

FABRIQUE
CINEMATIQUE INSTRUMENTS

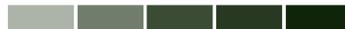


Thanks for purchasing Fabrique!

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How to install?

In order to run Fabrique without problems, your computer and operating system should fulfill the minimum specifications listed below.

System Requirements:

WINDOWS: Windows 7 or Windows 8 (current Service Pack, 32/64 Bit), Intel Core Duo or AMD Athlon 64 X2, 2 GB RAM (4 GB recommended)

MAC: Mac OS X 10.7 or 10.8, Intel Core 2 Duo, 2 GB RAM (4 GB recommended)

500 MB free disc space

Fabrique comes along with its own installer, which will install the Fabrique software as well as the free KONTAKT Player Software. Please launch the installer and follow the instructions.



1. What is Fabrique?

A Loop Engine or a Real-time Pattern Module?

What is behind it?

Fabrique is a sound module for creating complex and inspiring musical elements within seconds. Whether you are either searching for the basis for a score cue or for a sophisticated add-on percussions loop or you are just trying to look up organic loops, atmospheric soundscapes or tonal movements or you just wanted to get inspired for a new piece of music, Fabrique provides almost every possibilities according to all these needs. But even if you are not feeling like creating your own pattern, there are available over one 170 presets, ready to be played.

Fabrique includes three different kind of modules which varies in genre and amount of sounds: Firstly there is the **PRIME**, which covers the wide range of cinematic music and song production, secondly there is the **URBAN** which meets the needs of dub and pop music and finally the maverick one called **EERIE** which provides pattern and sounds for horror and dramatic purposes.

Although Fabrique is a very complex and versatile tool, it is anyhow very simple and intuitive to use. All control and operating elements are easily accessible, so that you can quickly and easily create or edit your pattern according to your own requirements.

How does Fabrique work?

Fabrique is a 32 step sequencer equipped with 3 separate tracks which are playing simultaneously. Track 1 and 2 are midi generators - track 3 is an audio loop player.

In order to let Fabrique play notes you just move up and down bars of a table. By doing so, you adjust the dynamic for each note (total of 32 steps) of every track in a range of zero (mute) to 127 (fortissimo).

The table is a perfect tool to set notes because you can clearly see at which positions notes are played or not.

Besides that, Fabrique provides a wide assortment of tools for quickly shaping the sound of either the individual track or the whole pattern. There are plenty of easy-to-use options available for each track: pitching notes, either of the whole track or every note or randomly, changing the length of notes, adding reverb or delay, setting a low and high pass filter and putting automatic frequency envelopes over the whole track. Further more there are available 4 master fx switches to modify the entire sound of the pattern.

Fabrique comes along with a huge amount of sounds which can separately load into each track. You can feed the first two tracks with over 75 instruments (Prime has 48 instruments, the Urban versions contains 24, the Eerie 18). There are instruments both in 5 times round robin variations and single sounds – all in various velocity layer. The instruments are categorized in tonal sounds, deep or high percussion and experimental sounds and noises. Beside several new sounds such as a paper roll, a kalimba, a water drop, bass drums, a mallet drum, a bongo, a darabuka, an electric guitar etc.

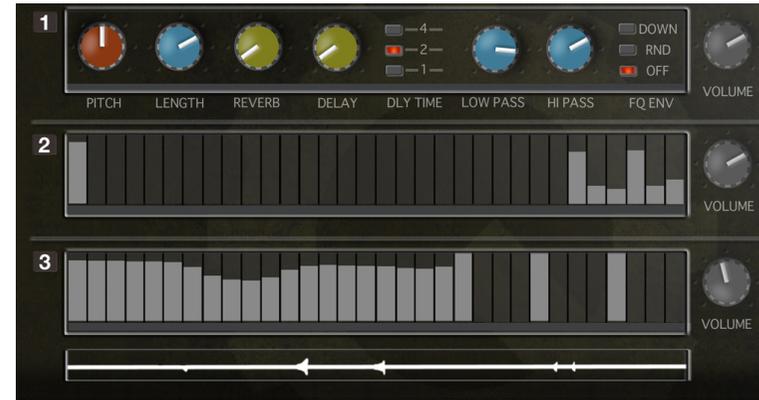
Fabrique contains some high light sounds of our recent library such as Guitar Harmonics, Kantele, The Bowl and some more. The audio track is equipped with 27 tempo-synced audio loops in the Prime version (the urban version contains 17 loops and the eerie 12 loops).

In order to play the entire pattern you just have to press a key on your keyboard (you can define the key by yourself) or click the „start“ button - Fabrique will play the pattern endless in a loop. You can let Fabrique play in sync or off to your host application.

