

# Skaka

## Shaken Percussion



## Welcome!

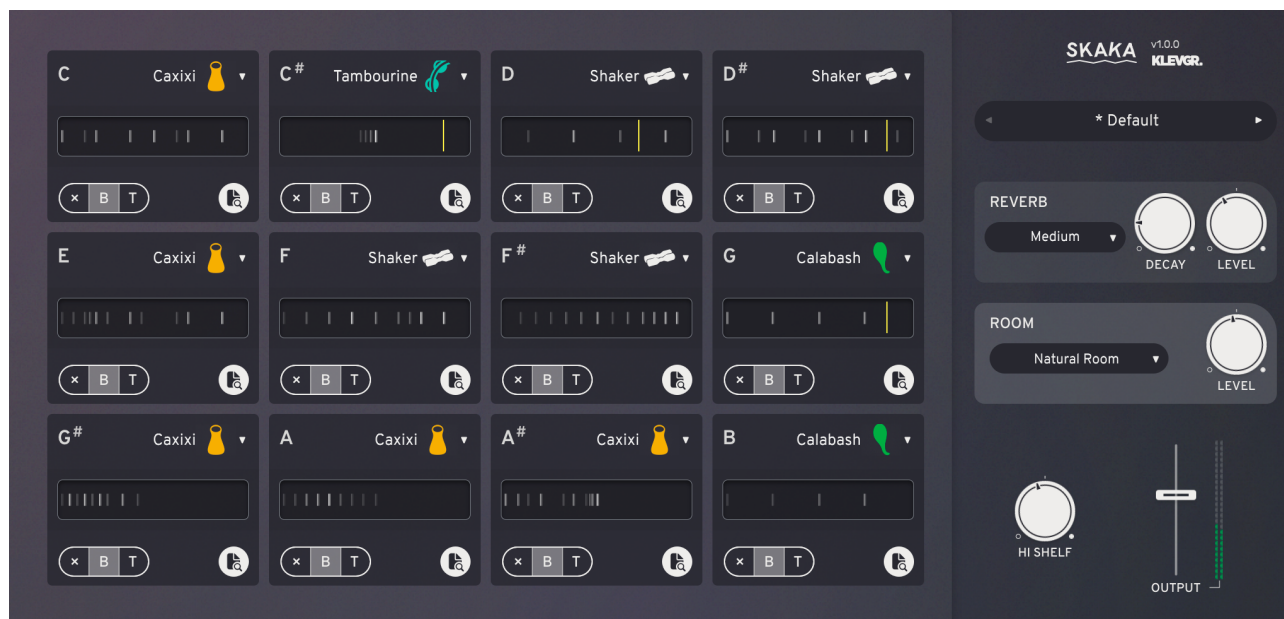
This is the user manual for **Skaka**, a sample-based sequencer and sample player plug-in for shaker percussion instruments, available for iPad (AUV3) and Mac & Windows (AU/VST/AAX). What's unique with this plug-in is that its audio engine and sequencer handles samples with a defined musical start. This makes it possible to control the timing of each shake in a more natural way for the user. It has been designed and developed by Klevgrand, a small studio in Stockholm, Sweden.

[Get the iOS version at the App Store](#)

[Get the AU / VST / AAX version at \[klevgrand.se\]\(http://klevgrand.se\)](#)

## LICENSING (DESKTOP ONLY)

Until unlocked, the plug-in will output 1 second of silence now and then. To unlock the full version, click the Demo label (bottom left corner) and type/paste your license key.



All continuous parameters (knobs and sliders) in this plug-in are automatable with an exception for events in the sequencer and the parameters inside the Humanize settings editor.

In ProTools, Skaka must be inserted on a Stereo track (Skaka is Stereo-only)

# INTRODUCTION

The sequencer and sample player engine are built from the ground up with respect to the needed parameters and features for playing and interacting with these types of sounds. Each event added to the sequencer can control multiple parameters like pitch, velocity (as in how fast the instrument is shaken) and envelope. It can also be synchronized to the tempo and playhead position of the host application.

