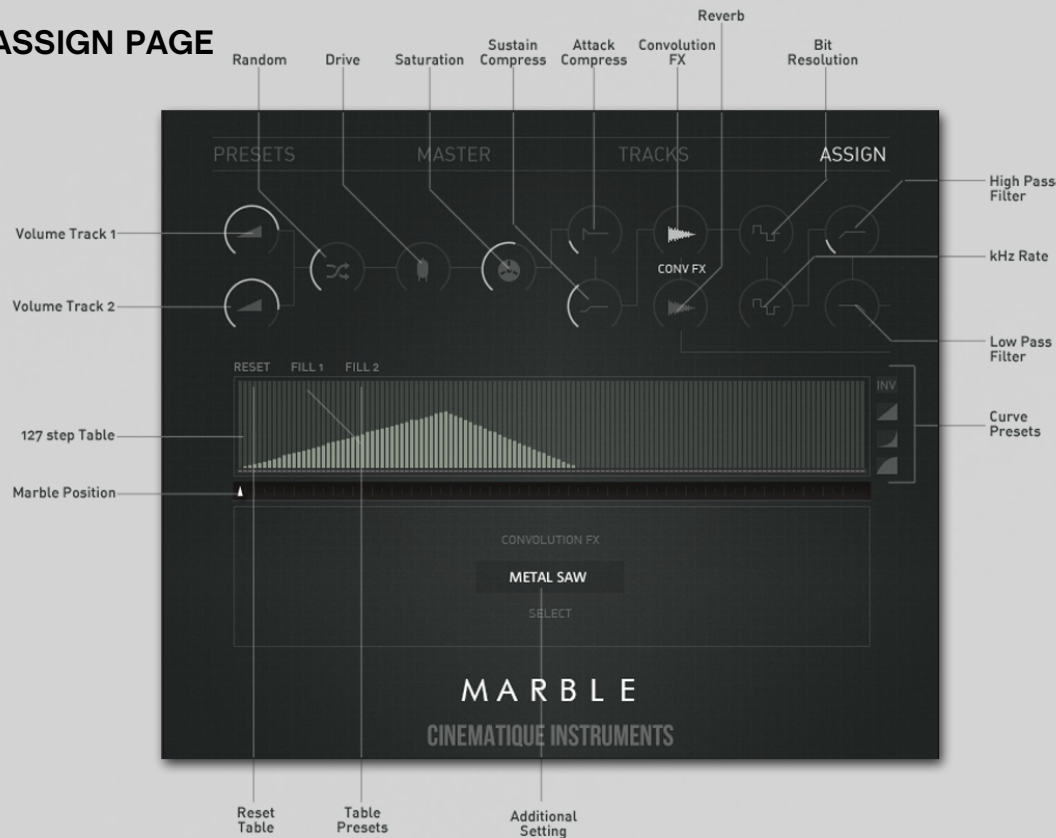
by clicking on the name MARBLE changes into the instruments selection menu where you can choose a new instrument for the corresponding track.

Marble Position

this tiny arrow shows the Marble position which corresponds to the position in the master fx tables



ASSIGN PAGE



How to work with the master fx assignement in MARBLE - Assign page:

By clicking on one of the circle elements, the corresponding table will appear. You can now manually draw your values into the table. By moving the Marble Position arrow (or the Modwheel) you can run through all 127 steps and can shape the entire sound of Marble in real-time while using all 13 different paramteres at your own requirements.

The visual arrangement of all elements corresponds to the original effect chain in the insert master bus of Kontakt.



Volume 1

sets the values for the volume of track 1

Volume 2

sets the values for the volume of track 2

127 step Table

draw manually the values into the table by using the mouse

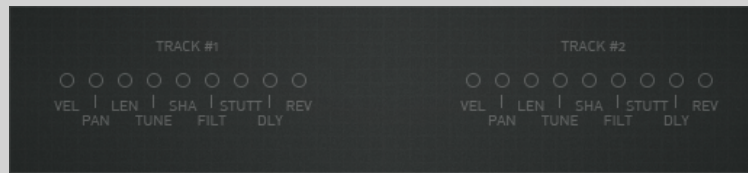
Marble Position

this tiny arrow shows the Marble position which corresponds to the position in the master fx tables

Random

sets the amount of randomizing the track parameter. An additional menu lets you select which of the track parameter of both tracks should be randomized or kept. The amount of randomizing lets the corresponding parameter vary from a small bit to 100% chaos.

! NOTE. By using the Random effect for drum beats you achieve enourmous variations!

**Drive**

sets the values for the drive (distortion) of the entire output

Saturation

sets the values for the tape saturation of the entire output. An additional gain slider lets you control the input gain of the effect.

Attack Compress

sets the values for the attack of a transient master effect.

Sustain Compress

sets the values for the sustain of a transient master effect.

