MARBLE //

instructions manual

CINEMATIQUE INSTRUMENTS

WHAT IS MARBLE 2?

MARBLE 2 is a creative music tool to help you quickly compose and implement your music ideas. MARBLE 2 is technically a two-track 16-step sequencer with the ability to edit every single step in terms of volume, pan, filter, tune, drive, reverb etc. To summarise, you have eleven parameters from which you can choose! To feed these two tracks, MARBLE 2 provides 63 different sound sources; some of them come in up to six times round robin with several dynamic layers.

But if that was not enough, MARBLE 2 allows you to shape the entire sound in real-time. You have 13 manually and individually adjustable effects at your fingertips for each of the 127 steps on the table. To recall these effect settings, use the mod wheel – which runs through all 127 steps. You can now shape your sound in real-time according to your requirements.

WHAT CHANGED WITH THE UPGRADE?

Marble 2 includes an expansive list of new features. The new preset page contains a dynamic preset browser which you can filter through 23 categories. Now, you can also add presets to your favorites for an easier and quicker reach.

Marble 2's sequencer comes with 63 entirely new instruments divided into four categories: organic sounds, powerful synths, textures, and percussive instruments. The textures now come with a new function called Start Point, i.e., each step of the sequencer triggers the texture sample, which can start at different points. Start points, combined with the length functions, allow for a new and easy handling approach.

New sequencer features include the ability to control the attack of the length function, two different types of distortion, the adjustable low pass filter resonance, a new chorus with variable tempo, micro tuning capability and event repetition.

Finally, you can now use the mod-wheel to control length and low pass filter in real-time and relative to the track table steps.

WHICH ARE THE INCLUDED INSTRUMENTS?

Synth:

Sine Wave – Super Butter – Low Mule Bass – Orpheus Light – Fresco – Berlin Signal – Parisienne – Dusty Steps – Krypto Krush – Typical 80s – Juke Boxer – Pure Saw – Prophet Saw – Aaron Seed – Osc Extreme – Amiga Crush

Textures:

Noise Swimmer – Symphonic Freezer – Saw Weirdness – Texikko Desert – Coco Noiz Melo – Cube Grains – Foreign Strings – Mark 1 – Lost Guitar – Massive Decent – Old Radio Slices – Reversed Guitar – Lonesome Digit – Rehearsal Piano – Rhode Park

Organic:

Reverbed Guitar – Palm Precision – Felt Piano – Hybrid Loader – Pandrum – Bloom – Cello Trio – Lap Harp – Destruct Piano – Bass Marimba – Leather Bell – Baritone Sax – Kalimba – Bastard Bass – Bended Guitar – Air Keys

Percussive:

Rytmik FX Set – Plastic Star – Rytmik Slices – Shaker Set – Gran Cassa – Synthetic Tom – Mix of Kickz – Glitch & Clix – Single Tom – Digital Cymbal – Train Box – Deep Stinger – Noise Box – Deep Sub Drum – Tom & Plopps – Domestic Set

THE MAIN FEATURES

1. ENGINE - THE 'OPEN' SEQUENCER

The core of MARBLE 2 is the two parallel sound slots. Each of those slots or tracks contains an open 16-step sequencer. This open sequencer allows you to determine and define the values of each of the 12 functions, which you can do for every single step of both sequencers. That means that you can change any of the following parameters for every single one of the 16 steps:

- Pan
- Length
- Drive/Distortion
- Low Pass
- Chorus
- Tune
- Fine Tuning
- Event Repetition
- Texture Start Point
- Reverb
- Delay

2. CONTENT AND SOURCES

MARBLE 2 has many exciting and organic sound sources to feed both sound slots. The source pool includes highlights of our current library and other instruments, such as drums, modern and classical synths, organic instruments (e.g. cello), textures and much more. Most sounds come in six round-robin variations and up to 8 dynamic layers. Each sound covers a minimum of four octaves from C1 to C5. In total, there are over 2.000 single sample sounds.

