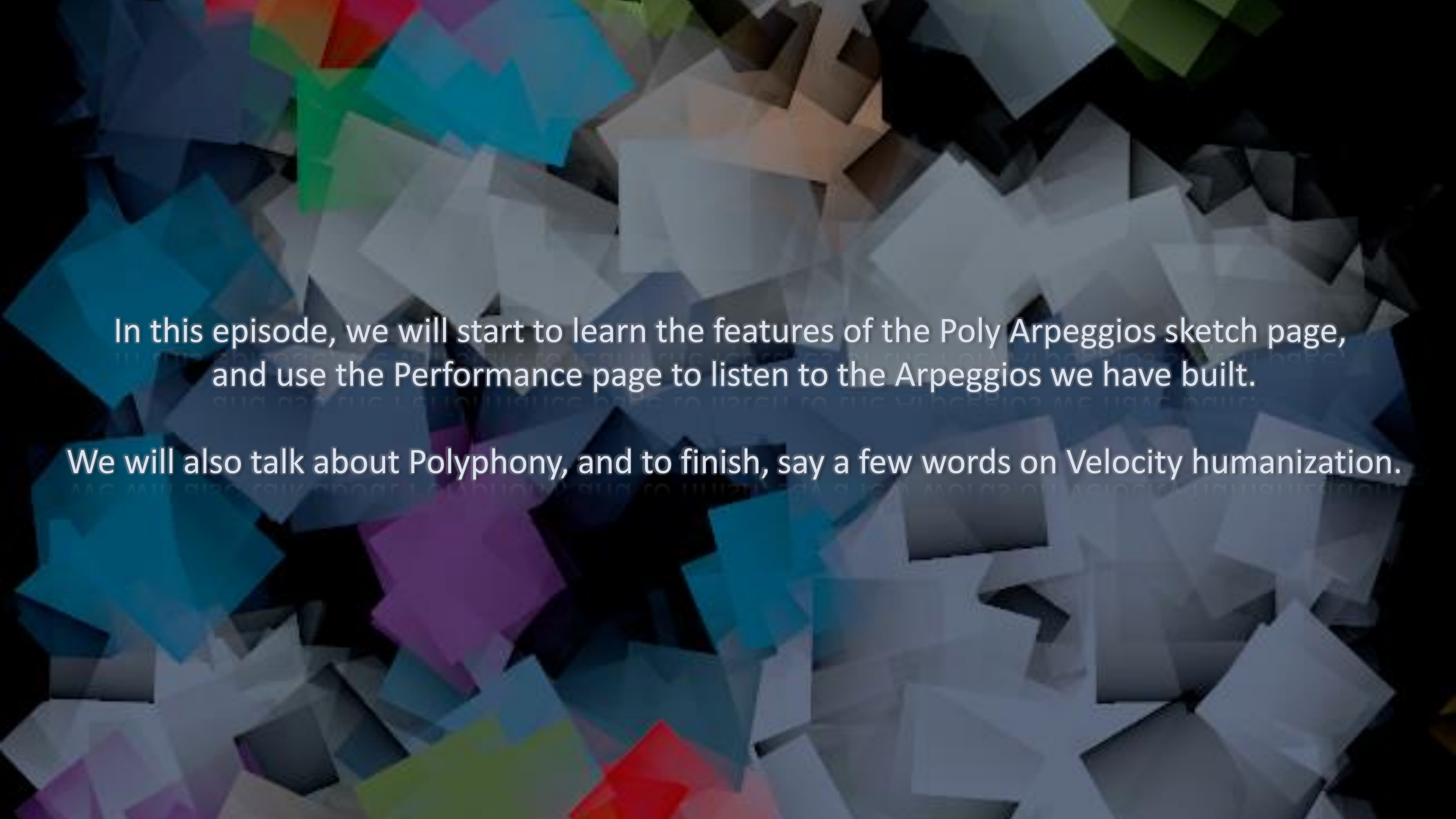
In this episode we will get a glimpse of the power of KordsKontrol Polymorphic Poly Arpeggios


In this episode, we will start to learn the features of the Poly Arpeggios sketch page,
and use the Performance page to listen to the Arpeggios we have built.
We will also talk about Polyphony, and to finish, say a few words on Velocity humanization.

