



**LIQUID RHYTHM**

**QuickStart Guide**

Liquid Rhythm Quick Start Guide v1.1  
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From everyone at WaveDNA, welcome to Liquid Rhythm and thank you for supporting our software. To get started quickly, click **Help > Load Demo Beat** in Liquid Rhythm's menu bar to load a demo beat in Liquid Rhythm (be sure to save any work you already have open).

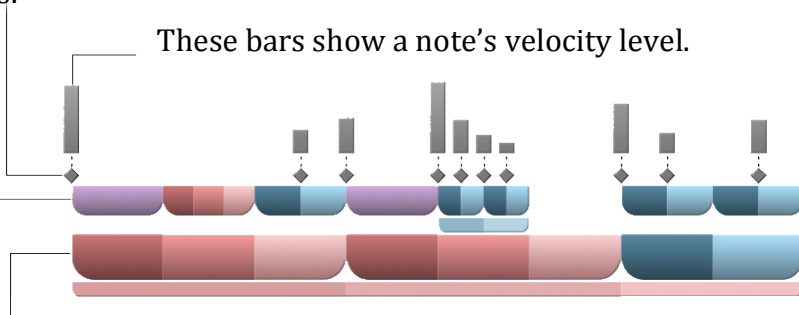
**Tip:** Please consult the information on this page before reading on. It will help you proceed with clarity.

## Introductory Liquid Rhythm Notation Crash-course

These diamonds are notes.

These bars show a note's velocity level.

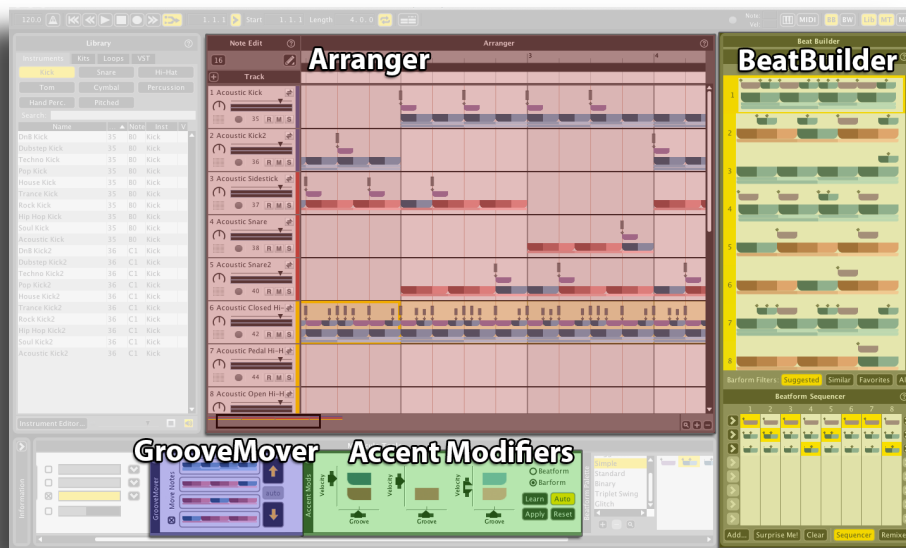
These shapes are called BeatForms. The notes above them dictate their color and number of subdivisions.



This larger layer is called a BarForm. It consists of groupings of two or three.

## A Color Map of Liquid Rhythm

Use this as a reference if you have difficulty locating any of the panels discussed in this guide.



# Part 1: The GrooveMover

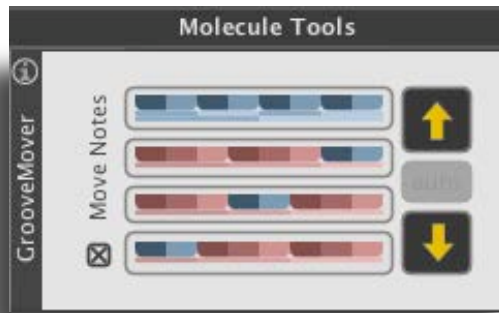
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We've loaded a beat so let's get right into some of the fun features. We'll start with the **GrooveMover**, a powerful midi remixer – it instantly rearranges the patterns in your music.

