

GROOVE SHAPER

User Manual
v1.0

Installation & Activation

Please visit www.pitchinnovations.com and either sign up or log in as needed. Once you have successfully logged in or created an account, you can proceed to download the latest installer for MacOS or PC.

Upon launching Groove Shaper for the first time, you will be prompted to enter your email and password. Please utilise the username and password that you previously created on our website to activate the plugin. For successful activation, ensure that you have an active internet connection.

In the event of encountering any errors during the installation or activation process, we encourage you to reach out to our dedicated support team at support@pitchinnovations.com. Kindly quote the specific error text for swift and efficient assistance.

System Requirements

64 bit Operating Systems:

- Windows 10 and above
- OS X 10.12 and above
- Windows 7 (will work but not officially supported)

Available Formats

- AU
- VST
- VST3
- MFX
- Standalone

Plugin Scanner

When you first open the plugin, a pop-up window will appear. Click the '**Scan**' button to initiate the scanning process, and it will take a few minutes to complete.

If you are satisfied with the listed plugins, click on '**Close Scanner**'.

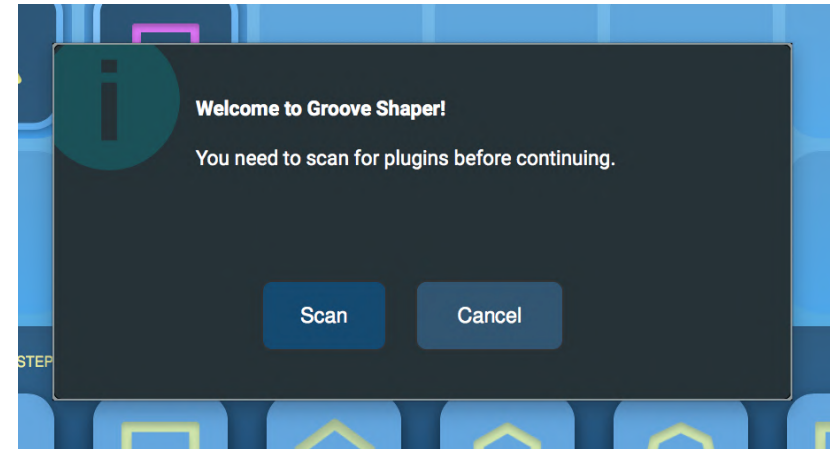
Alternatively, if you wish to further customise the plugin list, click '**Add Custom Plugin Locations.**'

Drag & Drop :

You can also **drag and drop**  any component/VST/VST3 file into the plugin scanner application.

Clicking on '**Options**' provides access to various additional settings, including the ability to customise the plugin list and configure other scanning options.

Missing Plugins? Contact Support: If any desired plugins are absent, contact support@pitchinnovations.com for assistance.



