

Multigrain Sample Guide

As of Firmware 1.0

Format

Multigrain only supports one format—

File Type	Sample Rate	Sample Type	Channels	Max Length
.WAV	48 KHz	16 Bit	Stereo (2)	32 Sec

Best Practices / Ideas

Below are some tips on what kind of samples work best with Multigrain's granular engine—

Loops

Loops are great, the Grain playheads will wrap from the end to the start of a sample, loops avoid any discontinuities when wrapping..

One Shots

Make sure to trim these up, avoid a lot of dead air at the start and end of a sample. Chords, Strums, Arps, Drums, all work great.

Multisamples Split L/R

Load a bunch of sounds in a sequence to a single WAV file. Trim them up, as too much dead air will make it harder to pin point grains.

Put different content on the L and R channels for some more wild patching/effects.

“Dead Air”

Obviously silence can be very musical, and necessary, but be conscious of it when making samples for Multigrain. Some samples will benefit from quiet moments for sure, especially when left to drone, with **LATCH** and **SCAN**.

Normalizing

Multigrain has a **LEVEL** control, we can always attenuate a sound, normalize a sample beforehand to get its max dynamic range.

Density

Dense sounds, with many layers are very fun to explore, phrases or clips from full tracks can make for amazing sound scapes.

Acoustic

Acoustic/physical instruments can provide so much warmth even when being digitally mangled, and provide sounds not native to a synth environment, to be processed as if they were.