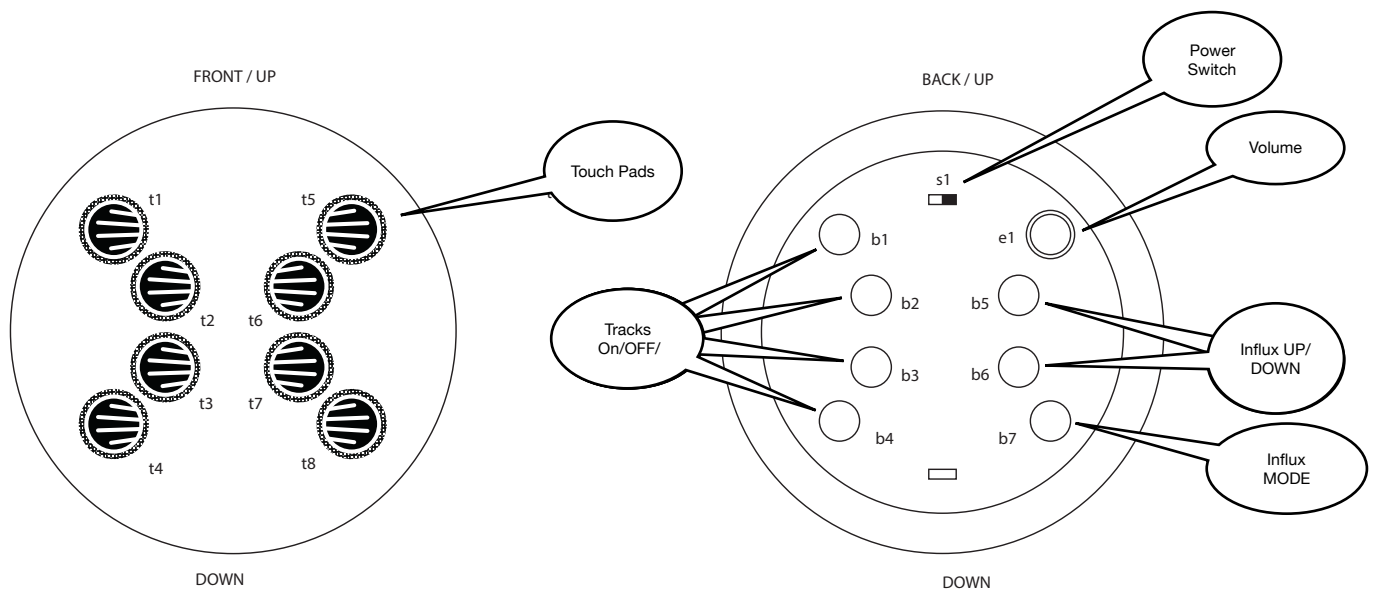


nUFO Quickstart Manual

The NTMI, NonTrivial Musical Instrument, embodies the idea of making complex worlds of sound playable by intuition. Related in spirit to Xenakis' UPIC system, it enables people with little musical training to playfully explore the possibilities of intuitive access to many historical and current sound synthesis concepts. It equally enables musicians and experts to develop virtuoso skills with the nUFO (the interface specially designed for the NTMI) or other interfaces of their own choice/design, and to realise their own sonic imagination by adapting and expanding its open source architecture.



A. Playing NTMI with the nUFO

1. HOLDING THE nUFO

pads facing away from you, power switch(s1) pointing up, knob(e1) on right top.

* use fingers for front side Touch pads, (t1-t8)

* use thumbs for back side buttons and wheel

2. TURN SOUNDS ON and OFF

* press one of the left side SOUND buttons(b1-b4) or on the main window, click on a track slot view and press 'space':

-> sound plays and turn on the **green** LED (or stops if it was on)

-> track slot view goes green or grey and by nUFO

3. SWITCH nUFO MODES BY MOVEMENT (FULL MODE):

* press the full/touch/binary button **b7** (backside right bottom) to cycle through the modes - FULL(**green** LED) and TOUCH(**red** LED) and BINARY(**blue** LED)

a. FULL MODE: PLAY BY MOVEMENT (and TOUCH)

* with a sound on, MOVE the nUFO:

(don't touch the front pads yet...)

-> the sound is informed by nUFO orientation, speed and acceleration.

