# Clouds 1.20

Using Samples or Midi as a basis

Select a Time Selection, then push the Clouds Toolbar Icon to open Clouds where you make a time selection.
One time opening Clouds should be enough. Remember a Clouds Item is like a Midi Item; double-clicking on it will open the Midi Editor.

Create Cloud Item. Then you are able to select sample(s) from the Arrangement. Then push the button Generate, using the default settings.

Gg
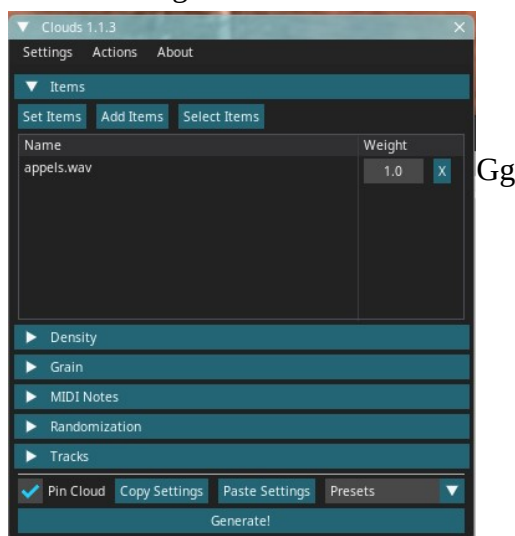
For sure, a lot of copies of the sample 'appels.wav' are created (in accordance with these default settings), perhaps even too much to your liking, and even to Reapers' liking as it has to buffer before being able to play!
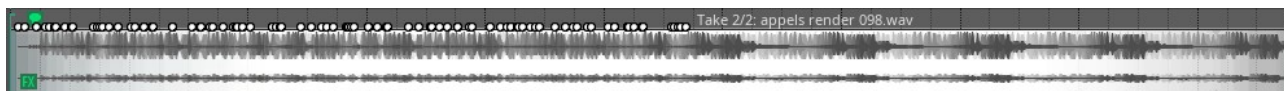

At that point, there is only one thing left to do and that is to Render. The original take with all the generated Items will be muted but not deleted.

Each time you push Generate, any existing generated samples (or midi or video) within the time selection will be replaced. Using Alt+Generate will leave the existing generated samples alone and adds a new series of generated samples to the time selection according to the present settings.
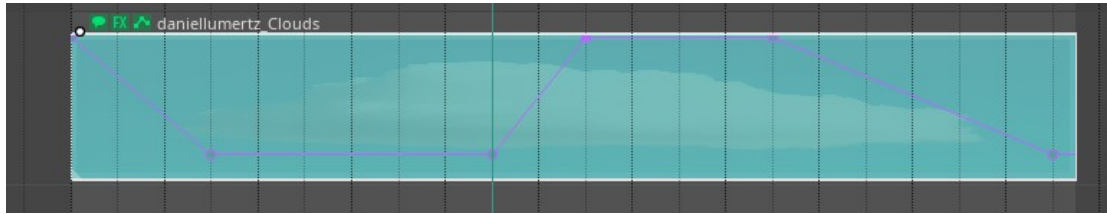
It is recommended to adjust the samples' size to the right size and do Add Items. Or a Midi Item of course.

There is an option to draw envelopes, for example for Items/Second:
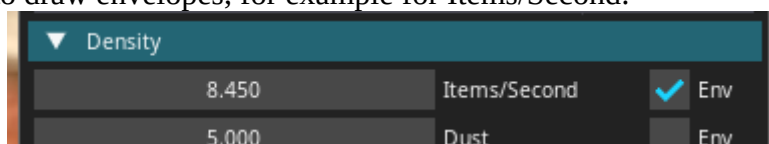
Here, the max is set to 8.450 Items/Second. And the envelope allows decreasing this number from zero to the max = 8.450.
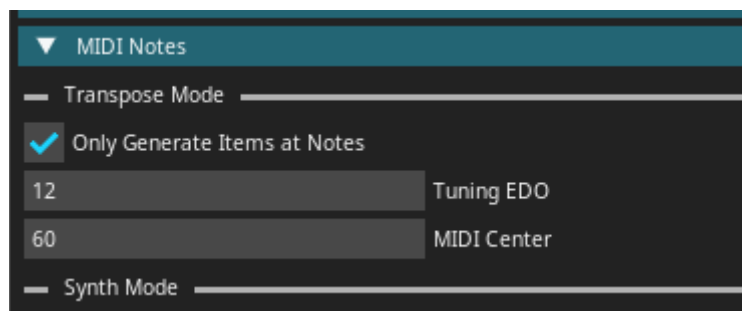
0 will mean: no Items are generated.

