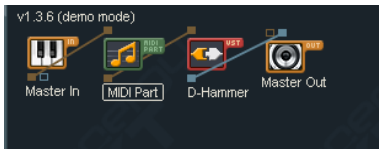AraldFX DKS - Randomization Tutorial
by Aldo Trianti

DKS Randomization Functions Tutorial

In this tutorial you will learn how to create tons of new exciting sounds and ideas starting from a simple MIDI pattern using the DKS randomizer functions.
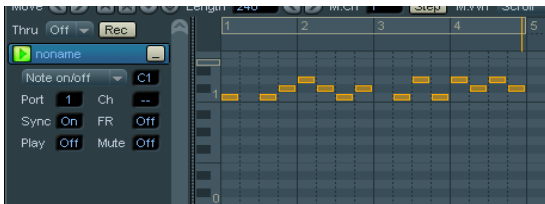DKS is a drums audio Virtual Instrument produced by AraldFX. For more information visit
http://www.araldfx.com/

Step 1

Load the Virtual Instrument within your favorite VST/AU host and assign a MIDI track to the Instrument. In this example we will use Energy XT, however any host that has some sequencing capabilities will work just fine.

Step 2

Open the key roll editor in your host and create a more or less random sequence long 4 measure using a quantization of 1/16. Use the three notes C1, C#1 and D1.
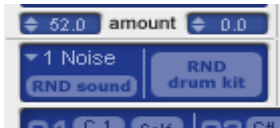
Set a loop around your sequence. A 4 measure loop is generally a good choice to start experimenting.

Step 3

Assign to the first three sound generators the "1 Osc" randomizer. Make sure that the three bands are set to be triggered by the three notes you used to compose the random sequence.

Step 4

Start the MIDI sequence, and generate a new random kit by using the "RND drum kit" button in the DKS. Each time you do this you get a new random drum set.

Here is an audio example of what you may get:

http://www.araldfx.com/dks/randomizerdemo00.mp3

All done within seconds!!!

Note that these are just the raw results of the randomizer and, with some minor adjustment the drums part will sound much better.

Step 5

Try adding a fourth note with a simple noise randomizer (1 Noise).

Let's add the note in the sequence

Set up the randomizer and generate the new kit.

Here is an audio example of what you may get:

http://www.araldfx.com/dks/randomizerdemo01.mp3

This concludes our short tutorial about the DKS randomizer. We have shown how to use it to get great and inspiring results quickly and without efforts.