

Installation:

Please follow the directions in the “Installation” PDF included with the download.



Sequencer




Ensemble

Thank-you for your purchase of Indiginus’ Brío Latin Rhythm Ensemble!

Brío contains two instruments; the Sequencer and Ensemble.

The sequencer has a drum machine style with 8 tracks, and makes it easy to create complex rhythm patterns.

Ensemble gives you access to all of Brío’s sounds in one key map, without the sequencer.

Let’s start by looking at the Sequencer. Incidentally, you can change the skin by hitting the  button in the upper left corner:



Stop latched Pattern

Patterns Key Switches

To Play the Patterns, just play any key from C4- B5 on your keyboard.

There are 5 active octaves as illustrated by the colored keys; The green keys are key switches that trigger the patterns, B1 (red) is used as an “eraser” when recording patterns, and the two octaves above are used to trigger the percussion sounds. Also, G1 (red) is used to stop the pattern when the Latch button is on.

Selecting the sound to play



Click on the name of the track to select which sounds are active to play or record. Here, the Congas are active, and are also displayed in the Viewer. Kontakt's keyboard will show which keys are active.



The Instrument Display shows an animation of the currently selected instrument track, in this case the Congas. When you play the keys, you will see the articulations displayed here. The articulations will vary depending on which drum is selected, but for the larger drums (with heads) they are:

L = Left hand hit.

R = Right hand hit.

D = Deep, or a palm hit towards the middle of the head.

M = Mute

FL = Flam

2 = A doublet hit. 8th notes or 16th notes depending on how the Resolution selector is set. Tempo synced.

3 = A triplet hit, the speed dependent on how the Resolution selector is set. Tempo synced.

B = Bend. Low conga only.

Hi and Lo Tune controls correspond to the Hi and Low Congas, Bongos, or Timbales. The Djembe has a single Tune control. The tuning settings are saved with each Pattern.

RR = Turns 3x Round Robin effect on or off. Irregular pattern. Round Robin alternates between different sample sets to avoid playing the same sample each time the same key is hit repeatedly.

Overview



- 1 Instrument Select Buttons. Click on the name of any track to select it for playing on the keyboard or for recording. To the right of these are the track on and off buttons (blue).
- 2 Latch Button. When the Latch button is on, the Pattern will continue to play after you release the key. If you select another Pattern with a key switch or by the Pattern Menu, the new Pattern will continue playing from the same point in the measure without interruption. The Latch button is toggled on when the Record button is on.
- 3 Record Button. This is for recording “live”, or while the Pattern is running. To record, select the track by clicking on it’s name, turn on the Record Button, and start the Pattern by playing any one of the Pattern key switch keys (the KS, or Key Switch button will automatically be turned off when either of the red record buttons are on to avoid accidentally changing patterns). The Pattern will begin to run, and you will hear the metronome click, which you can adjust with the Click knob. Then play any of the active instrument keys to record. The tracks are monophonic; only one articulation can be played per track. recording new notes will replace older ones. Turn the Record button off when you are satisfied with your recording.
- 4 Step Record Button. Use step recording for very repetitive patterns like shakers. To step record, click on the Step Record button and start playing any of the active instrument keys. If you want to skip a step, play the B1 key (or any un-assigned key in the instrument’s playing zone), and there will be no sound recorded on that step. Recording will stop when you reach the end of the pattern.
- 5 Key Switch Button. This toggles the Pattern key switches on or off. If it is off, any of the Pattern Key Switch keys (black) will start the currently selected Pattern playing. The KS button is turned off automatically whenever either the Record or Step Rec is on.
- 6 Advance Button. The advances the Pattern through it’s steps. If you wanted to change the articulation on a certain step in a Pattern that you have already recorded, you could hit the Advance button until the Step Running Lights reach that step, then hit the Step Rec button, and then play the desired key.
- 7 Steps. Here you select the number of steps (1-32) in your Pattern.
- 8 The Swing Slider adds a swing feel to the Pattern.

10 Instrument Display. See page 2 for information.

11 Step Indicator Lights

12 Step On/Off Buttons. These are the 256 blue buttons that indicate when a step is active. You can turn a step on or off, but if you turn on an empty step there will be no sound. Notes can only be entered by using the keyboard while “Live” recording or step recording.

13 Velocity Faders. You can adjust the velocity level of each recorded step in the currently selected track. Be sure to save your changes.

14 Pattern Menu, where you can select any of the 24 Patterns. You can also select Patterns by using key switches.

15 Copy To menu. Here you can save your newly created Pattern to any of the 24 Pattern memory locations.

16 Disk Save and Load menus. Here you can save and load patterns to disk. The Save menu allows you to select which Pattern you would like to save. A standard dialog box will allow you to name your pattern and choose a location for saving it. The Load menu lets you reload your Patterns. **You may only load a Pattern back into the same memory location that it was saved from.** In other words, if you save Pattern 15, then it can only be loaded back into Pattern 15. This is a limitation of Kontakt. However, you can move Patterns around by using the Copy To menu.

Playing Patterns

As soon as you load Brio, it's ready to rock!