-> the Star-shape on the MAIN window will change * try playing with two or more sounds!

b. TOUCH MODE: PLAY BY PADS only

- * press touch/move/binary button **b7** (or press its GUI view):
 - > Movement will not influence sound!
 - > GUI bottom right view says TOUCH
- * play by gently touching one of the 8 front-side pads(**t1-t8**)
 - > sound will change according to your touch
- * try playing with varying pressure
- * try with multiple running sound

c. BINARY MODE: PLAY BY PADS only

- * press touch/move/binary button **b7** (or press its GUI view):
 - > Movement will not influence sound!
 - > GUI bottom right view says TOUCH
- * play by dynamic touching one of the 8 front-side pads(**t1-t8**)
 - > sound will change according to your touch
- * try with multiple running sound

4. SWITCH INFLUX PRESETS:

The INFLUX does the magic intuitive mapping between touch/move and influence on the sound.

It has 8 different presets that all feel different when playing - try them all!

- * on the nUFO, right side buttons(**b5** and **b6**), click second or third from top (or preUp / preDown GUI views):
 - > presets step up or down by one, preUp display changes
 - > background color changes with preUp number
 - > TOUCH and move influence works differently for every color!

5. ZOOM:

- * hold down nUFO WHEEL(**e1**) hat and turn clockwise (or move the zoom slider):
 - > movement or touch will have stronger influence
- * turn wheel counterclockwise) to reduce zoom:
 - > same movement or touch will produce less change

6. VOLUME:

- * turn the nUFO WHEEL(**e1**) (or use mainVol slider):
 - > clockwise turns VOLUME up,
 - > counterclockwise turns VOLUME down

6.1. Change VOLUME per sound:

- * hold a sound button(**b1-b4**), turn nUFO WHEEL(**e1**) (or move the GUI slider in the corresponding track view)
 - > volume of that sound goes up or down

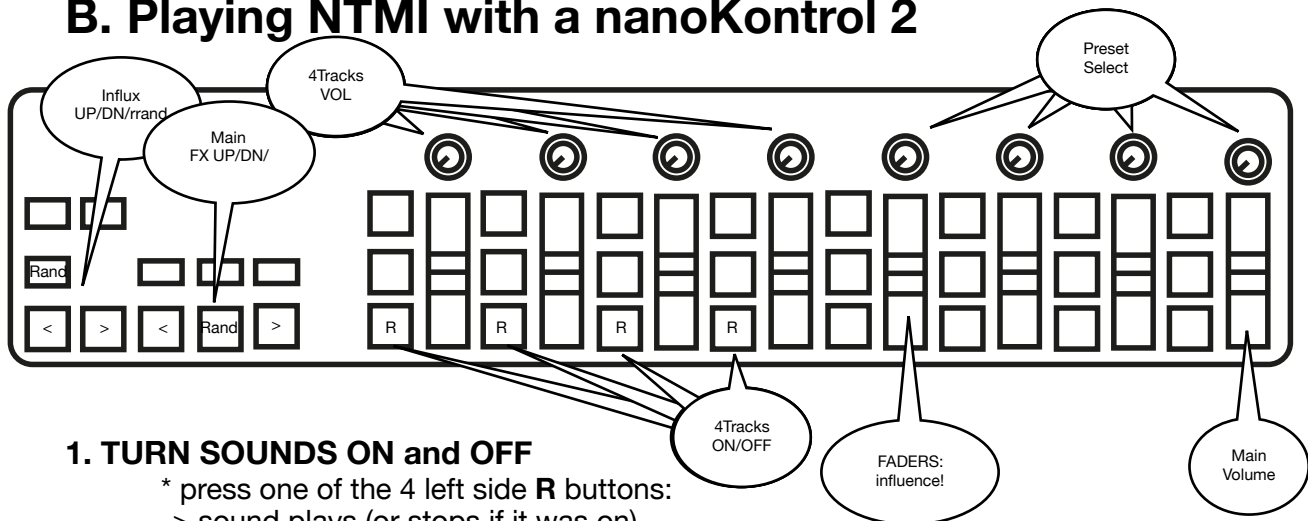
6.2. Articulate Volume by MOVE and TOUCH:

- * point nUFO nose (the pad side) down: -> volume will go down
- * raise nUFO nose up: -> volume will go up
- * touch left middle-finger pad(**t6**) -> volume will go down
- * touch right middle-finger pad(**t2**) -> volume will go up

The HAI Trio consists of Hannes, Alberto and Isak and their more and less intelligent and autonomous music machines. These encompass a range of technologies from acoustic sound makers to electroacoustic, analogue electronic and fully digital devices, many of them self built or coded, with the Airborne Instruments nUFO being the new center of their repertoire. With their instrumentarium providing/suggesting a host of memory, presets and structure, they like to let the actual flow/structure of their music emerge in the moment of creation.

