



Version 2.0

MANUAL
ENGLISH

ueberschall

Elastik 2 - Quick Start

This manual describes the functions available in the Ueberschall software “Elastik 2”. Elastik 2, an in-house development at Ueberschall, is an entirely new sample player that revolutionizes the way loops and phrases are handled. The intuitive browser ensures that the user always has a clear overview of the installed libraries, and the powerful manipulating tools can deliver a continuous flow of rhythmic and tonal variations.

The Elastik 2 user interface has a three-part structure:

- a) Browser
- b) Key Assignment Area (KAA)
- c) Loopeye

The browser makes rapid navigation within the installed Ueberschall soundbanks very easy, and functions such as Favorites and Tags help you find your go-to sounds more quickly and comfortably. The Key Assignment Area (KAA) lets you distribute samples across the keyboard – it is the link between the browser and Loopeye. Loopeye is the true heart of Elastik 2. It is used to manipulate loaded samples in countless different and surprising ways!

Quick Start

- Loading and Registering Soundbanks
- The Browser
- Loopeye

Loading and Registering Soundbanks

1. Open Elastik and click on “Elastik > Setup”
2. Either click on “Add” or use drag & drop to register the soundbank with the Elastik player
3. Soundbanks must be activated at our website:
www.ueberschall.com
(For more information, see “Installation”)

Browser

1. The browser lets you navigate freely through all your registered soundbanks
2. Specific samples can be found more quickly with the aid of the filter functions
3. Samples are loaded into the key assignment area (KAA) via drag & drop from the browser, and are immediately ready to be played via the host sequencer and/or MIDI controller.
(For more information, see “Browser”).

Loopeye

1. The Loopeye lets you edit samples. For instance, quick adjustments of the start and end points.
2. To change volumes, filter cutoff, pitch etc., click on “Edit” then on the various parameters arranged around the Loopeye.
3. To change parameter values for individual snippets (“slices”) within a sample click on “Sequence”, then on the parameter.
(For more information, see “Loopeye”).

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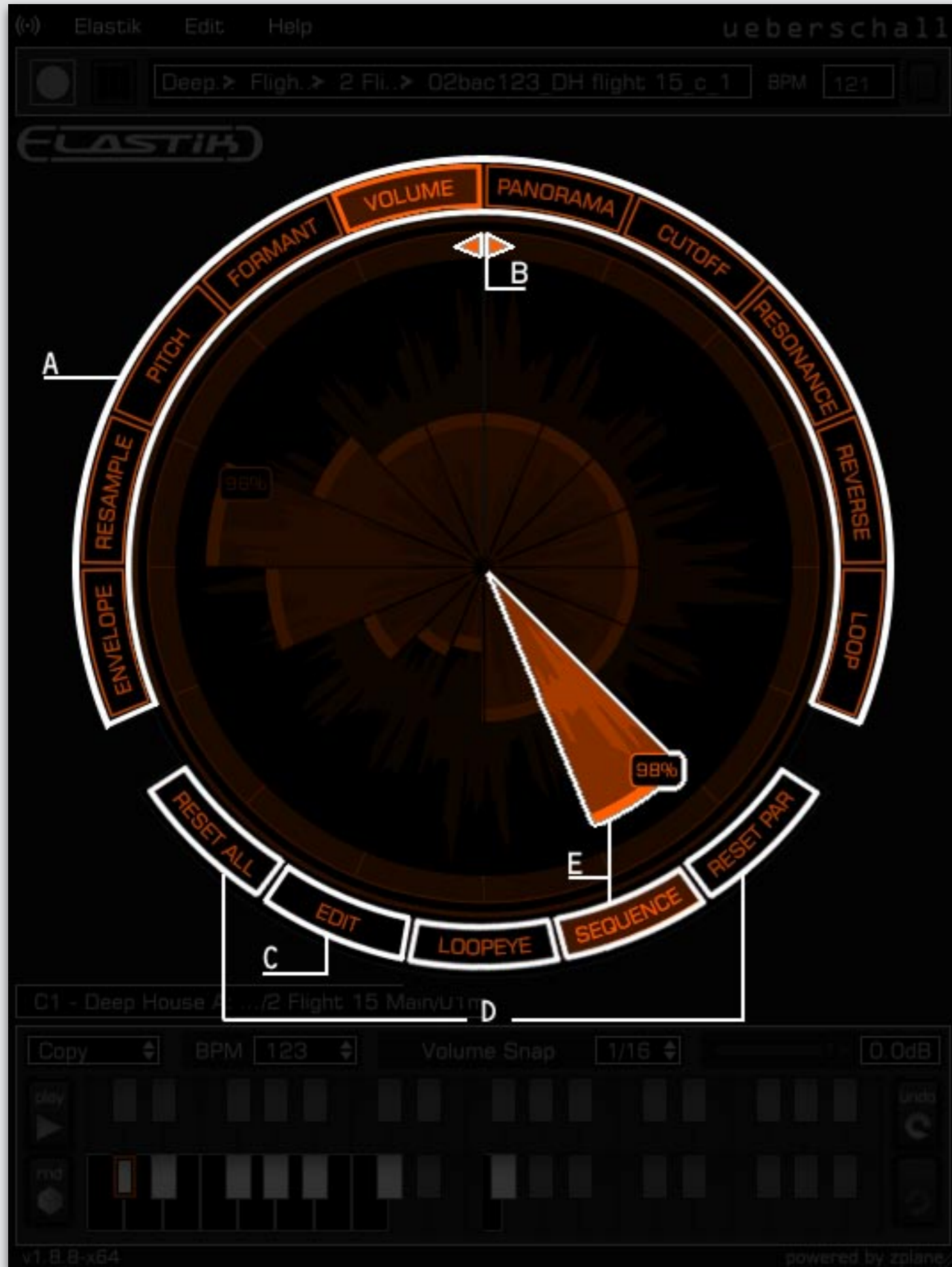
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Elastik 2 - Overview of the Loopeye



Elastik 2 - Overview of the Loopeye

A) Loopeye parameters

Arranged in a circle around the Loopeye are ten parameter buttons used for editing the sample in several ways.

(see also Loopeye > Edit)

B) Start and end points

The start and end points (and thus the sample length) can be set by moving the triangular arrows in the inner ring to different positions.

(see also Loopeye > Start and end points)

C) Edit mode

“Edit” mode is for editing the various parameters. Clicking on a parameter displays the corresponding settings in the center of the Loopeye.

Note that both Volume and Panorama are selected by default.

(see also Loopeye > Edit)

D) Reset Par and Reset All

The two Reset buttons on either side are used for canceling edits.

While Reset All cancels all edits in all parameters, Reset Par only cancels those for the currently selected parameter.

(see also Loopeye > Reset)

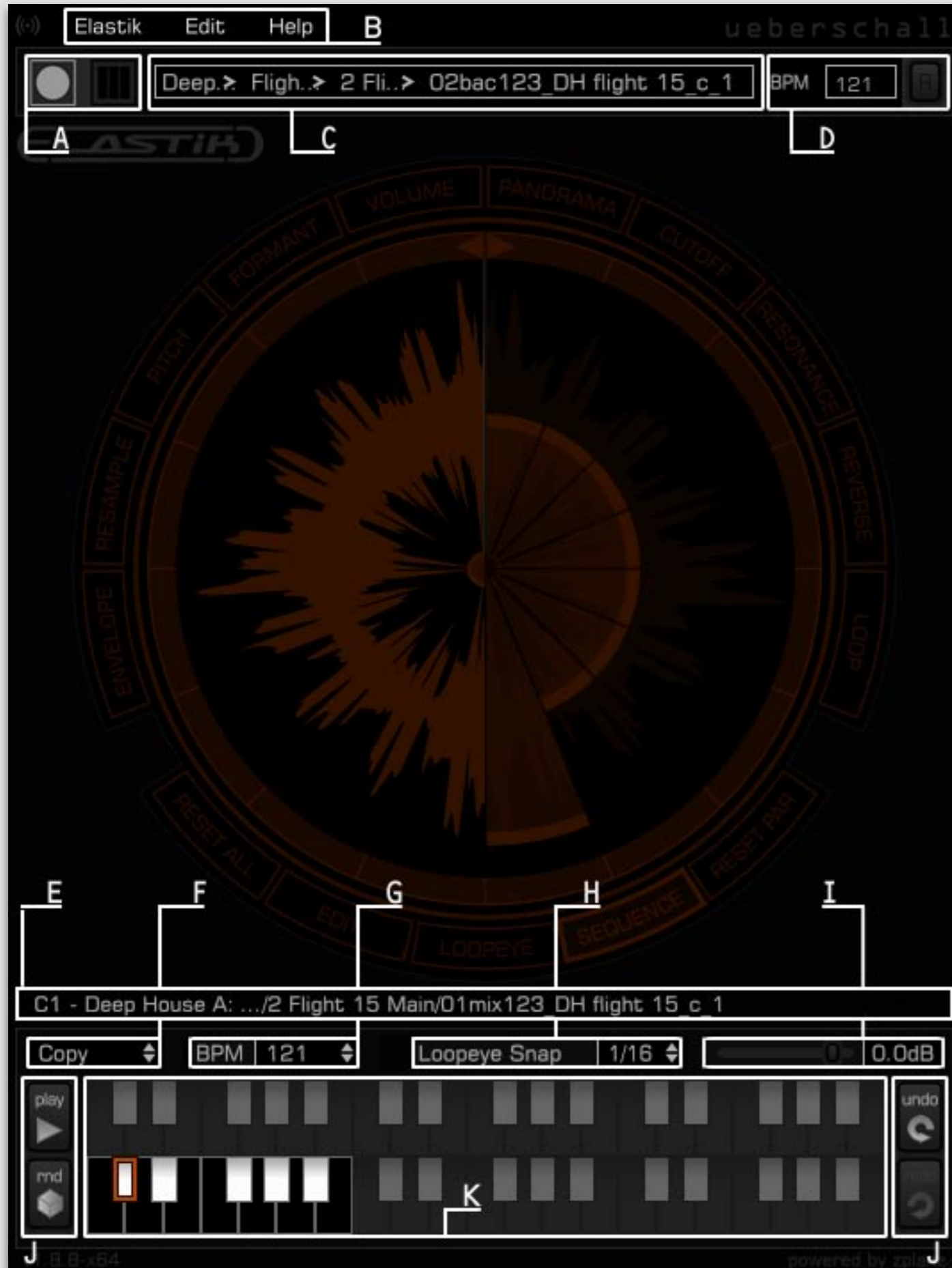
E) Sequence mode

Elastik loops can be divided into shorter portions known as “Slices”.

