

WHAT IS RANDOM?

RANDOM is an innovative audio plugin by BEATSURFING, that redefines sound synthesis by infusing familiar techniques with a unique twist.

Driven by 8 modulated delay lines and two feedback loops, the resonator has dedicated noise and modulation sources, phase modulation, many filters, and 6 envelopes.

From out-of-tune metallic flange harmonics for snares to in-tune Karplus-Strong synthesis for powerful 808s, RANDOM's distortion in the feedback loop unlocks a realm of sonic possibilities.

On top of that, RANDOM employs neural network principles to navigate across an infinite array of utterly unique sounds.

WHAT IT IS NOT:

RANDOM is not a sampler, it is pure synthesis, no audio samples are involved. You can not “replace” your samples in the synthesis chain.

RANDOM is not an audio effect. You can not feed it an audio input. It only accepts MIDI input.

RANDOM is not a standalone audio application. It is a plugin for a DAW (digital audio workstation). You will need a DAW to use RANDOM. Popular options are Ableton Live, Logic Pro, Reaper, Pro Tools, FL Studio, Cubase, Bitwig...

SYSTEM REQUIREMENTS

MACOS

- Minimum version: macOS 10.13 High Sierra
- Intel or Apple Silicon processor
- Intel or Apple Silicon processor
- A host application that supports 64-bit VST, AudioUnit or AAX
- at least 100 MB free disk space
- Compatible formats: AU, VST, VST3, AAX

WINDOWS

- Windows 7 or later
- 2GHz Pentium IV processor or equivalent
- A host that supports 32-bit or 64-bit VST
- At least 100 MB free disk space
- Compatible formats: VST, VST3, AAX

INSTALLATION INSTRUCTIONS

MACOS

1. Download RANDOM_vX.X.X.pkg installer file.
2. Follow the steps to install.
3. On first launch, enter your License code.*

NB : on macOS, the plugins are installed to the default location : /Library/Audio/Plug-Ins.

WINDOWS

1. Download RANDOM_vX.X.X.exe installer file.
2. Install to your preferred plugin folder.
3. On first launch, enter your License code.*

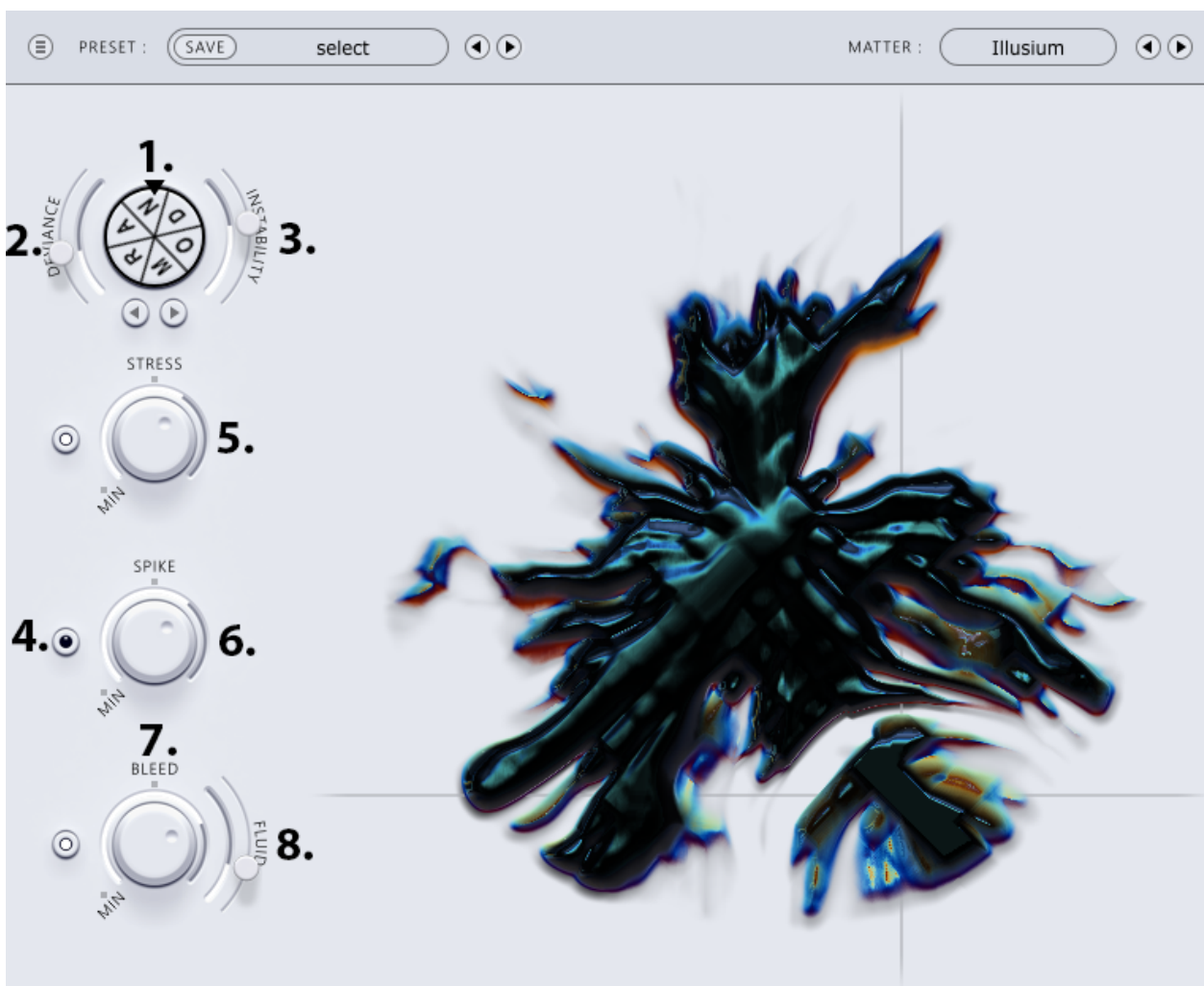
*After purchasing RANDOM your License key appeared on your Licenses page: <https://beatsurfing.com/my-license/> License activation & deactivation