User Interface Guide

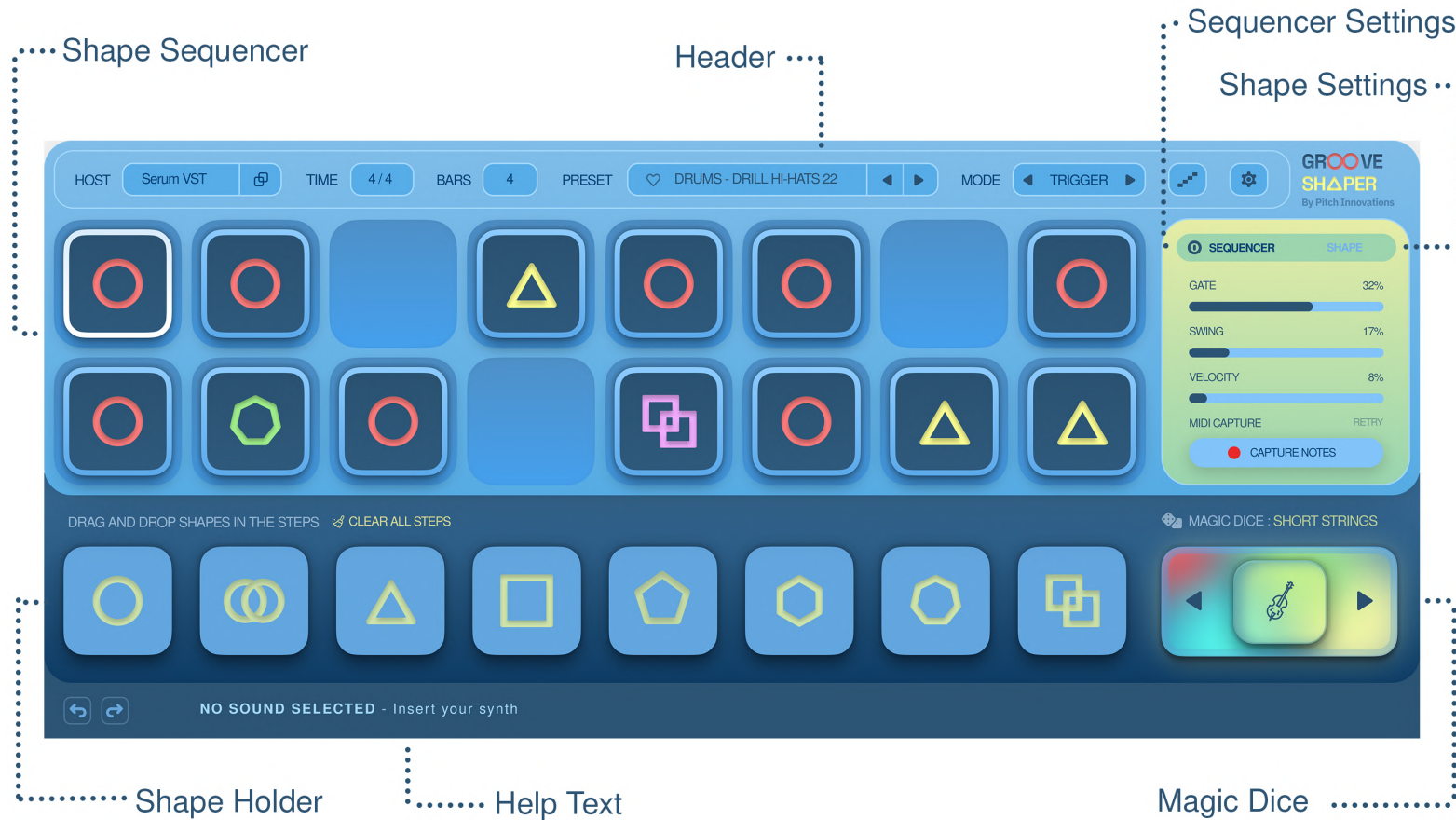


Figure - 3

Header

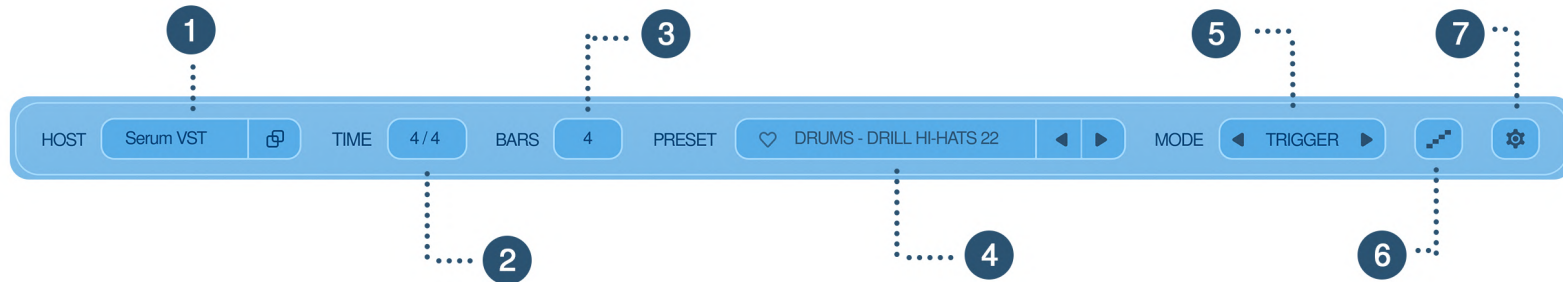


Figure - 4

- 1 **Host** - Click here to select your preferred Synth or Sampler instruments.
- 2 **Time** - Click here to reveal a dropdown list to choose your time signature for the Shape Sequencer.
- 3 **Bars** - Click here to modify the loop length of the sequencer. Four steps are equal to one bar.
- 4 **Presets** - Click here to load your sequencer presets. It comes with a collection of factory presets to get you started.

