ARTURIA®

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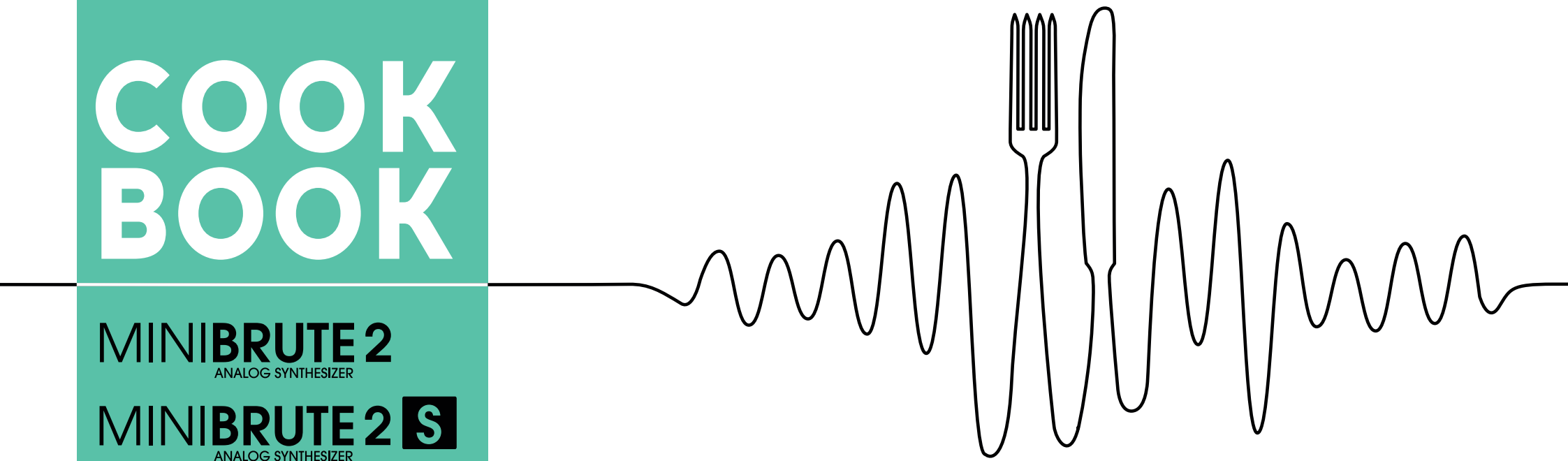
# COOK BOOK

MINIBRUTE 2

ANALOG SYNTHESIZER

MINIBRUTE 2 S

ANALOG SYNTHESIZER



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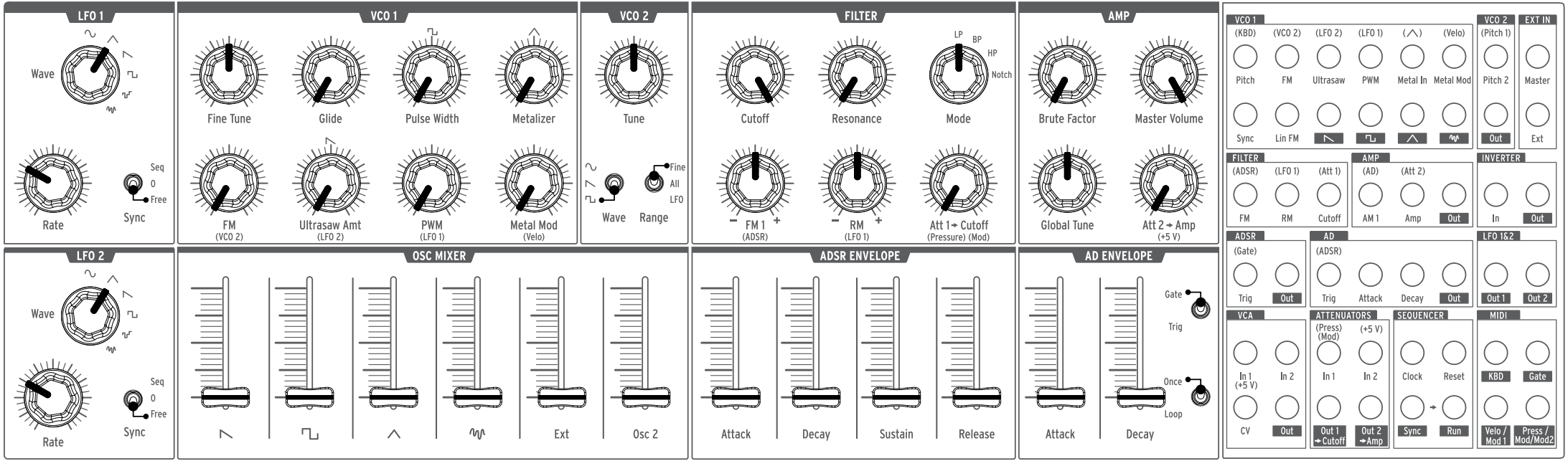
Nov. 2017

