

BRUTALIST

8-Bit Lo-Fi Drums
For PulseCode

35 Snares
26 Kicks
12 Claps
10 Toms
10 HiHats
8 Cymbals

Brutalist is an expansion pack of 100 8-bit drums designed exclusively for the PulseCode Drum Machine. These drums have all been sampled using the legendary Mirage sampler, capturing its lo-fi, gritty character. Each sound is made up of 6 layers. When loaded into PulseCode, you can adjust the levels and other aspects of each layer to get drastically different sounds from a single source sample.

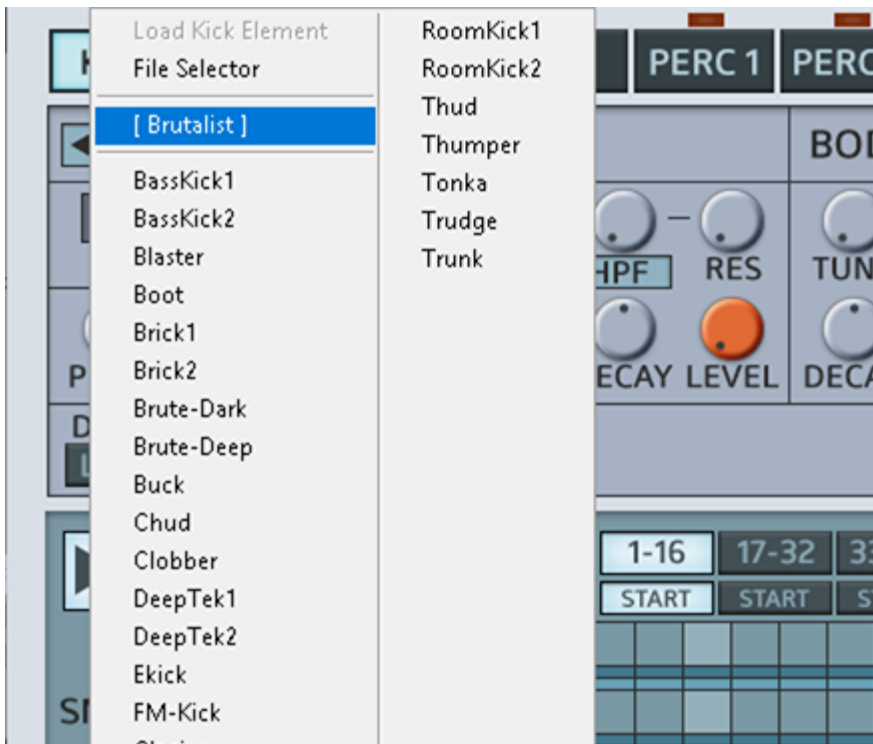
Installation is simple, just run the included installer and follow the on screen prompts. Your new drums will be installed into the following location based on OS:

Windows: C:/Users/Public/Public

Documents/PulseCode/Elements/(drum type)/Brutalist/

Mac: Users/Shared/PulseCode/Elements/(drum type)/Brutalist/

The new Elements will now show up when selecting a new Element within PulseCode. To load a Brutalist Element, select the dropdown menu at the top left of the corresponding Drum panel, and select 'Brutalist'. This will display a list of all the Drum Elements included in the expansion pack. Once an Element is selected, use the left/right arrows to navigate the other sounds within the Brutalist sub-folder.



***Note:** No sounds are included for Perc1/2, but each of the other drums will have it's own Brutalist sub-folder.

Drum Layers



Each Element is made up of 6 layers. When a kick drum is loaded into PulseCode, it's layers are reflected on the Kick Drum control panel. Below is a description of each layer and how to use them.

The overall pitch of the Element is controlled by the Main Pitch knob. The Main Decay affects the overall amplitude decay of the entire Element, but keep in mind that the Air layer is only affected by the Main Decay when the Gate is in use.

Core: The Core layer is the primary sound of the drum, that of which all other layers are based. All of the sounds in this pack have been sampled in 8-bit. The 'Grit' slider seen here is used to mix in a lo-fi signal into this layer. More about this below.

Grit: The Grit layer is a lo-fi version of the Core sound, which is created by resampling that sound at a lower sampling rate using an old-school sampling technique. The resulting Grit sound has been specially processed to retain the higher frequencies to get a specific 'crunch'. Mixing Grit into the Core is represented by the LoFi Mix control directly beneath the Element selector. Moving the slider to the right will mix in some lo-fi grit into the Core sound of the Element. If the Mix control is fully right, only the LoFi sound will be heard. The Grit layer can be detuned from the original using the **Tune** knob. This can help beef up the overall Core layer, similar to the way that detuning a 2nd oscillator would.