For further more information, please contact us: knock@airborneinstruments.eu
www.airborneinstruments.eu

B. Playing NTMI with a nanoKontrol 2



1. TURN SOUNDS ON and OFF

- * press one of the 4 left side **R** buttons:
 - > sound plays (or stops if it was on)
 - > track slot view goes green or grey and by nUFO

2. INFLUENCE SOUNDS:

- * with a sound on, try moving any of the sliders:
 - > the sound is informed by this slider's specific character; each slider has a different character, and one can combine these character moving them intuitively, by close listening. and the sum of all these influences determines which orbit the running sound processes will be moving on.

3. SWITCH INFLUX PRESETS:

- The INFLUX does the magic intuitive mapping between touch/move and influence on the sound.
It has 8 different presets that all feel different when playing - try them all!
- * on the nanoKontrol2,
 - the cycle button chooses a random influx preset,
 - the << button chooses the next lower preset, and
 - the >> button chooses the next higher preset.

4. Change VOLUME:

- * the knobs of tracks 1-4 change the volume of tracks 1-4, and the rightmost fader sets main volume.

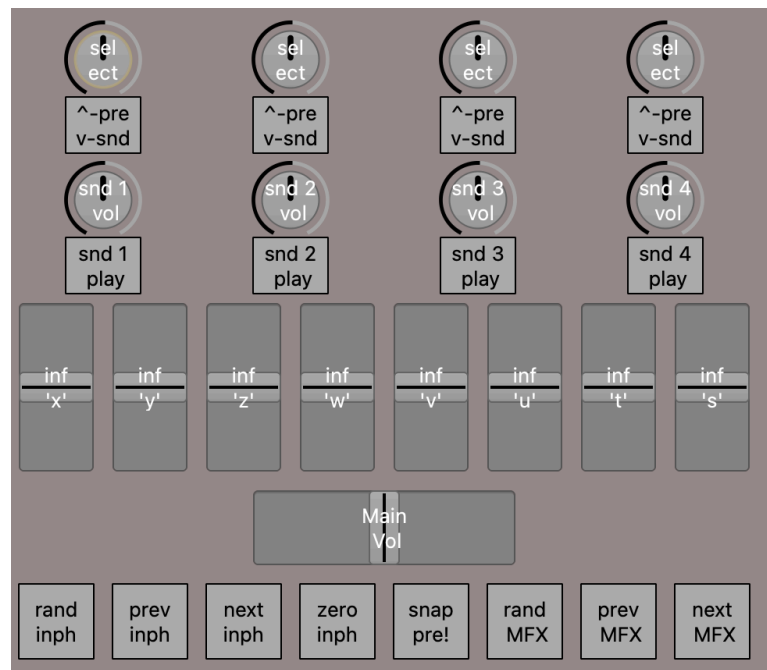
5. Change MainFX:

- * the NTMI software has 8 preset combinations of Main effects, named after major stages in the European history of ideas, from magic to transhumanism :-)
 - the stop button chooses a random next MainFX preset,
 - the play button chooses the next lower MainFX preset,
 - the record button chooses the next higher MainFX preset.

6. Select sound and sounds presets

- The sound-generating processes in NTMI have presets for their parameters which can be put into the center by recalling them:
turn the knobs 5-8 to select presets for the sound slots 1-4.
To elect a new sound process for a slot, e.g. slot 1, hold the M button of track 5 and turn knob 5

C. Playing NTMI with a Faderfox UC4



1. TURN SOUNDS ON and OFF

- * press one of the lower encoders:
- > sound plays (or stops if it was on)
- > track slot view goes green or grey and by nUFO

2. INFLUENCE SOUNDS:

- * with a sound on, try moving any of the sliders:
- > the sound is informed by this slider's specific character;
- each slider has a different character, and one can combine these character moving them intuitively, by close listening, and the sum of all these influences determines which orbit the running sound processes will be moving on.

4. Change VOLUME:

- * the second row of encoder knobs change the volume of tracks 1-4, and the bottom horizontal fader sets main volume.

3. SWITCH INFLUX PRESETS:

The INFLUX does the magic intuitive mapping between touch/move and influence on the sound. It has 8 different presets that all feel different when playing - try them all!

- * On the UC4, the bottom row leftmost 3 buttons change these
 - the leftmost button chooses a random influx preset,
 - the second button chooses the next lower preset, and
 - the third button chooses the next higher preset.