3. A NEW PATH - REAL-TIME SOUND SHAPING

MARBLE 2 provides a new and absolute unique feature: Real-time Sound Shaping. After using the extensive possibilities to create a sound in the sequencer, the entire sound of MARBLE 2 goes through a complex effect matrix. This matrix includes various effects, such as low and high pass filter, reverb (with eleven available types), random generator, drive, and more. Employing the slightest changes in these effects, MARBLE 2 achieves impressive results and gives an exciting vitality and complexity to all the sounds or patterns. And guess what? The sound shaping works in real-time.

HOW DOES THE DYNAMIC SOUND SHAPING WORK?

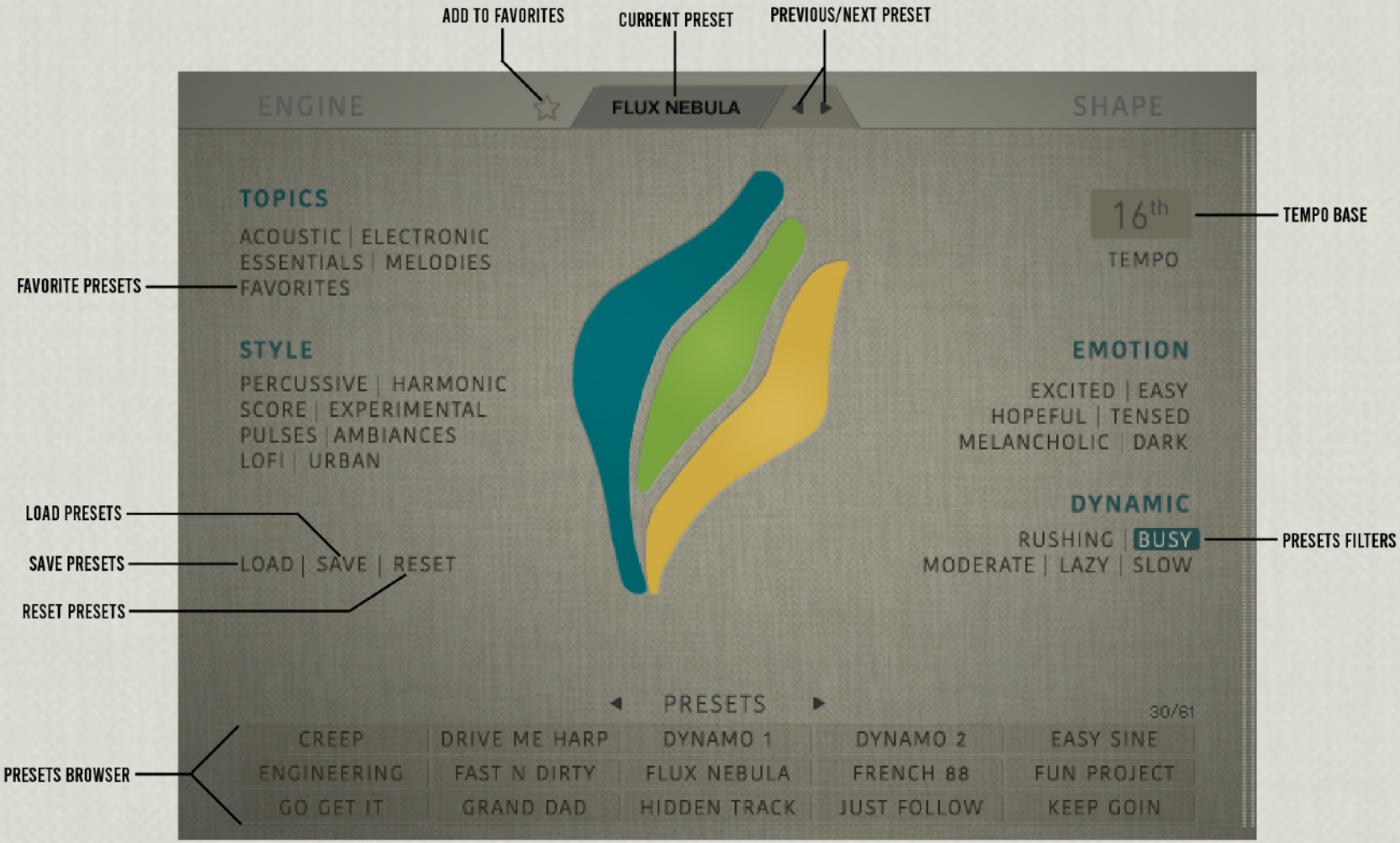
First, set the values of the relative effect parameter and assign it to at least one of the 127 possible steps. The assignment is easy as pie and takes place using „tables“, which makes it very easy to realize dynamic curves such as a filter curve. Now you easily recall these previously assigned effect settings by moving the marble arrow (or mod-wheel) in any speed or direction. In real-time, you can change the entire sound of MARBLE 2 to your requirements, and it feels like live interaction with the effect matrix. You have many possibilities to create an intricate and dynamic sound design: standard filter curves, spontaneous glitch, distortion spots, morphing from one sound into another, and complex simultaneous movement of several effect parameters. Just set and assign the effects and move the marble ring. You can imagine how easy it is to achieve a high level of modern sound shaping quickly and in real-time.