Giving full control of shuffle/swing amount, a complex humanizer settings panel, internal awareness of in- and out shakes (yes, they sound different), using grids divided into triplets/ quintuplets/septuplets, timing fine-tuning and variable sequence lengths, Skaka can get very close to how a human percussionist would sound in almost any tempo without any use of degrading time stretching or similar techniques.

On top of all there's also a global reverb with several different algorithms to choose from, and a convolving reverb for room simulation.

## Instruments

Skaka comes with 8 multi-sampled instruments (consisting of ~2500 samples) and 12 independent sequencers. Each sequencer has a large range of individual settings for controlling the audio output, time and sync. There's also a large library of sequencer presets to get anyone started quickly.



### Egg

An egg shaped plastic object containing small hard particles.



### Shaker

A plastic cylinder object that sounds similar to the egg, but a bit softer.



### Tambourine

A circle shaped wooden frame with small metallic plates attached to it.



### Caxixi

A small closed basket filled with dried seeds.



### Single Shot

Similar sound to a shaker, but with a shorter and more distinctive sound.



### Ghungroos

A set of small bells tied to a belt.



### Seeds

Several seed capsules tied to a string.



### Calabash

West African thin layered seed container.



## User Interface

The initial view when Skaka is launched shows 12 slots, each containing a sequencer with a set of settings and parameters. To the right, there's a global factory preset browser and parameters for controlling the output audio.

### 1. GLOBAL PRESET BROWSER

Click to reveal a list of factory presets.

### 2. REVERB SETTINGS

Each slot's audio output has a reverb send parameter. This signal is fed to this reverb.

Reverb type	Decay	Level
There are 9 different reverb algorithms to choose from.	The length of the reverb.	The volume of the reverb sent to the output.

### 3. ROOM SETTINGS

This convolution reverb simulates a set of different rooms. All output audio passes this module.

Room type	Level
There are 4 different room impulse responses to choose from.	The volume of the reverb sent to the output.

### 4. HI SHELF EQ GAIN

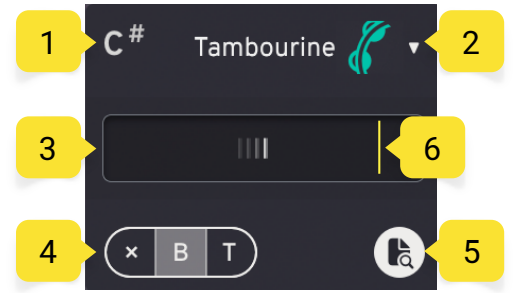
A high shelf filter controlling the treble of the output. (*Frequency: 9.5kHz, Q-value: 0.707*)

### 5. OUTPUT LEVEL

Controls the main output of the plug-in.

# Slot

The 12 different slots contain the choice of instrument, sequencer information and separate parameters settings. Each slot pattern is triggered via MIDI Note On. To start a sequence press and hold the corresponding note on your MIDI keyboard or DAW. Release to make the sequence stop.



## 1. SELECTED NOTE

Shows what MIDI key is used for triggering the sequencer. It responds equally to all octaves.

## 2. INSTRUMENT CHOOSER

Click to reveal a list of available instruments.

## 3. SEQUENCER EVENTS OVERVIEW

Click to reveal the sequencer editor.

## 4. SYNC MODES

x	B	T
Does not sync to timeline (but uses the same tempo as the host)	Synchronizes the sequence to the nearest beat.	Synchronizes the sequence to the DAW's timeline.