5. Change MainFX:

- * the NTMI software has 8 preset combinations of Main effects, named after major stages in the European history of ideas, from magic to transhumanism :-)
- the last but two button chooses a random next MainFX preset,
- the last but one button chooses the next lower MainFX preset,
- the last button chooses the next higher MainFX preset.

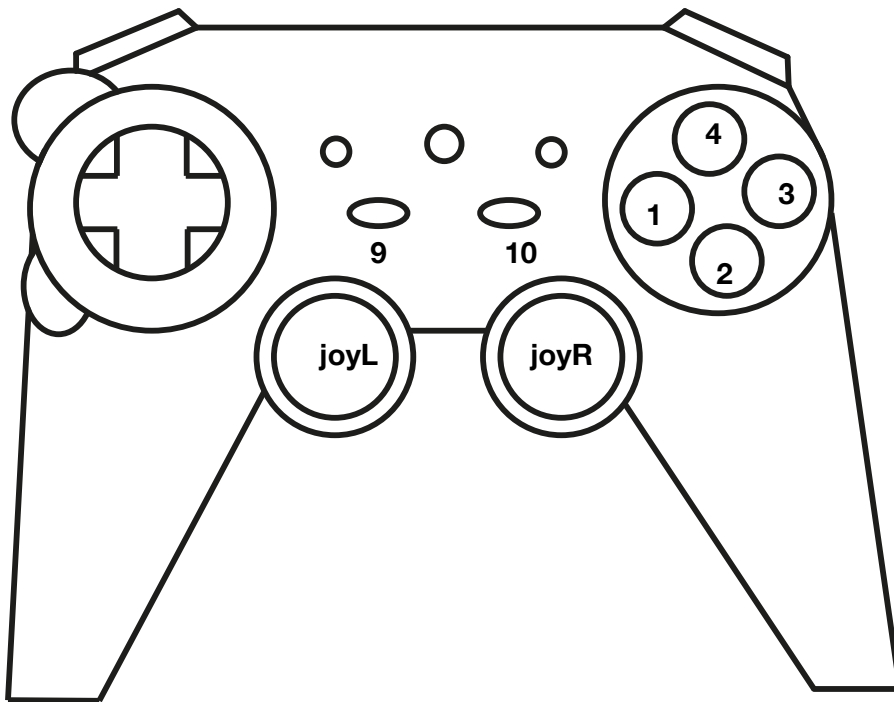
6. Select sound and sounds presets

The sound-generating processes in NTMI have presets for their parameters which can be put into the center by recalling them: turn the knobs 5-8 to select presets for the sound slots 1-4. To elect a new sound process for a slot, e.g. slot 1, hold the M button of track 5 and turn knob 5

7. take a snapshot of all playing ndefs:

- press 5th button (record)!

D. Playing NTMI with a Ferrari Gamepad



1. TURN SOUNDS ON and OFF

- * press one of the buttons labeled 1-4:
- > sound plays(or stops if it was on)
- > track slot view goes green or grey

2. INFLUENCE SOUNDS:

- * with a sound on, try moving one of the joysticks, or one of the two throttles (by the index fingers)
- > the sound is informed by its specific character, each axis has a different character, and one can combine these characters by moving them intuitively and listening closely. The sum of all these influences determines which orbit the running sound processes will be moving on.

3. SWITCH INFLUX PRESETS:

The INFLUX does the magic intuitive mapping between touch/move and influence on the sound.

It has 8 different presets that all feel different when playing - try them all!

- * on the Ferrari,
 - click on the left joystick hat for the next lower preset
 - click on the right joystick hat for the next higher preset
 - and click both to choose a new preset randomly.

4. Change VOLUME:

- * the wheel on the left allows you to articulate main volume, and you can hold the button 10 to adjust main volume.
- to change volume on a single sound slot, e.g. slot 1, hold down button 1 and adjust volume with the wheel.