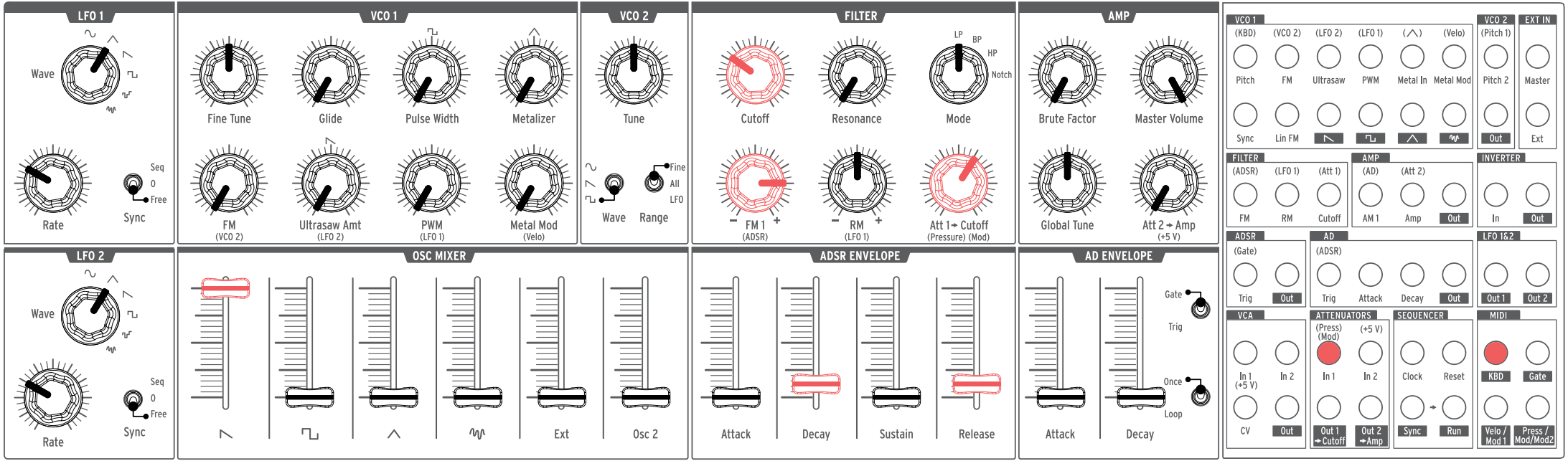



## –DEFAULT

Victor Morello

## –Recipe

THIS IS NOT A PRESET. If a knob is grey or in this position in the following patches, then it means that it has no effect on the sound.

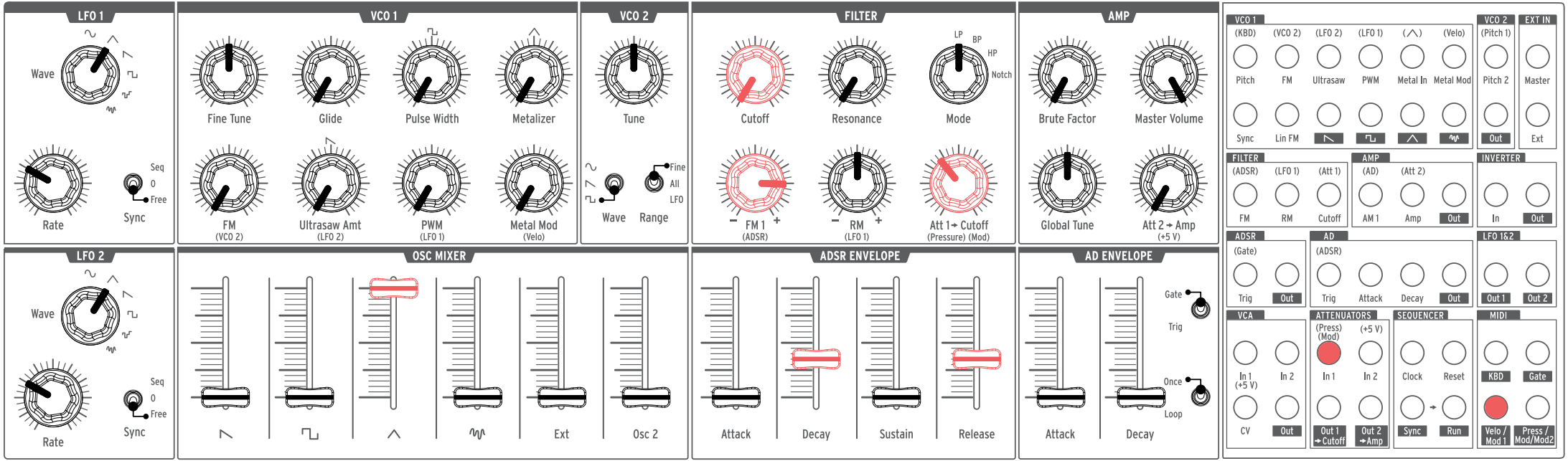



## –SIMPLE SAW

Victor Morello

## –Recipe

Basic but efficient in all sorts of situations.
Add a bit of square wave to make it softer.

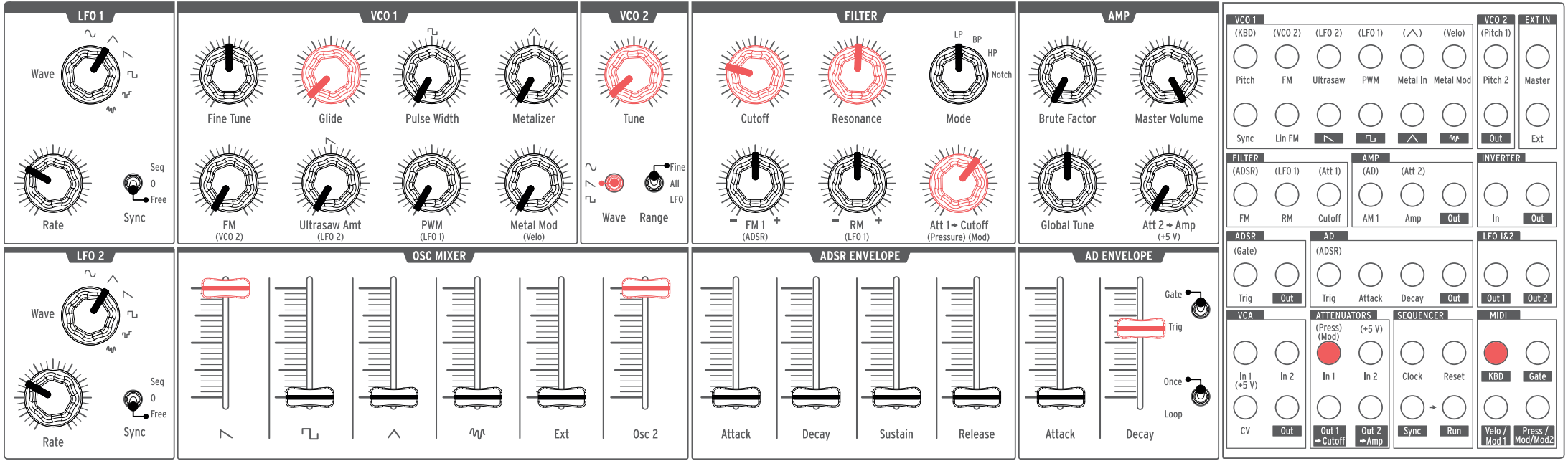



# –METAL BASS

Victor Morello

## –Recipe

Made to be a bass patch but works well as a plucked lead too.
Turn up the sawtooth in the mixer to beef up the sound.