In order to produce very complex patterns, please create a multi by dragging several instances of Fabrique into Kontakt. Fabrique provides a special „Multi View“ tab to reduce its GUI size to see all instances at once. By defining an own „run“ key for every instance, you can easily play five, eight or ten Fabriques at the same time just by pressing its own key! By doing this Fabrique lets you easily arrange and improvise lots of instances and presets at the same time. You can arrange and layer all pattern at your own requirements!

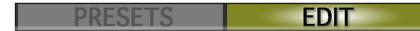
Fabrique consists of 4 different units:

Edit - Preset - Master - Multi Modus



1.1. The main menu

In the upper row you can find the two main switches EDIT and PRESETS. With these two switches you can decide to enter the edit or pattern area of Fabrique. In the edit area you can modify or create the pattern.



For each track you can set notes, choose sounds or shape the sound. In the pattern area you find all the presets. You can switch between two banks, you can save and load your own patterns.

2. Edit Area

In the Edit Area you find all tools to edit or create a pattern. You see all 3 tracks get listed one below the other. At the left side you find 32 step table followed by the track volume knob.

2.1. Edit Menu

At the right side of each track there is positioned the edit menu. This menu lets you either choose the instruments or set the notes and the volume. You can change the pitch or shape the sound. The following functions are available:

Sound Name

Enters the Sound Menu

Random Velocity

Sets randomly the velocity for each track (just track 1 and 2)

Table

Enters the table, in which you can set the velocity for each note/step

Tuning Table

Enters the Tuning Table, in which you can set the pitch of of each note in a range from -12 to 12 haftones (just track 1)

Boost

Activates a tape saturation with a volume boost of 8dB

Edit Menu

Enters the Edit Menu, which provides lots of tools to shape the sound

Penta

By activating this button all tuning data of the Tuning Table will be automatically transpose according to the pentatonic scale.



2.1.1. Sound Name

By clicking on the name of the sound you are entering the sound menu. The sound menu lists all instruments which are available as the basis for each track. Track 3 has instead of single instruments just audio loops.

The Prime version has 48 single instruments, Urban 18 and Eerie has 17. All in all Fabrique provide over 75 single instruments and 50 audio loops which can be free combined.

Below you find a list of all instruments:

TONAL	DEEP PERCUSSION	THIN PERCUSSION	EXPERIMENTAL
Paper Roll	Morphium Syn	The Bowl	Granite Chord
Kalimba	Electric Guitar	Maryn Syn Sound	Water Drop
Guitar Harmonics	Kantele	TR808 Tom	

Strings

Dead Ac Guit	up and down stroke of dead acoustic guitar
Dead fender Bass	C dead notes of a Fender Bass (RR)
Electric Guitar	C notes of an vintage mid.freq guitar (RR)
Fender Mixed	mix of sustained notes (vel>30) and dead notes (vel<30) (RR)
Fender Bass Finger	C notes of a Fender Bass (RR)
Guitar Harmonics	G#2 notes of a Guitar Harmonics (RR)
Kantele	Bb notes of a Kantele (RR)
Wah Guit C	C note of a cry baby wah single guitar
Wah Guit Dead	up and down stroke of a dead wah guit

Keys

Electronic Flap	C note of a 80ies analog sound
Gmin7	Gmin7 chord of an organ
Sapphire 1	Sapphire 60 - Csus7 chord vel >30 + single C note (vel < 30)
Syn Bell	C note of a synthetic bell sound
Upright Piano A1	C2 note of the C1 Upright Piano

Mallets

Analog Marimba	C note of a synthetic Marimba
The Bowl	felt medium mallet hits (RR)
Kalimba	sounds of a tongue of an african kalimba (RR)
Paper Roll	deep sound of huge paper roll (RR)

Synthi

Analog Flute	C note of a flute sound of an 80ies keybaord
Deep Bass	C note of a deep analog bass
Granite	warm chord sound
High Dense	C note of a warm deep synth
Insomnia Lead	C note of a techno synth
Maryn Syn	D#1 note of a low percussive synth
Morphyn Sound	A5 notes of an ambient electro sound (RR)
Multicore 212	organic pad
Sine Soft Bass	C note of a low warm sine bass
Saw Cab	C note of a weird saw bass
X Xba SQ	C note of a phat saw bass
Zap synth	warm synth

Percussion

Bongos	High Bongo (RR)
Bongos Hi Edge	playing the edge of a high bongo (RR)
Bongos Low Edge	playing the edge of a low bongo (RR)
Chekere	panned african Shaker (RR)
Darabuka	darabuka stroke (RR)
Drum Sticks	just sticks (RR)
Rhythmus Clack Shaker	old vintage drumcomputer clack sound
Tambourine	wooden shaker (RR)
Thin Percussion	10" diameter tambourine (RR)
Triangle	electro Sound
Wood Block	ordinary triangle
	synthetic Wood