In Sequence mode, certain parameters can be edited per slice. Changes made in Sequence mode always apply to the selected sample.

(see also Loopeye > Sequence)

Elastik 2 - Overview of the Keyboard



Elastik 2 - Overview of the Keyboard

A) Loopeye or Browser

The two buttons toggle between the Loopeye view and the browser window.

B) Menu Bar

Access to Elastik's command functions, the key menu and help files.
(see also Setup & System > Menu Bar)

C) Mini Browser

The Mini Browser displays the path structure of the currently selected sample.
Clicking on an entry will jump immediately to the corresponding directory.

D) BPM field

Displays the global tempo, which is set by the host sequencer.
In the standalone version, tempo can also be entered by the user.

E) Sample name

Hovering over a key in the KAA displays the sample's path and file name.

F) Copy mode

Elastik can copy samples in several different ways.
(see also Key Assignment Area > Copy mode)

G) Sample BPM field

The BPM field lets you change the tempo of the selected sample.

H) Snap mode

Snap mode determines the size i.e. spacing of Loopeye's grid.
(see also Key Assignment Area > Snap mode)

I) Master volume

Determines Elastik's output volume and indicates clipping.

J) Buttons in the Key Assignment Area (KAA)

The Play button allows synchronized playback of multiple samples.
(see also Key Assignment Area > Play)

The Random button replaces the current sample with a randomly selected one in the same instrument class.
(see also Key Assignment Area > Random Sample)

The two buttons on the righthand side (Undo and Redo) step backwards and forwards through edits made in the Key Assignment Area.
(see also Key Assignment Area > Undo and Redo)

K) Key Assignment area

This is where samples from the browser can be assigned to particular keys. The keys themselves resemble those of a piano. Each can be played via a MIDI keyboard or from the host sequencer.

Elastik 2 - Overview of the Browser



Elastik 2 - Overview of the Browser

A) Browser Filter

The Filters restrict the visibility of samples, and are used to pinpoint specific samples from the entire set with only a few mouse-clicks. The available filters are:

- Instruments
- Genre
- Key
- BPM
- Soundbank
- Sample Type (mixes, loops and single sounds)
- Folder Type (construction kits and producer loops)
- Favorites (each sample can have 1 to 5 stars)
- Tags (a tag i.e. descriptive word can be written for each sample)
- Search (full text search in the library)

(see also Browser > Filter)

B) Browser

This is where you can navigate through any loaded soundbanks. Folders are marked with a hollow arrow, samples with a solid arrow (click on these to audition samples)

(see also Browser)

C) Browser Path

This field displays the path of the current sample.

D) "Enter your tags here"

Add a few descriptive words to your samples
(see Browser > Filter > Favorites and Tags)

E) Five Stars

Lets the user "grade" individual samples, from 1 to 5.
(see Browser > Filter > Favorites and Tags)

F) Sync button

If this button is activate, all samples in the browser will be synchronized to the project tempo.
(see Browser > Sync button)

G) Transport Keys

The transport keys in the browser are for navigating up and down the list of samples:

- Previous (jumps up one sample)
- Play (plays the currently selected sample)
- Next (jumps down one sample)
- Load (assigns the current sample to the next free spot on the keyboard)

(see also Browser > Transport Buttons)

H) User Banks

Users' own banks can be saved and loaded here.

(see Browser > Userbanks)

Elastik 2 - Installation

Basics

Elastik 2 is based on a multi-soundbank concept. All installed soundbanks from the Elastik series (e.g. 60s a Gogo, Urbanic etc.) are managed within the same user interface. Another special instance of Elastik does not have to be installed every time a new soundbank is purchased, simply register the new soundbank in the Elastik 2 player.

Installing the Elastik engine

Before you can use a soundbank, the Elastik 2 player must be installed. An up-to-date installation package can be downloaded from here: www.ueberschall.com

Elastik 2 is available for Mac or PC, in the formats VST, RTAS and AU. There is also a standalone version. Elastik 2 has been designed to run on either 32-bit or 64-bit systems.

- 1- Either insert the installation DVD in your computer's DVD drive, or download the latest installation package from our website.
- 2- Open the file and follow further instructions in the setup window.

Elastik 2 - Installation

Online Registration

After installing the Elastik Player, the soundbank needs to be registered via our website. If the soundbank was purchased and downloaded directly from www.ueberschall.com, this step can be skipped.

The next stage is called "activation" – every soundbank bought in our online shop will be automatically registered under "User Area > My Products".

If the soundbank was downloaded from a third-party's online shop or purchased as a DVD, please follow these instructions:

Navigate to www.ueberschall.com and, if you are already a customer, log in under "login/register > login" with your e-mail address and password.

Login

As a registered user you will be able to register and activate your products and receive technical support.

I'm already a customer

Enter your username and password in order to continue:

e-mail address

password

[Forgot your password](#)

I'm a new customer

You need to be logged in to continue.

As a registered user you will be able to register and activate your products and receive technical support. .

[Create new account](#)

If you don't have an account yet, you should register under "login/register > create new account". The purchased product can then be registered under "User Area > My Products". Click on "Register Product" and enter the serial number of your soundbank in the appropriate field.

If you bought a DVD version, you will find the serial number printed on the inlay of your cover. If you downloaded the soundbank, you will receive a serial number from the online shop.

Elastik 2 - Installation

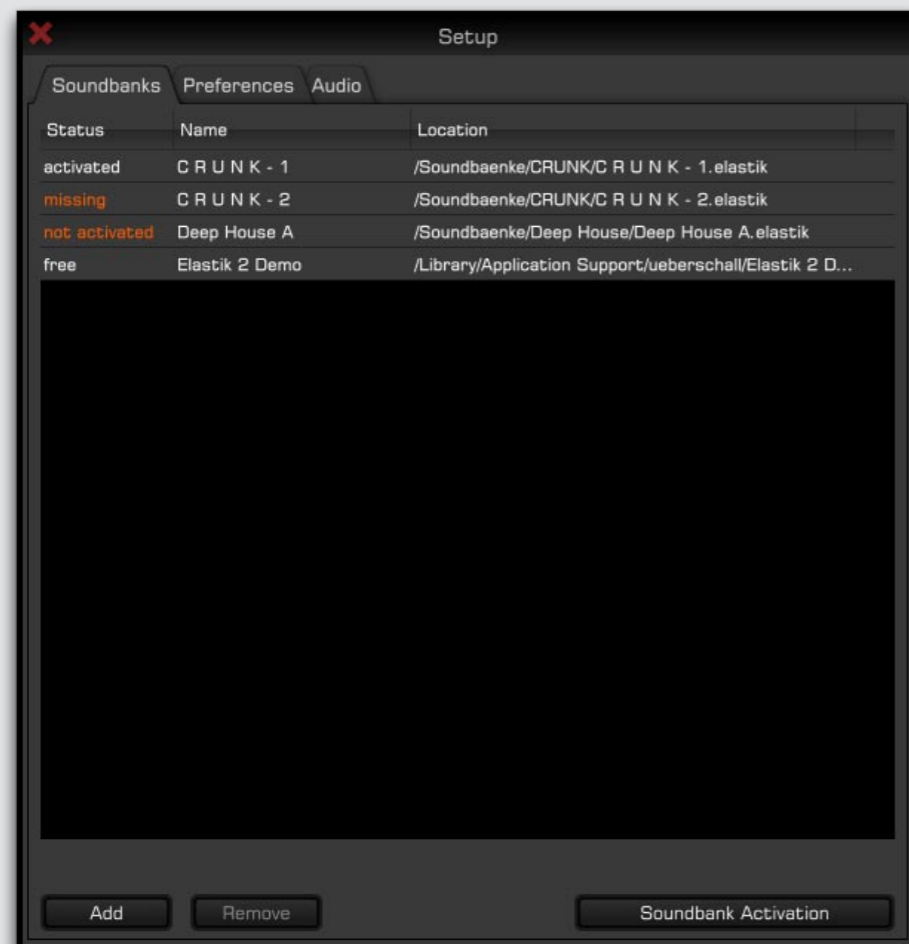
Registration in the player

To activate a soundbank, it needs to be loaded into Elastik first. To do this, either copy the soundbank from the DVD (in the “Soundbank” directory) onto your hard drive or, after downloading it from the website, double-click on the ZIP file to expand the soundbank.