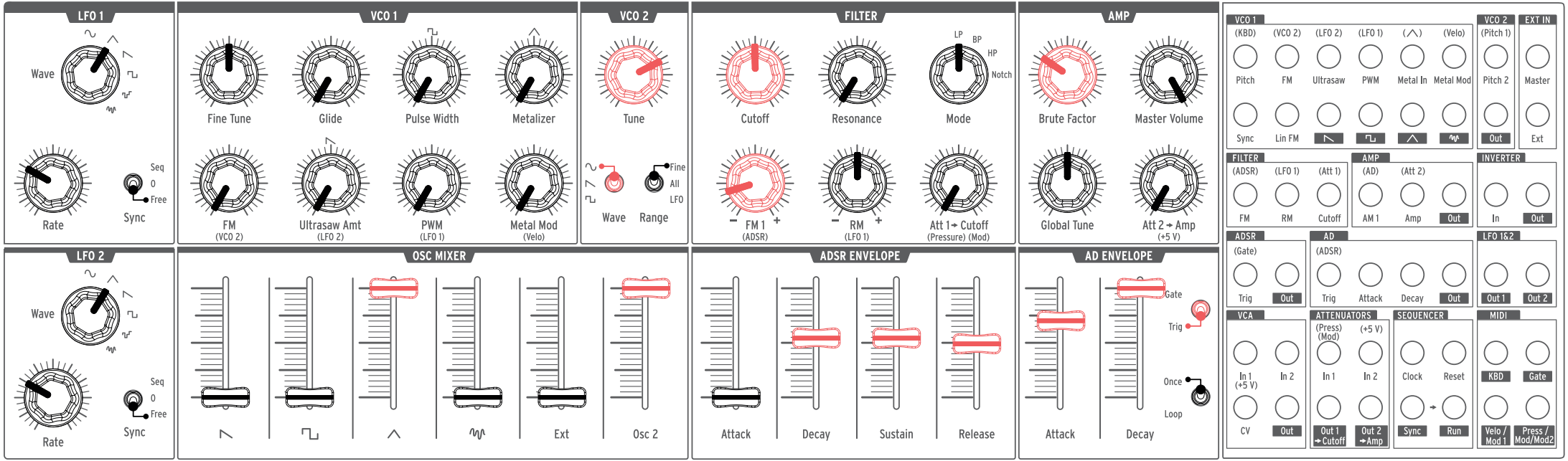

## –DUO BASS

Victor Morello

## –Recipe

Classic analog goodness.

Adjust VCO 2 Pitch by ear so that it plays one octave below VCO 1.

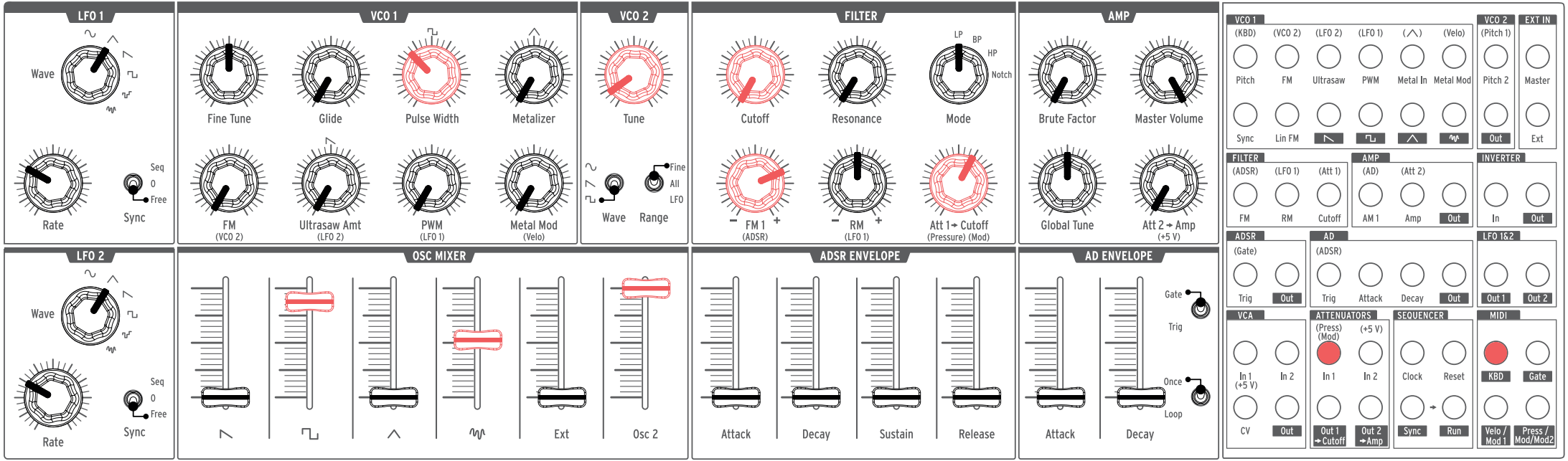



## –THE LONG DARK

Victor Morello

## –Recipe

Tune VCO 2 so that it plays one octave above VCO 1.
Play a few notes here and there, preferably in a pentatonic scale.
Let it breath. Sounds great with a long reverb.

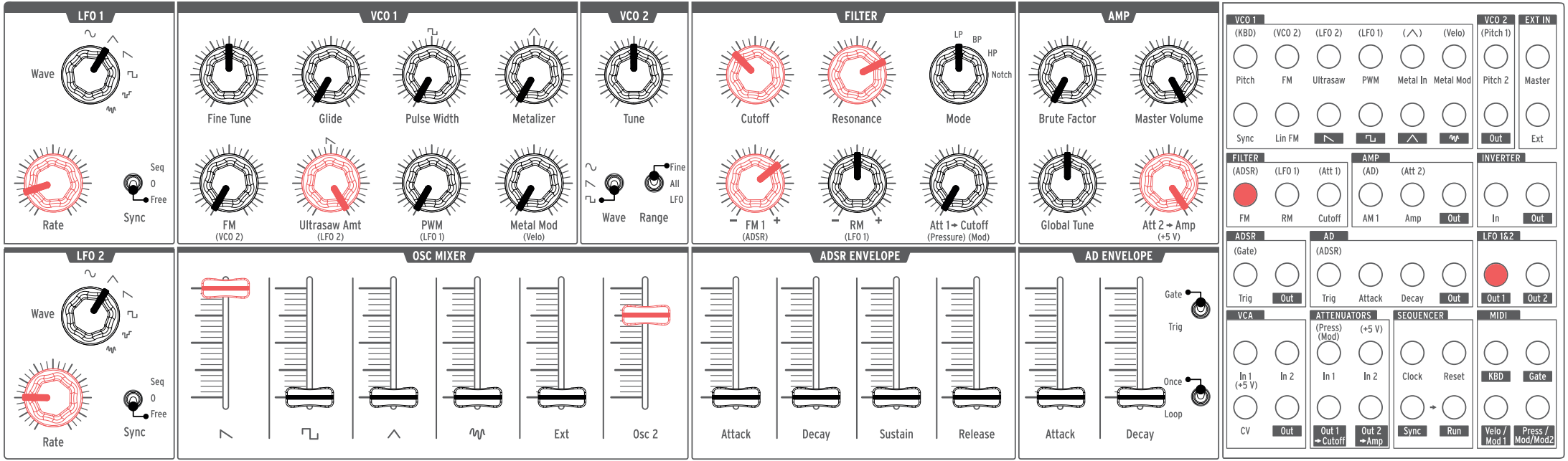



## –LARGE SQUARE

Victor Morello

## –Recipe

Punchy and funky go-to patch.
Adjust the filter FM 1 knob to control the impact.