To navigate from the Chords progressions sketch page to the Poly Arpeggio sketch page, and later, to the performance page, you need to use the pages navigation buttons.

These buttons are used to select the Arpeggio you are editing. You can have up to 256 Arpeggios per session!

These buttons are used to navigate between the steps of the current Arpeggio (64 steps max.)

You can also navigate the steps directly using the pads in this grid.

This pad is a selector indicating that we are now editing Notes. A Poly Arpeggio can also contains CC or Drum notes, more on that in a next episode!

This pad can be used to change the velocity humanization of the Arpeggio notes.

And, last but not least, the pads in this grid are used to **input the notes** for each step.

You can change or reset the base octave here.

But why are we calling the Poly Arpeggios “Polymorphic”?

Because each note (or notes) you select for each step are not defined in an *absolute way*
(let’s say, a C in octave 2 (C2), or an E3 for example)

Instead, what you are really selecting when you input a note in the grid is
which note of the current underlying chord you will play
(bass = note #1, tenor = note #2, alto = note #3 or soprano = note #4),
and **at which octave**.

Thus, the notes played in a given Arpeggio **depends**
on the chord that is currently selected.

Arpeggios are constantly changing their “shape”
to follow the chord progression you have built!

Many existing software/hardware feature sequencers,
that allow a precise sequence of notes to be recorded.
But this sequence is fixed, and will not follow your chords progression automatically.

Many existing software/hardware feature arpeggiators,
that follow the notes you play.
But you are limited to basic sequences, like up/down, up 2 octaves etc…,
and can play only 1 note at a time…

Here, you have a **polyphonic** (each step can be a chord of up to 8 notes) **64 steps** sequencer that is following the chords notes automatically.
You can build chords progressions and Arpeggios **independently**,
and combine them as you wish!

Also, when you record your chords progression, KordsKontrol is automatically selecting for each chord the Arpeggio notes octaves and inversions based on the previous chord played, to guarantee a **smooth transition** of the Arpeggio notes between 2 consecutive chords in the progression.

When you record a note in the grid, the velocity is automatically recorded also.

KordsKontrol has several way of playing Poly Arpeggios in the Performance page:

- Manually (you will have to hit the corresponding Arpeggio pad 1 time to trigger 1 step and go to the next step)

- Automatically (each step will be triggered following a clock)
There, trigger of a Poly Arpeggio pad can then be based on a:

- 'Toggle' mode (1 hit on the Arpeggio pad to play, 1 hit to stop)
- Or a 'Gate' mode (Arpeggio pad must be kept pressed to play)

Manual play allow to either use the recorded or the 'live' played velocity
Automatic play, when in 'Gate' mode, can use the aftertouch pressure to define velocity of the notes. In both 'Gate' and 'Toggle' modes you can also choose to use the recorded velocity.

The **velocity humanization applies always**, and is especially useful when using the recorded velocity to bring some **randomness** and **interest** to your Arpeggios

Now, we will put all this in practice.

