



iris2

* Bass - Dark and Deep

Random New Save Update Undo Redo

Voice Mode

Mono Legato Poly

Voices: 10 [1]

PANIC

MIDI Assign

Glide 79.8 ms

Intensity 39.0 %

Output -3.3 dB

1 S M 2 S M 3 S M 4 S M All Mix

Loop Start 273006 Loop End 441754 Offset 0 Crossfade 176 Delay 0

MODULATION

KEYBOARD

LFO

1 2 3 4 5

Attack 3166 ms Decay 3833 ms Sustain 68% Release 5349 ms

ENV

1 2 3 4 5

Invert

CONTROLLER

Key Tracking Velocity Aftertouch Mod Wheel

MACRO

1 2 3 4 5 6 7 8

Pitch +5 -10 Mod

D#6

Map

SAMPLE 1

when spiders attack.wav

Playback Backwards Loop

Pitch Mode Resample Retrigger

Root Note D#6

Coarse 16 st Fine -19.0 ct

Pan C Gain -2.6

SEND EFFECTS

Distortion Inf Chorus 0.3

Delay Inf Reverb Inf

MASTER

Velocity 72.00 %

Pan C Gain 0.0 E5

MASTER FILTER

Tokyo LP Track 47.99 %

Cutoff 321.93 Hz Res 0.69

MASTER EFFECTS

Send Master

Distortion 41.0 Chorus 100.0

Delay 0.0 Reverb 56.0

Grain Scanner



Grains

Mikr.aif

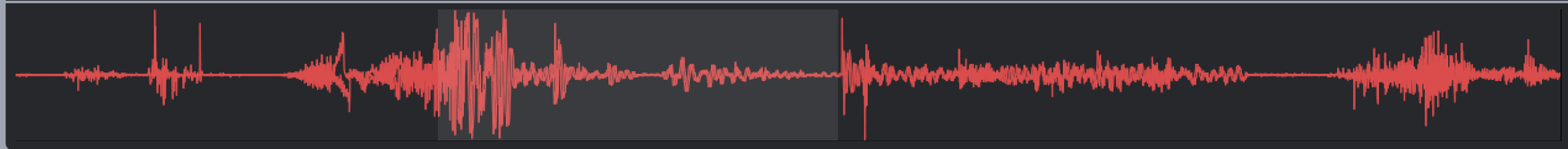
Start 30.7 % Length 7.39 %

Zoom Sel

