

Rumba Codex :: U-he Matchbox 001

Presets for U-he ACE v1.0 & Bazille v0.3

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FAQ:

Q: Introduction, please!

A: I wanted to create some sounds that could be successfully used as contrasting elements within a music track or as FX for moving image. In some cases I've used a factory preset as a starting point, which you'll see in the preset notes (ACE). There are 40 presets for ACE and 25 for Bazille (Berlin Modular).

Q: What kind of sounds can I expect?

A: Expect gritty Gothic noise, faded industrial beauty and modernist textures. Think of early Cabaret Voltaire, The Residents, Throbbing Gristle through to TFSOL, AFX, BOC, etc. Luc Ferrari and Andrei Tarkovsky gave me a few ideas, as well.

Q: These presets seem all over the place. Do you have any idea what you are doing?

A: Consider these as artistic guesses. Some presets are wildly out of tune and / or have erratic key / velocity settings (on purpose). Some have way too many cables (ACE). Or none at all. Lets say I'm learning and experimenting as I go ...

Q: Some of the presets sound quite soft. Why?

A: The guys at SOS have complained (and rightly so) about loud, hyped-up synth presets for years. I made these to work in Reaper without any need for attenuation.

Q: Why are there no FX on the ACE presets?

A: You can always process the raw sound later by chaining a number of Uhbik goodies together (and / or any other FX goodies you may have). I think it's a much better way to work: you have the raw sounds in your library you can use again and process differently next time around.

Q: Why are your presets uncategorised?

A: Since you can use these in a variety of ways, you can choose the box.

Q: Can I hear demos of your presets?

A: Demos will be posted soon on <http://soundcloud.com/rumba-codex>

Q: Are these for free?

A: Yes, of course!

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