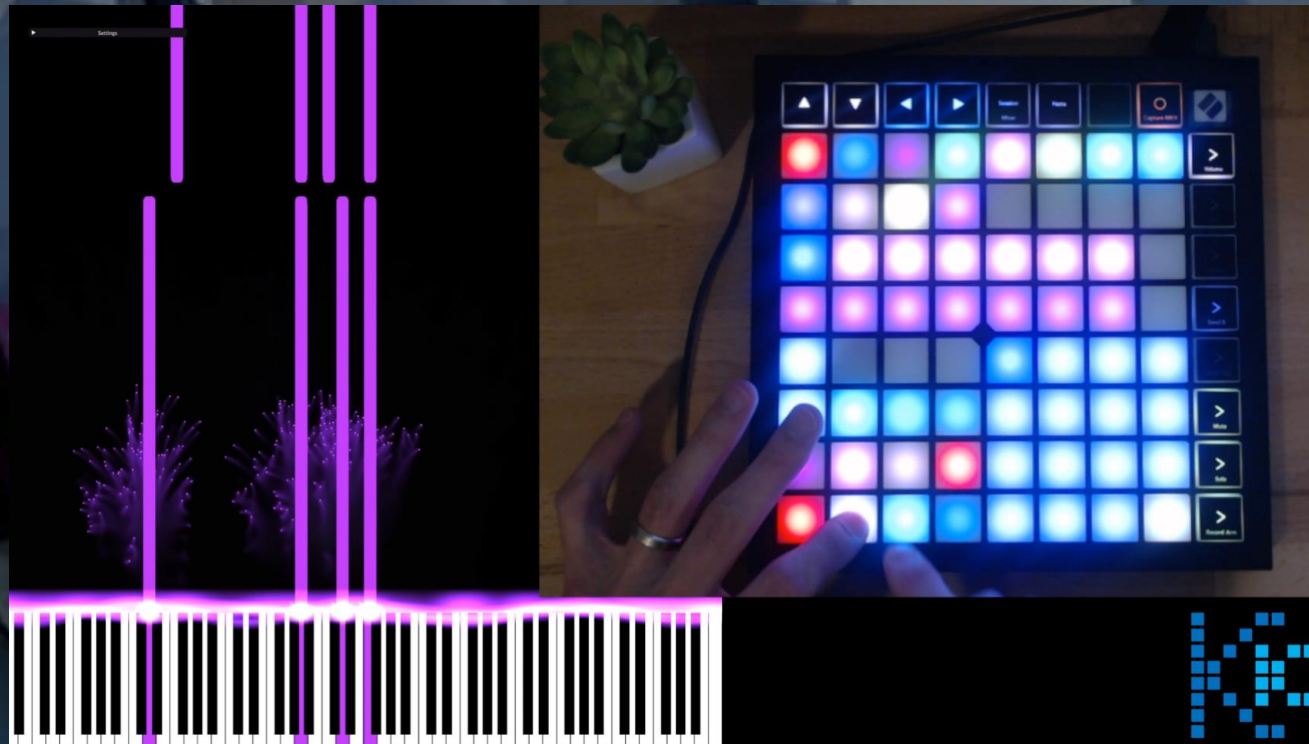


Today we will discover the chords voicing capabilities of KordsKontrol Harmony Engine