Sel All



Env



Effects

Matrix

Mod

Duration
352 ms

Layers
8.85

Pitch
0.00 st

Position
14.4 %

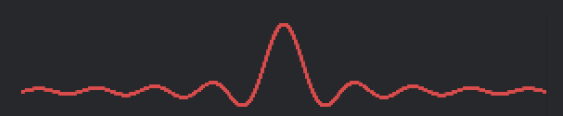
Scan
25.2 %

Dir
>>
><
>|

Reverse 52.0 %
Chance 100 %
Pan Var 24.4 %
Amp Var 0.0 dB

Gain
-4.9 dB
Poly

Grain Window sinc

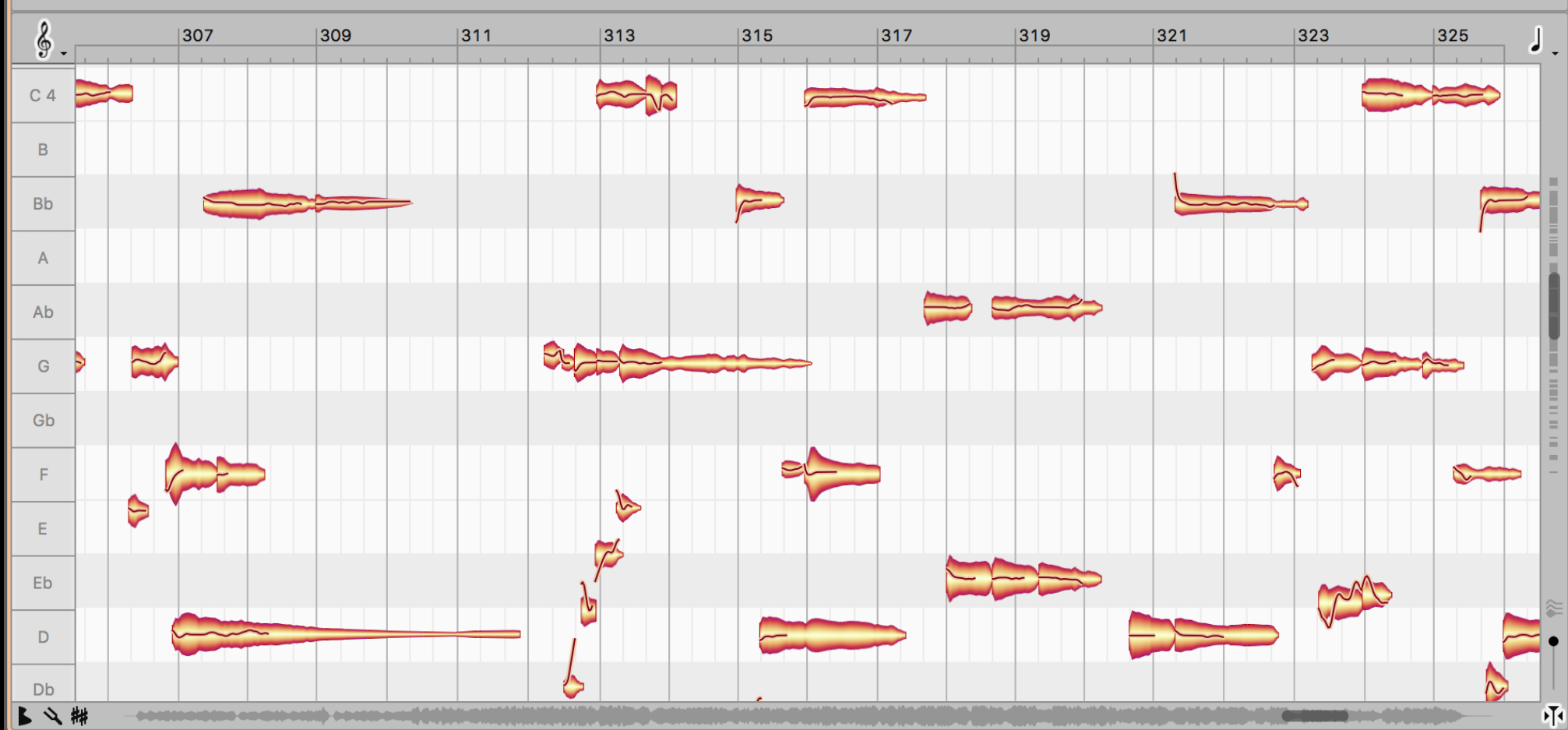


Zero Crs 9

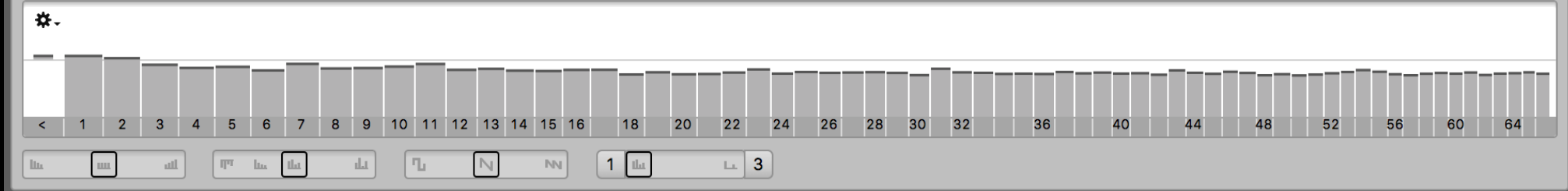


1.1.1 3/4 ~ 198.16

Tools and zoom controls



Lo Harmonics Hi EQ Synth Bypass



GREAT SONGWRITING TECHNIQUES

JACK PERRICONE



Harmony

The diagram illustrates a sorting process on a 10x10 grid. The left side shows a sequence of numbers 1 through 5 being placed in ascending order from left to right. The right side shows a sequence of numbers 1 through 8 being placed in ascending order from left to right. Each number is represented by a colored box with its value inside, and a small triangle below it.

Step	Grid 1 (Left)	Grid 2 (Right)
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6		6
7		7
8		8



8

—

10

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