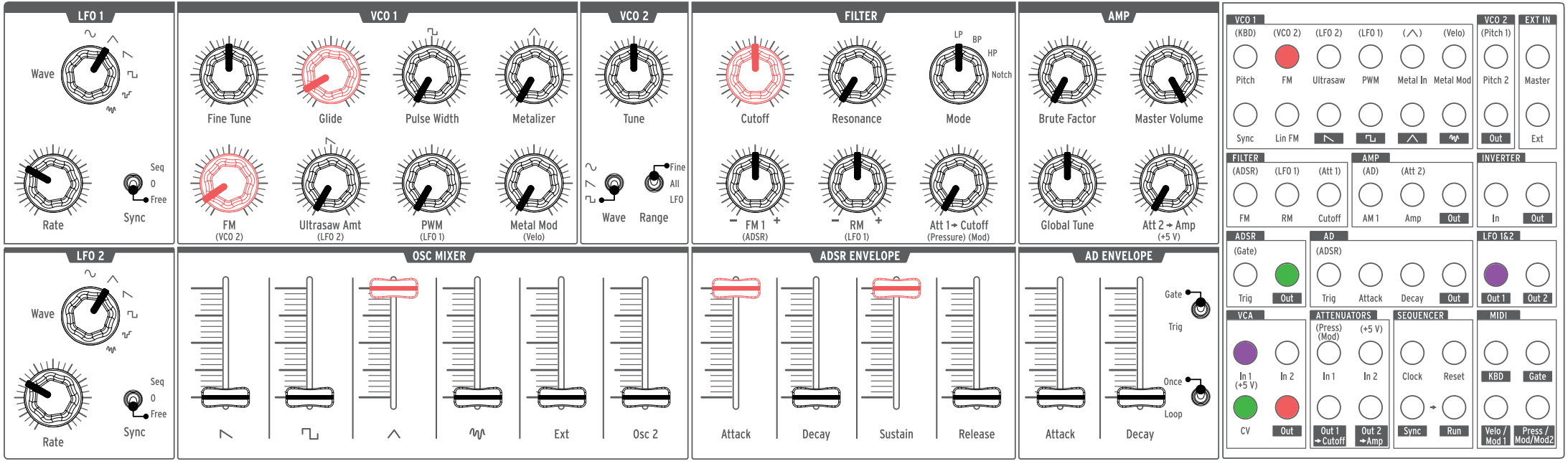



## –DRONE

Victor Morello

## –Recipe

Play two octaves down for the best effect.
Adjust the speed of LFO 1 to control the rate of the evolution.
Combine it with your favorite reverb & delay.

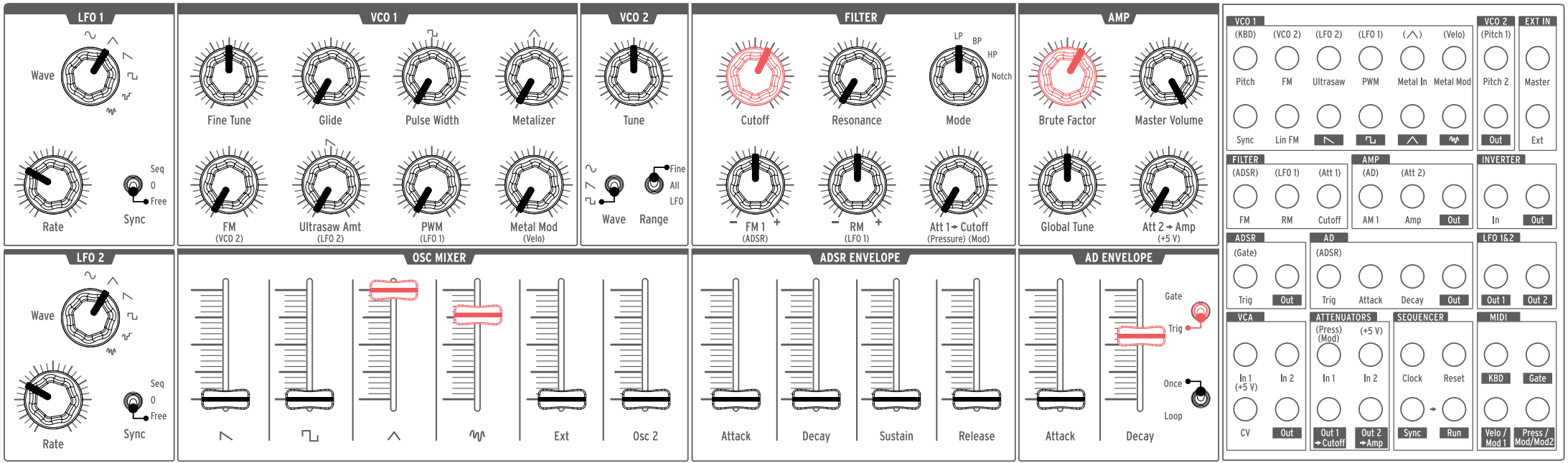



## –SOFT TRI

Victor Morello

## –Recipe

Simple lead with a slight vibrato, reminiscent of a theremin.
The VCA is used to progressively engage the vibrato, using the ADSR envelope.