4. PRESETS

Around 400 presets are available, which shows the enormous versatility of MARBLE 2. These presets are spread over several categories, which you can use to filter the presets according to topic, style, dynamic and emotion. Additionally, now you can save and navigate your favourite presets, allowing for a quick and easy reach when working with MARBLE 2.

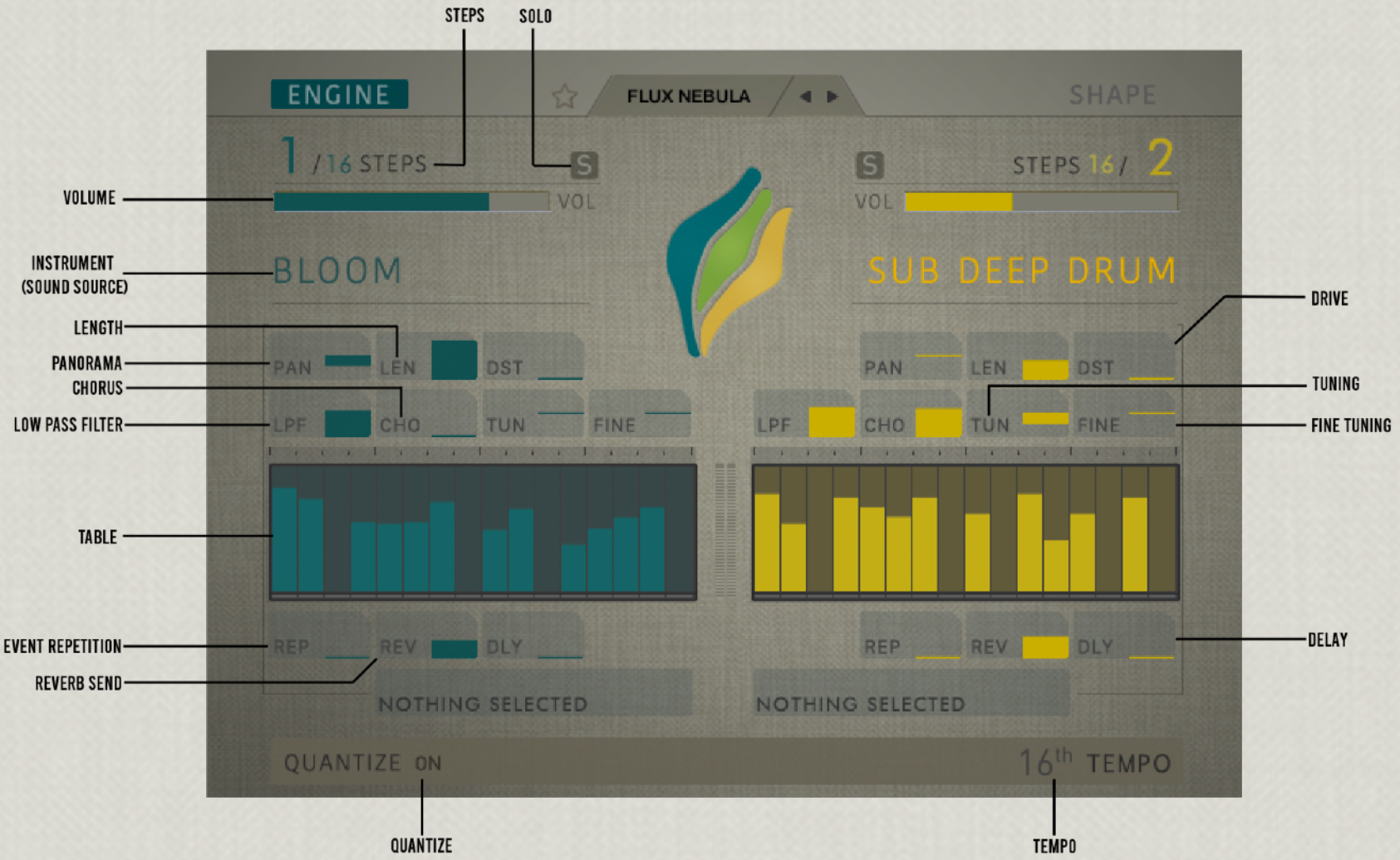
The included categories: Acoustic, Electronic, Essentials, Melodies, Percussive, Harmonic, Score, Experimental, Pulses, Ambiances, Lo-Fi, Urban, Excited, Easy, Hopeful, Tensed, Melancholic, Dark Rushing, Busy, Moderate, Lazy, Slow.

