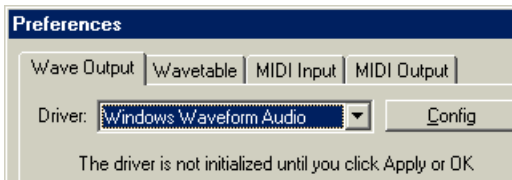


Buzz Beginnings Part I

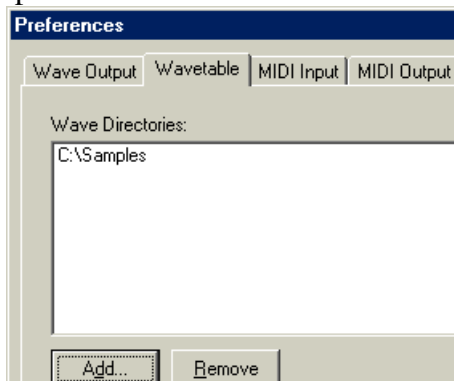
Have you ever wanted to try and make your own music? Haven't known Where to start, What to buy, What to do? Don't worry, I have released a website just for you and as a beginning I will show you how to get started for **free**! First of all you'll need to download **Buzz (www.buzzmachines.com)**, one of the only free software packages around. Of course I will have to say that it is from Finland, the place where I live. Without further ado we step into the ring. For this tutuorial you will also need the following buzz instruments:

- Geonik's Primifun
- FSM PanzerDelay
- Rout 808
- FSM chorus
- Automation EQ-7

After Installation, fire up Buzz. First of all we need to set up Buzz... To do this go to VIEW->PREFERENCES.



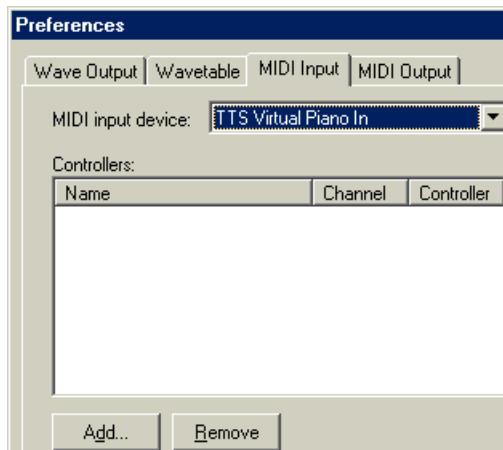
Here you can select the driver to use. Direct X is usually a safe bet, but the optimal driver is the one that your soundcard supports, so refer to your soundcard's manual for optimal operation.



Next is the Wavetable tab: Here you can add/remove sample folders. Which means that

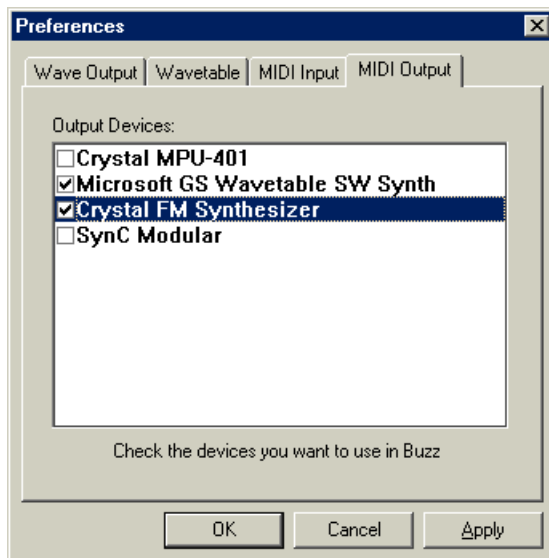
later you will be able to add your .wav files to your project from these folders.

Then Preferences:



- You don't have to touch Midi Input unless you have a midi device such as a midi keyboard or an software midi keyboard such as Virtual Piano. I do suggest that you get your self a free software keyboard such as Bome's Mouse Keyboard.

Next we configure Midi out:



- The Midi Output is neither necessary to fill ,but still you could set ticks to internal midi generator and to the midi out of your soundcard.

Close the preferences window.