## 5. SLOT PRESETS

Click to reveal a list of all factory presets. The two topmost buttons also allow import and export of custom slot/sequencer settings. (currently not available on iOS)

### Preset categories:

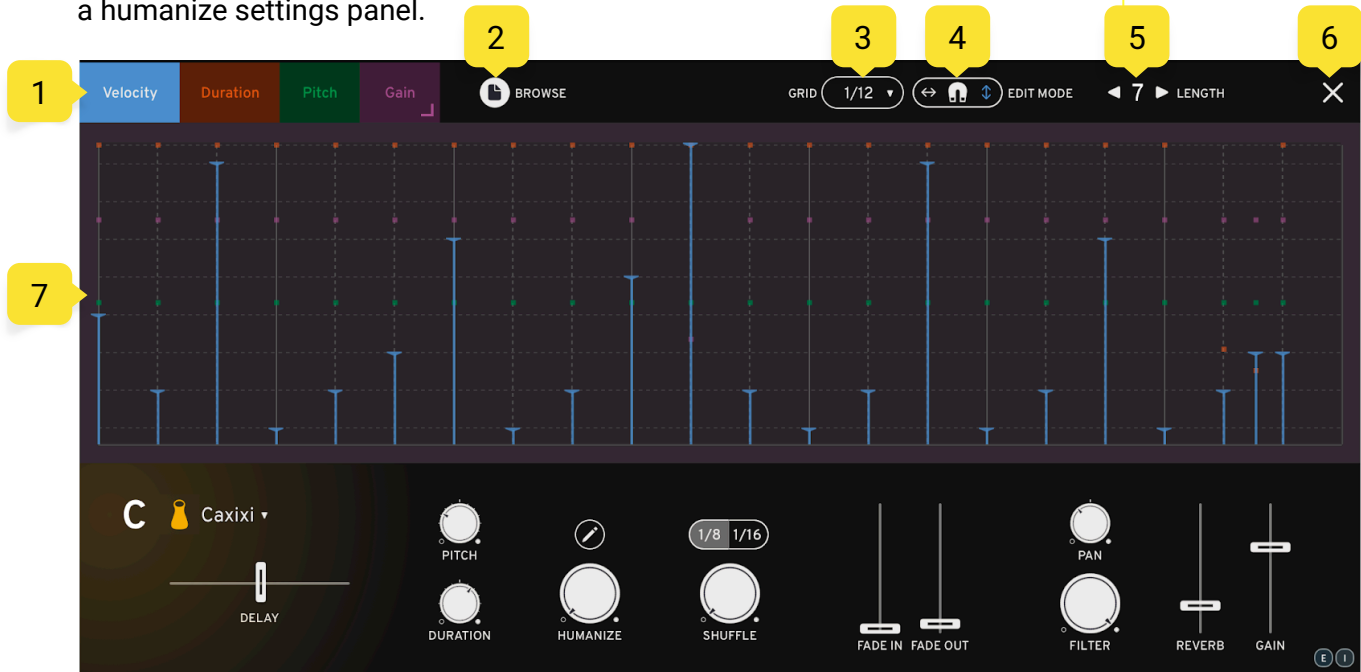
<b>Basic 1</b>	Most common shaker and tambourine patterns.
<b>Basic 2</b>	Most common egg and single shot patterns.
<b>Hiphop / RnB</b>	Modern hiphop and urban RnB patterns.
<b>Soul</b>	Lots of tambourines and shakers as played in the 70s
<b>Latin</b>	Latin styles and rhythms
<b>World</b>	Traditional styles
<b>Single Hits</b>	One hit per pattern.
<b>Twisted</b>	Unnatural and strange sounding patterns.
<b>Uneven</b>	Odd groupings and measures.
<b>SFX</b>	Just weird... :)

## 6. SEQUENCE PLAYHEAD INDICATOR

Shows the position of the sequencer when playing.

# Editor view

The editor view exposes all the note events and sequencer settings, all parameters for the slot and a humanize settings panel.



## Sequencer Overview

This part of the edit view is 100% related to the sequencer (when and how notes will be played). The sequencer plays note events from left to right, always in time with the host application's tempo. A sequence always loops if played longer than its own length and is independent of other slots sequencers.

### 1. NOTE EVENT EDIT TYPE

These four tabs select what kind of value to be edited for the events. Just click any of the tabs to change what to edit.

Pro tip (desktop only): Holding the command-key (ctrl on Windows) switches to an alternate tab for better workflow. By default the alternate tab is set to Duration, but holding the command-key (ctrl on Windows) and clicking any other tab will change this setting).