Just play any of the Pattern Key Switch keys (C4 - B5) to start a Pattern playing, or play the currently selected instrument in its playing zone (C2- B3). The active keys will be displayed in Kontakt's keyboard. To select an instrument to play (or record), click on the name of the track to the left of the grid. To stop a latched Pattern, play the G1 key, or just turn off the Latch button. A latched Pattern will also stop when a host's sequence stops.

If the KS (key switch) button is on, the Patterns will change, depending on which Key Switch you played. You can assign the key switches, as described above.

When the Latch button is on, the Pattern will continue to play after you release the key. If you select another Pattern with a key switch or by the Pattern Menu, the new Pattern will continue playing from the same point in the measure without interruption. The Latch button is toggled on when the Record button is on.

Recording Patterns

Live Recording with the Pattern Running:

1. Select a Pattern to record in. You can record on any Pattern, and there are blank Patterns in presets 22-24.
2. Select a track by clicking on it's name. You will see the instrument pictured in the lower window. You can now play the active keys, and you will see the articulation highlighted as you hear it's sound.
3. Click on the Record button. The Latch button will turn on and the Key Switch button will turn off.
4. Play any key in the Pattern Key Switch zone (C4 - B5). The Pattern will start playing. You will hear the metronome click (adjust volume with the Click knob), and the Step Indicator Lights along the top of the grid will show you where you are in the Pattern.
5. Record your part by playing any of the active instrument keys. Each step will light up as its recorded, and the velocity faders will jump to their recorded value.
6. To erase: With the Pattern running, hold down the B1 key and the steps will be erased as the Pattern progresses.
7. To stop recording, turn off the Record button.
8. Save your Pattern using the Copy To: menu.



Step Recording

Step recording is easy, and definitely the way to go for recording repetitive parts, like shakers.

1. Select the track by clicking on it's name.
2. Click the Step Rec button.
3. Play on your part on the instrument's playing zone, which will be from C2- B3 (highlighted on Kontakt's keyboard). To skip a step, play the B1 erase key, or any un-assigned key in the instrument's playing zone. When you reach the end of the Pattern, recording will stop.
4. Save your Pattern using the Copy To: menu.

Using the Advance button.



Each time you hit the Advance button, the Pattern will advance one step. This way, you can advance to a step that you would like to fix, turn on the Step Rec button, and play the correct part on that step.



Mixing Board



Click on the Mixer tab to show the Mixer panel.

We used up to 4 mics (well, 3 and a stereo pair actually makes 5 mics) to make the recordings for Brio. The Mixer allows you to control the level and pan of each mic, and provides a reverb and delay send for each instrument. There are also limited master controls for the effects, as well as a Compressor. The green LED button at the top of each channel turns that channel on or off.

There are 10 mix presets, five of which are left for the user. All presets are editable and over-writable. As with the Pattern presets, you can save and load them from disk.

Each channel has a label describing the mic(s) that were used:

ST = Spaced stereo pair. These are not really ambient, as in a room mic setup, but are far enough away to give some stereo effect.

Dyn = Small diaphragm dynamic mic. Close up by the drum heads. Yes, it's a '57. If you need the instruments to punch through a mix, bringing this one up will leave you begging for mercy.

SDC = Small diaphragm condenser mic, close up.

LDC = Large diaphragm condenser mic. On the floor for bass response in the larger drums.

Effects Lab



Click on the Effects Lab to show the Effects Lab panel.

The **Effects Lab** has 4 effects that are applied globally.

Filter

A low pass filter with controls for Cutoff Frequency, Resonance, and Vel Amt, which allows you to control to what extent key velocity affects the cutoff frequency, or brightness. You may also sweep the filter automatically by using the LFO, which has settings for Amount and Frequency.

Vintage Bits

Adds a bit (ha!) of grunge, normally associated with early digital samplers and drum machines. Bit Depth and Sample Rate are adjustable. The lower these are set, the nastier things get.

Saturation

Simulates the effect of recording to analog tape, and generally makes everything sound more exciting. A setting of "0" provides no effect, while positive values add analog-style compression.

Stereo

Allows control of the stereo width.

Brio Ensemble



The Ensemble gives you all of Brio's sounds at one time, mapped across the keyboard, and displayed with their articulations. There are a lot of sounds in the one instrument, and you'll need to transpose your keyboard to get to some of them. The MIDI Map buttons will overlay a map of either note names, or MIDI note numbers, as a convenience when playing from a keyboard or setting up drum-style pads. You have the same tuning and Round-robin controls as the main Brio instrument. The Mixer and Effects Lab are also available, by clicking on their tabs.

Credits

Brio was recorded at Mirror Image Studios in Gainesville, Florida, USA. A heartfelt thanks to owner Bob McPeck for helping me get set up, and for his generosity. Most of the drum sounds were produced by the skilled hands of “Bongo” Billy Beauchamp, who also provided most of the instruments. Thank-you, Billy, for your patience in the process! And thanks to the beautiful and charming Brenda Collins, for keeping me on task here at Indiginus headquarters.