Press the [spacebar] to play the beat in the **Arranger**. Press it again to stop playback. Make sure to playback the beat before *and* after you apply **GrooveMover** to hear the effects.

The panel that runs along the bottom contains the **Molecule Tools**.

Access the **GrooveMover** tool by clicking the **Molecule Tools**' title bars to hide them...



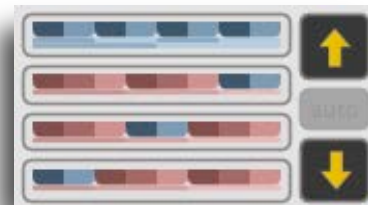
... Or click-and-drag the **scroll bar** to navigate to it.



Make sure Move Notes is active. (indicated by an 'x').

In the **Arranger**, select any region by clicking on it, or multiple regions by holding [command]/[ctrl] while clicking.

Then, press the **Up** and **Down** arrows or the **Red** and **Blue** patterned images to apply the **GrooveMover**.



Try selecting different combinations of instruments in your arrangement – for example, ReGroove the snares on their own, or the kick drums, or a combination of hi-hats, kicks, and snares, and so on.

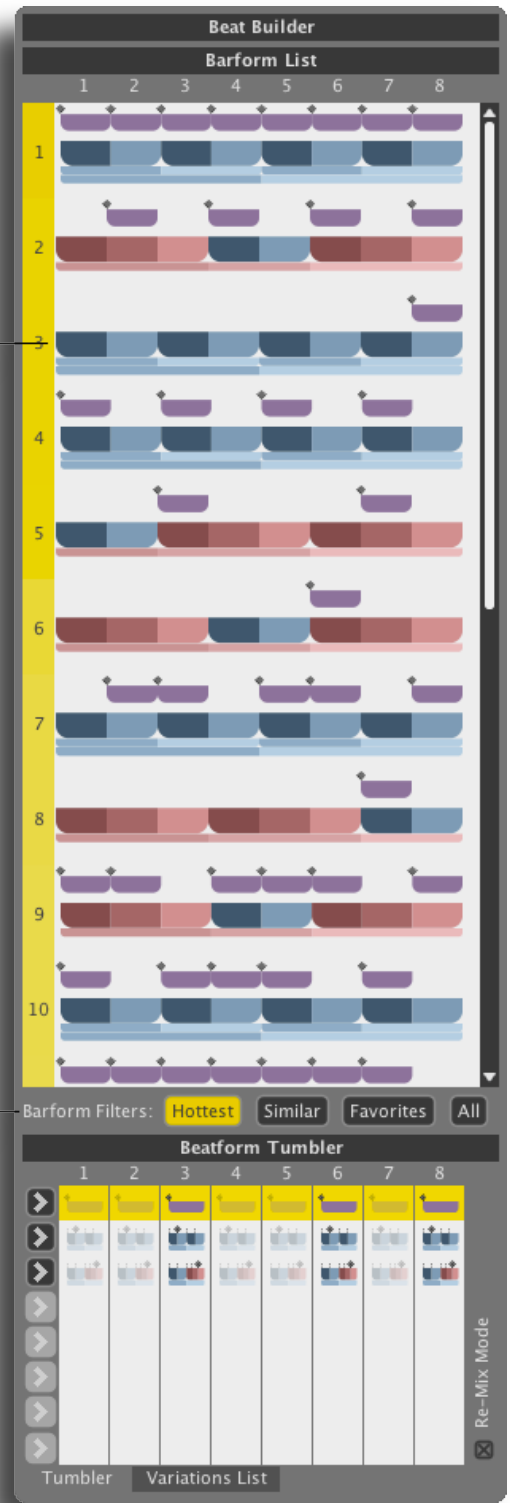
# Part 2: The Beat Builder

See that panel on the right?  
That's the **Beat Builder**. Click  
any region in the **Arranger** to  
activate it.