I. MAIN PAGE (PRESETS VIEW)



CURRENT PRESET	Displays the currently selected preset.
ADD TO FAVORITES	Adds the current preset to the list of favorites.
PREVIOUS/NEXT PRESET	Click to navigate to either the previous or next preset.
PRESETS FILTERS	Select one or more sub categories to filter the presets.
FAVORITES PRESETS	Click to see the presets on your list of favourites.
LOAD	Loads a preset from your HD.
SAVE	Saves the Current Preset to the "Data" folder in your HD.
RESET	Resets the entire engine.
TEMPO BASE	Opens a submenu where you can select the master tempo base according to the host tempo (or the Kontakt tempo in standalone status). The available tempos are 4th, 8th, 8th triplet, 8th swing, 16th, 16th triplet, 16th swing and 32nd.
PRESETS BROWSER	Use to navigate the presets.

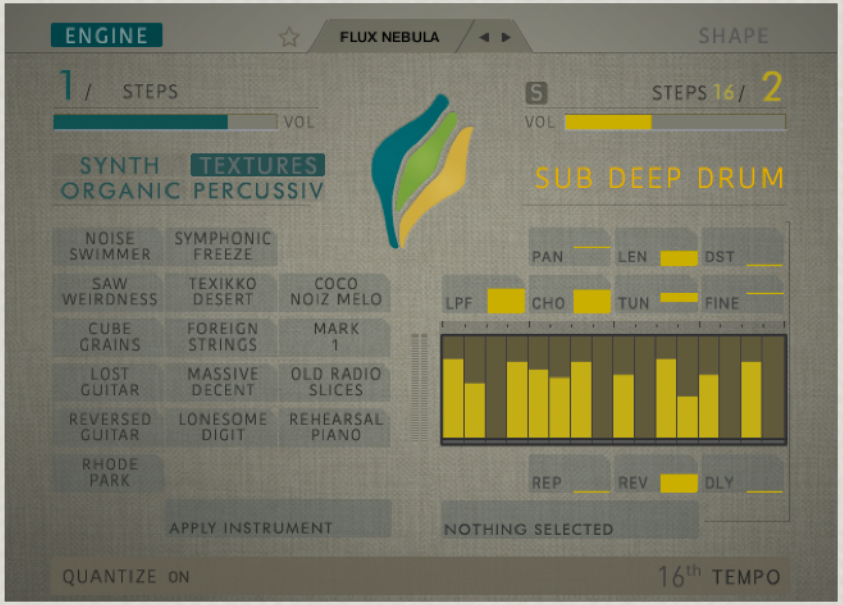
II. ENGINE PAGE (TRACK CONTROL VIEW)