#### Velocity

Each instrument has 8 or 9 velocity layers. Velocity is how fast a shake is made, so keep it low for a more gentle and smooth sound, and keep it high for sharper transients. Some instruments also have a one-shot version (hitting a tambourine with the hand for example), and if these are available there will be an additional horizontal line at the top of the event view that can be selected to make these trig.

#### Duration

Sets the length of the event. A high value represents long duration, a low value a short.

## Pitch

Alters the pitch of the played sound.

## Gain

Sets the volume of the played sound.

## 2. SLOT PRESETS

Click to reveal a list of all factory presets. (Same function as on the Slot view, page 4)




## 3. GRID MODE

Click to reveal a list of available grids (to be shown in the event view below).

	<b>Off</b>	<b>1/8</b>	<b>1/12</b>	<b>1/16</b>	<b>1/20</b>	<b>1/24</b>	<b>1/28</b>	<b>1/32</b>
	No grid	Eighths	Triplet eighths	Sixteenths	Quintuplets	Triplet sixteenths	Septuplets	Thirty-seconds
<b>Division</b>		2	3	4	5	6	7	8

## 4. EDIT MODES

These switches control how one can interact with the event view. (Blue is on, white is off)

		
Ability to move events in time.	Snap to grid when moving/ creating events	Ability to change event values (move the bars up or down)

## 5. SEQUENCE LENGTH

(in beats) Minimum length is 1, and maximum length is 8.

## 6. CLOSE BUTTON

Click to go back to Main View.

## 7. EVENT VIEW

This is where one can interact with each sequencer event. An event is represented by a vertical staple and can be moved in time (sideways) or get a new value (click when hover or drag up or down) based on the edit mode settings. When an Event edit type is selected, the other types are also represented by color coded dots aligned with the time position.

The solid gray lines represent beats, and the dashed lines between shows the selected grid. Velocity edit mode also has 8 (or 9 depending on chosen instrument) horizontal lines showing each velocity layer.

### Adding events

To add a new event, just click on an empty space in the event view (make sure there's no other event highlighted).

## Removing events

There are several ways to remove an event.

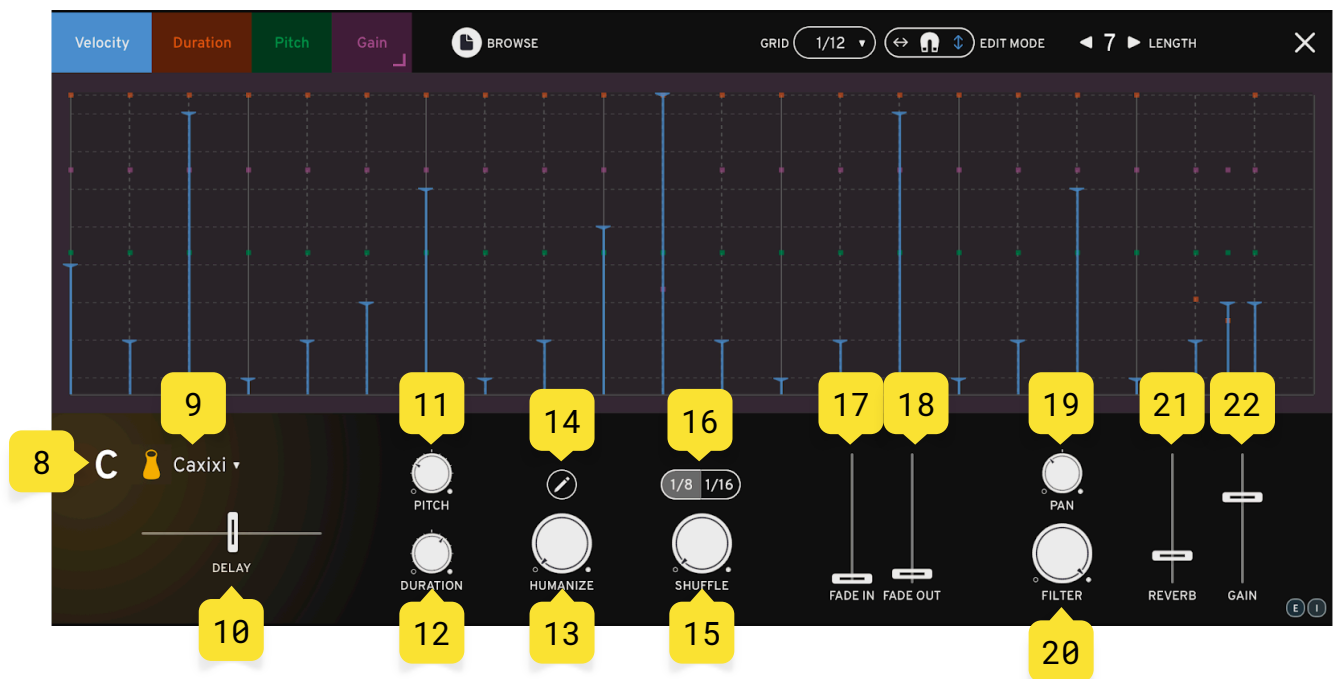
- ▶ Right click it.
- ▶ Drag its value a bit below the minimum value.
- ▶ Hover it with the mouse (to make it highlighted) and click the small red X above the max value.