Use it to quickly insert one bar rhythm patterns  
into the **Arranger**. Try clicking any pattern in  
the **BarForm List** to swap it into the region(s)  
you have selected in the **Arranger**.

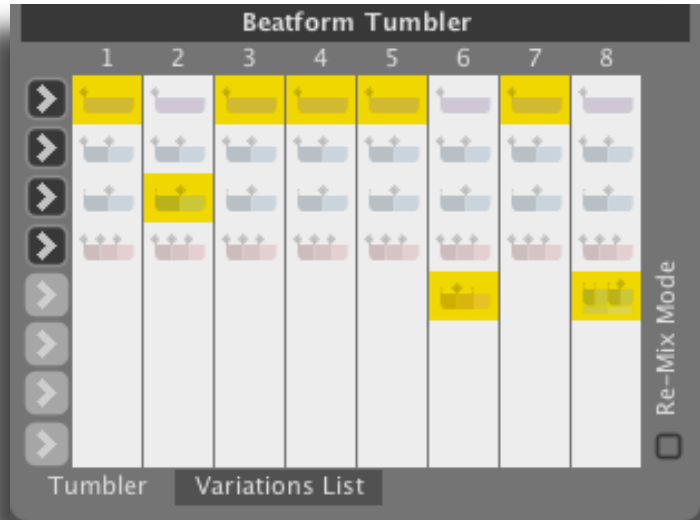
**TIP:** You can right-click any  
pattern on this list and add  
it to the **Favorites** list.

Click **Similar** to show results in the **BarForm  
List** closely related to the region you have  
selected.



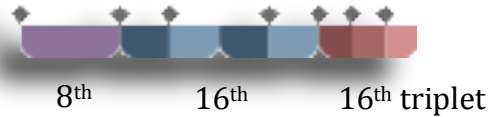
The **BeatForm Tumbler** contains a list of potential variations on each beat in the pattern selected in the above **BarForm List**.

When a region(s) is empty, all the tumblers will be greyed as in the image to the right. Click a pattern to activate it, and note how your selections here appear in the region(s) you've selected in the **Arranger**.

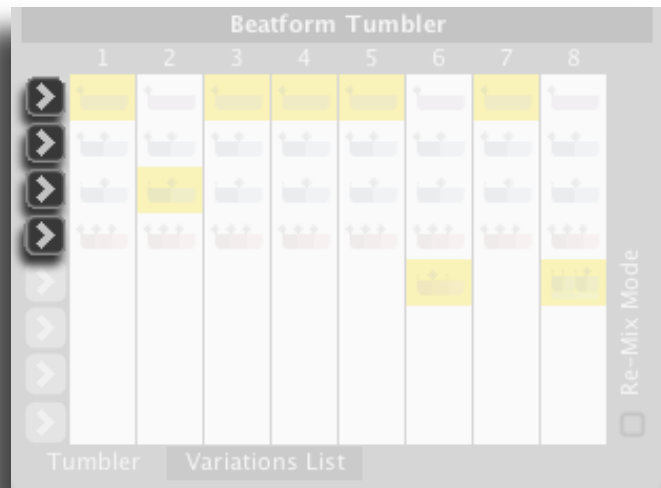


**TIP:** Double-click a pattern to deselect it.

By default, the purple (8<sup>th</sup> note), dark and light blue (two 16<sup>th</sup>), and three shades of red (16<sup>th</sup> note triplets) patterns populate this list. Click any to insert it into the pattern above.



Click any of the arrows on the left side of the **BeatForm Tumbler** to quickly assign the adjacent pattern across the entire bar.



# Part 3: The BeatWeaver

To access the BeatWeaver, press the BW button located on the right side of the tool bar.