Start Elastik 2, either as plug-in within your host sequencer or as standalone application, open the “Elastik” menu and select the “Setup” window. Click on the “Soundbank” entry and register soundbanks either via drag-and-drop from your hard drive into the Elastik window, or via Elastik Player’s “Add” button.

After selecting a soundbank, a window will open displaying an Ueberschall license agreement. After agreeing with the license, you are free to use the soundbank. If you have any questions about registration, please contact our customer service.

The soundbank should now be visible in the Setups/Soundbanks window. The lefthand column displays the status of each soundbank:



- activated: The soundbank has been successfully registered and activated, and is ready for use
- not activated: The soundbank has not yet been registered or activated (see below)
- missing: The soundbank has probably been moved so Elastik was unable to find it
- free: The soundbank does not require activation (e.g. the demo soundbank)

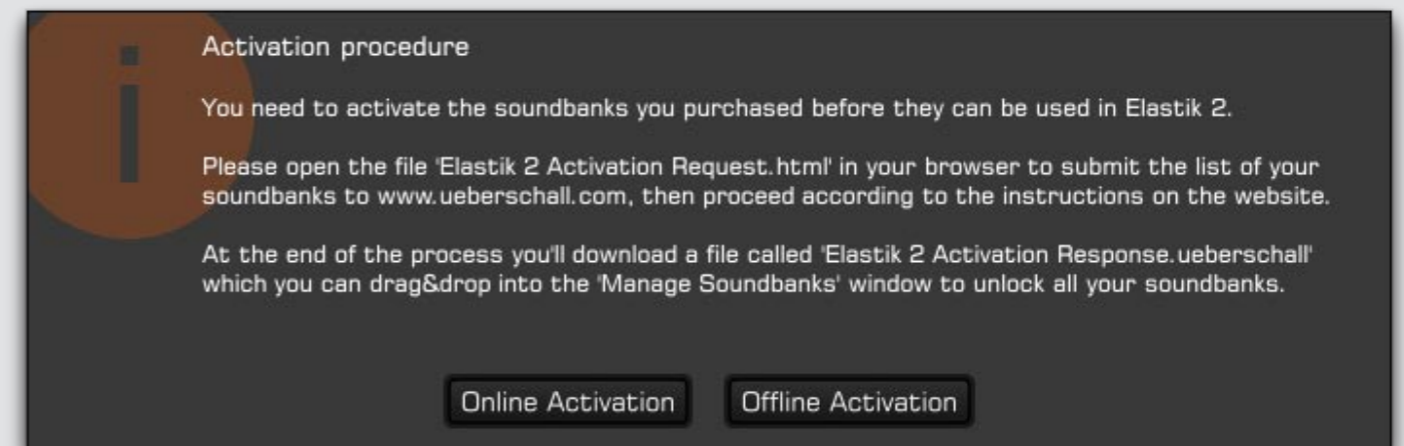
Elastik 2 - Installation

Activating Soundbanks

Before a soundbank can be used in the Elastik engine, it will need to be activated online. Of course this does not apply to the demo soundbanks. We have made this procedure very simple, you shouldn't have any trouble activating sound banks.

Instead of entering a long string of numbers (as was previously the case), everything now works via an activation request and response file. It contains information about all your soundbanks. This also has the advantage that several soundbanks can be activated at once.

Click on the button “Soundbank Activation”. A window opens with a short explanation of the activation procedure. You are given the choice between “Online Activation” or “Offline Activation”. Before carrying out online activation, please make sure you are already logged into our website.



The “Online Activation” option automatically starts your internet browser at the page where the response file can be downloaded.

The alternative “Offline Activation” is for all users who prefer not to connect their music computers to the Internet.

In this case you can copy the file named (without the quotes) “Elastik 2 Activation Request.html” onto e.g. a USB flash drive, then double-click that file on your Internet computer.

After the Elastik 2 activation request file has been sent to our server, you will be able to download a file called (again, without the quotes) “Elastik 2 Activation Response.ueberschall”.

Transfer this file to your music computer and drag-drop it into Elastik’s Setup window. The soundbank status should quickly change to “activated”, and the soundbank can now be used.

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Basics

The browser in Elastik 2 organizes / manages the Ueberschall sample libraries. It lets you navigate everywhere within all loaded soundbanks, and the comfortable filter functions make finding specific samples very fast. However, the browser only reveals its true power when multiple soundbanks are installed. During our in-house tests with up to 60 soundbanks (150 GB), we were surprised to see that each and every request delivered usable results.

Apart from its flexible filter functions, the browser also lets you audition any sample in sync with the currently loaded sample. Details of these options are explained below.

Navigation

The top level of the browser displays all registered soundbanks. Use either the computer mouse or the cursor keys to navigate through directory levels. Individual samples are marked with a solid arrow ("Play" symbol): To audition the sample, click on the arrow.

Once you have found a suitable sample, simply drag-drop it onto Elastik's lower keyboard. Of course entire folders can be sent to the keyboard (also via drag-drop).



Previous Play Next Load

Transport buttons

The transport buttons offer an alternative method of navigating within soundbanks. The "Next" and "Previous" buttons select the next / previous sample. The "Play" button auditions the sample. The downward-pointing "Load" button automatically loads the selected sample into the next free slot of the Key Assignment Area (KAA).

Sync button

The Sync button toggles playback speed between the original tempo of the sample and an adopted tempo (if Sync is active). The adopted tempo depends on the song tempo as set in the host sequencer, and this is also displayed (BPM) in the upper righthand corner of Elastik's window.



Filter

The filter functions are the most powerful new feature of Elastik 2's browser window. Filter functions let you navigate to one particular sample (of perhaps thousands) with only a few mouse-clicks by making only the samples that conform to the selected filters visible.

Example:

If, for instance, you are looking for a piano loop in D-major at a tempo between 120 and 130 BPM, you can do this very quickly by setting the filters as follows: "Key = D", "BPM = 120-130", "Sample Type = Loop" and "Instrument 0 Keys > Piano Acoustic".

If at any point a filter type is not selectable, the reason is almost certainly that Elastik already knows that no sample with those specifications exists.

Filters can be combined, but please remember that the order in which filters are applied can be crucial. If for instance I select the filter "Key" and then the filter "Instrument", I will get an overview of all instruments with samples in the selected key. However, if I select the "Instrument" filter first, I will be presented with a list of available keys for the selected instrument.



Available filters

- Instrument, Genre, Key, BPM and Soundbank

The "**Instrument**" filter lets you search directly for specific instruments. Every Ueberschall sample has been tagged with a three-letter code providing information about the instrument. A drum loop, for instance, carries the code "drm", and trumpets have the code "trp". (see also Browser > Sample Name)

Example:

Clicking through "Instrument > Drums > Drumloop" immediately displays all samples with "drm" in the name.

Tip:

You can audition construction kit "Mix" files very quickly using the instrument filters. Select "Basics > Mixes" to display all demo mixes in the currently loaded construction kit. Use the navigation buttons to switch from one mix to the next. Once you have found a mix you like, you can navigate very quickly to its original directory: Simply select the mix and click on "Show All". (For more about "Show All", see below)

Elastik 2 - Browser

Available Filer

The “**Genre**” filter depends on the soundbank. Each soundbank has been tagged with a Genre. The “Urbanic” soundbank, for instance, contains Urban-style samples, while “Minimal Electro Vibes” contains House and Techno samples.

Some special libraries were produced with more than one genre in mind. These have generally been tagged with the “Various” genre.

“**Key**” stands for the musical key of the sample. Upper-case letters stand for major keys and lower-case letters stand for minor. Key information can be found towards the end of the samplename.

The “**BPM**” filter stands for the sample’s original tempo. “BPM” samples are allocated in 10 bpm steps.

Tip:

Thanks to the integrated zPlane time-stretching algorithm, each sample can be easily stretched to any tempo.

The “**Soundbank**” filter orders samples according to the source soundbank.

- Sample Type, Folder Type

In addition to the filters mentioned above, samples can be further categorized using the “Sample Type” and “Folder Type” filters.

“**Sample Type**” can differentiate between the three basic kinds of sample:

- Mixes

Displays all demo mixes from the Construction Kits (the same result as “instrument > Basics > Mixes”)

- Loops

Lists all looped samples i.e. all samples that can be endlessly repeated

- Single

Shows all Single (one-shot) samples, for instance drum hits. The names of all single samples end with a small “s”.

“**Folder Type**” differentiates between “Construction Kits” and “Producer Packs”.

- **Construction Kits** are complete mixes of song sections, divided into separate tracks.

- **Producer Packs** contain a collection of loops and one-shot samples, independent of a specified song structures.

Elastik 2 - Browser

- Favorites & Tags

Elastik also lets you tag individual samples in two ways to find them more quickly:

- Favorites

A sample can be graded with up to 5 stars.

Example:

If you like a drum loop very much and want to use it later, give it 5 stars. When you need to find it again, select the “Favorites” filter. All 5-star samples will appear.

- Tags

You can also write your own custom keywords (tags) for any sample.

Example:

While browsing through the library, you find a sample that could be very suitable for your “Space Weevils” project. Tag it with the least common word from the project name e.g. “Weevils”. Afterwards, click on the “Tags” filter to see all used custom tags and access the associated samples.



- Search

The “Search” field is used for querying any text embedded in file names or tags. (see also Browser > Sample Name)

- Show All

The “Show All” function not only deactivates all filters and search functions, but also automatically opens the parent folder of the selected sample.