Look around Buzz

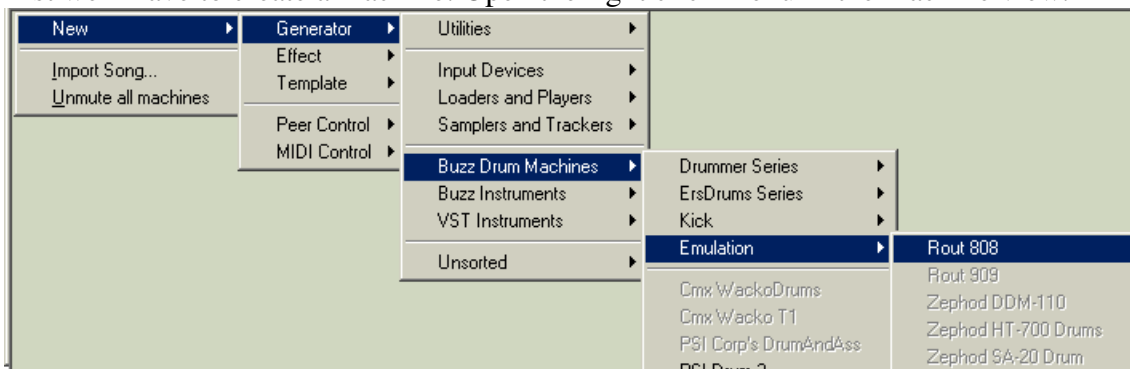
Now that the preferences should be ok, we can start our exploring around buzz. The screen that you should be in is the Machine view, this is the program's main view. In the Machine view are the machines, there are two kinds of machines in Buzz: Generators and Effects. Generators make sound and Effects modify sound. First the machines are created then chained so that the chain(s) end in Master which is the Master output module. Then

there is the Sequencer view which can be accessed with F4. The sequencer view is made out of patterns which can be edited in Pattern editor accessible with F2. Then to the top are the transport buttons : Start(F5), Record(F7) and Stop(F8). There is a Wavetable view (F9) where you can add your loops to your song. And last there is a info view where you can write notes on your project.

Buzz Beginnings Part II

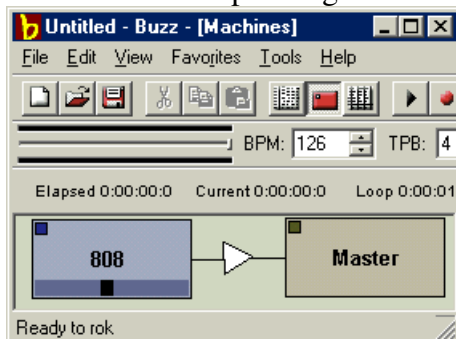
That was just the beginning. Now we will create a simple drum loop and go on from there.

First we'll have to create a machine. Open the right click menu in the machine view.

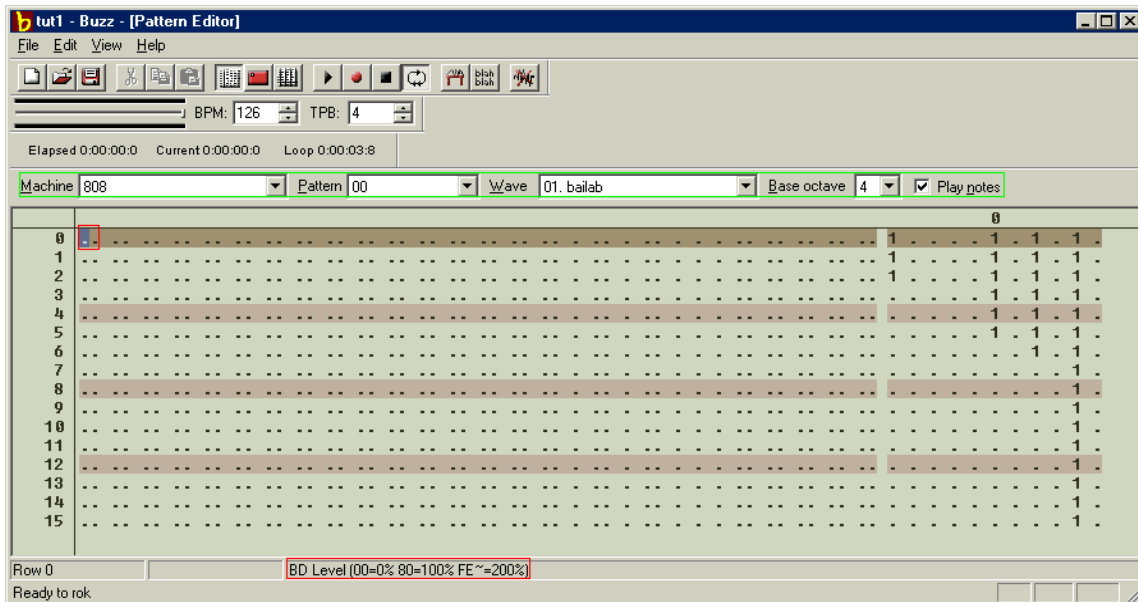


Yes, we are going for a drum emulation of the legendary Roland TR-808!

Now we will have to connect them two machines, do this by putting your cursor on Rout808 and then pressing shift and dragging to Master module.