INSTRUMENT (SOUND SOURCE)

Displays the instrument currently selected for the respective track. By clicking on it, an instrument selection menu appears with different categories of sound sources. Click each of the categories to see the available instruments. Click on an instrument to choose it.

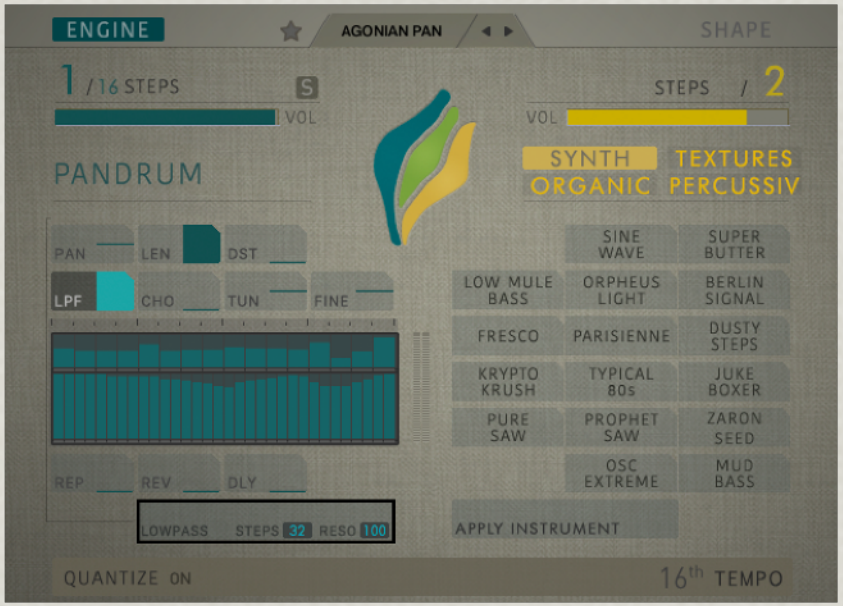
You can test the different sound sources without changing the selected instrument for that respective track. To do so, click the "Apply Instrument" button once, which will change to **"Try Out Mode."**



