

# Soundset *Tremendous Beatz* for Tremor

© 2012 Simon Stockhausen



## **Licence agreement and terms of usage**

This license agreement is between you (the licensee) and me (Simon Stockhausen).

1.) The licensee must not distribute the presets and sounds from *Tremendous Beatz*, resample them, copy or otherwise replicate the presets and sounds of this Sound Bank in any commercial, free or otherwise product. That includes sample and audio libraries and patches for samplers and sample based synthesizers. You can of course create such derivatives for your own musical work as long as these derivatives are only distributed in the context of musical work or sound design.

2.) The license to the soundset *Tremendous Beatz* may not be given away or sold.

## **Installation**

After unzipping the zip you downloaded you will find 3 folders containing several subfolders. Place them into the various user folders (default location) like this:

The 3 subfolders in the "TB Presets" folder go here:

### **Mac:**

User (you)/Documents/FXpansion/Tremor/Presets/Presets/

### **Windows:**

C:\Documents and Settings\<user>\My Documents\ FXpansion\Tremor\Presets\Presets\

The 4 subfolders in the "TB Kits" folder go here:

### **Mac:**

User/Documents/FXpansion/Tremor/Presets/Kits

### **Windows:**

...\My Documents\FXpansion\Tremor\Presets\Kits

The 8 Subfolders in the "TB Drums" folder go here:

### **Mac:**

User/Documents/FXpansion/Tremor/Presets/Drums

### **Windows:**

...\My Documents\FXpansion\Tremor\Presets\Drums

The 2 subfolders in the “TB Effect Chains” folder go here:

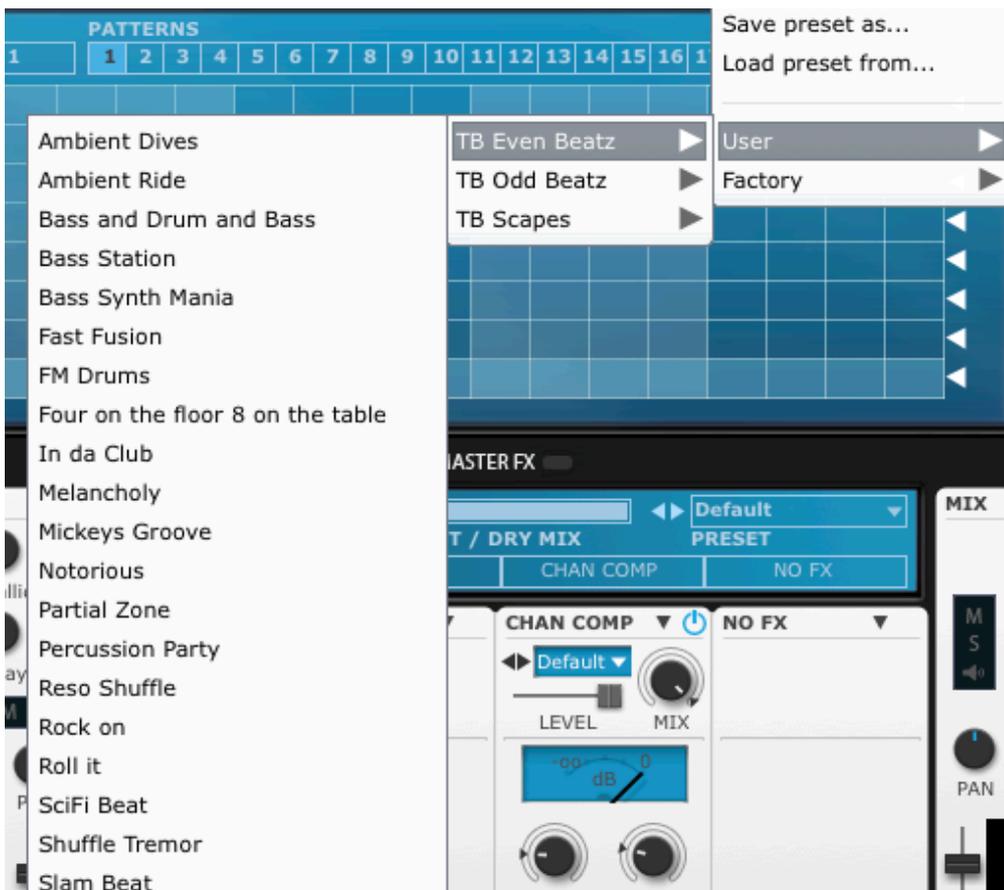
**Mac:**

User/Documents/FXpansion/Tremor/Effect Chains/

**Windows:**

...\My Documents\FXpansion\Tremor\Effect Chains\

If you haven't done so already please set the path to the User Library in Tremor's Preference menu so it can locate the files you just installed. When opening Tremor after the install the Preset Browser should look like this:



**Description and Content**

**Tremendous Beatz** contains 50 presets with at least 8 patterns and pattern variations per preset. All instruments created in the synth engines are available individually in instrument folders so that the user can import them into other presets and projects.

Tremor's most versatile modulation capabilities like Graphs, Envelopes, LFOs and Macros are used in all presets creating vivid and interesting rhythms, deep grooves, futuristic music and otherworldly textures usable for a wide variety of musical styles.

Besides 27 presets with even metered grooves there are 16 presets with odd grooves which have odd time signatures like 5/8 - 6/8 - 7/8 - 9/8 - 12/8 - 13/8 - 3/4 - 5/4 - 6/4, as rhythms and grooves in 4/4 only represent one aspect of today's music production. Triplet based 4/4 Beats are to be found in the *TB Odd Beatz*-folder. In the *TB Scapes*-folder you

will find some very intriguing soundscapes evolving over time with lots of randomization going on, something one would not associate with a “Drum Machine“. Please read the patchlist below for more infos about the presets.

### **Content overview:**

•50 presets in 3 subfolders:

- TB Even Beatz (27)
- TB Odd Beatz (16)
- TB Scapes (7)

•50 Kits in 4 subfolders:

- TB Mixed Kits (40)
- TB Percussion Kits (3)
- TB Scape Kits (6)
- TB Synth Kits (1)

•8 Instrument Folders containing 240 instruments including some variations:

- TB Cymbals (7)
- TB FX (32)
- TB Hihat (30)
- TB Kix (46)
- TB Percussion (30)
- TB Snare (28)
- TB Synth (36)
- TB Tom (31)

Please note that due to Tremor’s weird naming system some instruments will not load with the name I assigned to them but will default to the name of the original instrument slot in which I created the sound. So a Shaker might load named as *Tom* in the Kit Mixer. My tremorized brain was not able to rename all 240 instruments correctly so they would load with their correct names. This might happen in a future update.

### **Tempi**

Every Groove has a tempo where it will begin to really groove, so you might want to have a look at the original BPMs listed in the patchlist below. You could launch Tremor in standalone mode first to check the presets at their original tempi, inside your DAW it will of course always adapt to the host tempo overwriting the BPM saved with the preset.

### **Kits**

When loading one of the 50 Kits the Master Outs will default to 0 dB and not to the settings saved within the presets, so some Kits will be a bit too hot levelwise.

## **Effects**

FX was used on the instrument channels only, as I assume most users will use Tremor in Multi Out-mode for mixing. No preset has Master FX applied. There are two folders with FX Chains which I found worth saving.

## **Macros**

Within the Kits the instrument have up to 4 Macros assigned, the instruments I saved into the individual folders don't always have functionable Macros assigned.

Note that when you load an instrument which has a bipolar Macro assigned (which I often use for pitch) the pitch knob can be turned hard left resulting in a very low pitch. Tune it to your needs with that Macro.

## **Graphs**

I made extensive use of the Graph modulation. If you don't understand why a sound, a pitch or an effect is changing over time, please check the Graphs pages and the Graph assignments in the instrument slots.