Bass Drums

Glitch BassDrum	warm basss drum
Bass Drum	warm phat bass drum
Rhythmus BD	old vintage drumcomputer bass drum
Raw BD	evil bass drum
Sub Bass Drum	low deep sustained bass drum

Other Drums

Acoustic Tom	16" standtom
Mallet Drum	frame drum/ ocean drum (RR)
Kettle Drum	normal sized kettel drum
Rhythmus SN	old vintage drumcomputer snare
TR 808	Tom Tomsound of legend 808
Water Drop	organic water drop (RR)velocity

Unsorted & Experimental

Acoustic Impact	big low stroke/ impact
Bunch of Keys	Bunch of a normal keys.
Cycle Chain	roll of a racing bike chain
Deep Impact	phat stroke in a big hall
Digital Error	evil digital noise
Electronic Flap	high sizzle
Low Crackle	crackle noise
Handrail	hitting a metallic handrail (RR)
Klick Digital	click sound
Metal Plate	metal plate stroke
Noise	just noise
Paper Tear	tearing a sheet
Piano Impact	heavy stroking a piano
Saw Blade Stroke	hitting a small saw blade (RR)
Spanner	different spanner (RR)
Sliding Door	noise of closing a sliding door
Smithy Bell	anvil

Cymbals

China Cymbal Tip	china cymbal tip sounds (RR)
Digital Cymbal	digital cymbal
HiHats	organic hihat (RR)
1 Closed HiHat	synthetic hihat
Rhythmus HH	old vintage drumcomputer hihat
Syn HiHat	synthetic hihat
Tam Tam	tam tam

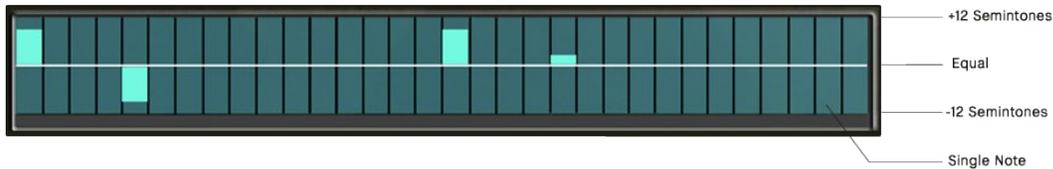
TONAL	DEEP PERCUSSION	THIN PERCUSSION	EXPERIMENTAL
Bass Drum	Kettle Drum	Darabuka	Handrail
Sub Bass Drum	Acoustic Tom Tom	Tam Tam	Saw Blade Stroke
Mallet Drum	Bongos	Wood Block	

2.1.2. Table - Setting the Volume



In order to set the note, please use the table. By moving up and down the bars of the table you define the velocity of each of the 32 possible steps. Zero means mute and full is fortissimo.

2.1.3. Tuning Table – Setting the tune



In order to set the pitch of a note, please use the tuning table.

The value on the white line in the middle doesn't change the pitch. If you drag the bar below the white line the note will be pitched down up to 12 semitones - values above the line will transpose the notes up to 12 semitones.

2.1.4. Edit Menu - Soundformung

By clicking on the Edit Menu button you enter the Edit Menu. This menu provides lot of tools to shape the sound:



Pitch

By turning this knob you can adjust the pitch of all notes of the track in a range of -12 to 12 semitones.

(Track 2 provides an additional Random Pitch Switch which lets the knob randomly move in a range of -5 to 5 semitones)

Length

This knob changes the length of all notes of the track (Isn't available for track 3)

Reverb

Sets the amount of reverb for all notes of the track

Delay

Sets the amount of delay for all notes of the track

Dly Time

Sets the delay time. There are 3 times available: forth, forth triplets and eights.

Lowpass

Sets the lowpass filter from 20Hz to 20 kHz

Highpass

Sets the highpass filter from 20Hz to 20 kHz

Fq Env (Frequ. Envelope)

This function activates a lowpass filter envelope for the entire track:

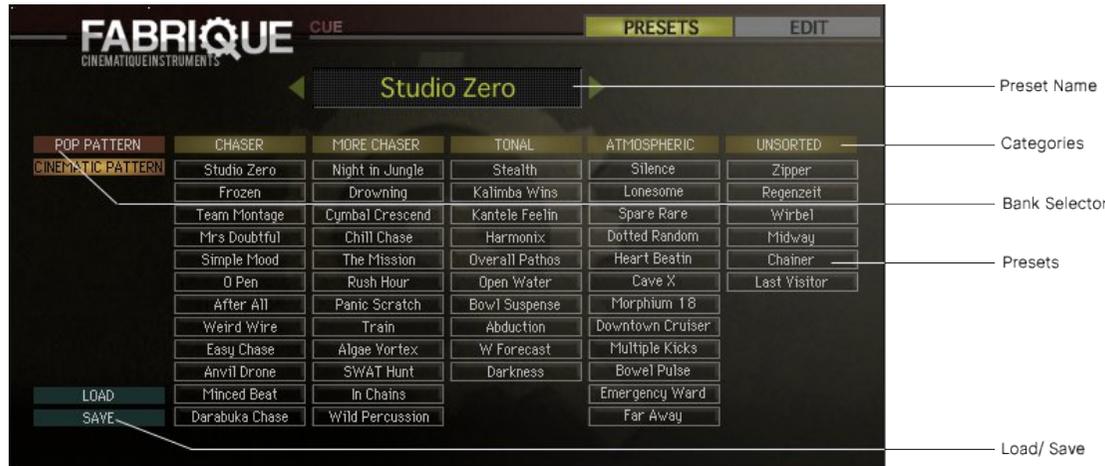
OFF - no filter
RND - random filter
DOWN - lowpass filter, which linearly descends from full to zero

Volume

Sets the main volume of this track

3. Presets

This unit lets you save or load all parameter of Fabrique or launch/ load pre-built presets.



Bank Selector

Switches between banks of the max 60 presets

Preset Name

Displays the name of the recent preset

Presets

Clicking the name loads the corresponding preset.

Load/ Save

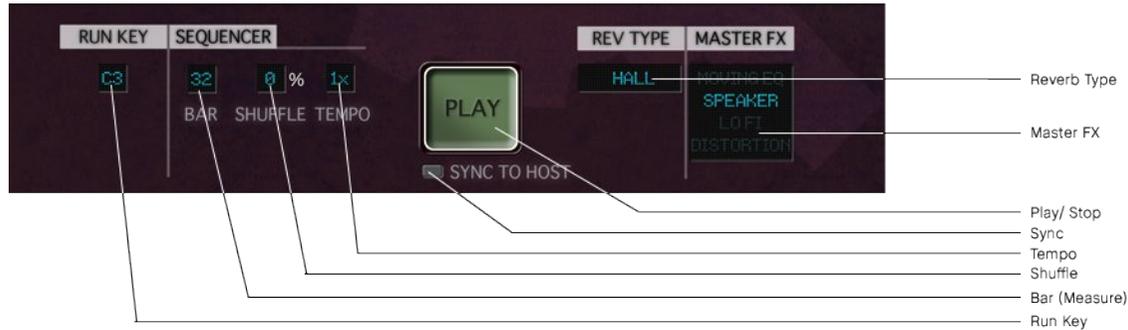
Buttons to load or save all parameters of Fabrique

Categories

Theme/ headline according to the below listed presets

4. Master Unit

This area lets you adjust master sequencing data and global fx parameter of Fabrique:



Run Key

Defines the key on the keyboard which lets Fabrique play while pressing

Bar

Defines the amount of steps of the pattern from 4 to 32 steps.

Shuffle

Defines the amount of shuffle feeling from linear (=0) to heavy shuffle.

Tempo

Lets you change the tempo from double- to haltime.

Play/ Stop

While pressed Fabrique will play endless in a loop

Sync

By enabling Fabrique will be synced to the host application (DAW). If disabled, Fabrique can be played off to the host.

Reverb Type

This button lets you choose the reverb type. Just click to change.

Master FX

By clicking the name you are enabling/ disabling the corresponding fx. There are available the following effects:

Moving EQ - randomly moving high- and lowpass filter.

Speaker - speaker simulation

Lo Fi - 8bit, 8 kHz resolution

Distortion - a bit of warm distortion

4. Multi Modus

In order to produce very complex patterns, please create a multi by dragging several instances of Fabrique into Kontakt. Fabrique provides a special „Multi View“ tab to reduce its GUI size to see all instances at once. By defining an own „run“ key for every instance, you can easily play five, eight or ten Fabriques at the same time just by pressing its own key! By doing like this Fabrique lets you easily arrange and improvise lots of instances and presets at the same time. You can arrange and layer all pattern at your own requirements!



Midi Channel

All instances of Fabrique which will be played with one keyboard have to set to the same midi channel or omni mode.

Tab Selector

Switches between the Preset/ Edit units of Fabrique and a tiny multi overview

Run Key

Defines the key of a keyboard by which Fabrique will be played whiles pressing.

At the right you see a typical view of Fabrique multi with 5 instances - all set to the same midi channel. Each instance was defined to a different Run Key in order to be played separately. Feel free to easily arrange and improvise lots of instances and presets at the same time.



Thanks to all the people who were involved in testing, checking and playing around with Fabrique: René Dohmen, Jumpel, Richard Bretschneider, Theodore Shapiro, Guy Sigsworth, Tobi Vogel and Adi Goldstein

We at Cinematique Instruments wish you a lot of fun and great inspiration with Fabrique!

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