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SOUND

h HOLDER

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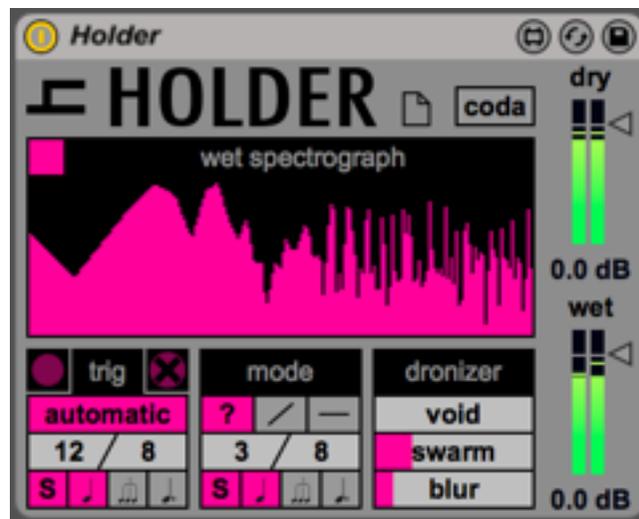www.k-devices.com - support@k-devices.com

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1. THIS IS HOLDER

Thank you for choosing HOLDER!

HOLDER is a Max For Live audio effect designed to freeze incoming audio signals and transform them into drones and rich textures.

This document will guide you through a complete overview of the product. After reading it, you should be able to use it perfectly, so we recommend that you take the time to read this guide in its entirety.

Ableton Live 9 and the Max For Live add-on are required (refer to our website to know which Live version is supported for every released version): HOLDER is a Max For Live device and works both on Mac OS® X and Windows®.

HOLDER is currently available as single product.

Thanks to the Max For Live total integration, each HOLDER parameter is described in the Live Info View.

We suggest to follow K-Devices via Facebook, Twitter or sign up our Newsletter, in order to keep up-to-date with K-Devices news and future HOLDER updates.

1. VIDEO TUTORIALS

HOLDER also features a series of training videos made in collaboration with Brian Smith.

Brian is a Certified Ableton Trainer, owner of big brain audio, a Berlin-based training center for audio production.

The HOLDER videos are available at this link: we'll add more as times passes by, so be sure to subscribe to our Youtube channel.

2. INSTALLATION

To install the device double click on the .alp file contained in the downloaded package. The device, presets, clips, demo set, samples, and Ableton Live Lesson will be automatically installed.

The HOLDER device will be installed in the Ableton Live Library: you can find it in the "packs" tab of the Live 9 browser.
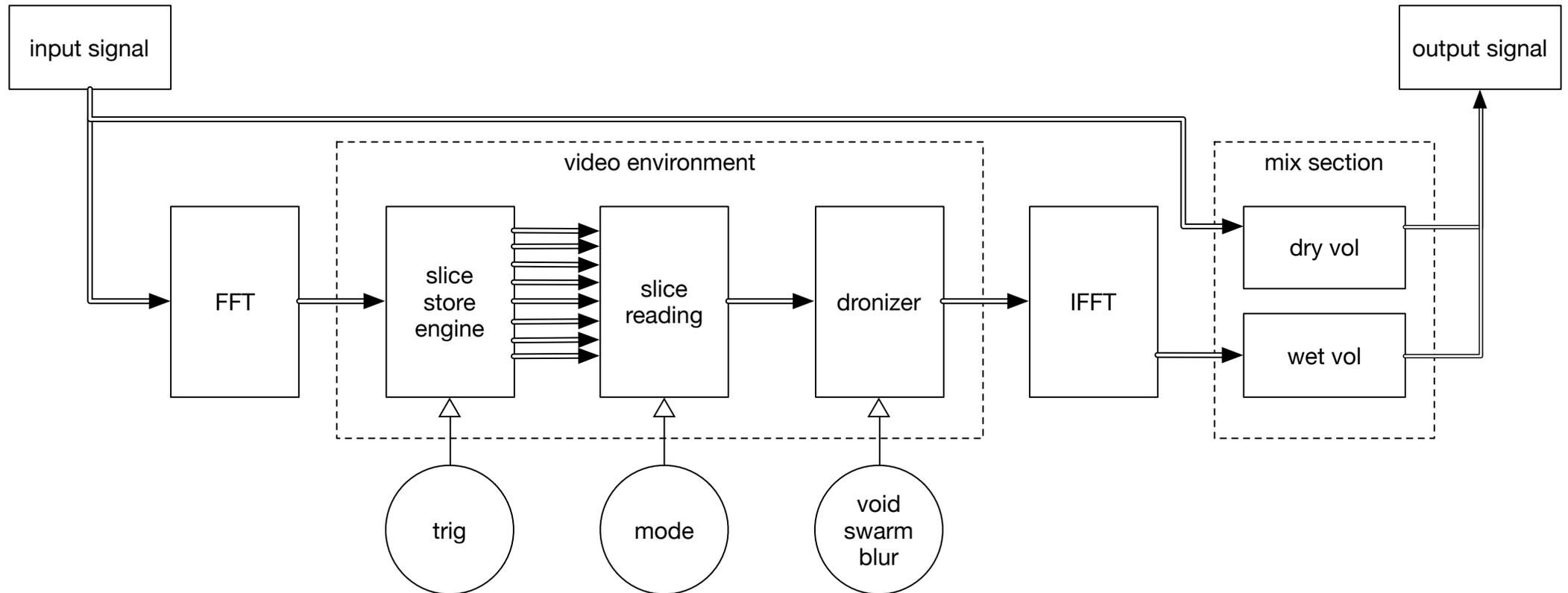
3. PACK CONTENTS