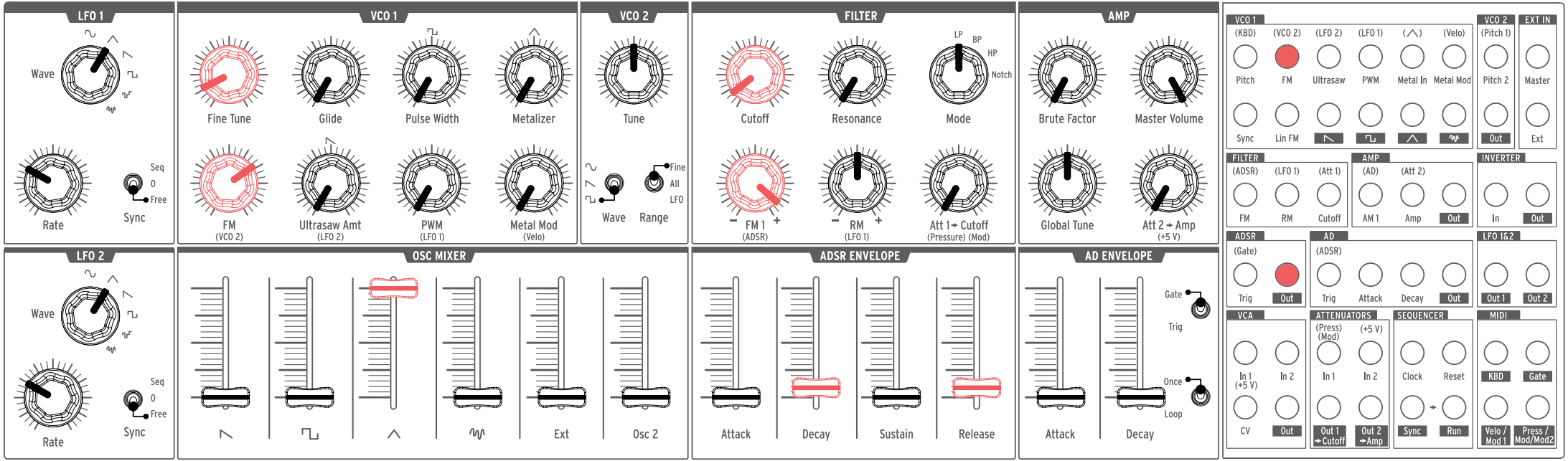



## –SNAREDRUM

Victor Morello

## –Recipe

A dirty but catchy synthesized snare,
good example of the Brute Factor being used to glue the sound together and add some character.
Adjust the AD decay time to your liking.

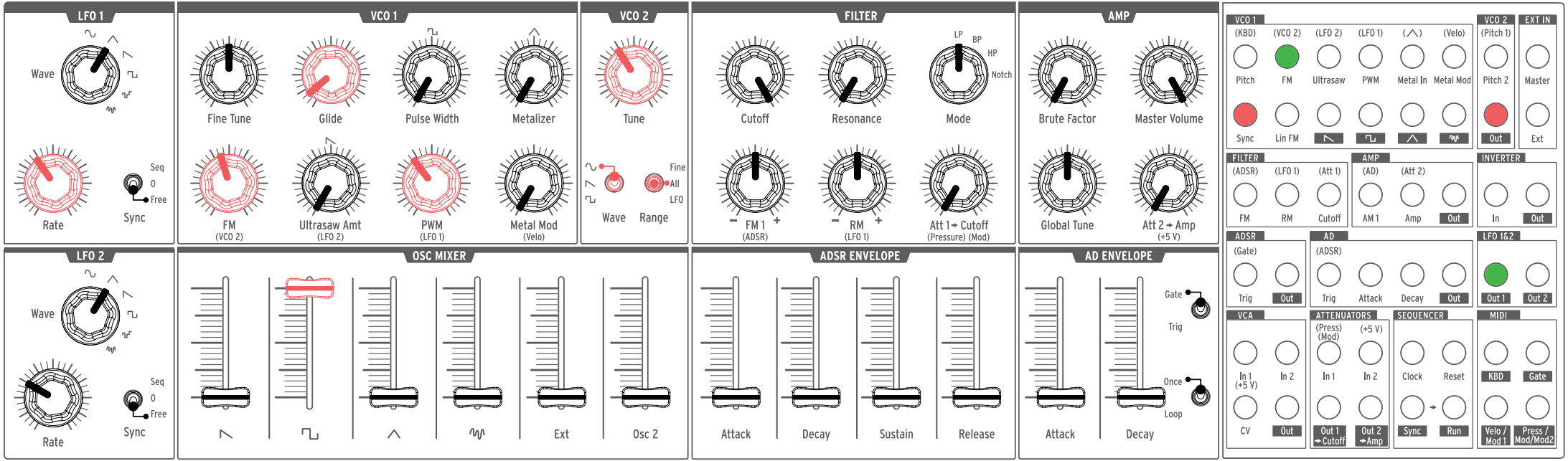



## –BASS DRUM

Victor Morello

## –Recipe

Synthesized kick drum that shows MiniBrute 2's versatility.
Best played in the lowest range (Octave -3 to -2).
To adjust the sound to your liking, tweak VCO 1 FM, Filter FM and the ADSR Decay time.

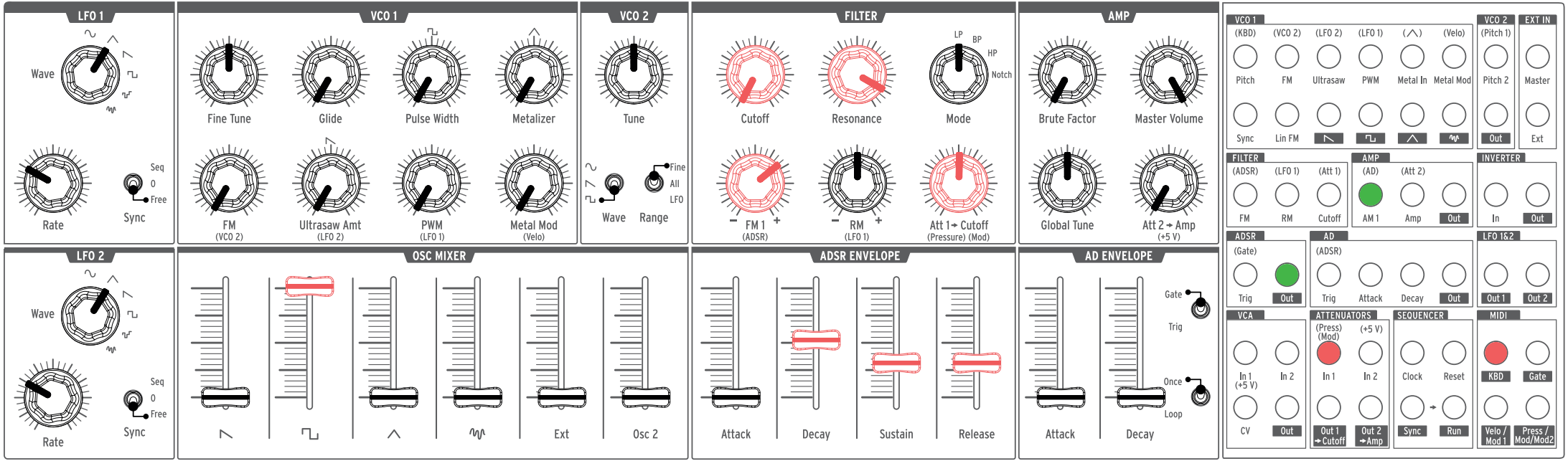



## –SYNC LEAD

Victor Morello

## –Recipe

Classic but always works. Adjust VCO 1 FM to control the modulation amount.
The more you add, the crazier it gets!
Tweaking VCO 2 pitch will result in more peculiar tones.