## Key modifiers / special functions: (desktop only)

- ▶ Hold alt and drag to fine-tune a value.
- ▶ Hold shift to disable snap mode temporarily.
- ▶ Hold control (macOS only) or double click to set default value.
- ▶ Hold command (ctrl on Windows) to switch to alternate edit type.

Note: Values in this view can not be automated from the host application.

# Settings Overview



## 8. MIDI NOTE

Shows what MIDI note this slot listens to. Can't be changed.

## 9. INSTRUMENT CHOOSER

Click to reveal a list of available instruments.

## 10. SEQUENCER DELAY

Delays all the events by selected values (-50 to +50 ms)

## 11. SEQUENCER GLOBAL PITCH

Sets the pitch of all events. The event pitch value is relative to this value so they can be combined.



## 12.DURATION

Sets the duration of all events. The event duration value is relative to this value so they can be combined.

## 13.HUMANIZE

This value controls how much of all the humanize settings described below should apply. 0% equals no humanization at all, and 100% very much.

## 14.HUMANIZE SETTINGS

Click the pencil icon to reveal the parameters. Note! These parameters can not be automated. Only the Humanize knob below. The humanize editor makes it possible to control what event parameters to randomize and how much.

<b>Time</b>	How much the event position should be affected in time.
<b>Velocity</b>	How much the event velocity should be affected.
<b>Gain</b>	How much the event gain should be affected.
<b>Pitch</b>	How much the event pitch should be affected.
<b>Duration</b>	How much the event duration should be affected.
<b>Smartness</b>	This parameter makes all the above values relative to the event's original velocity level. A high smartness will make events with high velocity levels less affected by the other humanize parameters. This can sometimes make the humanize function sound more human :)

## 15.SHUFFLE AMOUNT

How much the notes should be shuffled (amount of swing...)

## 16.SHUFFLE MODE (SWING)

Sets if 1/8 notes should be shuffled or 1/16.

## 17.FADE IN

The time to fade in a starting sequence (when triggered via MIDI).

## 18.FADE OUT

The time to fade out a stopped sequence (when a Note Off is sent via MIDI).

## 19.PAN

Sets the pan of the audio output from this slot.

## 20.FILTER

A simple low pass filter to nudge off some treble if needed.

## 21.REVERB SEND

How much of the output signal that should be sent to the global reverb unit.



## 22.OUTPUT GAIN LEVEL

The total volume of the output.

### Specifications / System requirements

Mac	Windows	iOS
64 bit AU/VST/AAX plug-in macOS 10.9+ OpenGL	64 bit VST/AAX plug-in Windows 7+ with SP1 or higher	AUv3 plug-in iPad Air 2 or better iOS 9.1+

**KLEVGR.**