5 Mode

- ▶ **Time Mode** - '**Time**' Mode plays the sequenced steps on loop. Notes have to be overlapped to continue the sequence, otherwise the Shape Sequence will be restarted.
- ▶ **Trigger** - In '**Trigger**' mode, Groove Shaper triggers each individual shape sequentially until MIDI notes are off.
- ▶ **Jam** - In '**Jam**' mode, a shape box is randomly selected within the sequencer, allowing you to experiment with various rhythms.

6 Arpeggiator - Click here to trigger an arpeggiation of each note in the sequence, ascending in pitch.

7 Settings - Click here to access the settings tab, where you can transpose, select a skin, and modify other settings.

Introducing the Shape Blocks

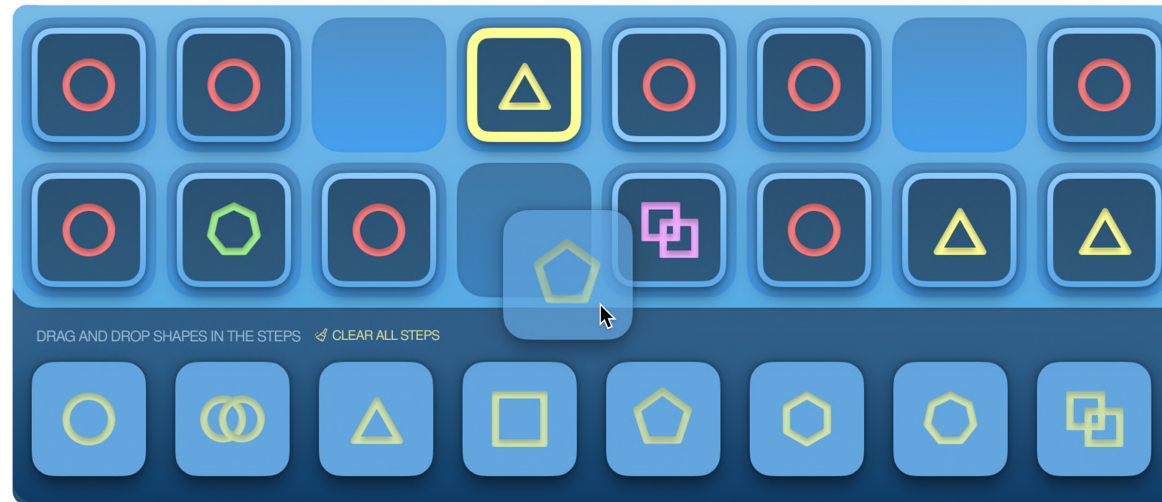


Figure - 5

DRAG & DROP :

The lower eight blocks are known as the '**Shape Blocks**'. Users can drag and drop  desired shapes into the *Shape Sequencer* located above. (Fig. 5).

HOW SHAPE BLOCKS WORK :

Shapes are represented based on the number of sides they possess, and the notes are distributed across a beat (equivalent to a quarter note). For instance, a *Triangle* with three sides corresponds to a **triplet rhythm**, while a *Pentagon* with five sides corresponds to a **quintuplet** rhythm.

You can **hover over these shape blocks to display the rhythm** that they encapsulate in Western classical music notation (Fig. 6).

USING SHAPE BLOCKS :

The *Shape Sequencer* functions as a step sequencer, allowing users add each *Shape Block* into a step.