Each license you buy lets you activate the plugin on 2 computers at a time. If you need to run it on a third machine, you'll first need to deactivate the plugin's license on one of your machines.

When deactivated, your plugin is still usable, but in a frozen state: your existing sessions will be able to load the plugin and its parameters in their last saved state. However you won't be able to access the user interface to tweak its parameters.

CONTROL KNOBS

With RANDOM you have control over a few high-level parameters, but as mentioned earlier, we tried to keep them relatively unconventional. Here is a brief rundown of what each does.



RANDOM WHEEL (1)

Click the random wheel to generate a new random variation of the current sound.

DEVIANCE (2)

There are a few hundred parameters that can vary greatly. Turn DEVIANCE up, and each time you hit the RANDOM wheel, your sound matter will deviate further away, turn it down and the changes will be smaller.

INSTABILITY (3)

INSTABILITY applies randomness on a per-note basis. If set to zero, no randomness will be applied. If set above zero, some corresponding amount of randomness will be applied with each new played note.

PARAMETER-LOCK BUTTONS (4)

Click the button to the left of any knob to lock the relevant parameter. Now that parameter is locked in, the XY control won't affect this parameter anymore.

STRESS (5)

The more STRESS is applied, the longer the synth will decay.

SPIKE (6)

SPIKE, adds aggression to the sound. Darker and warmer tones on the left, and harsher sounds to the right.

BLEED (7)

BLEED gives control over the amount of the resonator you hear.

FLUID (8)

FLUID alters the timing of many modulation sources in the BLEED.

MATTER AND XY-TABLE

RANDOM is both nature-inspired and AI-sourced. The MATTER is a representation of the many hidden synthesis parameters, of the audio output, and of the XY-control input. It uses attraction and repulsion of Ferrofluid dynamics to respond to display these values simultaneously. The MATTER is not only a representation of what's happening under the hood, it's also a playful incentive to go explore different areas in the XY-TABLE

The areas in a table were designed with several sounds that could be facets of the same source, that they could have been made from the same sound MATTER, if you will. After carefully picking the sounds, we assembled them together in TABLES, and taught a neural network how to morph between them. So, when playing with the XY table, it is like exploring a world of carefully crafted sonic MATTER. When you hit the RANDOM button, you are evolving away from that initial matter, and gradually exploring unique variations of the matter, creating your own new compound.

MATTER = visual representation of your current navigation through the XY-TABLE.

SUPPORT

Thank you for choosing RANDOM. Explore endless sonic possibilities and create your own unique compounds with ease. For additional support or updates, visit our website at <https://beatsurfing.com> and explore our growing knowledge-base at <https://knowledge.beatsurfing.com/audio-plugins-mac-os-x-or-windows>.