In addition to the Max For Live device, HOLDER contains:

- 62 presets;
- 42 Live Clips;
- 1 Live Set;
- 127.4 Mb of samples.

4. HOW HOLDER WORKS

HOLDER is a signal processor that holds/freezes the incoming signal, transforming it in a drone and/or rich textures.

It may be divided in three main parts: the trig/store panel, the reading panel, and the dronizer.

2. THE TRIG/STORE PANEL

In order to work, HOLDER needs to store some audio material. This process can be done automatically or manually. Each time HOLDER is trigged, it stores 8 audio slices and analyzes them via FFT.

The trig button lets you manually trig/store the slices.

Otherwise you can use the automatic function: this is based on the resolution section below.

You can set the trig resolution with these parameters. In synced mode you can define both numerator and denominator, in order to achieve more complex time resolution. Furthermore, you can choose between normal, triplets, and dotted notes. Otherwise, If sync mode is disabled, you can set the trig interval in milliseconds.

The clear button clears the stored slices.

3. THE MODE PANEL

Slices are read one at a time. The order of use is defined by this panel: it can be random, linear (from 1 to 8), or still. In still mode only the first slice is read.

In random and linear modes you can set the slice change resolution with these parameters. In synced mode you can define both numerator and denominator, in order to achieve more complex time resolution. Furthermore, you can choose between normal, triplets, and dotted notes. Otherwise, if sync mode is disabled, you can set the trig interval in milliseconds.

4. THE DRONIZER

After the FFT analysis, the data that composes each slice is stored in a matrix, and treated as a video material. This process lets HOLDER process audio material as video material, taking advantage of its effects.

The void parameter mutes some audio bands, taking off low frequencies first.
This should not be confused with a high-pass filter.

The swarm parameter is a video-noise based amplitude modulation. It modifies bands volume, injecting life in textures in a way that can't be obtained with standard amplitude modulation.

The blur section, applies an interpolation between consecutive slices.
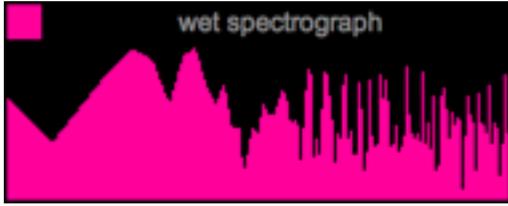
After the dronizer section, the matrix is re-converted to audio signal.

5. DRY / WET

With these two faders you can select the volume for both wet and dry signals.

6. OTHER

You can have a precise preview of the wet signal with this spectrograph. If you do not need it, or you want to save some CPU, just turn it off with the toggle in the top left.

When activated, Coda keeps the wet signal on even after the transport is turned off.

Reset all parameters to default settings.

5. PUSH IMPLEMENTATION

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3rd page	Trig	Auto Trig	Trig Inter	Trig Num Res	Trig Den Res	Trig Res Kind	Trig Sync	Clear