See that other panel on the right, that's the **BeatWeaver Rhythm Synthesizer**. It generates rhythm variations on whatever region you have selected in the Arranger. Think of it as an 'advanced' Beat Builder.

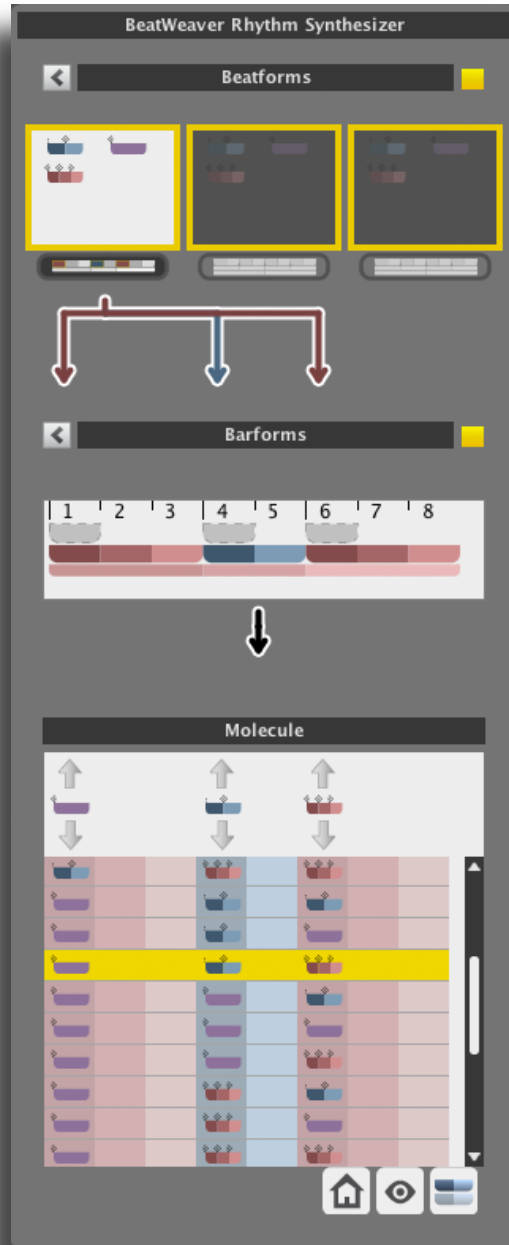
Select the first bar in the **Arranger**. This is the hi-hat instrument in your loop.

The bar you just selected contains the highlighted pattern in the **Molecule** list.



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The Molecule list displays a list of variations on the region you've selected.

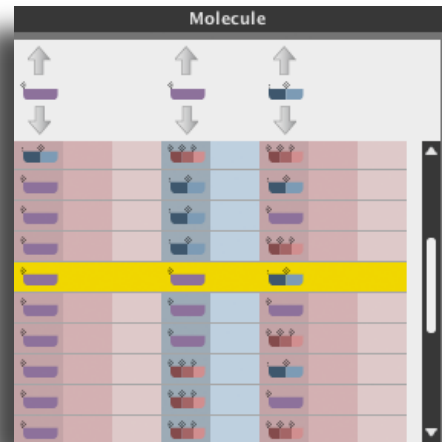


**Tip:** A **Molecule** is one 4/4 bar of music divided into 8<sup>ths</sup>.


Click the **Molecule** below the currently highlighted one to insert it into the selected region. Press the [spacebar] to hear the difference.

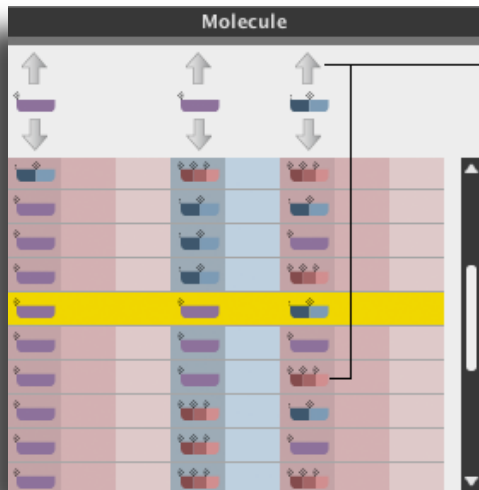


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Use this technique to quickly swap a rhythm pattern with a single click.