## **Patchlist**

<b>TB Even Beatz</b>	<b>Time / Remarks</b>	<b>Original BPM</b>
Ambient Dives	Ambient Downbeat / March sort of...	90
Ambien Ride	Ambient Space Groove	91
Bass and Drum and Bass	Crunk D&B (could be interpreted as a parody...)	130
Bass Station	Only Synth Bass sounds, different combos and patterns, all tuneable with Macros	110
Bass Synth Mania	The main Bass sequence is polyrhythmic, everything else is straight - it all aligns in patterns 8/9	108
Fast Fusion	Electronic Fusion Jazz Drums, Percussion and Jazzbass - slightly shuffled	124
FM Drums	the FM drums have velocity assigned to pitch	106
Four on the floor 8 on the table	Technoid stomp beat	160
In da Club	Dance Beat with tonal synths	130
Melancholy	Downtempo Ambient Beat - tonal synths	80
Mickey's Groove	Funny yet groovy, Mickey's Delay Time is controlled by Graph 4 if you're wondering where the hanging high notes are coming from...	95

<b>TB Even Beatz</b>	<b>Time / Remarks</b>	<b>Original BPM</b>
Notorious	A lot of Graph modulation in this preset, one Graph controls several parameters of several drums at once, all 4 Graphs are active	109
Partial Zone	Deep and rolling Bass Sequencer Groove, Graphs perform the pitch worx	100
Percussion Party	Bongos, Toms, Percussion	112
Reso Shuffle	Urban midtempo groove with nice bubbly filter action - Graph 2 for Kix action	95
Rock on	Fast Electronic Rock Groove with 3 Synths	155
Roll it	featuring a fat Subkick and lots of electronic tomlike sounds	110
SciFi Beat	Heavy Downtempo Beat with some ominous SciFi sounds - slightly shuffled - Graph 1 for Kick action and RM Toms	85
Shuffle Tremor	Shuffled electronic Beat, lots of Graph Control for FX and pitch	90
Slam Beat	Driving uptempo Beat with huge metal slams	112
Slap in your Face	The Snare involved really slaps your face, groovy stuff...check the Graphs	110
Stutter Walk	Midtempo urban groove with lots of automated Audio Freezing and glitches	98
Toy Shop	Play with the toys...	105
Train Groove	Programmed on a train ride from Berlin to Cologne, slightly futuristic electronic Beat with train fooleys, lotrs of Graph action	108
Urban Drive	Fast electronic beat for city chases...Audio Freezing involved on Kick and Delay automation on the Snare, Graph action all over	125
Urbanize	Ambulance passes over a deep groove, tonal synth involved	96
Wild Thing	Uptempo Electro with 3 L-C-R Synth Basses and a lot of notes...	130

TB Odd Meters	Time / Remarks	Original BPM
6 to go	6/8	
Cool Six	6/8	
Electro Toms 98	9/8	
Fiver	5/4	
High Five	5/4 - 5/8	
Lebanese 13	13/8 (6+7)	
Nine Maze	9/8 (6+3)	
Plastic Jazz	4/4 - triplet based Electro Jazz Groove with fat subkicks and a strange synth	94
Quantized Fallout Techno	hard to say...sometimes 4/4	
Random Sync Fun	often 4/4 - almost everything is randomized	
RM Gamelan	Triplet based 4/4	
Seven Syncopes	7/8	109
Seven Ways	7/8	105
Tom's Concert	12/8 - 6/4, matter of interpretation	117,5
Triplet Heat	Triplet based 4/4 with turnarounds to 6 (3=4)	124
Triplet Rider	Triplet based 4/4	105

TB Scapes		
Alien Planet	?	120
Big Benz Bells	4/4 (main theme), gets polyrhythmic from pat 4 pitches of Bells 1-5 and Big Ben 1 are controlled by Graphs 1-4	60
Cinematic Scape	? Droner pitch controlled by Graph 2	70
Engine Room	4/4 - CPU heavy patch	100
Filter Speak	Self resonating Filter sounds - 4/4	70
Transmissions	4/4 - shifting delay times play melodies	100
Under Water	4/4 - Ambient Groove Scape	65

Please have some fun with Tremendous Beatz!

Greetings from Simon Stockhausen