Sample Name

The names of all Ueberschall samples conform to a strict system. A typical Ueberschall sample name looks something like this:

05pna120_ueberschall_a#_s.wav

Let’s parse that file name:

“05” is a simple index

“pna” stands for the instrument, in this case a piano. A complete list of instrument abbreviations is available on request from Ueberschall.

“120” is the sample’s original tempo. When the tempo of a sample has been modified and the sample is exported, the new tempo will appear at the end of the name.

“_ueberschall_” is the name/title of the Construction Kit or folder in which the sample resides.

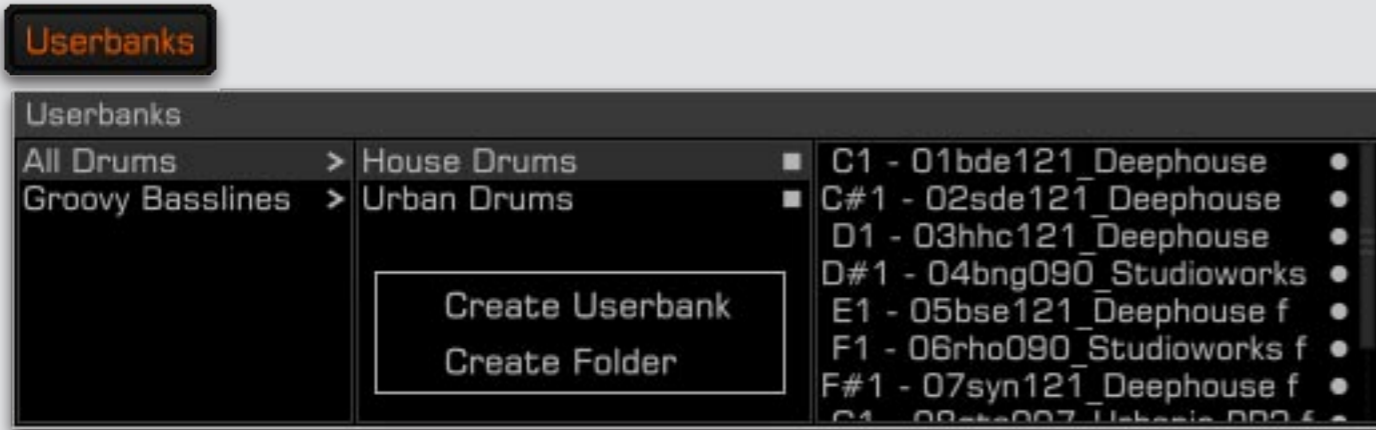
“a#” is the key of the sample. Lower-case letters mean minor keys, and upper-case letters mean major keys. Note that only the sharp (#) symbol is used, “b” is too ambiguous.

“_s” means a Single (one-shot) sample. The sample will not automatically loop.

Elastik 2 - Browser

Userbanks

The Elastik browser lets you create your own userbanks. The arrangement and changes to the sample can be stored in the Key Assignment Area (KAA). As required, such settings can be loaded into any other project.



Clicking on the “Userbanks” button opens the window in which userbanks are managed. To create a userbank, samples must be loaded into the KAA first. Right-clicking in the Userbank window opens a menu containing (at least) two options:

- Create Folder

A custom folder structure for all userbanks lets you organize your material any way you wish. To create a new folder, right-click in the Userbanks area and select “Create Folder” from the menu. Folders in the browser can be recognized by their right-pointing arrows.

- Create Userbank

Creates userbanks. If you wish to create a userbank within a folder, click on the folder first, then right-click in the folder i.e. in the area to the right and select “Create Userbank” from the menu.

- Load Userbank

To load a complete userbank, click on the name of the bank and drag-drop it into the Key Assignment area. The keys in the KAA will be highlighted. As soon as you release the mouse button, the userbank will be loaded and all samples previously in the KAA will be overwritten.

Tip:

Alternatively, samples can be dragged from the userbank into the KAA: Clicking on the name of the userbank displays all existing samples, which can then be dragged into the KAA. To select multiple samples, hold down SHIFT or CMD (Mac) / CTRL (PC) and click on the sample names.

Elastik 2 - Key Assignment Area

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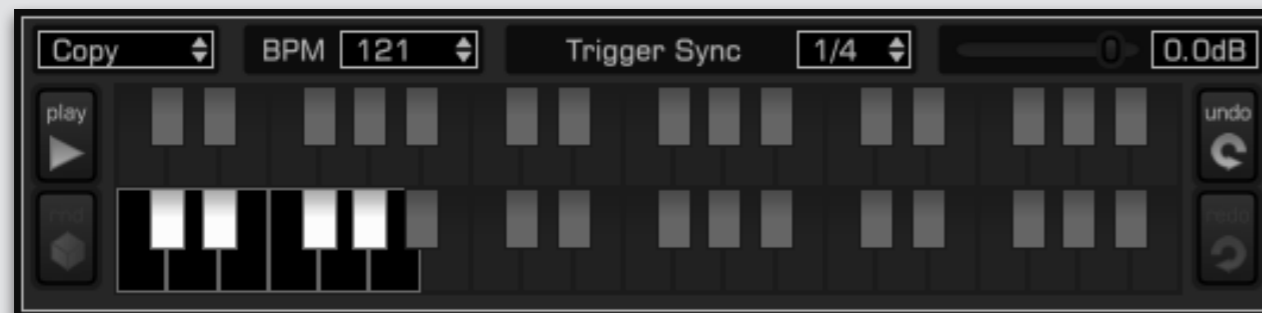
Basics

Elastik's Key Assignment Area (KAA) manages all loaded samples. The KAA represents the link between the browser and Loopeye.

User presets can be created and saved here, settings can be transferred from one sample to another, and samples can be triggered from the host sequencer.

Example:

The keys in the KAA resemble the keys of a piano. Once loaded, a sample assigned to e.g. C1 (MIDI note number 36), can be played via a MIDI keyboard, or from the corresponding note in the the host sequencer.



Elastik 2 - Key Assignment Area

Shortcuts

- Open the Key Menu

Shortcut Mac: CTRL + click on a key in the KAA
Shortcut PC: Right-click on a sample in the KAA (see Key Menu)

- Copy samples

Copies a sample to another key
Shortcut Mac+PC: ALT + drag the sample to a different key (see copy mode)

- Select samples silently

Selects a sample without auditioning it. This function is useful if you are looking for a sample while another is already playing.
Shortcut Mac+PC: SHIFT+ click on the other sample

- Multiple selection

Multiple selection of samples, starting from the currently selected one:
Shortcut MAC+PC: SHIFT + click on another sample

- Selection / deselection of individual samples

Shortcut Mac: CMD + click on the sample
Shortcut PC: SHIFT + click on the sample

Copy Mode

Copies a sample to another key in the KAA

Shortcut Mac+PC: ALT + drag the sample to a different key.

Within the KAA, samples can be copied from one key to another.

There are three ways of achieving this, selectable from the "Copy" menu:

- Copy

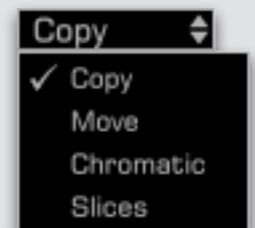
Copies a sample from one key to another

- Move

Moves a sample from one key to another

- Chromatic

Spreads a single sample across two octaves.



Example:

A single sound (for instance a synth bass) is spread over two octaves of the KAA and pitched accordingly, allowing melodies and chords to be played. Now try this with drums or percussion.

Before the copy process is complete, the range of notes to be reassigned will be displayed in the KAA. This is a visual aid to help you avoid overwriting anything important by mistake.

- Slices

Divides a loop into a number of slices according to the selected "Snap" value (see Snap Mode).

Example:

Slice mode allows e.g. a drum loop to be cut into maximum 64 parts, which can then be rearranged to create new rhythmic variations.

Elastik 2 - Key Assignment Area

Key Menu

Shortcut Mac: CTRL + click on a sample on the keyboard

Shortcut PC: Right-click on a sample on the keyboard

- Clear

“Clear Selected Loops”

„Clear Lower Keyboard“ or „Clear Upper Keyboard“ - completely clears the lower/upper keyboard (depending on which sample is selected).

“Clear All” - clears all samples in the KAA

- Export

„Export Original“ - exports the selected sample without edits.

„Export Modified“ - exports the sample including all modifications
e.g. time-stretch and pitch shift.

Exported files are saved to the following folders:

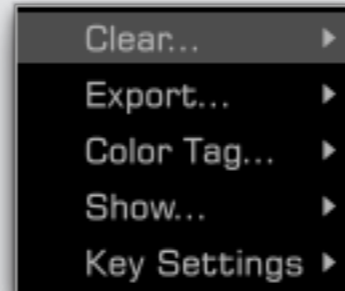
Mac: User/Documents/ElastikPlayer/ExportedLoops

PC: User\My Documents\ElastikPlayer\

After exporting, these folders will be automatically opened.

Original and modified loops are differentiated:

The names of modified loops include the abbreviation “mod”



Samples are exported at the sample rate dictated by the host application.
(see also Setup and System).

- Color Tag

Individual keys in the KAA can be marked using the Color Tag function.

This makes finding samples on the keyboard much easier.

Tip:

Mouseover (hover without clicking) within the KAA shows the name and path of the sample. The names of tonal samples include the key, whereby lower-case letters stand for minor keys and upper case letters stand for major keys.

(See also Browser > Sample Name)

- Show... (Sample in Browser)

Opens the directory from which the sample originated.