Shape Blocks can be added by **drag and drop or left-clicking the desired block**. The sequencer begins looping every 4 beats (a bar) and automatically extends loop length when adding shapes. You can adjust loop length using the bar dropdown.

CLEAR STEPS :

To clear all steps simultaneously, you can utilise the "**CLEAR ALL STEPS**" option located between the Shape Sequencer and the Shape Blocks (Fig. 7). The option 'CLEAR ALL STEPS' will be visible only when the sequencer setting tab is open.

Conversely, if the shape setting tab is open, you'll see '**CLEAR STEP**', enabling you to clear the selected step.

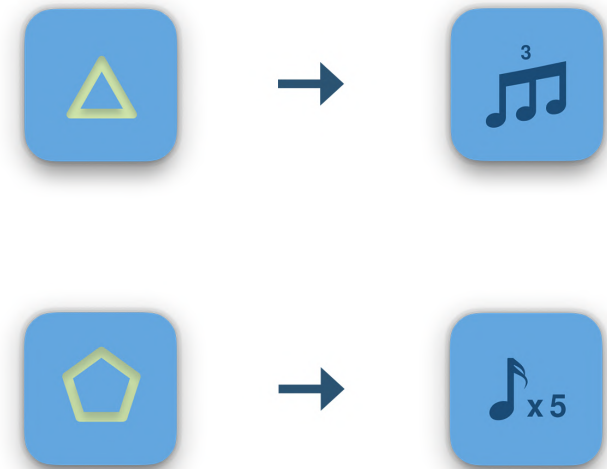


Figure - 6

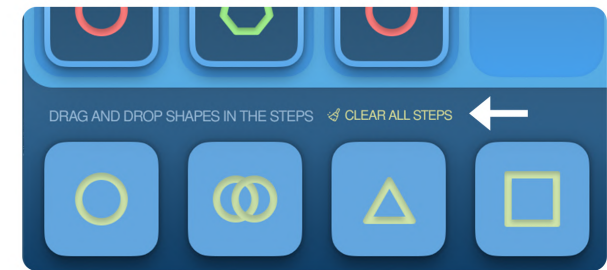


Figure - 7

SWAP & TOGGLE WITHIN A SHAPE

Shapes can be swapped by dragging and dropping one onto another. Additionally, hovering over a shape within the sequencer will unveil a pair of white arrows that allow you to change the shape within the sequencer.

Sequencer Settings

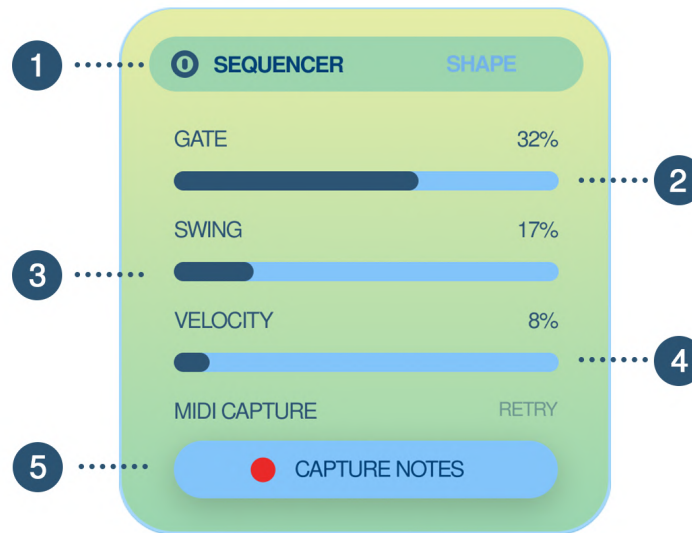


Figure - 8

- 1 **ON/OFF** - Click here to either bypass the sequencer or activate it.
- 2 **Global Gate** - Use this slider to adjust the global gate length of the sequencer.

- 3 **Swing** - Utilise this slider to infuse your rhythm with the desired amount of swing.
- 4 **Global Velocity** - Use this slider to adjust the global velocity of the sequencer.
- 5 **MIDI Capture** - This feature allows you to record the output of Groove Shaper and generate MIDI files, which can then be easily dragged and dropped into your DAW.

