Shattered

A Max for Live device





What is Shattered?

Shattered is a semi-generative music instrument that randomizes the output of user based samples to create ever-changing music

How to install Shattered

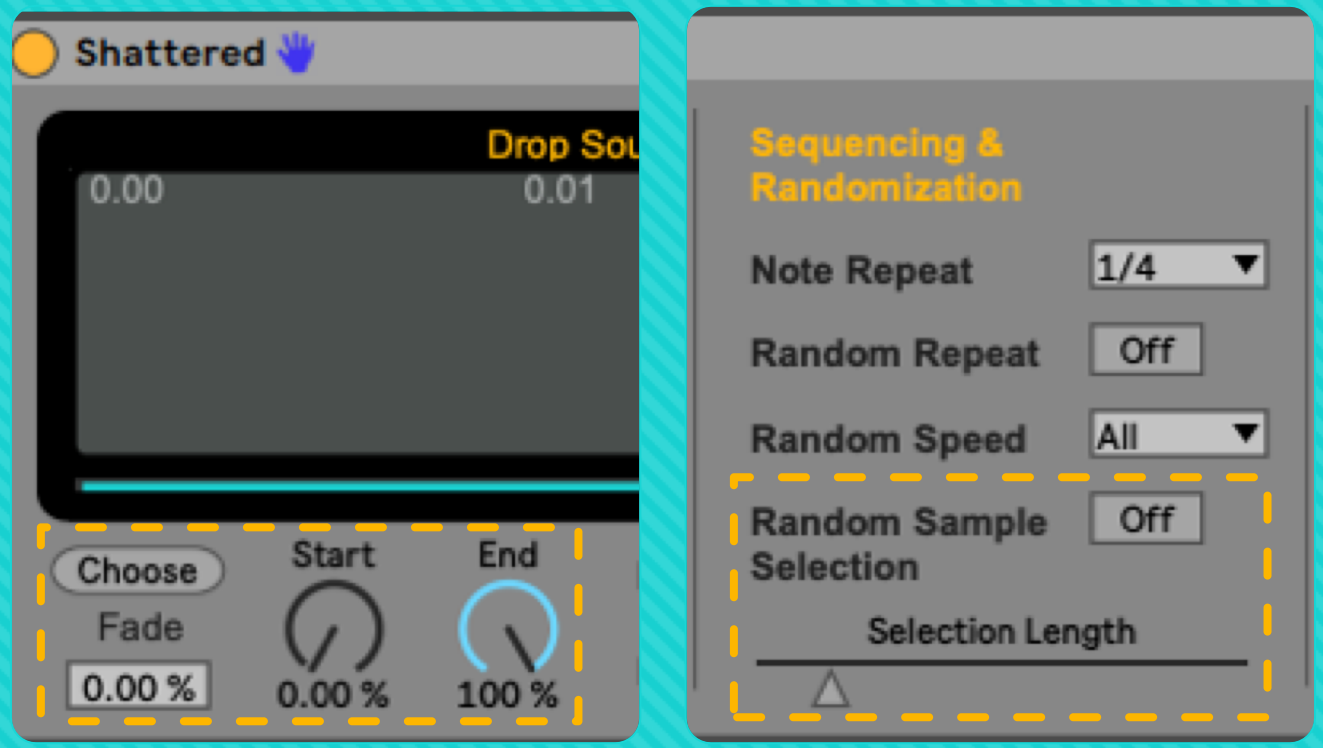
- Drag Shattered.amxd into your Ableton User Library or onto a new track
- Alternatively, save Shattered.amxd into the file: /Users/*username*/Music/Ableton/User Library/Presets/Instruments/Max Instrument

How to use Shattered



Load your sample

Like a regular sampler, you first choose and load your sample. This is where the regularity ends.



Sample Selection

Here's where the randomness begins. You can define the section of the sample you wish to play or you can randomize it for each individual note. Fade applies a fade in and out to the sample.