KordsKontrol Harmony Engine

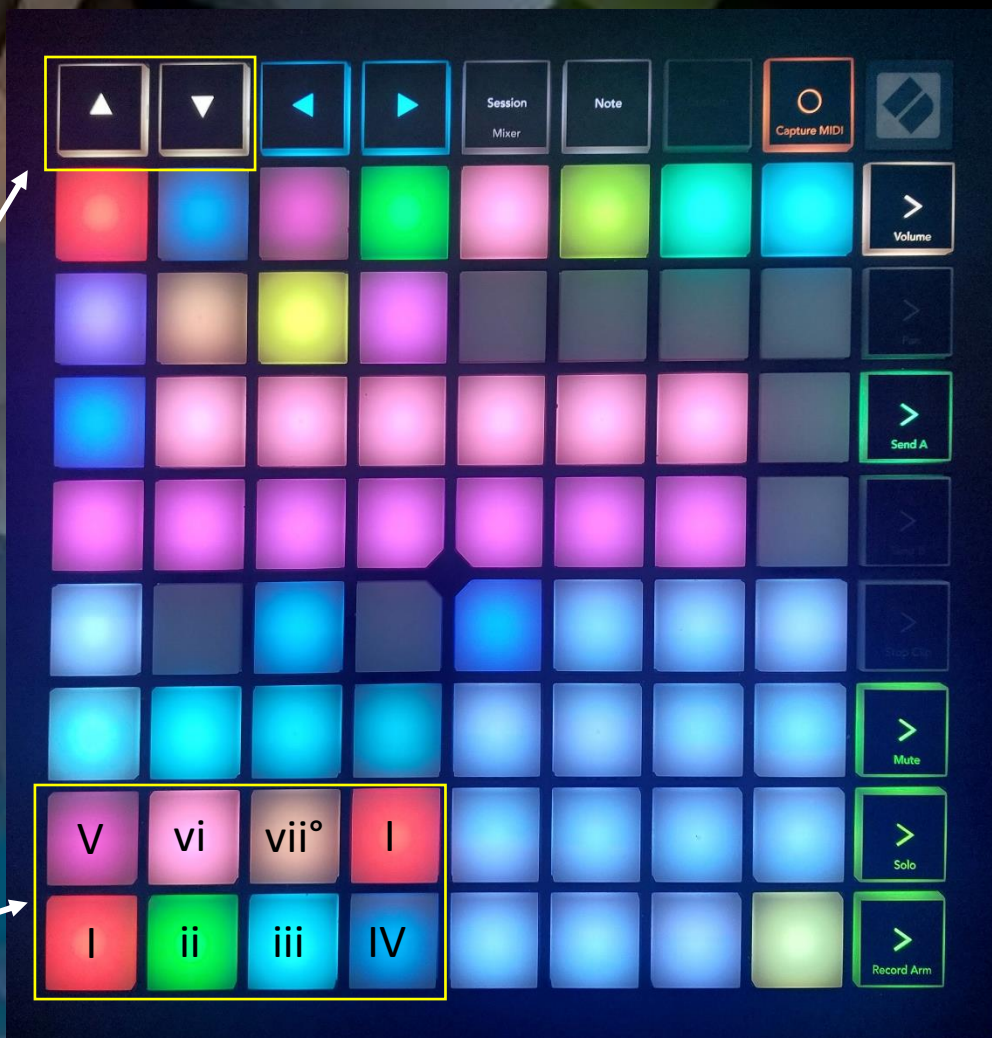
is a set of powerful algorithms used to build
4 parts chords progressions
that sound harmonious, classical, ... beautiful!

This is achieved by applying the rules
of harmony found in Bach chorales:

- Vertical voicing rules
- Horizontal voicing rules

To illustrate those features,
we will use:

- the 2 arrow buttons to navigate among the variants of a given chord
- the chords pads to play several natural diatonic chords (chords using notes from the scale) on the scale degrees



In this video, we will play in the scale of C Major

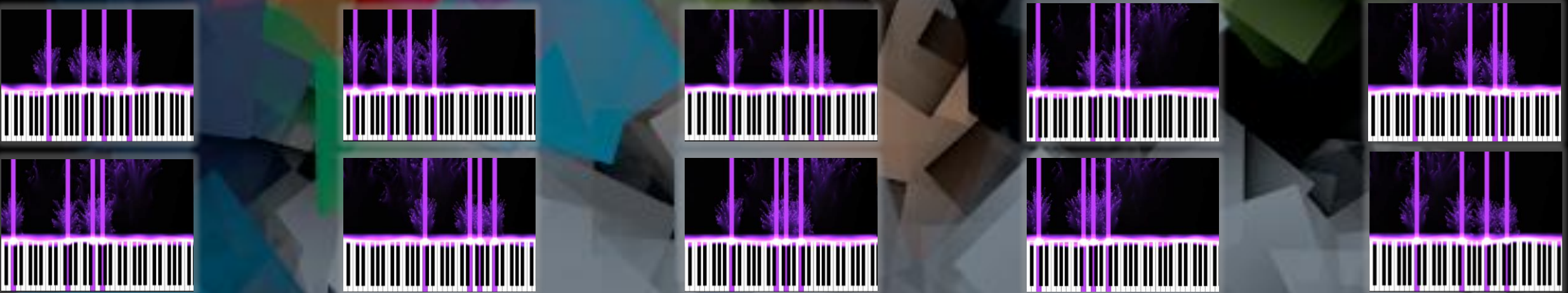
First, we will only play the chord available on the **degree I** of the scale. It is a **C major chord** and has the following 3 notes: **C, E, G**.

Since KordsKontrol works with **4 notes chords**, we need a 4th note. It will be automatically added by **doubling** one of those 3 notes.

KordsKontrol proposes several **variants** of this chord. All of them will be a C major chord, but with the notes at **different octaves**.

The **Harmony Engine** usually proposes around 20 variants of each chord. Each variant represent a **different vertical voicing** of the same chord.

Let's hear these variants for our Degree I...



All these chords are different variants (different vertical voicing) of the same C Major chord!

The **Harmony Engine** made sure that these chords respect traditional harmony pitch ranges and distance between the parts

It has also automatically doubled 1 of the 3 base notes of the chord to have a 4 notes chord



The background of the entire slide is a dark, textured surface composed of numerous overlapping, semi-transparent geometric shapes, primarily squares and polygons, in a variety of colors including teal, blue, green, orange, and purple. These shapes are arranged in a way that creates a sense of depth and movement.

Now we will play several chords based
on **others** degrees of the scale.