Hit: This layer adds extra top end to the drum sound. This can give the drum more of an initial 'attack'. The Hit layer can be Tuned separately (+ or - 1 octave). It also has it's own Attack and Decay settings. The Attack is very short, and is meant to dull the sound if it is too sharp, removing some of the transient.

Body: This layer will add body and substance to the drum. It will typically

be in the form of a low-end layer, but for some sounds where bass is not suitable, this layer might take a different form. With hihats and cymbals for example, this layer will be a copy of the Core sound, which can be down pitched from the original. For Kicks and Toms, this comes as a sub bass layer. Essentially the Body layer will add thickness and beef up the drum in some aspect. The Body layer can be tuned down an octave (-12/0), acting similar to a sub oscillator.

The Reverb and Noise layers are part of the same panel on the Drum Editor, which is called 'Air'. The two layers can be mixed together in a similar way as the Core and Grit layers, using a crossfader. Both sounds can be gated using the 'Gate' control on it's panel.

Reverb: Each Drum Element has it's own specific Reverb layer. This is recorded from a vintage unit from 1986. The recording is then sampled in 8-bit.

Noise: The Noise layer is for mixing in some white noise with the reverb. This can act to 'brighten' the reverb a little, or can be used in isolation, when only white noise is needed. This can be a useful tool for snares, hihats and cymbals especially.

Tips & Tricks

Gate Reverb



On the Air panel, turn the Gate control all the way up. Now the Reverb will follow the Main Decay control (way to the left of the editor). So if this Main Decay is short, the Reverb will be cut short as well, with a very quick fade out. For a harder gated sound, switch on the 'Hard' button above the Gate control. This will cut off the Reverb tail instantly as soon as the Main Decay ends.

"Reverse" Sounds



Any sound can use this technique to create a 'reverse' sounding effect. Here we'll use it on a snare which has more of a tail. Locate the Bend section to the right of the drum editor. Make sure it's set to LFO. Set the Rate somewhere in the center for now. Turn both the Phase and AM controls all the way up to their highest range. You'll hear a clean 'fade-in' effect. Now adjust the Rate to fine tune the length of the fade in. For longer fades, use a slower rate (left). For short fades use a faster rate (right). Keep in mind that this will depend on the length of the sound too, because Bend is a retriggering LFO that will continue to modulate. So if the wave cycle starts over before the drum sound ends, you will hear the sound continue to fade in and out. So for longer sounds like cymbals, it's better to use slower rates to achieve a convincing 'reverse' effect.

Reverse Reverb



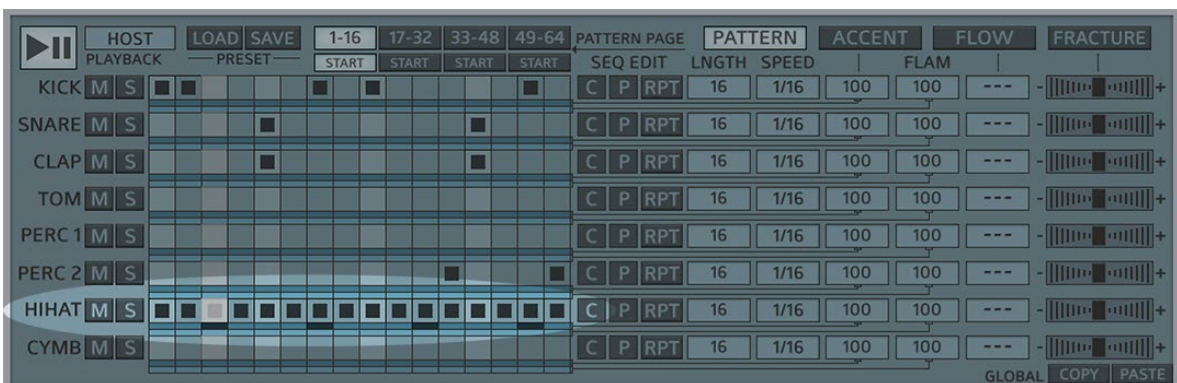
If you want to create a 'reverse reverb' effect, here's a different technique that's quite simple. Turn your Reverb level up so you can hear it. Now turn the Attack all the way up, and the Decay very low. Instant reverse reverb! If you want a longer fade-in, adjust the Decay higher, for shorter fade-ins, set the Decay lower.