Convolution FX

sets the values for the volume of a convolution fx sound which will be added. An additional drop down menu lets you select the type of sound you want to add.

Reverb

sets the values for the return of reverb. An additional drop down menu lets you select the type of reverb.

Bit Resolution

sets the values for the bit resolution of the entire output

Highpass Filter

sets the values for the freqnecy of a higpass filter. An additional slider lets you control the filter resonance of the 2pole filter.



kHz Rate	sets the values for the kHz rate of the entire output
Lowpass Filter	sets the values for the frequency of a lowpass filter. An additional slider lets you control the filter resonance of the 2pole filter.
Curve Presets	by clicking on one of the icons you can shape the table automatically. You can select between Invert, linear, degressive or progressive.
kHz Rate	Sets the values for the kHz rate of the entire output
Lowpass Filter	Sets the values for the frequency of a lowpass filter. An additional slider lets you control the filter resonance of the 2pole filter.
Curve Presets	by clicking on one of the icons you can shape the table automatically. You can select between Invert, linear, degressive or progressive.
Table Reset	reset all tables at once.
Table Presets	you can select between one of two predefined master fx settings – all tables will be set at once.



FAQ

1. How much processor power MARBLE uses?

Marble is not an instrument which needs much performance. But surely it depends on your kind of processor. You should easily open up to 7-8 instances of Marble at the same time. If the processor is going to overload, just purge the samples of all your instances. Then you can easily carry on.

2. Quantize Mode, what does it do?

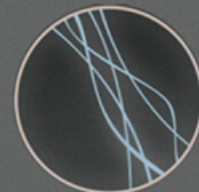
The quantize mode controls how Marble works with your pressed keys. By enabling the quantize mode (ON), Marble waits about 50ms to check which and how many keys are pressed and plays all these keys at the same time. So you don't have to worry about your timing. Please note that this mode surely causes starting delays in your DAW. To avoid that delay please switch the quantize mode to „OFF“, now Marble just have a delay of approx. 10ms. This mode is also recommended while manually playing Marble with Single Sounds.

3. KEYBOARD VEL switch.

By enabling the keyboard velocity function controls the velocity of both tracks. The range of your velocity depends on the first bar which is higher than zero of each track.

4. Why IGNORE MIDI?

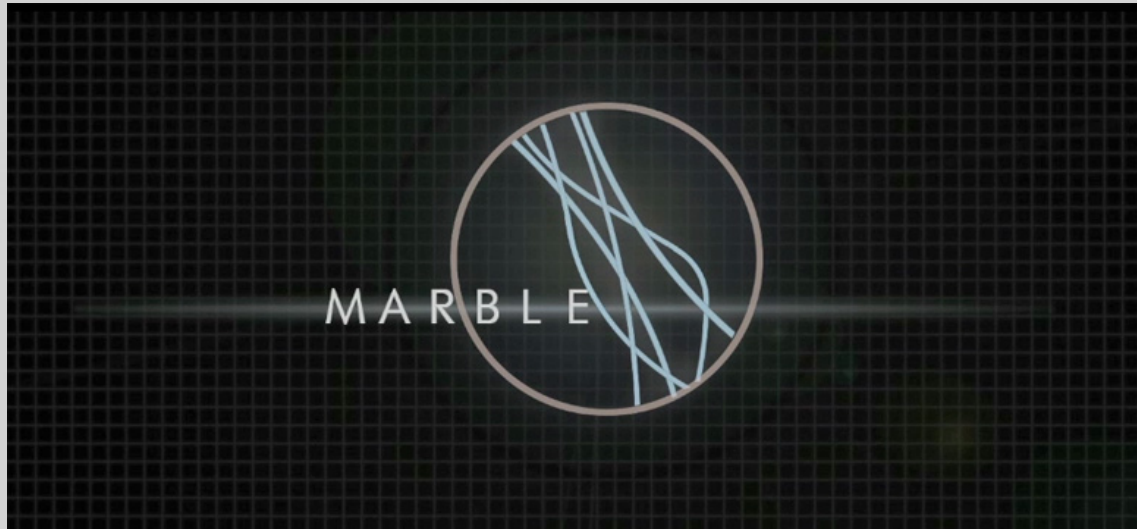
When Marble plays in the FREEZE mode in order – for example - to play along to it, you want to avoid unintentional changing of any of Marbles parameter. To protect Marble from these unintentional control just turn Ignore MIDI to „ON“ and everything is save.



Marble was recorded, assembled and programmed in 2015 - 2016 in Cologne.

A big thank to Hinnerk, René, Jumpel at Cinematique Instruments.

Furtherly we like to thank Adi, Nico, Rob, Jan, Sascha and Frank.



We wish you great ideas, much inspirations and
a lot fun tweaking Marble!

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