How to use MIDI Capture?

STEP - 1 To begin, click on "**CAPTURE NOTES**" in the MIDI Capture section. Once Groove Shaper receives a MIDI signal, it will commence recording.

You can then continue jamming with your MIDI device or a sequenced MIDI input from your DAW.

STEP - 2 Click "**STOP CAPTURING**" to conclude the recording process.

STEP - 3 A "**DRAG & DROP**" button will emerge; click this button and drag the MIDI file to your DAW.

To capture the notes once more, click "**RETRY**" and repeat the process.

STEP - 1

 CAPTURE NOTES

STEP - 2

 STOP CAPTURING..

STEP - 3

 DRAG & DROP

Figure - 9

Shape Settings

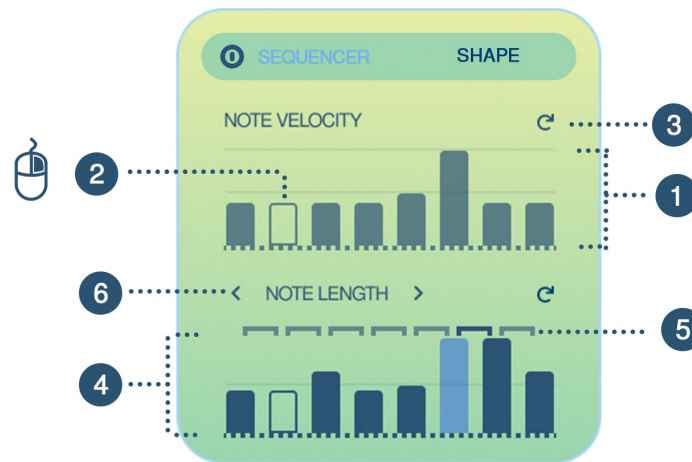


Figure - 10

1 Note Velocity

This tab allows you to fine-tune the velocity of each note within a shape. Each bar corresponds to an individual note and the number of bars varying based on the shape type. These bars can be adjusted by dragging them vertically to modify the velocity value, ranging from 0 to 127.

2 Enable/Disable Note Repeats

Right-clicking on the bars provides the option to toggle the notes on and off.

3 Use the reset button to reset all the velocity to the default value.

4

Note Length

This tab allows you to edit the note length for each individual note within a shape. Similar to Note Velocity, each bar represents a note repeat. You can drag these bars vertically to edit the note length, which ranges from 0 to 100. Right-clicking on the bars provides the option to toggle the notes on and off.

5

Note Tie

Click on it to create a tie between the note and the adjacent note.

6

Note Delay

Use this slider to fine-tune the delay of the shape, with a range spanning from -127 to 127 ticks.

Magic Dice

Magic Dice enables you to generate fresh rhythms, offering six algorithms to select from. These algorithms are tailored to different types of instruments, as listed below. To generate, click the button located at the centre, and you can switch algorithms by using the navigation buttons.