Reverb Only

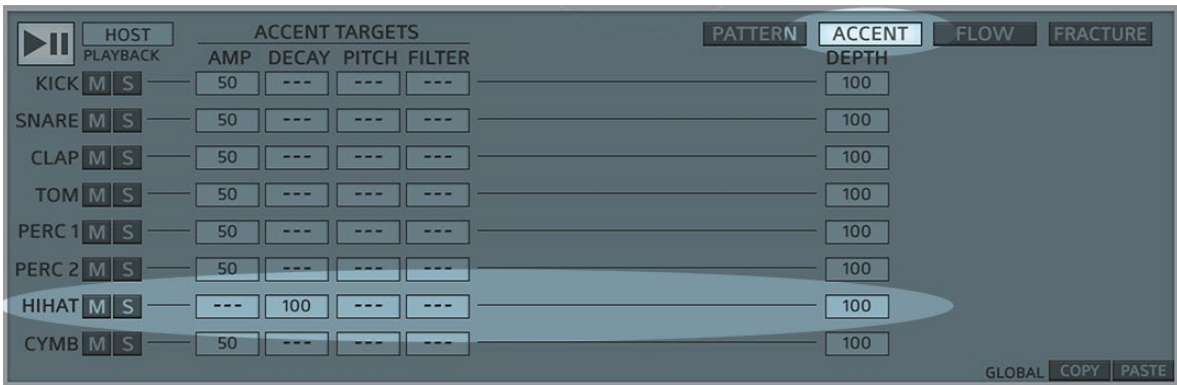


If you have a situation where you'd like to hear only the reverb of a particular sound, here's a way to do it. Turn the Air Level all the way up. Active Direct Mode. This will force the Reverb and Noise layers to bypass the Main Filter, Compressor and Saturation. Now set the Main Filter to HPF2, and turn the Cutoff all the way up. This will filter out all of the layers completely while leaving the Reverb layer unaffected. The result is a Reverb only signal.

Open/Closed HiHats



Engage all 16 steps in a HiHat sequence, adding an Accent beneath every off-beat (steps 3, 7, 11 & 15).



Next, click on the Accent tab to open it's panel. Make sure the Accent Depth (to the right) for the HiHat lane is all the way at 100. Now locate the Decay column (to the left), and turn this to 100 for the HiHat lane. **Note this control can go into the negative range as well (-100), but here we are using the positive range (+100).



Now, on the HiHat's drum editor, turn the Main Decay all the way down. You will now hear the sound open and close while playing the sequence. If using a particularly short sound, you can 'artificially' extend the length of the HiHat by turning up the Air layer. Make sure the Gate control is all the way up so that it responds to the Main Decay opening and closing. Mix in a little noise and add a highpass filter to make it blend in. This can sound very convincing if done correctly.

Drum Element List

Kick Drums

Aero	Bumper	Iceberg
Beastly	Chainlink	Knocker
Bigfoot	Demolition	PreampMonster
BigSynthKick	DirtBass	Rumble
BigTek	DirtyKick	Shovel
BitBass	DistoTek	Skullcrusher
Brash	Hairball	Slug
Bullseye	HardHitter	Staple
		Uppercut
		Woodpecker

Snare Drums

Airwolf	Gasp	Shot
Analog	Gorgon	Simply
Behemoth	Hack	Skelet
Biscuit	Headway	Slab
Boosch	HighBall	Slam

Bust

HollowPoint

Slate

Diablo

Kramer

SnapNeck

Diesel

LowBall

Syx

DirtyClassic

Mineral

Tank

Douse

OilCan

Trench

Fiendish

Pancake

Uptight

Gank

Scorch

Claps

Aluminum

Barkus

BigClap

CageHit

DoubleBarrel

Firecracker

Flare

IndustrialClap

Machete

NoiseBurst

RoboClap

Scrunch

Toms

Deviantom

Downtrod

Heave

Punchbug

Roomly

Rumblr

SimTom

SynTomat

Tomi

VTom

HiHats

BlackHat

ChBit1

ChBit2

LOh

MadHatter

NoiseScraper

PDy

ShakerHat

Shrap

TapRoom

Cymbals

Combustion

CrashFX

DarkCrash

Klasher

LittleCrash

LoFiCym

PitchDiver

Wrecker