Envelopes are optional for most of the Settings of Clouds.
Pan has the range -1 to 1 for Left and Right.

The section MIDI Notes allows the option to Generate only to the lengths' note, but it also corresponds to the pitch; C4 is neutral, C5 is one octave higher, C3 one octave lower etc..


Also, an option for micro-tonality is present.

Sometimes it is hard to see the envelopes, especially when the Cloud Item is selected. De-selecting helps a bit….
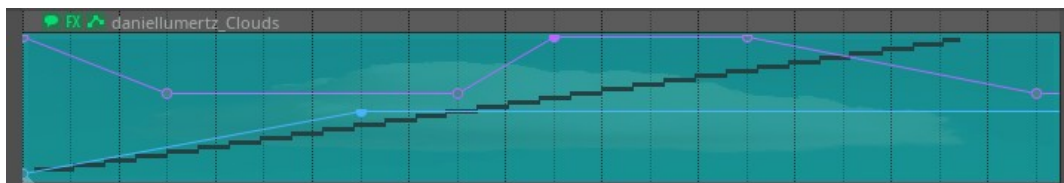

Regarding the Randomization section: you can set a seed by right-clicking the Generate button and enter a seed value. Or copy a previous seed from the History.

This will make sure you keep the exact sequence of events every time you use the same seed.
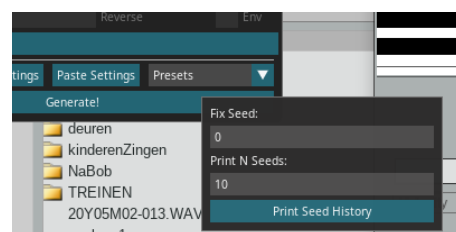
And, when drawing MIDI notes in the Cloud Item, it will follow the pitch and length of these notes in the Cloud Item. Just like it does when using samples and MIDI.
When working with Midi Items, this allows for complicated MIDI sequences.
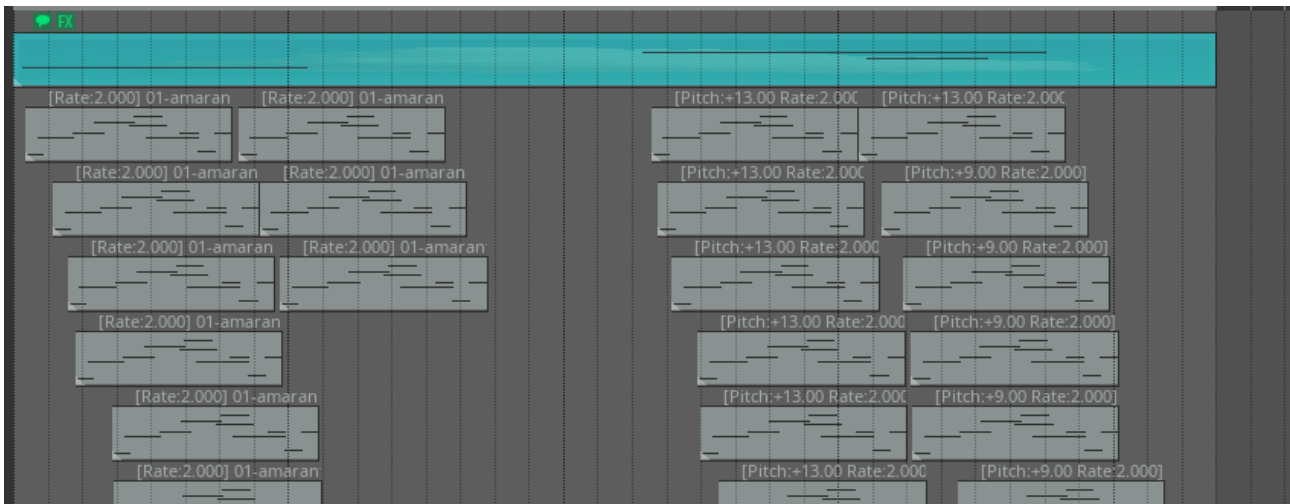
How to create Midi Items on a Midi note

- Create Cloud Item
- Select whatever Midi Items with notes
- Add Item(s) to Clouds
- Double-click on Blue Clouds Item to find out that in fact it is a Midi Item
- In Clouds choose in the section MIDI Notes: Only Generate Items At Notes

Clouds is a Cmask-like approach as a Score Generator, but based on selected samples or MIDI or even video Items. So it works for Midi, samples and video. These Items can be combined, although it would not make much sense to have a sample played through a VST as there will be no sounding output.

Midi Pitch Bend is not applied, and creating streams of snakes (slightly changing pitches in a row) is only possible when setting the Tuning EDO to a fairly high value, like 48 notes per octave.