This function is useful e.g. while searching for closely related samples.

Tip:

The mini-browser at the top of Elastik's window includes a similar function. It displays the path structure of the currently selected sample. Clicking on an entry opens the corresponding path in the browser.

- Key Settings

“Copy Settings” - copies the current sample settings

“Paste Settings” - pastes previously copied sample settings into the currently selected sample

(see also Loopeye > Basics)

Elastik 2 - Key Assignment Area

BPM

The BPM field lets you change the tempo of the currently selected sample. Click on one of the arrows to double or halve the playback rate (relative to the main tempo). Alternatively, click on the BPM field itself to set a custom tempo.

Snap Mode

“Snap Mode” in the browser and Loopeye has different meanings.

- Snap mode in the Browser Window (**Trigger Sync**)

Within the browser window, Snap determines the “Trigger Sync”

In conjunction with the “Play” button, Trigger Sync determines the point(s) at which other samples can be started.

(see Key Assignment Area > Play)

Example:

If the snap of the first sample is set to 1/4, all the following samples will be started as soon as the Loopeye cursor has reached the next 1/4 marker.

- Snap Mode in the Loopeye Window (**Loopeye snap**)

The Snap value in the Loopeye window is the grid size for the current sample.

The range is selectable within a range of 1/1 to 1/64.

In the Loopeye view, Snap determines the size of the grid for start and end points.
(see Loopeye > Start and End Points)

In the Sequence view, Snap determines the size of the Slices
(which can then have different parameter values).

(see Loopeye > Sequence > Snap)

Snap mode also determines the number of samples in Slice mode.

(see Copy Mode > Slice)

Master Volume

Adjusts Elastik's overall volume

Elastik 2 - Key Assignment Area

Buttons

- Play

The Play button can play back several samples simultaneously, and in sync. While the Play button is active, all samples behave as follows: Clicking on a sample causes it to be played until stopped by clicking again. To stop playing all active samples, simply click on the Play button (standalone or plug-in), or start playback in the host application (plug-in only).

- Trigger Synchronization

When a second loop is activated, it starts in sync with the first according to the Snap grid set in Loopeye for the first loop.

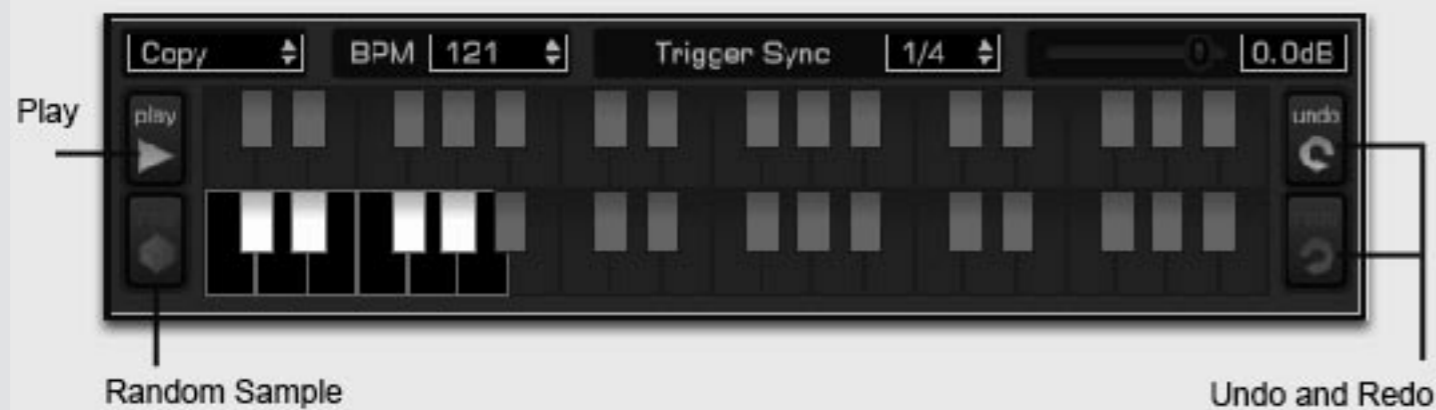
In the standalone version, this function simply starts multiple samples at once. In the plug-in version, the loops in the KAA are generally triggered from MIDI notes entered into the host sequencer.

However, the activated Play button can be used as a comfortable method of auditioning samples in context without having to trigger them from the host. As soon as a sequence is started in the host application, Play is automatically deactivated.

- Undo and Redo

The Undo and Redo buttons let you step backwards and forwards through your KAA edits.

If, for instance, certain samples have been removed from the KAA via the Random function, or samples have been overwritten by mistake in Copy mode, this can be remedied by clicking on the Undo button. Redo “undoes” the Undo again.



Elastik 2 - Key Assignment Area

- Random Sample

The Random Sample button replaces the current sample with a random one from the sample library. The selection is limited by certain settings in the sample to be replaced, for instance its instrument type.

Example 1:

A percussion loop has been assigned to a key in the KAA, and is selected.

Clicking on the Random button causes Elastik to replace that loop with another percussion loop from the library. Settings made to the original loop in Loopeye are retained.

This function is great for experimentation, and the fun factor increases with the number of available soundbanks.

Loading random (but related) samples is a valuable source of musical inspiration.

Example 2:

The first key in the KAA is loaded with some bass drum or other, the second key is a snare drum loop and the third is a hi-hat. The three loops are started together.

Every time we have the third key i.e. the hi-hat selected, and replace it with another loop via the RND function, a different hi-hat will be loaded into that slot and will play at the next opportunity.

If the search/replace process is genre-independent, unusual and inspiring “crossover” groove variations can arise.

Replacement and triggering has been implemented such that the newly loaded loop will take over from where the original leaves off.

Everything stays in sync!

Of course this function can also be used with tonal material.

Please note that Elastik does not (yet) analyze the pitch of samples – you might need to adjust the pitches of tonal samples loaded via RND.

(see also Loopeye > Edit > Pitch and Formant).

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Basics

The Loopeye lets you work on individual samples. Fundamental parameters of each sample, such as volume, filter, tempo and pitch, can be optimized to suit the project.

Tip:

Parameter settings can be copied from one key in the KAA to another. To do this, right-click (Mac: CTRL+click) on the key, then select "Key Settings > Copy Settings" from the context menu. Then right-click on the target key and select "Paste Settings".

The Elastik player also features a so-called "Sequence Mode", including many options for automation. This innovative feature offers plenty of scope for creative use of existing material. (see also Loopeye > Sequence).

Most of the editable parameters can be recorded / played back in the host sequencer. (see also Loopeye > Automation)

The ring of buttons surrounding the Loopeye are divided into two sections.

- The upper section contains all ten editable parameters.
- The lower section contains five mode switches plus two reset functions...

Reset

While the "Reset All" button takes back all edits to the current sample, "Reset Par" only applies to the most recently selected parameter. For instance, if you click on the Volume button and then on "Reset Par", only the Volume settings will be reset to their original values.

Loopeye

The innovative waveform representation explicitly visualizes the transition of the loop start and end. In combination with the slidable controls on the inner ring for start and end, new variations can be created in a few seconds. The loops have no fixed starting and ending points any more!



- Start and end points

The triangular markers in the inner rim can be moved so that the loop starts and finishes at user-defined positions, which will also affect the total length of the loop. The markers can only sit at certain positions according to a predetermined grid. The number of possible positions for the current parameter is set in the "Loopeye Snap" field.

The clockwise-pointing marker sets the start point and the anticlockwise-pointing marker sets the end point. The angle between the two determines the relative length of the sample. To move both markers at the same time, right-click and drag anywhere between the markers.

If the "Loopeye" button is currently selected, a left-click within the waveform has the same function.

- Follow MIDI

The small circle in the centre is the "Follow MIDI" switch. When this is active, each new MIDI "Note On" message (whether from the host sequencer or from an attached MIDI keyboard) will update the Loopeye to the corresponding sample.

Elastik 2 - Loopeye

Edit

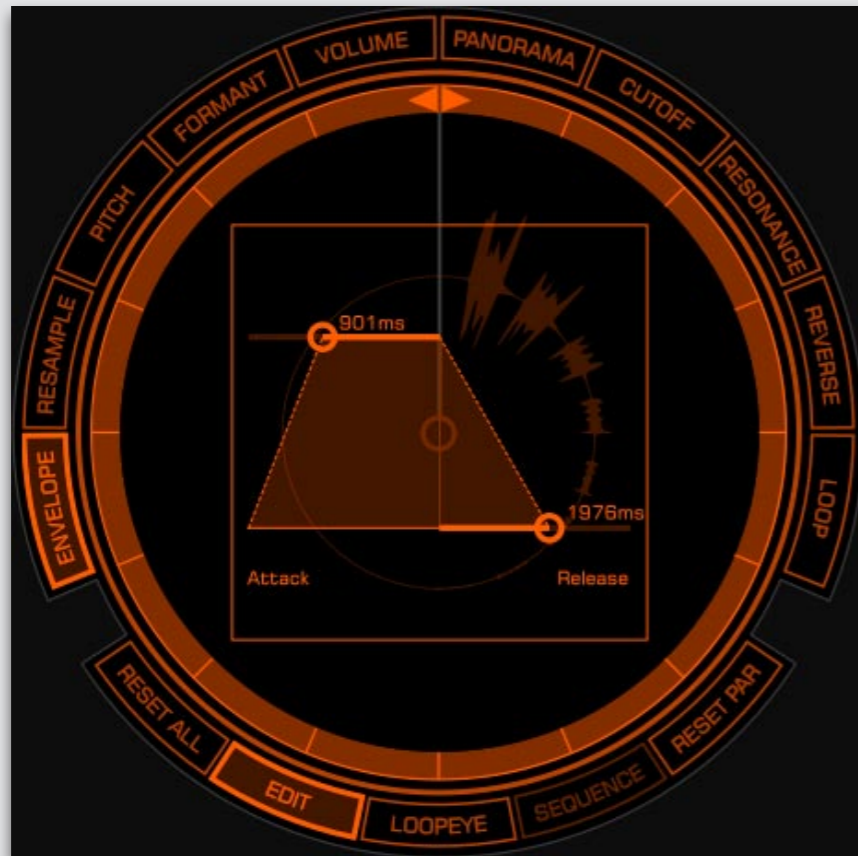
The “Edit” button enables editing for all parameters in the upper part of the ring. Clicking on any parameter button displays the corresponding controls in the main area of the Loopeye.