FUNCTIONS

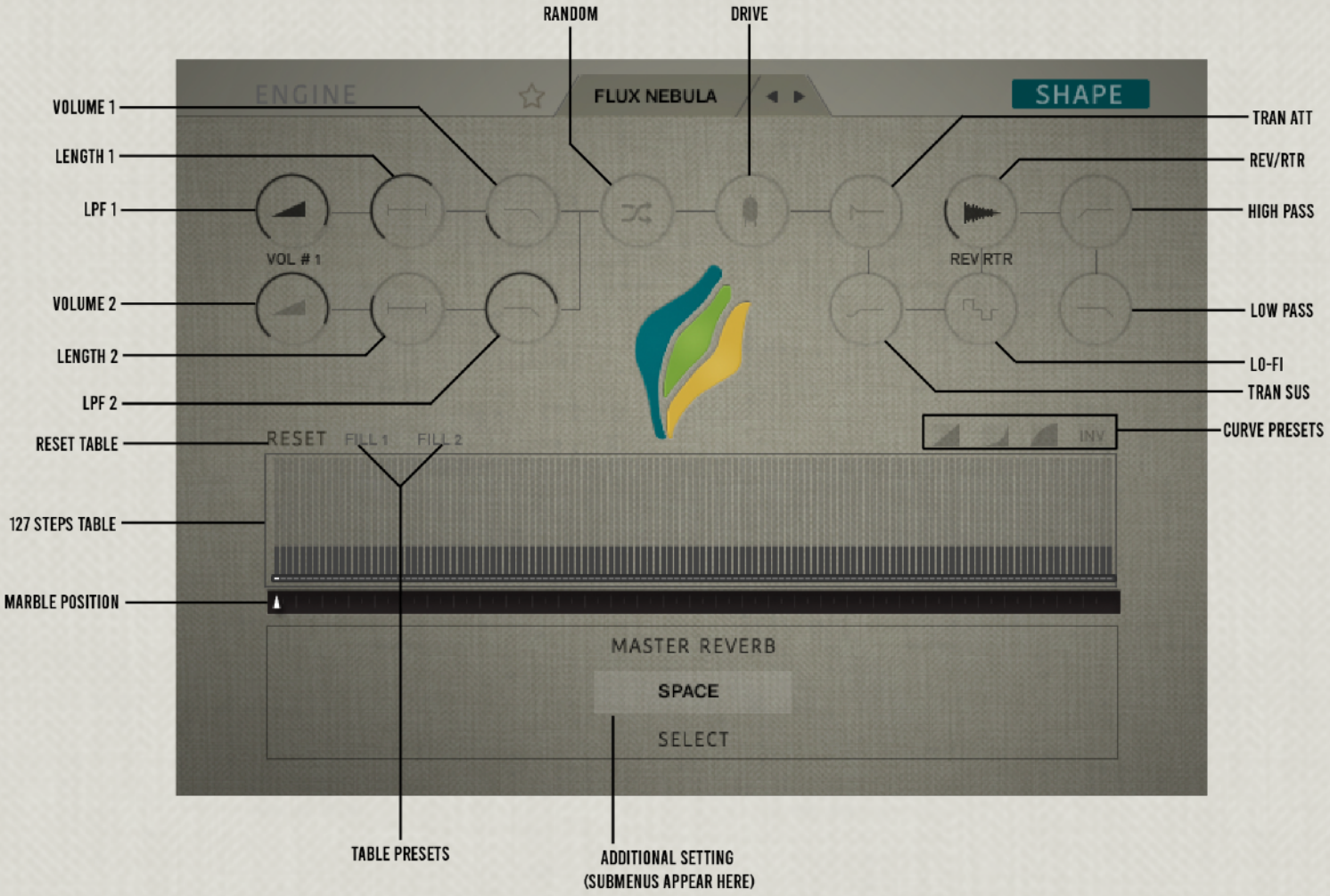
How to work the functions in MARBLE 2

By clicking on any function (for example, PAN or LEN), a second table appears where you can draw individual values for each step. Changing the value on the function button switches the function value for all the table steps at once. Some of the functions open an additional menu for adjusting further specifications.



