

THE VINYL CARVING STATION - by Rattly And Raw

Manual

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1. Overview and concept

The Vinyl Carving Station was inspired by a very niche process of cutting into the locked groove of a record in regular intervals (usually using a stick-on template) to produce killer glitch loops from the irregular bumping of the stylus over the cuts/indentations.

We sampled hundreds of these sounds and hacked our way through tons of old charity shop vinyl in the process. We then built the friendliest interface we could design in kontakt and filled it with the best of these sounds.

The result was the Vinyl Carving Station and we're super proud that you can get results just like cutting the locked grooves but tempo synced to your DAW and fully programmable by you or randomly generated with a single click. If you want to dig deeper, we've added some powerful FX processing to get a fully production-ready sound instantly and keyswitched preset slots to help live and studio programming. It's super simple and super powerful.

2. GUI

[fig 1]



3. Detail of Controls

1. **Pitch control** - this shifts the pitch up and down globally for the whole instrument
2. **Pattern sequencer** - each cell represents one subdivision as defined in the Rhythmic subdivision selector (control 16). Click on the cell to open the Sound selection area (control 17 - in image 2) and select the sound you wish to have in this cell.
3. **Volume controls** - these simply raise or lower the volume of the associated cell
4. **Cell mute buttons** - these simply mute or unmute the associated cell
5. **Play/Stop button** - this starts or stops playback of the sequencer
6. **Fx access button** - this opens and closes the FX panel
7. **Preset buttons** - when pressed these store the current sequence to the associated keyswitch (displayed on the buttons)
8. **Randomise button** - this fills the sequence with a random selection of sounds. Great for getting started
9. **Reset button** - this resets the sequencer to its default state
10. **Fix velocity button** - this sets all the volumes of each cell to the same maximum level
11. **Vinyl noise type selector** - this lets you select between twenty different vinyl loved groove noise beds
12. **Swing** - this control introduces swing to the otherwise rigid pattern sequencer
13. **Vinyl noise level control** - this controls the volume of the noise bed
14. **Vinyl noise filter control** - this dual function HPF/LPF allows you to filter the noise bed independently from the cell sounds
15. **Step amount selector** - this allows you to set how many subdivisions (up to 16) are in each sequence.
16. **Rhythmic subdivision selector** - this allows you to change the rate of the subdivisions

[fig 2]



17. Sound selection area - this is opened by clicking any cell. When open the choices made within it are related only to the cell that you last clicked on

[fig 3]



- 18. **Distortion controls** - these control the amount of distortion, damping and volume within the distortion unit as well as on/off
- 19. **Delay controls** - these control the level, speed and feedback of the delay unit as well as on/off
- 20. **Reverb controls** - these control the level, size and a high cut of the reverb as well as on/off
- 21. **Filter controls** - there is a dual HPF/LPF CONTROL, resonance control and a very aggressive compressor (squash) as well as on/off

4. Use within a DAW

The Vinyl Carving Station is very simple to use in a DAW. Just use midi note commands to start and stop playback of both the sequence and vinyl noise independently. You can automate preset switching with the midi notes assigned to the preset keys in the GUI. The list below shows which midi notes are assigned to these functions:

LOAD PRESET: C0 -> C1 (midi notes 24 -> 36) [white notes only]

START/STOP MATRIX PLAYBACK: D1 (midi note 38)

NOISE BED ON/OFF: E1 (midi note 40)

PLAY MATRIX CELLS: F1->Ab2 (midi notes 41 -> 56)

5. Tips and tricks

- Use the LPF in conjunction with heavy use of the compression and pitch controls to dial in super weighty beats with all the texture of the Vinyl Carving Station
- Filtering the vinyl noise alone can radically change the feel of the beat you're making
- Use the randomise control to rapidly find a beat you'r interested in, then quickly tweak from there rather than always programming one from scratch
- Use multiple instances of the Vinyl Carving Station with different levels of high and low pass filtering and compression, as well as maybe even different amounts of steps or subdivisions in the sequences to create shifting, complex beats!
- Put your own samples into the Vinyl Carving Station: just prepare whatever samples you want to use and (after backing up the original sample folder) rename your samples so they share the same name as the ones in the original folder that you want to replace and simply drag them into the samples folder replacing the factory shipped samples (BACKUP YOUR SAMPLES FOLDER!)

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