The individual parameters:

- Envelope
- Resample
- Pitch and Formant
- Volume and Panorama
- Cutoff and Resonance
- Reverse
- Loop

- Envelope

The Envelope parameter controls the current sample’s attack and release times.



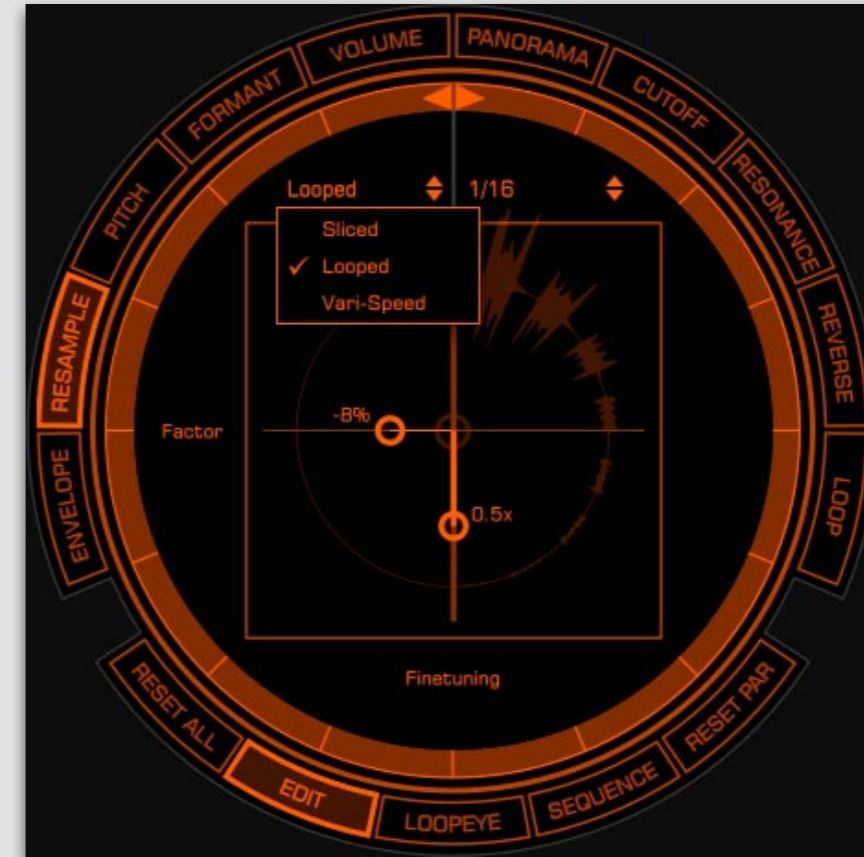
Click and drag the upper-left handle (Attack) to increase the attack i.e. the time it takes to fade in after receiving a MIDI Note On message. The standard value is 0 ms.

Click and drag the lower-right handle (Release) to extend the release time i.e. the time it takes to fade out after receiving a MIDI Note Off message. The standard value is 5ms, which is usually enough to prevent unwanted clicks.

Elastik 2 - Loopeye

- Resample

The “Resample” parameter is similar to the variable pitch control found on some record decks – it changes the both the tempo as well as the pitch of a sample. Three different modes are available in the upper area of the inner ring:



- Sliced

In Sliced mode, tempo changes are applied to every slice in the loop. (A “slice” is a short section of the loop, similar to a slice of pie) The number (and therefore the size) of slices is set in the “Loopeye Snap” field or next to the resample mode.

For instance, selecting a value of 1/4 in the “Loopeye Snap” field will resample 4 sections of the loop, and 1/64 will resample 64 sections.

- Looped

The “Looped” mode is the same as Sliced, except that the slices are looped.

Example:

If a drum loop is played back at double speed, the first hit in either mode is identical to the first note played by the host sequencer.

This results in the following behaviour:

If the length of the loop stays the same but the sample is played back faster, there will be a gap at the end of the sample.

Tip:

If the sample is played back 4 times as fast in “Sample” mode, it will only occupy the first quarter of each slice – the rest of the slice is empty. This results in rhythmic pauses, it can be used to thin out overly hectic material.

In “Looped” mode, on the other hand, these areas are filled in with repeats of the original slice. This can result in typical stutter effects, depending on the source material and the chosen resample factor.

Note that “Sliced” and “Looped” modes only differ when the resample factor is above 1. When the sample is played back at normal speed or slower, there is no difference between the two modes.

- Vari-Speed

The “Vari-Speed” mode changes both the tempo and the length of a sample. It is very good for experimental results.

In all three modes, tempo is adjusted by clicking and dragging the central handle. Movements in the Y-axis determine the tempo factor. The available factors have been chosen to make musical sense:

- 0.25 (1/4 of the original tempo)
- 0.33 (1/3 of the original tempo)
- 0.5 (1/2 of the original tempo)
- 0.66 (2/3 of the original tempo)
- 1.0 (original tempo)
- 1.5 (one and a half times as fast as the original tempo)
- 2.0 (twice as fast as the original tempo)
- 3.0 (three times as fast as the original tempo)
- 4.0 (four times as fast as the original tempo)

For resample factors that lie between these values (fine tuning), the central handle can be dragged to the left or right once the main handle has been moved up or down.

Note:

Fine-tuned resampling applied to rhythmic material is seldom musically “right”!

Tip:

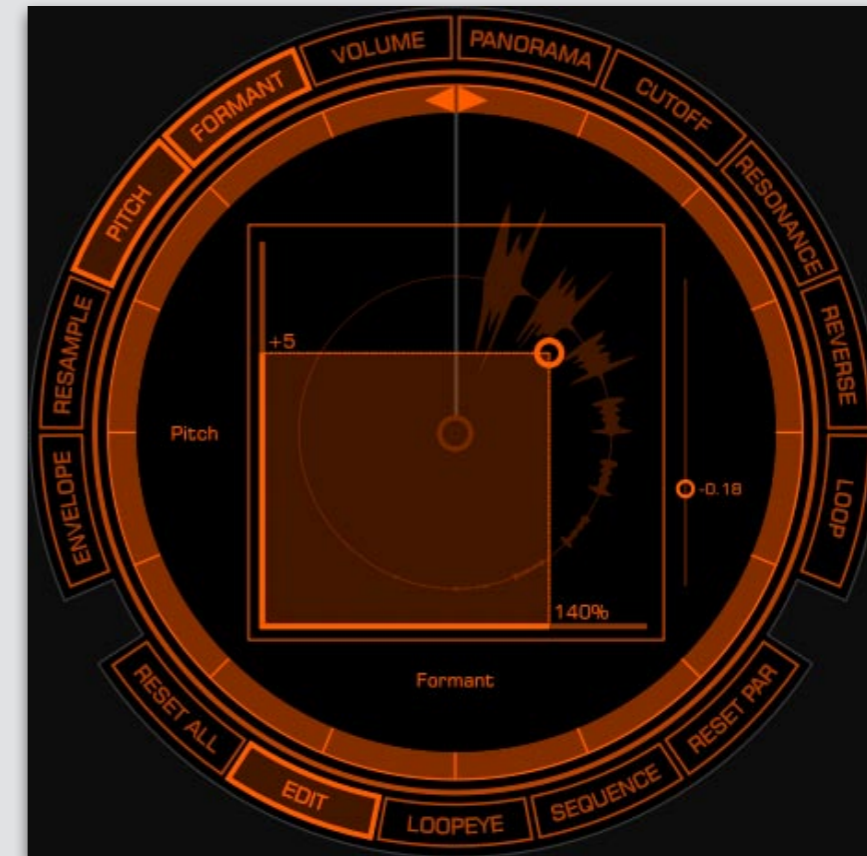
Movements of the fine-tuning control can be automated via the host sequencer. This can be used to create the illusion of loops “stopping” and “starting”.

Tip:

For more interesting results, try resampling slices in “Sequence” mode. (see also Loopeye > “Sequence”).

- Pitch and Formant

The “Pitch and Format” parameters affect the pitch and timbre of the sample.



The Y-axis of the central control adjusts the pitch of the sample, in semitone steps. To the right of the field is a vertical fine-tune slider.

The X-axis of the central control adjusts the timbre (formants) of the sample. Extreme values here can deliver interesting results. On the other hand, if you want more natural results, it is best to limit formant-shifting to values that are close to the original.

Caution!

Edits to Pitch and Formant are not applied in realtime, but have to be calculated before playback.

The status of this calculation is displayed in a bar at the bottom of the Elastik window.