PAN (PANORAMA)	Sets the panning value of the steps.
LEN (LENGTH)	Sets the length of the steps. This is a mixture of decay and release. An attack value (from 1 to 100) can also be set using the slider on the additional menu.
DST (DRIVE)	Sets the distortion value of the steps. The additional menu allows you to set the number of steps (up to 64) and the type of distortion (drive or bit crush).
LPF (LOW PASS FILTER)	Sets the lowpass filter value of the steps. This filter is a 2pole lowpass filter with a light resonance. You can also change the number of steps for this filter (up to 64 steps) and the resolution on the additional menu for higher
CHO (CHORUS)	Sets the chorus value of the steps. The chorus tempo can also be changed on the additional menu.
TUN (TUNING/PITCH)	Modifies the tuning of the steps from -12 to 12 semitones in relation to the notes you play.
FINE (FINE/MICRO TUNING)	Modifies the tuning of the steps within a range that spans from -70 to 70 cents (displayed from -7 to 7) in relation to the notes you play.
REP (EVENT REPETITION)	Defines how many times a note/event will be repeated per step. You can choose between playing the note 2 or 4 times.
REV (REVERB SEND)	Sets the amount of reverb on the steps.
DLY (DELAY)	Sets the amount of delay on the steps. The tempo of the delay can be changed on the submenu.
STRT (TEXTURE START POINT)	All textures have 25 possible start points, and you can set a different starting point for each step on the track table. Combine this function with the length function to define how long the texture will play from its start point.

III. SHAPE PAGE (MASTER FX)



HOW TO WORK THE SHAPING PARAMETERS IN MARBLE 2?

In this section, you can adjust the master FX in MARBLE 2. Selecting any effect on the shape page will show a corresponding table with 127 steps. The values for the chosen parameters can be manually drawn onto this table. **The arrow on the bar below the table indicates the Marble Position.** Using the mod wheel to control the marble position, you can run through the 127 steps to shape the entire sound of MARBLE 2 in real-time. The visual arrangement of all elements corresponds to the original effect chain in the insert master bus of Kontakt.

THE 127 STEPS TABLE

You can manually draw the values for the chosen parameters in this table. The arrow on the bar below the table indicates de Marble Position. Using the mod wheel to control the marble position, you can run through the 127 steps to shape the entire sound of MARBLE 2 in real-time.

RESET TABLE

Resets all the FX Tables.

TABLE PRESETS

You can select between one of two predefined settings for the master FX - it changes all tables simultaneously.

CURVE PRESETS

Selecting one of the curves presets automatically shapes the FX Table. The available presets include linear, degressive, progressive, and an invert button, which you can use to mirror the shape of a curve on the table.

THE SHAPING PARAMETERS

VOL #1	Displays the current volume of track #1 according to the Marble position.
VOL #2	Displays the current volume of track #2 according to the Marble position.
LEN #1	Displays the current length value (decay and release) for track #1 according to the Marble position. Use the additional setting to activate or deactivate this
LEN #2	Displays the current length value (decay and release) for track #2 according to the Marble position. Use the additional setting to activate or deactivate this
LPF #1	Displays the current value of the low pass filter on track #1 according to the Marble position. Use the submenu to activate or deactivate mod wheel control of LPF #1.
LPF #2	Displays the current value of the low pass filter on track #2 according to the Marble position. Use the submenu to activate or deactivate mod wheel control of LPF #2.
RANDOM	Displays the current amount of randomness applied to the track parameter. In the additional menu, you can select which track parameters/functions (velocity, panorama, tune and distortion) should be randomized or kept for each track. The amount of randomness ranges from little randomness to 100% chaos.
DRIVE	Displays the current drive/distortion value for the master output. Use the submenu to determine the drive's gain.
TRAN ATTK	Displays the current value for the attack of a transient master effect.
TRAN SUS	Displays the current value for the sustain of a transient master effect.

REV RTR	Displays the return value of the reverb. In the additional menu, you can choose the reverb type amongst 11 different ones.
LOFI	Displays the current bit resolution value for the master output.
HIGH PASS	Displays the current frequency of the high pass filter. It also opens an additional menu where you can define the resonance of the 2pole filter.
LOW PASS	Displays the current frequency of a high pass filter. It also opens an additional menu where you can define the resonance of the 2pole filter.

Marble 2 was recorded, assembled and programmed in 2022 in Cologne, Germany.

Big and many thanks to Jumpel, René, Till, Nati, Jonas, and Antonia at Cinematique Instruments.

We wish you great ideas, much inspiration and a lot of fun tweaking Marble 2!