

## **Dimension Tip: Groovah**

April 30, 2005  
- René Ceballos

### **Please note: This tip applies to Dimension LE, Dimension Pro, and Dimension in Project5 Version 2**

You might have already seen that we have a couple of categories called 'Drum Grooves' and 'Musical Grooves' in Dimension's program browser (did I mention you can resize the browser?). Those categories are synchronized loops, and here's how Dimension plays them:

- 1- Load any groove, from 05 - Drum Grooves for instance.
- 2- Now play C3.

That's it. You're now hearing the groove, synchronized to Project5 Version 2 tempo. It wasn't that hard, was it? you can now draw a single note in the editor, and you have your groove going on.

All dsp processing in Dimension can be applied to it, and that's the most interesting part. There're a few examples under 05 - Drum Grooves\A few processing examples.

The examples show how to apply pitch changes, filter freaking, pan drive-to-insanity random movement and other nice tricks. Don't miss those.

Anyways, the C3 trick will make it for many uses. There's an 'extension' to C3, which works by using the mod wheel on it (CC1). Once you activate the mod wheel, the loop plays each slice backwards. Nice to combine extreme pitchbend ranges with backward playback.

If you're a preset-player-only, you can stop reading now. I'm pretty sure you have enough to keep you entertained making strange sounds which will increase your popularity in the neighborhood for weeks. Too bad you won't know what others will, but well, it was great to have you here.

Ok, for the rest. The fun begins when you:

- 1- Open Dimension editor
- 2- Click in any place with no controls (i.e. the logo), and without releasing the mouse button...
- 3- Drag into the Dimension track in Project 5 arranger.

Dimension will create a MIDI file for the currently selected groove and Project5 Version 2 will openly receive it. It will play each slice when it's time to. Like if the arranger would be playing it for you. Some of you using RMX or a few other proggies might be familiar with this.

Slices start on C4, and go up in one-semitone steps. Now, it's your turn of being creative. Some options this feature open are:

- Identify a couple of single-hit slices and use those as kick and drum, leaving the rest of the groove unused.
- Repeat notes
- Slide notes to create a different groove feel
- Rearrange notes
- Combine two grooves using alternate notes
- Record or automate CC1 to have some slices backwards and others forward

But most likely you tweakers will find more interesting tricks to play with it.