Figure - 11



SYNTH



BASS



CHORDS



SHORT STRINGS



HI HATS



PERCUSSION

Settings Menu

Global Settings

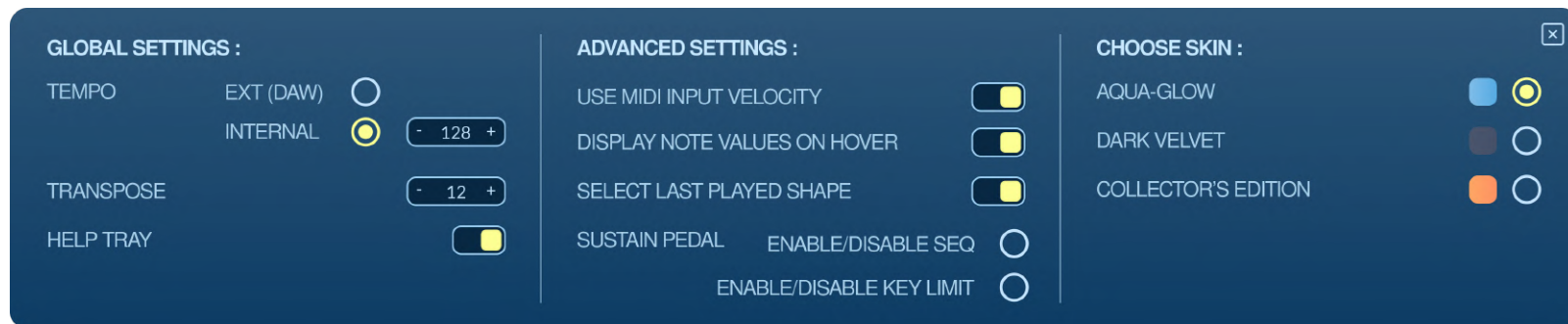


Figure - 11

Tempo

Ext (DAW): The sequencer's tempo will synchronise with the DAW.

Internal: This option allows you to set an independent tempo within sequencer.

Transpose - This feature enables you to transpose the input MIDI signal, allowing transposition up and down by two octaves within the range of -24 to +24.

Help Tray - Toggle the here to turn the help tray view on or off.

Note: The undo and redo buttons will also disappear along with the help tray.

Advanced Settings

Use MIDI Input Velocity - Toggle this button to input or bypass MIDI velocity for the internal sequencer.

Display Note Values on Hover - This option allows you to toggle the display of note values on or off when hovering over the shapes in the Shape Holder.

Select Last played Shape - This option automatically opens the shape settings of the last played shape in the sequencer.

Seq. Bypass via Sustain Pedal - Bypass the internal sequencer when the sustain pedal is engaged.

Skins

Groove Shaper offers three distinct skins listed below. Select your preferred skin to match your workflow style.

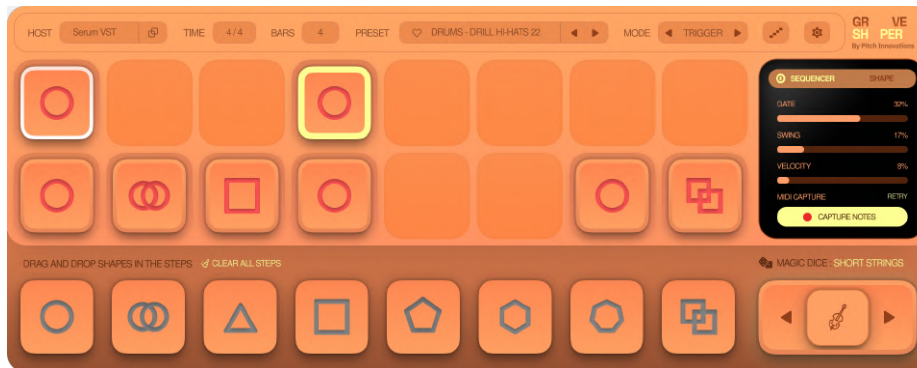
Aqua Glow



Dark Velvet



Collector's Edition



MFX Version (only for Logic Pro X User)

MFX is currently exclusively supported by Logic Pro X. This plugin version does not possess the host function found in the regular version. Users are encouraged to insert Groove Shaper MFX in '**MIDI FX**' insert in Logic Pro X and host any other synths/sampler under '**Instrument**' .

Using Groove Shaper Standalone App with any DAW

Groove Shaper Standalone App can run outside the DAW. It takes in MIDI from the MIDI input device and sends the MIDI to the DAW through the virtual MIDI port called “Groove Shaper STANDALONE” which will be created automatically on opening the standalone app.

Setting up the Standalone App with the DAW

1. Open the Groove Shapers standalone app.
2. Go to Settings and choose
 - i. Your MIDI Keyboard as the MIDI Input
 - ii. The “Groove Shapers STANDALONE” port as the MIDI Output
3. Open your DAW and in the settings
4. Disable the keyboard input from the MIDI Inputs temporarily
5. Insert a Synth plugin on a track and choose the “Groove Shapers STANDALONE” as the MIDI input.

Contact

For further queries, please contact us at **support@pitchinnovations.com**

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