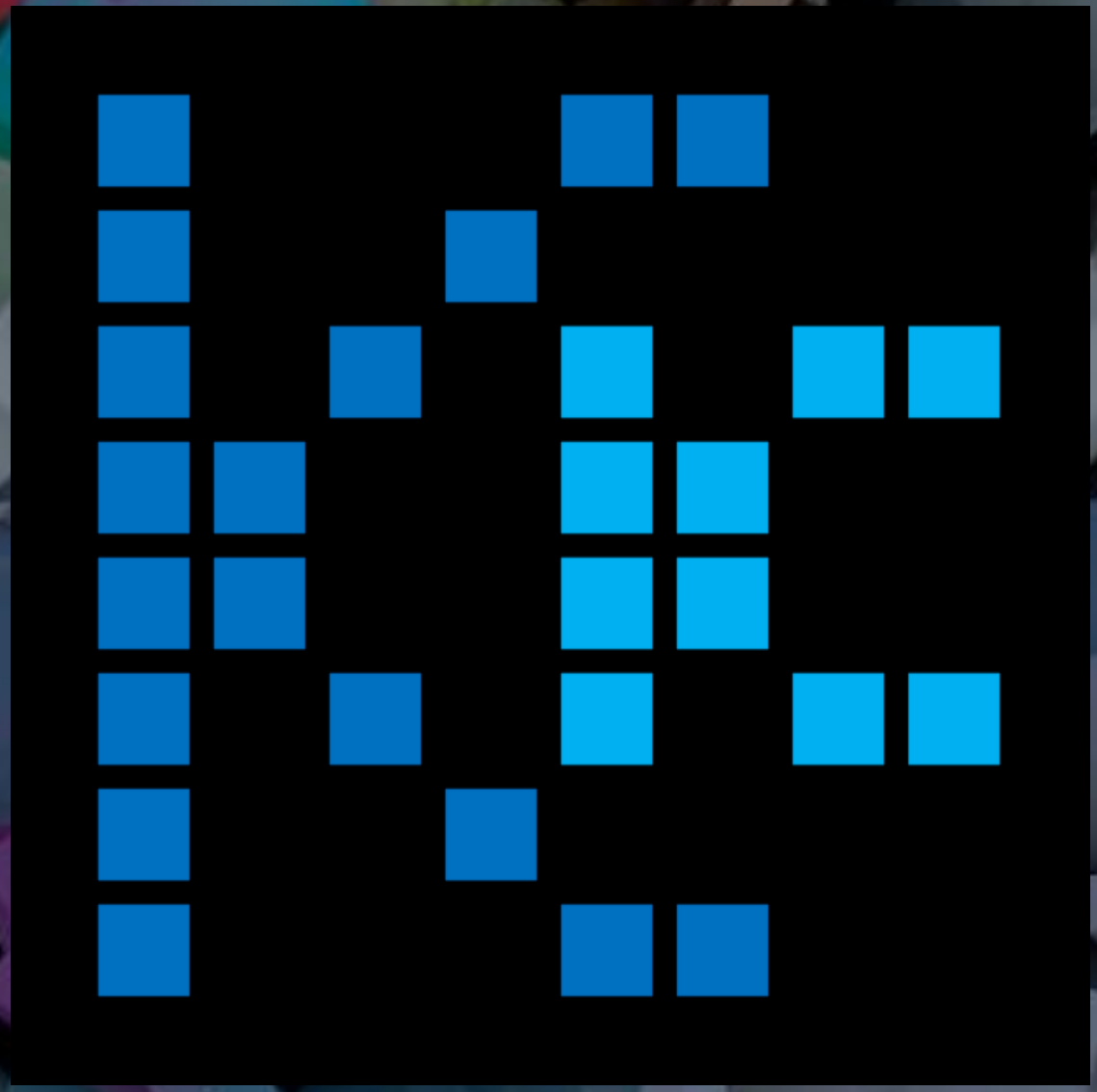
First, we will listen to a pre-recorded chords progression.

Then, we will build a simple Arpeggio, and see how it evolves with the chords.
This Arpeggio will be polyphonic: we will play 2 notes on each step.

I hope you have found this video useful!

In the next episode, we will see how we can change the time signature and length of an Arpeggio to build Polymetric and Polyrhythmic sequences.
To illustrate this, we will use several Arpeggios playing simultaneously on different MIDI channels.

We will also see how to change the length of a note for a given step.



Music harmony at your fingertips