For this reason, Pitch and Formant in Edit mode cannot be automated within the host sequencer.

If you wish to automate these parameters, use Sequence mode (see also “Sequence”).

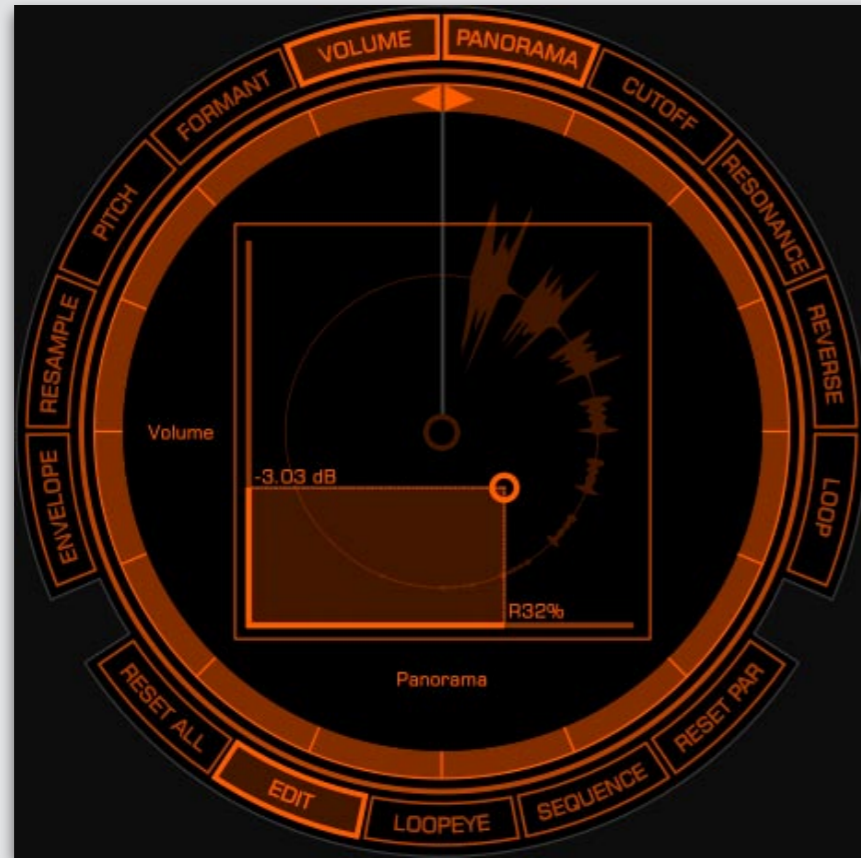
Tip:

When Pitch is transposed upwards, the most natural results are achieved by setting Formant values lower than the original. Conversely, if Pitch is transposed downwards, the most natural results are achieved by using Formant values higher than the original.

Elastik 2 - Loopeye

- Volume and Panorama

The “Volume” and “Panorama” parameters determine the level/gain and stereo position of the sample.



The Y-axis of the central control adjusts the volume. The default value is -3 dB.

The X-axis adjusts the stereo position of the sample, e.g. moving the handle to the left will reposition the sample more towards the left channel.

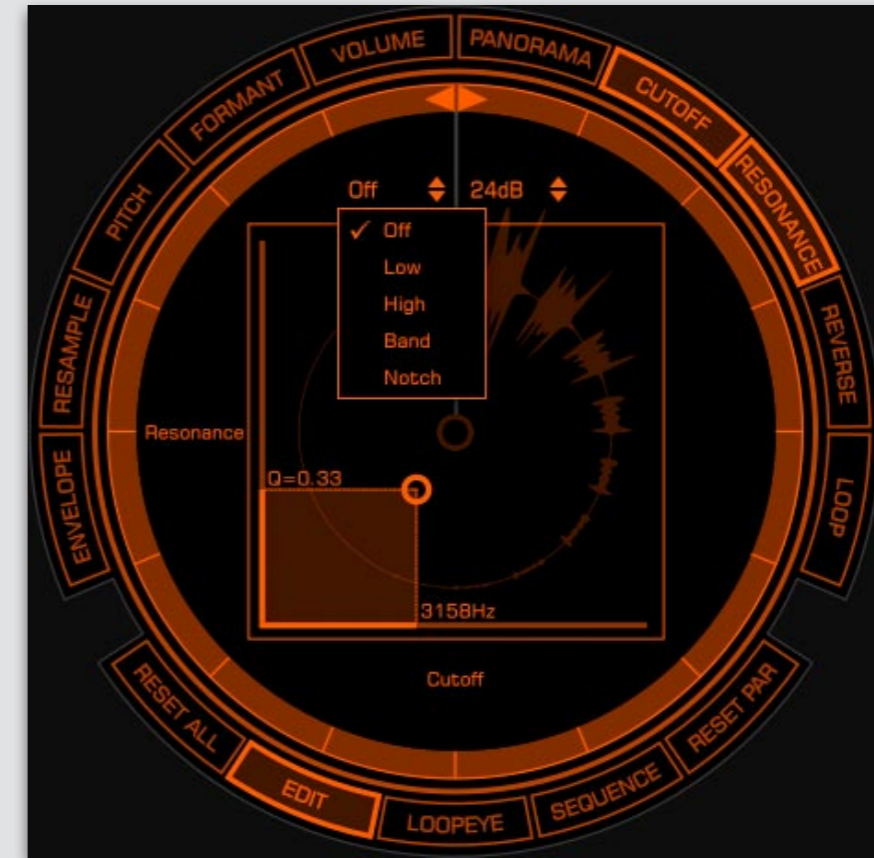
The default value is 0% i.e. the sample sits in the centre of the stereo field.

Any movements here can be recorded / automated in the host sequencer.

Elastik 2 - Loopeye

- Cutoff and Resonance

The “Cutoff” and “Resonance” parameters offer realtime adjustment of the two basic filter characteristics.



If you wish to work with the filter, you should select its type first.

By default the filter is switched off – the other options are lowpass (“Low”), highpass (“High”), bandpass (“Band”) and bandreject (“Notch”).

The default slope value is 24dB per octave, and this can be changed to 12dB or 72 dB.

The central X/Y field simultaneously adjusts Cutoff and Resonance:

The X-axis determines the cutoff and the Y-axis adjusts the resonance (or “Q-factor”).

The default Cutoff value is 5000Hz.

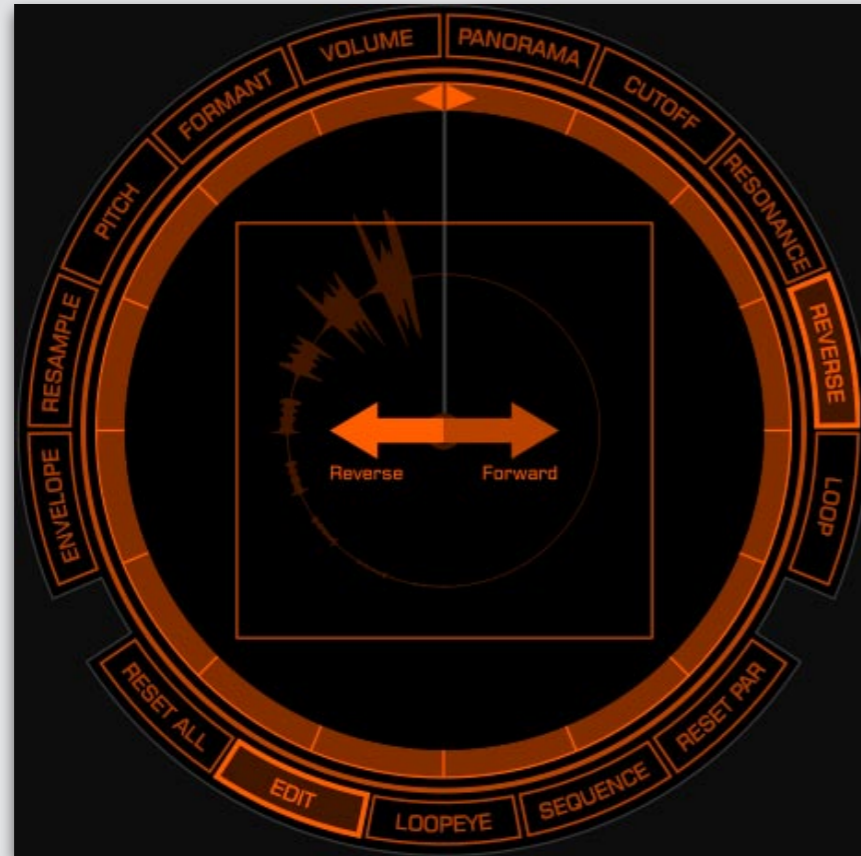
The default Resonance value is 0.5.

Movements can be recorded / automated in the host sequencer and both parameters can be automated in Sequence mode.

Elastik 2 - Loopeye

- Reverse

The “Reverse” parameter switches the direction in which the sample will be played back.



Click on the left-pointing arrow to play the sample in reverse.
Click on the righthand arrow to play it forwards i.e. in the normal direction.
The default value is “Forward”.

Changes to the playback direction can be recorded / automated in the host sequencer.

- Loop

The “Loop” parameter determines whether the sample will be repeated (looped) or stop at the end of the sample (one-shot).