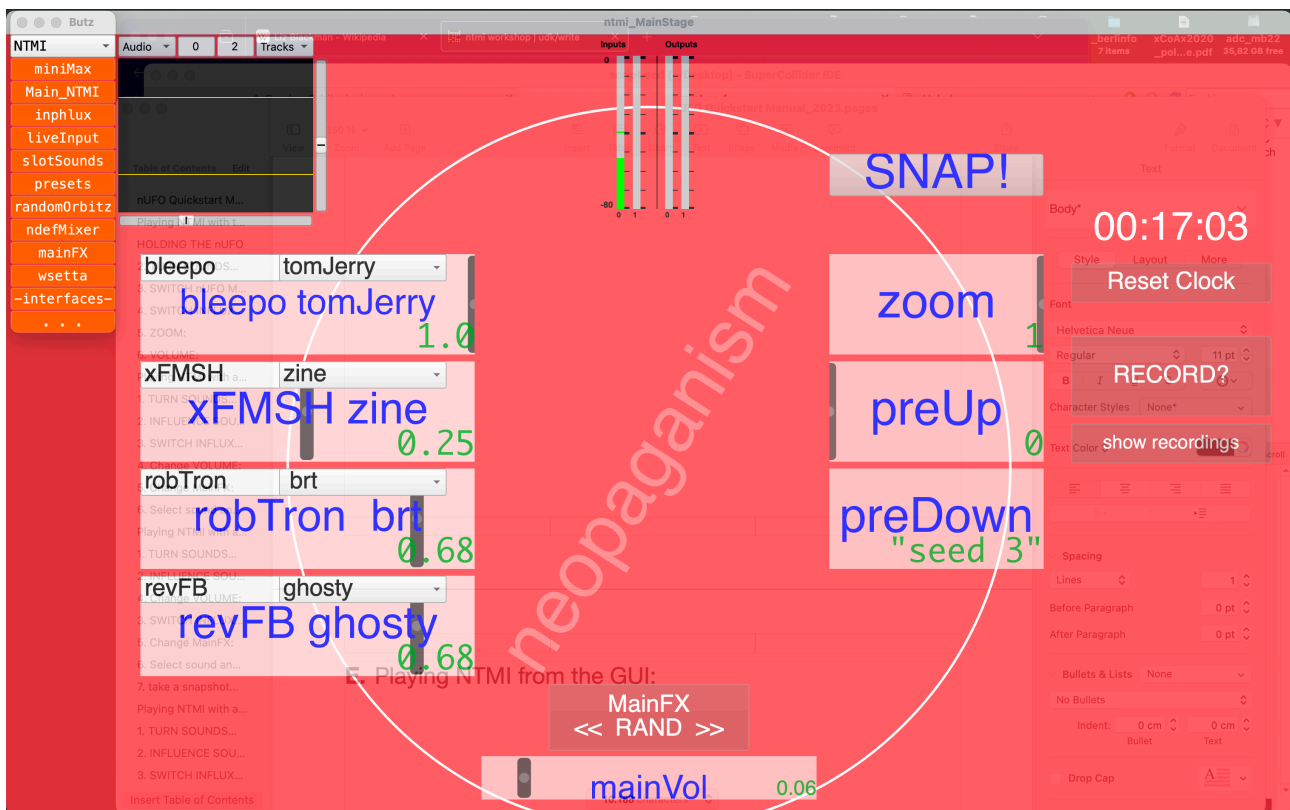
5. Change MainFX:

* the NTMI software has 8 preset combinations of Main effects, named after major stages in the European history of ideas, from magic to transhumanism :-)
button 7 chooses the next lower MainFX preset,
button 8 chooses the next higher MainFX preset,
and button 7+8 together chooses a random next MainFX preset.

6. Select sounds and sounds presets

The sound-generating processes in NTMI have presets for their parameters which can be put into the center by recalling them:
hold down button 1 to select slot 1, and on the compass,
click right for next higher preset,
click left for next lower preset,
or press button 9 for a random preset;
click up for next higher sound,
click down for next lower sound,
or press button 10 for a random sound.

E. Playing NTMI from the GUI:



1. TURN SOUNDS ON and OFF

* click on one of the four tracks on the left side:

-> sound plays (or stops if it was on), and track view goes green or grey

2. Change VOLUME:

the mainVol slider sets overall volume,

and the sliders in the track views set individual track volume

6. Select sound and sounds presets

The sound-generating processes in NTMI have presets for their parameters which can be put into the center by recalling them:

on each track view, the left hand popup selects a sound process, and the right hand popup selects its current preset.

2. INFLUENCE SOUNDS:

* on the left hand button row, click in inphlux:

-> this opens an influx window where you can play with 2D-Slider (this is not ideal compared to an external interface)

3. SWITCH INFLUX PRESETS:

The INFLUX does the magic intuitive mapping between touch/move and influence on the sound. It has 8 different presets that all feel different when playing - try them all!

* On the GUI, click on preUp to go up by one, and preDown to go down.

5. Change MainFX:

* the NTMI software has 8 preset combinations of Main effects, or MainFX,

named after major stages in the European history of ideas, from magic to transhumanism :-)

The MainFX button has 3 areas;

click left for previous MainFX preset, middle for random, right for next.

7. take a snapshot of all playing ndefs:

press SNAP button.