The **Harmony Engine** will always pick up the best
chord variant to ensure a **smooth Horizontal voicing**
between the previous chord and the current one.

A well known Horizontal voicing (also called “Voice leading”)
rule consist in keeping the **parts independence**
by avoiding the **parallel fifths or octaves**.

But, there are many others...

The **Harmony Engine** knows them all!

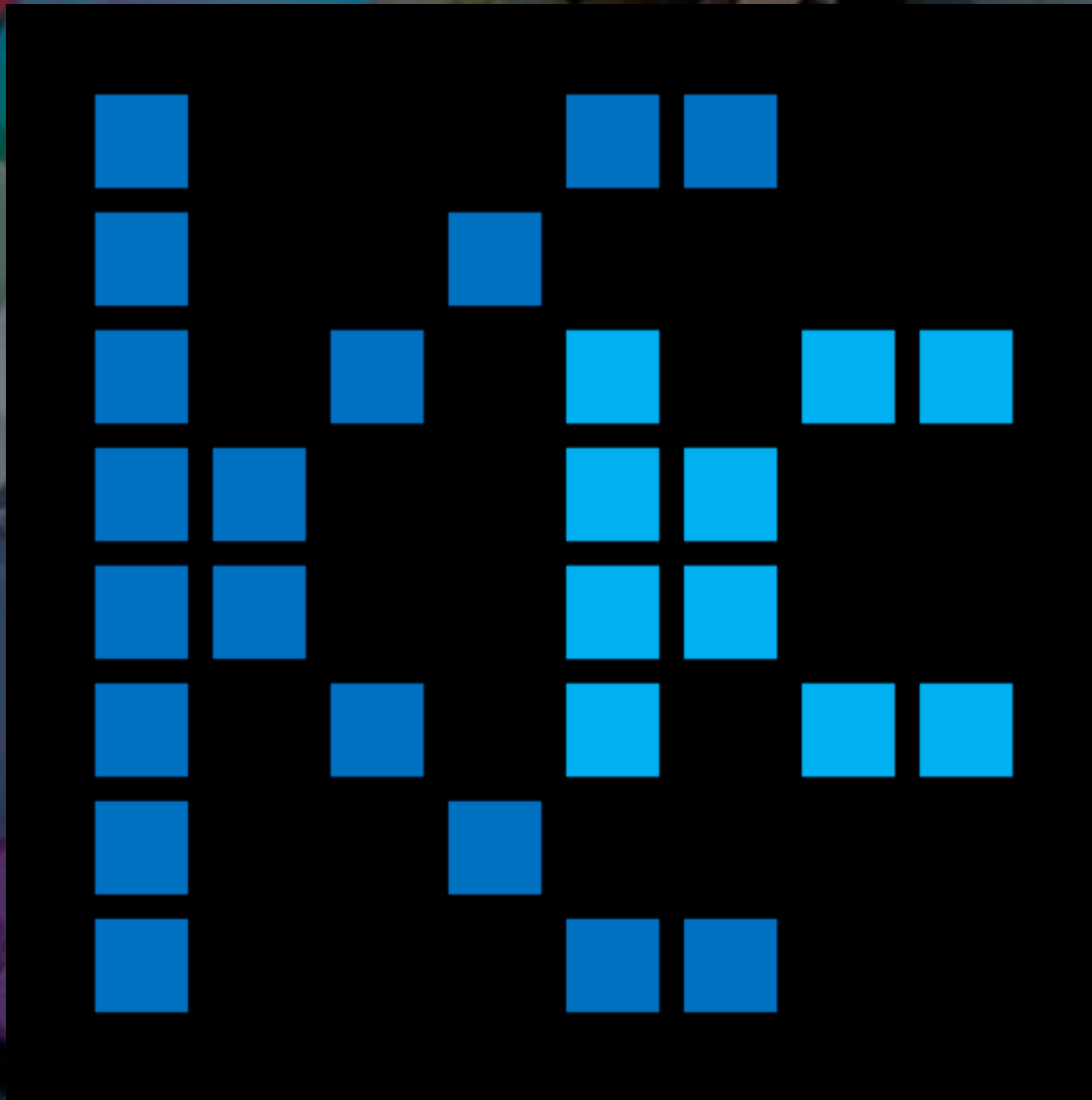
The background of the entire image is a dense, abstract composition of numerous overlapping, semi-transparent geometric shapes, primarily squares and polygons. These shapes are rendered in a variety of colors including shades of blue, teal, green, yellow, orange, red, and purple, creating a vibrant, mosaic-like effect. The shapes are scattered across the frame, with some appearing more prominent than others, giving a sense of depth and movement.

I hope you have found this video useful!

In the next episode, we will go beyond the natural chords
built on the scale degrees using the **pads modifiers**

This will allow us to build suspended chords, 7th chords...
and much more!

Ha, and also... we will see how we can explore all those
modified chords types using KordsKontrol innovative exploration tree!



Music harmony at your fingertips