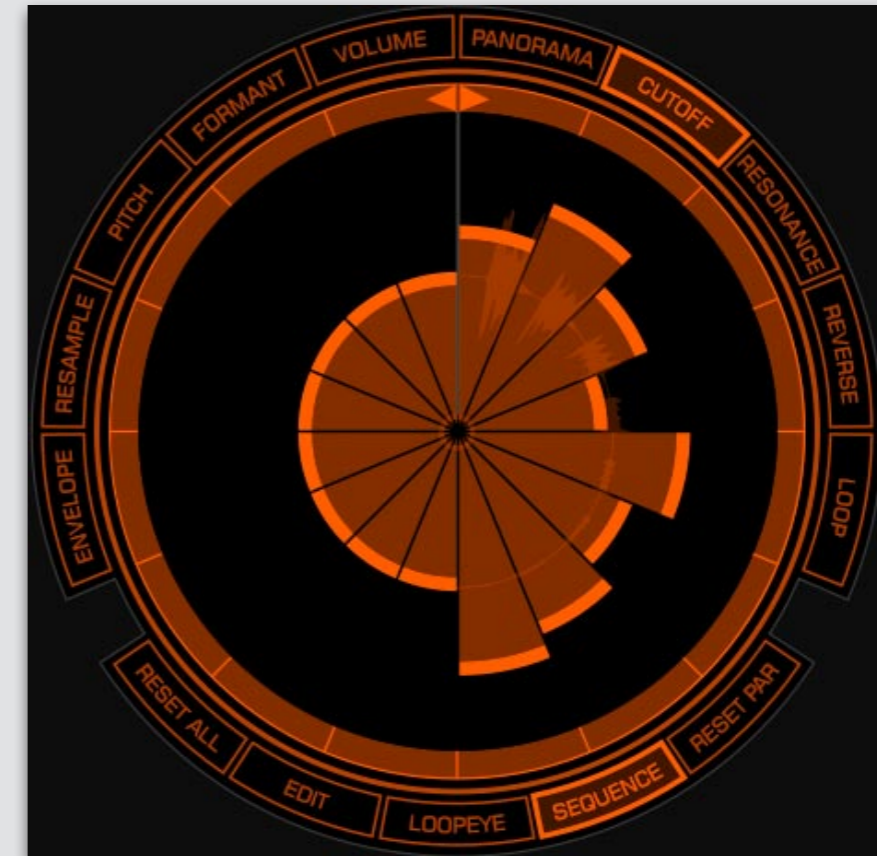
This parameter is automatically set to “Single” for all samples that have been marked as as one-shot (“Single”). Such samples have a lowercase “s” at the end of the name. (see also Browser > Sample Namen)

Elastik 2 - Loopeye

Sequence

As well as “Edit” and “Loopeye”, there is also the “Sequence” mode.

Sequence mode makes the parameters of each individual slice user-editable, an open invitation for experimentation – even a simple bass drum can be the source of countless, complex rhythmic variations.



Example:

To mute a particular section of a loop, click on “Volume” then on “Sequence”, and set the level of the slice to zero.

- Snap

Sequence mode is independent of the Snap value. If Snap is set to 1/16, each of the 16 portions can have its own set of parameter values. If Snap is set to 1/1, the parameters apply to the entire sample.

Tip 1:

Rhythmic variations of a loop can be achieved by editing the resample factor (1.5x, 2.0x etc.) in Resample mode. Individual slices can be played back at a different rates. While in Edit mode, switch between Sliced, Looped and Vari-Speed to hear the difference.

Tip 2:

Up to 64 slices can have individual settings for the following parameters: Resample factor, Pitch, Formant, Volume, Panorama, Cutoff, Resonance and Reverse.

- Slices

Slices react differently to mouse-clicks.

For instance, if you click within a slice and drag in or out, only that slice will be edited. If you click in the background and move around the circle, multiple slices will be edited.

Elastik 2 - Loopeye

Automation

Practically all parameters in Elastik can be automated via the host sequencer. The procedure differs from host to host, of course (please refer to the appropriate documentation).

Recordable parameters:

- Start point (Begin)
- Loop length (Length)
- Volume
- Pan
- Cutoff
- Resonance
- Reverse
- Resampling – factor
- Resampling – fine tuning

With its 72 keys and 9 automation controls, the KAA can react to a total of 648 automation tracks.

Menu Bar

- Elastik
 - Setup
 - Manage the installed soundbanks
 - Change Elastik's basic settings
 - Open Audio Setup (standalone version only)
(see also Setup & System > Setup Menu)
 - Get Demo Soundbanks Online
 - Open the webpage with demo soundbanks in your internet browser
 - Buy Soundbanks Online
 - Open the online-shop (for all Elastik soundbanks) in your internet browser
 - About
 - Displays the splash screen, including the version number of your software
 - Quit
 - Exits the standalone version of Elastik 2
- Edit
 - This opens the "Key" Menu:
 - Clear
 - "Clear Selected Loops" – clears selected loops
 - "Clear Lower Keyboard" – clear the lower keyboard
 - "Clear Upper Keyboard" – clear the upper keyboard
 - "Clear All" – clears all samples in the KAA.
 - Export
 - "Export Original" – exports the selected sample without edits
 - "Export Modified" – exports the selected sample with any edits
(e.g. time shift or pitch shift)
 - Color Tag
 - Individual keys in the KAA can be color-coded, which speeds up finding particular samples on the KAA
 - Show > Sample in Browser
 - Opens the browser directory from which the selected sample was loaded.
This function is useful for finding samples that are similar to the current one.
- Help:
 - Online Manual
 - Opens the Elastik 2 manual webpage in your internet browser.
 - Video Tutorials
 - Opens the Elastik 2 video tutorial webpage in your internet browser.

Soundbanks

The soundbanks in Elastik are collections of individual samples. Soundbanks can be purchased on DVD or downloaded from our website. Elastik soundbank files have the file extension ".elastik".

Preferences

- "Enable realtime stretching if master tempo changes"

If this option is active, everything will be calculated in realtime whenever the master tempo changes.

The technology used for this feature is very fast, but it does depend on the quality of the source material. If a large number of samples are triggered simultaneously. The CPU-hit will of course be higher and the host automation will have to switch to a higher latency.

As soon as you have decided on a particular tempo, we recommend activating the "Render" option (near the top of the window, to the right of the BPM field). This recalculates all samples offline and stores the results in the Render cache.

Tip:

Time-stretching in realtime is very useful if you are working with tempo automation, or if you want to play back your entire track at a different tempo.

If this button is not active, all samples will be permanently converted to audio i.e. they will not be calculated in realtime.

For this reason, as soon as a tempo change is encountered, playback of all samples will be interrupted – but you can rest assured that the audio quality will be the best.

- "always enable synchronized playback in library browser"

If this option is active, the browser's "Sync" button will be automatically switched on the next time you load Elastik, and all samples will be auditioned at the host's tempo.

- Preferred window size

Elastik lets you adjust the size of its window to suit your monitor. This option sets the default size, offering a choice between the following resolutions:

small - 444 x 611 pixels
middle - 525 x 722 pixels
large - 700 x 963 pixels

Extra folder

After installation, Elastik 2 creates a folder on your hard drive which it will use for managing soundbanks and exported files.

The folder can be found in this location:

Mac: User/Documents/ElastikPlayer/
PC: User\My Documents\ElastikPlayer\

The Elastik Player folder contains the following data:

- Render Cache

Elastik 2 needs a “render cache” to store (temporarily) the results of all background calculations.

The Render Cache contains calculated samples in order to optimize workflow and to keep any waiting times to a minimum.

Render cache requires a certain amount of memory on your hard drive, and the maximum size can be adjusted in the Setup window.

The “Maximum total size of temporary files in render cache” option determines how much memory Elastik is allowed to use for the cache.

The „Minimum free space left on render cache volume“ option determines how much of the cache must always remain available.

Folders are managed dynamically. This means that the oldest data will be automatically deleted as soon as one of the limits has been reached.

The path for the render cache is user-definable.

- Elastik Library

This folder also contains the file “ElastikLibrary.db”, a databank used to manage all entries in the installed soundbanks. Userbank settings, tags and favorites are also stored here.

- Exported Loops

This is where loops exported from Elastik are stored. Loops marked as “original” and “modified” can be distinguished – modified loops have the abbreviation “mod” in their file name.

Note that loops are exported at the sample rate set for the project.

Credits

Concept & Idea

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Wenzel Mehnert

Programming

Steffen Sauder at zplane.development (www.zplane.de)

Interface Design

Idea: Uwe Kinast, Wenzel Mehnert
Realization: Alexander Waldmann

Manual

Wenzel Mehnert
Hans-Jörg Scheffler

Translation

Howard Scarr

Special thanks for your help in this project

Tim Flohrer, Alexander Lerch, Martin Schwerdtfeger, Andreas Reinsch, Marc Steinmeier, Benjamin Oworae-Gyasi, Ramin Mirgoli, Benjamin Dehling, Joel Kinast, Hakan Türközü, Peter Kohlwege, CM Dess and the beta crew.

Also special thanks to our distributor

Bestservice

www.bestservic.de / www.soundondemand.com
Klaus Kandler, Robert Leuthner, Lupo Greil, Nina Herzog, Sandy Pletzer, Lilo Steffen, Oliver Morgenroth

Bigfishaudio

www.bigfishaudio.com
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Crypton

www.crypton.co.jp
Hiroyuki Itoh, Shiori Yachimoto, Taichi Furudate and the Crypton crew

Elastik 2 uses *élastique Pro & fx::pack* by zplane.development (www.zplane.de)
& the JUCE class library by Raw Material Software Ltd.

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