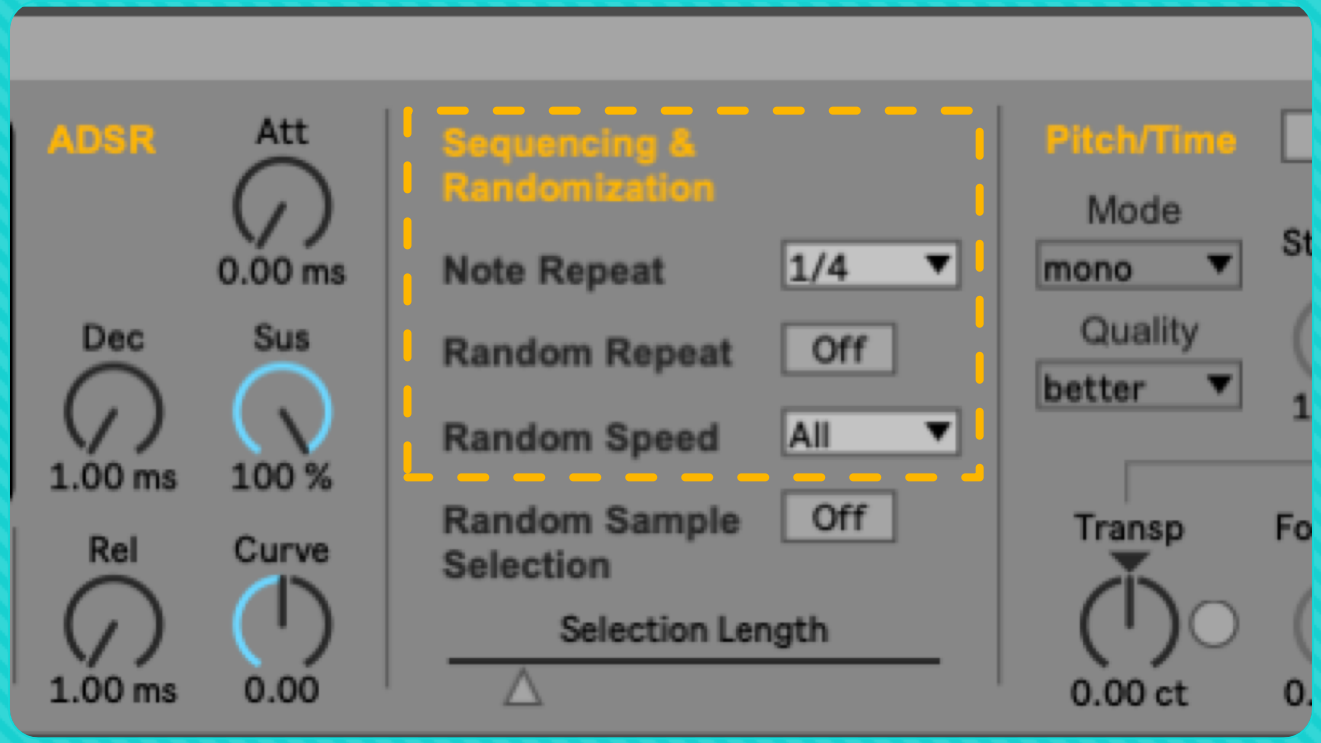
Root Note and Key Range

Next, you can choose the root note of your sample which may depend on how you are using Shattered. You can also set your Key Range which defines which incoming MIDI notes the sampler responds to.



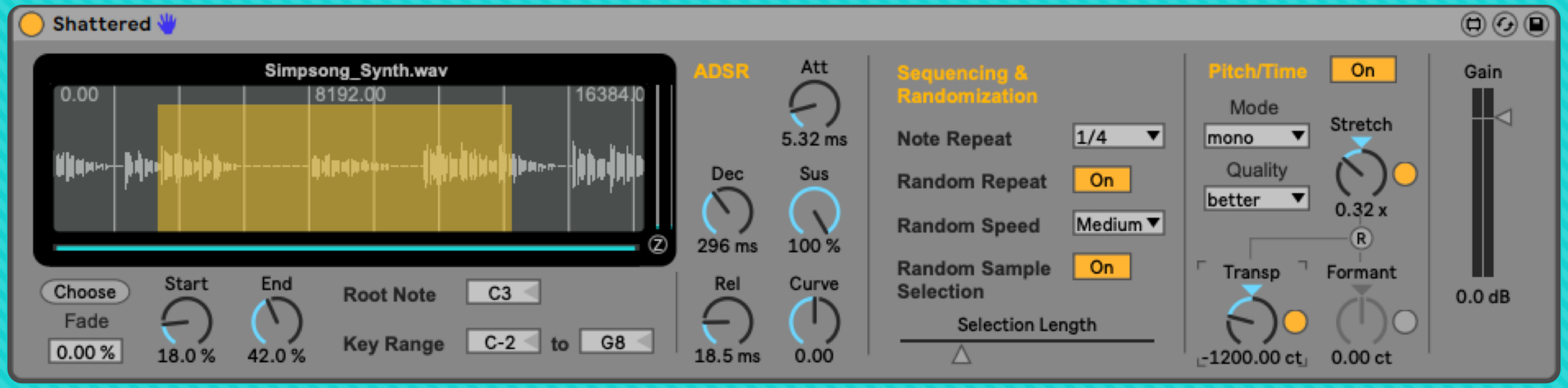
ADSR and Pitch/Time

As with a lot of samplers, you can set the envelope, pitch and time for sample playback. Shattered features pitch shifting and time stretching.



