



YAMAHA
POWER USER

MUSIC PRODUCTION and PERFORMANCE
With the Motif

Motif: Creating Custom Drum Kits
Importing sample data into a User Voice then creating a User Drum Kit

Phil Clendeninn
Digital Products Support Group
©Yamaha Corporation of America

YAMAHA Build a Motif Drum Kit

Tools: The Motif is designed to work alone but it can be used to great advantage when used with your computer. If you are about to undertake creating your own drum kits you will want to be able to manipulate data swiftly and as conveniently as possible. This can mean investing in a SCSI ZIP100 or ZIP250 drive as your principal storage medium or you can work just as efficiently with a SmartMedia card and a USB SmartMedia card Reader/Writer (approx. \$29US). In a SCSI system you will find it convenient to open WAV/AIFF data from commercially available CDROMs in your computer.¹ The Motif comes with TWE (Win/Mac) a basic wave editing software. You can easily audition waves via this program using your computer's CDROM drive. Make selections via the program and either 'send' them directly via SCSI to the Motif or you can save them to ZIP or SmartMedia card for transfer to the Motif. Or, of course, you can create your own drum waves, the old fashioned way, by sampling them yourself.

You can import samples in .wav/aiff, Akai S1000/S3000, Yamaha SU700, and A3000, A4000/A5000 formats.

Importing waves into Waveform

Creating a Drum Kit WAVEFORM from .wav/aiff data

Transfer your selected wav/aiff or other wave data to a folder on either a SmartMedia card or your SCSI hard drive of choice (ZIP250/ZIP100, etc.). You need to import the waves into a Motif **Voice**. Select the USER bank and the appropriate Voice to create your wave data. Select USER 001, for example.

- Press the [INTEGRATED SAMPLING] button.
- Press the [FILE] button and navigate to the folder that contains your wave data.

¹ If the CD's wav/aiff data is in ISO9660 format the Motif will be able to read it directly. However, many commercially available CDs are not.

Use the WAVEFORM type LOAD procedure and point the data to:

STORE VOICE = 001 (this refers to USER location #001)

WAVEFORM = 001 Each waveform can house multiple samples. We will assemble all our drum waves into this one waveform.

Key Bank = xx (where 'xx' is an appropriate key for the drum sound).

In the column on the right you will see the list of your waves, while on the left the target parameters listed above. Import each wave intended for this kit into the same Voice and Waveform. Simply change the target Key Bank, as necessary. You can import as many waves onto a single key as you want (up to 127). Only two can sound, simultaneously². If you are going to create velocity swaps (you can swap as many deep as you want), simply place the samples involved to the same target key (Key Bank). If you are going to create a 4-way velocity swap simply target all four samples to the same Key Bank. When in INTEGRATED SAMPLING/EDIT you will be able to select between the assigned samples using the SELECT button at [SF2] of the EDIT page. Or you can hold the INFORMATION button (KBD) and touch the keyboard at the appropriate velocity to recall the sample wave assigned that velocity range. Set the VELOCITY RANGE via the RANGE function on [F4]. For example, a four-way snare could be setup like this:

Sample 1_Key Bank D1_Range 1-60
Sample 2_Key Bank D1_Range 61-83
Sample 3_Key Bank D1_Range 84-103
Sample 4_Key Bank D1_Range 104-127

Although creating a kit from sample waves can be tedious, it can be well worth all the work. Assemble your favorite sounds by importing your waves into the same VOICE

² This means that only two samples can share the same velocity range on the same key, simultaneously. If more than 2 are assigned only the first two will sound. Stacking multiple samples on a key is usually done for velocity swaps.

and into the same WAVEFORM. And, as we learned, for velocity swaps, we can import the data onto the same key. A waveform can have many, many samples in it. Not too worry, Motif will convert the entire lot in one swoop into a proper DRUM VOICE when you are finished importing the waves or sampling the data into a User Voice. Sampling data onto keys is handled much the same way. You can target the same waveform and key bank and convert to kit later.

What is the advantage of creating an actual USER DRUM Voice? The difference is major. In a regular USER Voice all the samples in a waveform are filtered and effected together, quite naturally. Like a piano, all the notes would go into the same reverb together. In a DRUM USER Voice each waveform has its own settings per note.

Converting a USER VOICE Waveform to a DRUM VOICE

Once you have assembled the waves, with the INTEGRATED SAMPLING LED lit, press the [JOB] and select [F3] Other. The CONVERT TO DRUM VOICE job will take the work we have done thus far and transfer it to a DRUM KIT. USER Locations 15 and 16 are blank – awaiting your first drum kits. Point the dialog box to one of these two locations. Once you have converted the data to a Drum Voice you can proceed to tweak each drum individually. This time when you edit the DRUM VOICE you will **not** press INTEGRATED SAMPLING – When editing the Drum Voice just go from VOICE mode to EDIT directly. Editing the DRUM VOICE can be accomplished from the front panel of the Motif or via the VOICE EDITOR for MOTIF.

Remember when in VOICE EDIT, there are two levels: COMMON and ELEMENT. Common effects the entire drum-kit, Element is the individual keys. You reach the Common level via the dedicated [COMMON] button while in VOICE EDIT, and the ELEMENT level is reached via track select button [1].

Loading Drum Kits

If ever you do the work to create your own custom Drum Kits, you will want to know how to load that data any time you need it. From an ALL Data file type or from a

VOICE file type you have the option of loading individual sounds, including drum kit data. When navigating the FILE folders select VOICE as the type of data you wish to load. You can enter any ALL (.w2a) or VOICE (.w2v) file and look at the individual Voice names. To select a Drum Kit, use the [DRUM KIT] + [USER] buttons to see a list of the 16 possible User Drum Kits. The [DRUM KIT] button is also the [COMMON] button and is located to the right of the data wheel.

Phil Clendeninn
Digital Products Support Group
©Yamaha Corporation of America