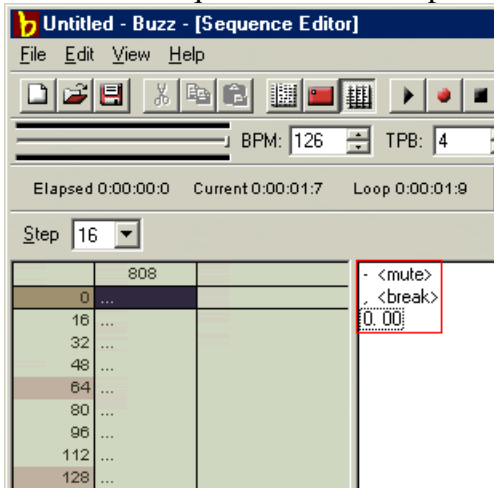


Now let's program a drum beat. Go to the pattern editor(F2). Now you'll see two sides separated by space. On the left are the parameter changes and on the right is the drum programming. The drum is programmed with a simple on off system used much these days by drummers. Select a dot to see what it represents (**Marked by red rectangle, this dot represents BD, a drum sound's level**)



The things you need to know about this view is that you can make new patterns by pressing Ctrl+Enter and the control bars (marked by a green rectangle) where you can select machines & Patterns. Now copy the pattern above.

Now you have programmed a simple drum pattern, but there is no sound yet. We need to add it to our sequence. Let's fire up the sequence window (F4).



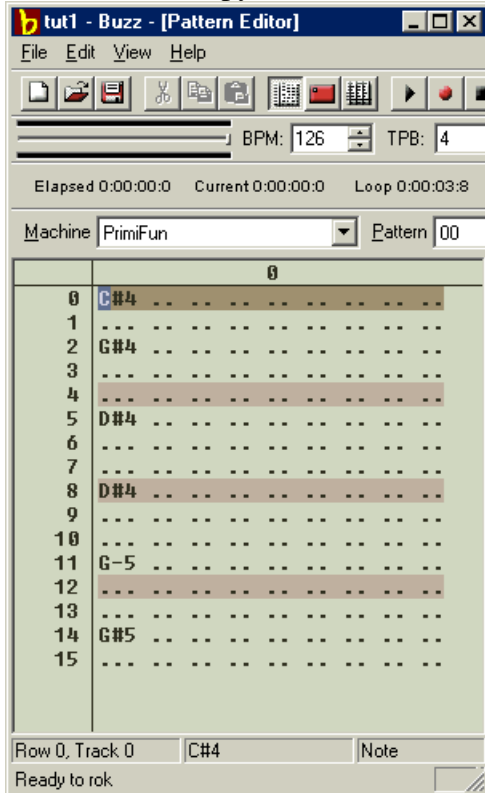
Here we will add our patterns to our sequence. For sequences we have choices of sequence on the right: mute(.), break(.), and pattern 00(0). First we'll make our composition longer. Click to the dots on the right of 32 now press Ctrl+E two times. now the end tab should move, let's move the beginning point to 16 by selecting 16 and pressing Ctrl+B two times. Now press play to hear the result.

Buzz Beginnings Part III

Now add PrimiFun and connect it to the Master module.

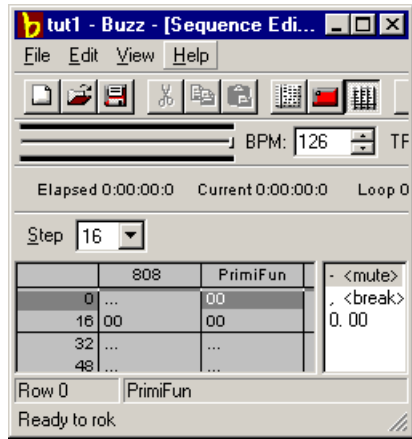
Now we will program a synth line with PrimiFun. It should be under generators->Buzz instruments.

You'll need to copy these notes across:



You can input the notes C,D,E,F,G,A,B - of the fourth octave from the lowest row of keys on your keyboard : Z to M ,so X is D-4. Going up one row : C#4,D#4,F#4,G#4 and A#4(Flat octave five family) are mapped to S,D,G,H,J on your computer's keyboard. We'll want to insert the notes C#4(S) on row 0, G#4(H) on row 2, D#4 on row 5 and 8. Next row contains a family of octave five notes and some octave six notes. Octave 5 notes are from Q to U. Octave six notes are from I to P. We'll need to insert G-5(T) on row 11.

The row up contains some flat octave five and some octave six notes. There's our synth line. Now we'll have to make small adjustments to our sequence window. We'll have to set the beginning point to zero and add two of our patterns synth patterns to rows 0 and 16. Your sequence window should look like this:



Now play the song.