Let's suppose you really want triplets (  ) on the 6<sup>th</sup> space in the molecule. Click the arrows above the **Molecule list** to cycle through note groupings in those spaces.



Click this arrow...

... to select the **Molecule** with a triplet on the 6<sup>th</sup> eight note in the bar.

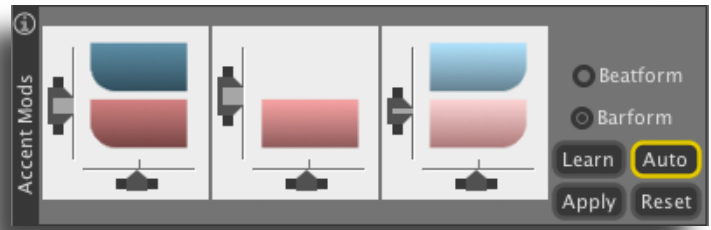
Experiment by selecting different bars in the Arranger, and use the **BeatWeaver** to explore different patterns for the instruments in your loop.

**Tip:** To show or hide the **BeatWeaver** panel, press the [Tab] key.

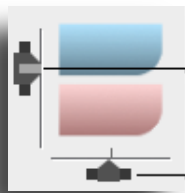


# Part 4: Accent Modifiers

The **Accent Modifiers** are located on the far left of the **Molecule Tools** panel.

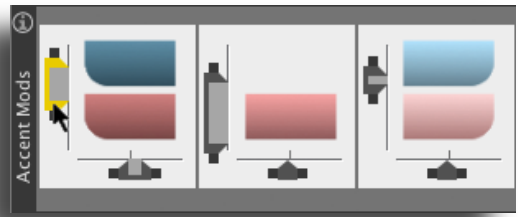
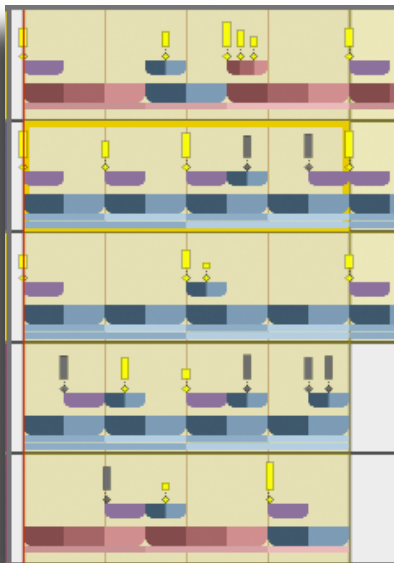


Use them to make **Velocity** and **Groove** adjustments to multiple notes within multiple regions in the **Arranger** simultaneously. Now, select multiple regions in the arranger by holding **[command]/[ctrl]** and clicking on them.



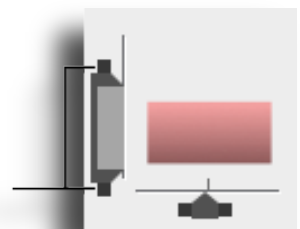
The vertical sliders affect velocity.

The horizontal sliders affect groove.



Hover your mouse over a slider and notice how *both* the slider and the affected notes in the selected regions turn bright yellow. Use this visual aid to keep track of what notes you're affecting the velocity and/or groove of.

Click-and-drag any handle to resize a slider. Velocity and groove values will be humanized accordingly.



Thank you for working through our Quick Start Guide. If you'd like any more information on the topics covered in this document, please consult the *Liquid Rhythm User Manual*.

-WaveDNA