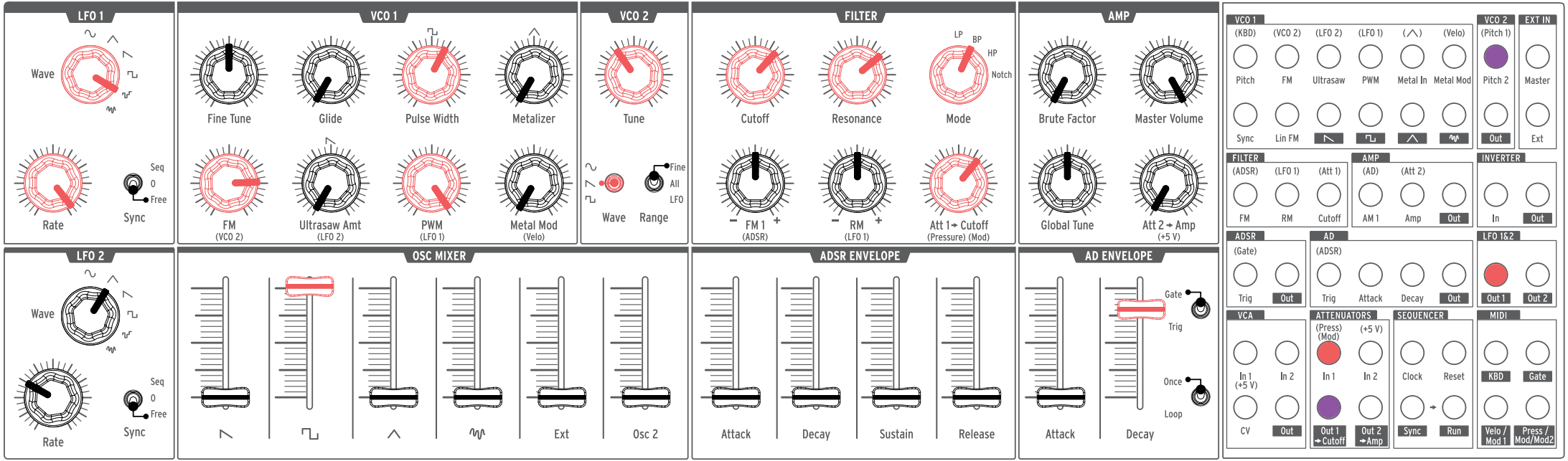

# –ACID BASICS

Victor Morello

## –Recipe

Typical 303-like patch.

Get a groovy sequence going on, grab the cutoff and get ready for endless tweaking.

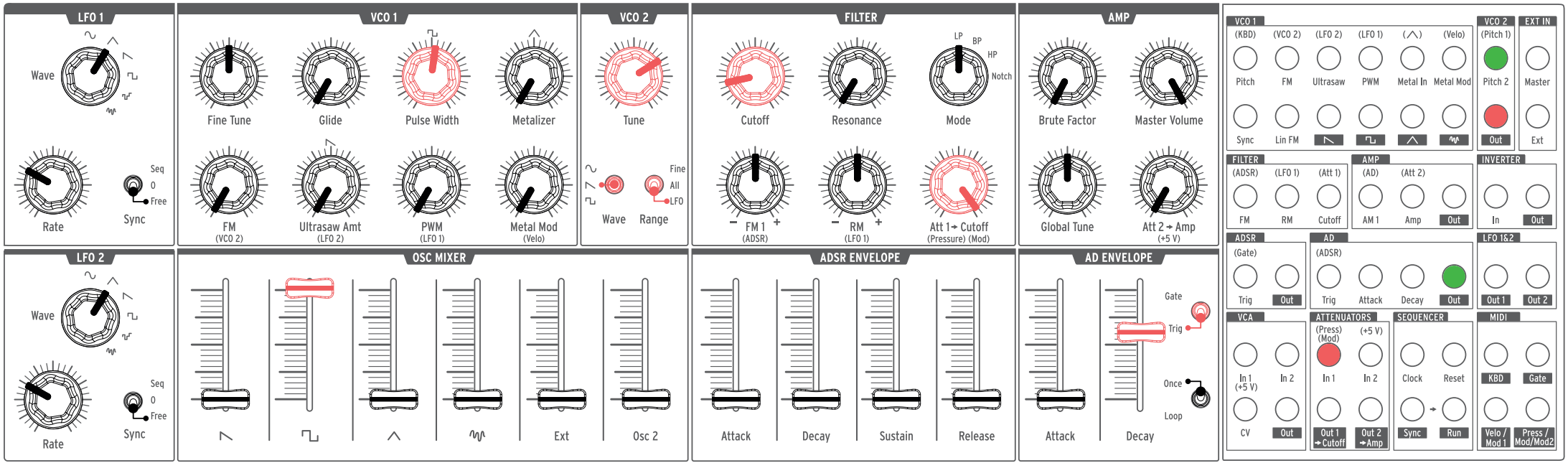



## –SONORUM

Victor Morello

## –Recipe

Psychedelic and abstract soundscape, a tribute to the early electronic music composers from the GRM.
Turn up VCO 2 in the mixer to add some high frequency content.
Decreasing LFO 1 rate will allow you to slow down time.