Buzz Beginnings Part IV

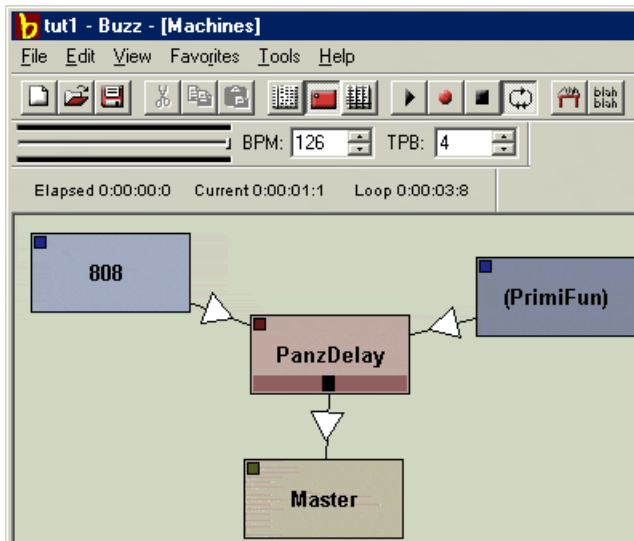
Now with the notes done let's do some effects.

Disconnect both machines from the master module by using the right click menu of the connectors that show the way of the signal flow.

Now let's make a delay, Effects->Delay->FSM panzerdelay

Now connect 808 and Primifun to panzerdelay. Listen to the result.

Seems that the Panzerdelay has made Primifun sound too rough, don't worry we'll get to that later. Let's check 808 by muting Primifun. Do this by pressing on the led (top left corner) that flashes when the machine is playing. When muted the machine's name will be in brackets.

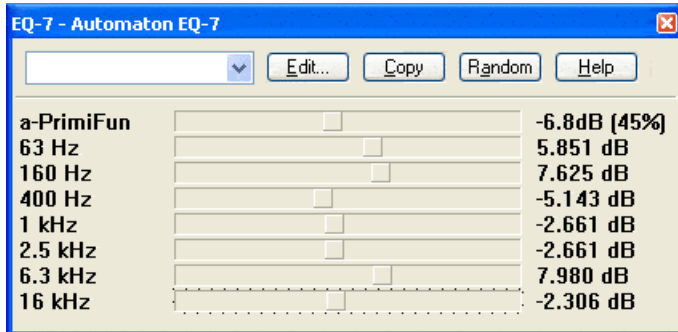


Okay we now make a FSMchorus and a EQ-7. Connect Primifun so that is goes through EQ first then FSMchorus to Panzdelay to the master.

Now you must be hearing the over-distorted sound, don't listen for too long (your ears might pop :-). Now it's time to finalize settings. Go to EQ-7 preferences and put in the following values:

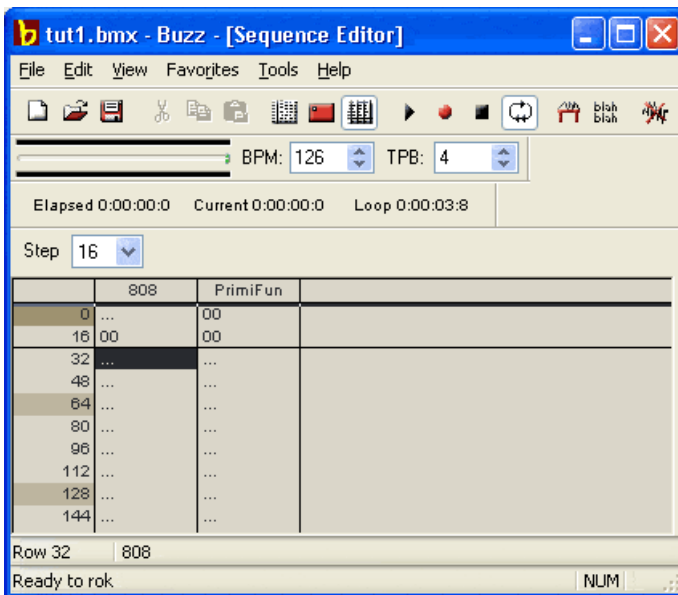
- -6.8 dB for sound = We don't want it too loud in the mix
- Boost of 5.851 dB at 63 Hz = boost of low bass sounds
- Boost of 7.625 dB at 160 Hz = boost of mid bass sounds
- Cut-off of 5.143 dB at 400 Hz
- Cut-off of 2.661 dB at 1kHz = The distorted sound is here
- Cut-off of 2.661 dB at 2.5 kHz
- Boost of 7.980 dB at 6.3 kHz = We want some of that crunchy sound

- Cut-off of 2.306 dB at 16kHz



- The numbers above are just a way of showing a direction for the EQ process, do experiment with the values.

Now we want to extend our masterpiece, let's make it loop from row 0 to row 32. Once we have done this we should program each part to look like this:



That's it. You have done a basic synth with some drums. Now you can start experimenting with the various modules.

Tutorial by Aleks Haapajoki