Sequencing and Randomization

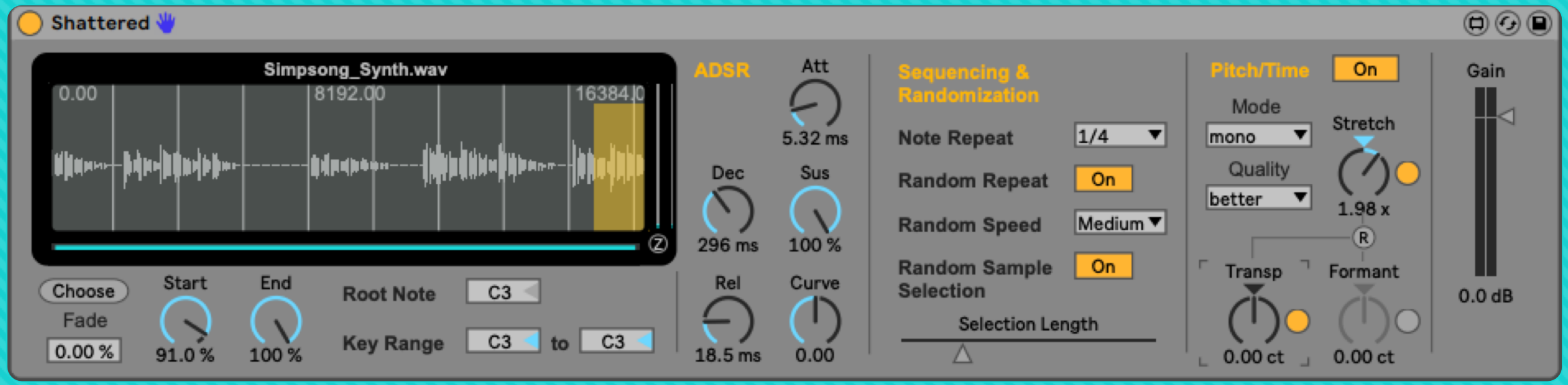
Finally you can set your randomization parameters. Note repeat is like a simple arpeggiator that is synced to the tempo of your Ableton set. Pressing random will disable this and the instrument will choose note length at random. This can be set to all, slow, medium or fast.



Playing Shattered

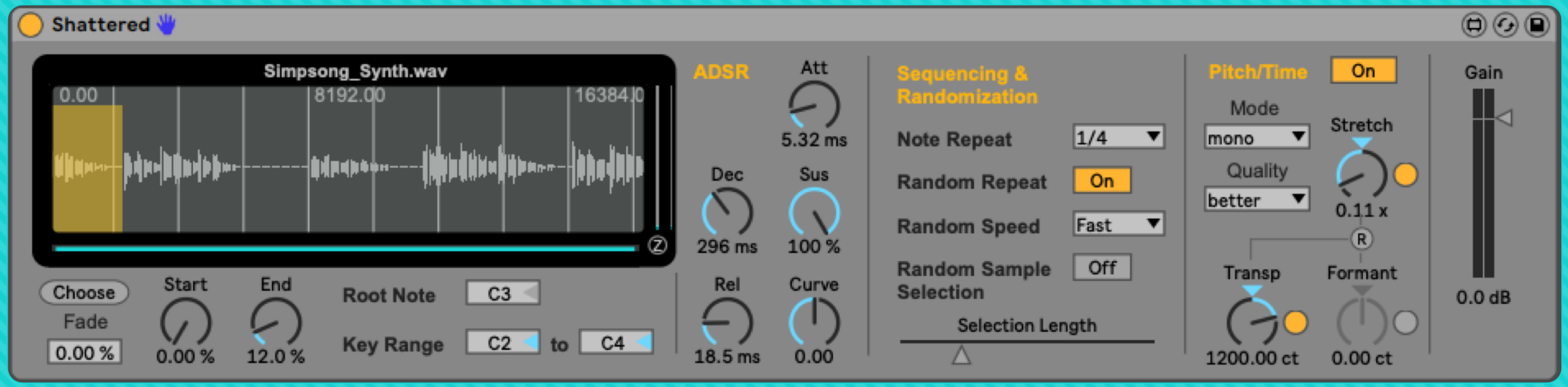
Now your parameters are set you can begin playing Shattered. When you feed shatter more than one note (e.g. a chord) it will choose from the notes held at random. This of course depends on how you've set your key range.

Example uses of Shattered



Example 1

Using a loop as the sample, turn the Random Repeat and Random Sample on and set the key range so that only C3 triggers the sample. Set the Pitch/Time settings to taste and then combine this with a range of other samples in the same key loaded into other instances of Shattered to produce in key, random compositions played by pressing one note on your MIDI keyboard.



Example 2

Using a one shot or setting the sample start and end to single note of a loop, turn the Random Repeat and select a speed. Set the Root Note to the note of the sample and then set the key range you want this sample to play within. Combine this with a range of other samples in the same key loaded into other instances of Shattered and play chords on your MIDI keyboard to produce random music in a chord progression of your choosing.