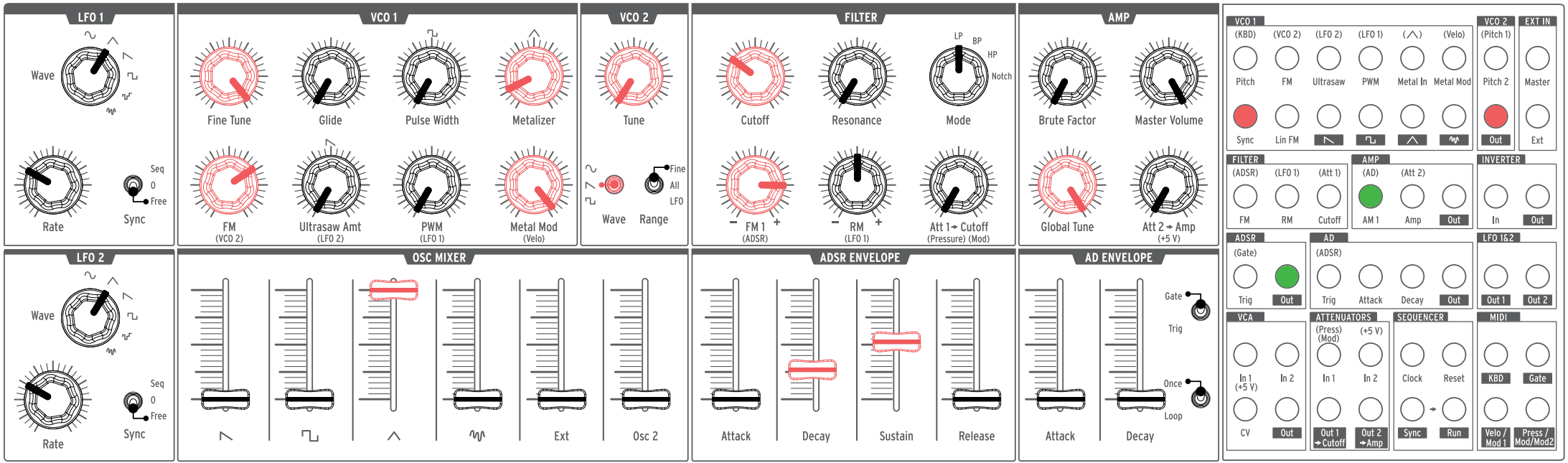



## –STRUMMED STRING

Victor Morello

## –Recipe

VCO 2 is used as an LFO, its rate being controlled by the AD envelope.
This patch simulates the simultaneous strumming of several picks at once.
Adjust the AD envelope decay time and VCO 2 pitch for different effects.

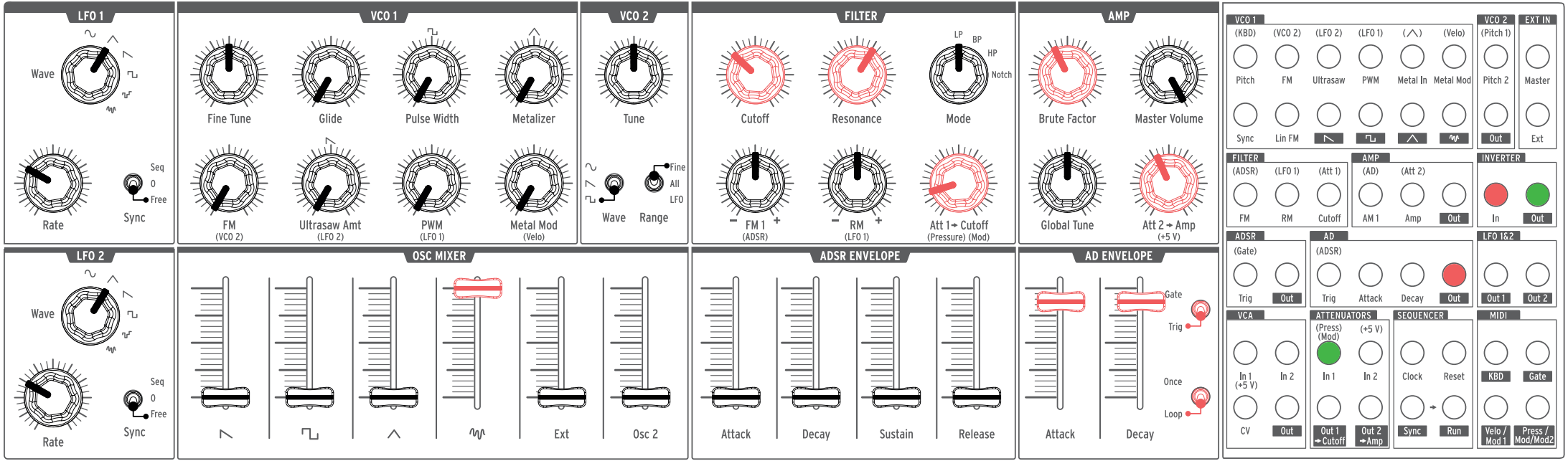



## –MASTER SLAP

Victor Morello

## –Recipe

VCO 1 is being synced to VCO 2, so that it always stays in tune when using the VCO1 FM knob.
The resulting timbre is reminiscent of digital synthesis.
Try different waveforms on VCO 1, and adjust the FM knob for even more sound sculpting.

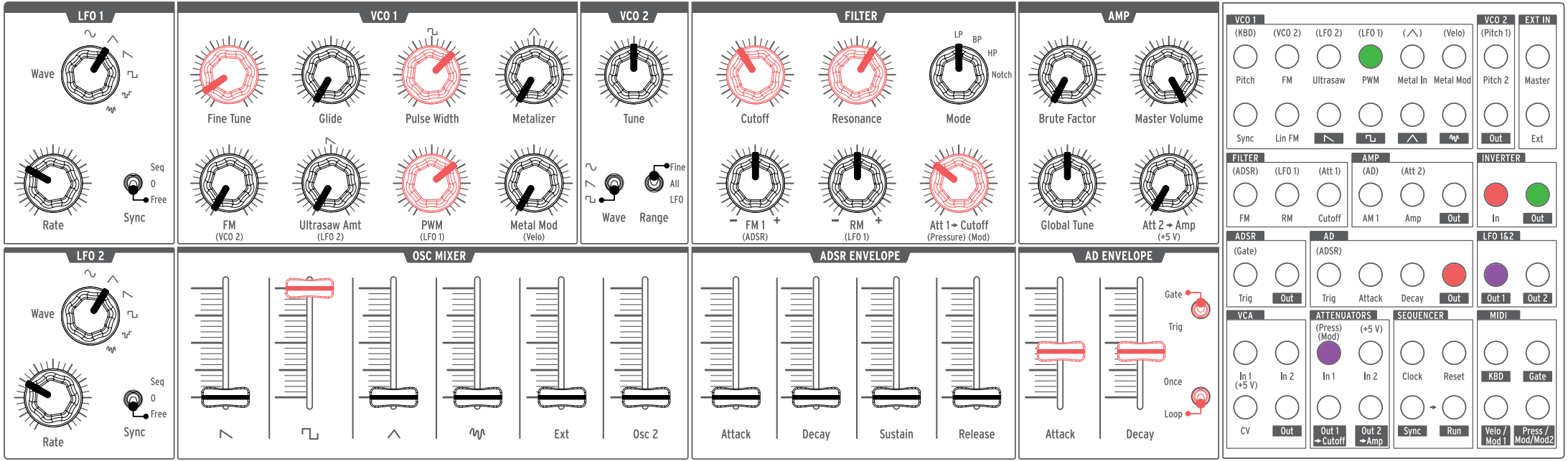



## –BY THE SEA

Victor Morello

## –Recipe

Self playing patch that simulates the sound of waves swelling over a sand beach.
Noise is being used as the sound source, soften by the lowpass filter, while the looping envelope emulates the swell.
Adjust the attack and decay of the AD envelope to control the size of the waves.

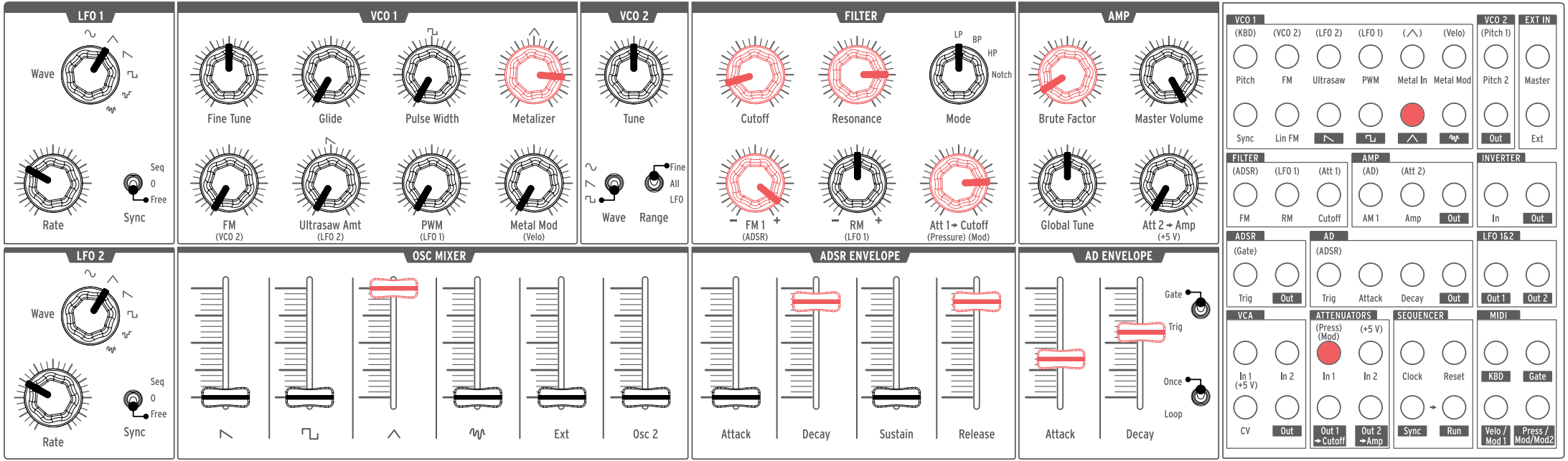



# –WOBBLE PWM DRONE

Victor Morello

## –Recipe

Rhythmic patch where the looping AD envelope controls both the volume and the VCO 1 Pulse width.
Adjust both the attack and decay of the AD envelope to fit the tempo of your track.
Playing on lower octaves is recommended.

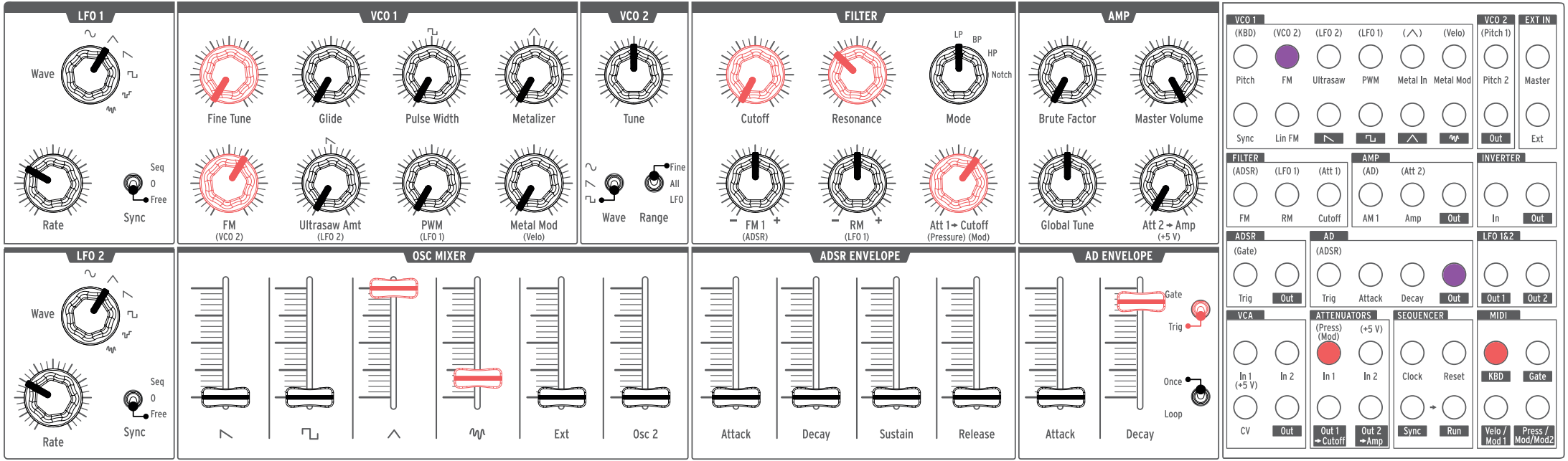



## –FILTER FM SWEP

Victor Morello

## –Recipe

Mean sounding pad that uses VCO 1 to modulate the filter at audio rate, resulting in a liquid and aggressive timbre.
Adjust the Filter FM2 knob for different results.

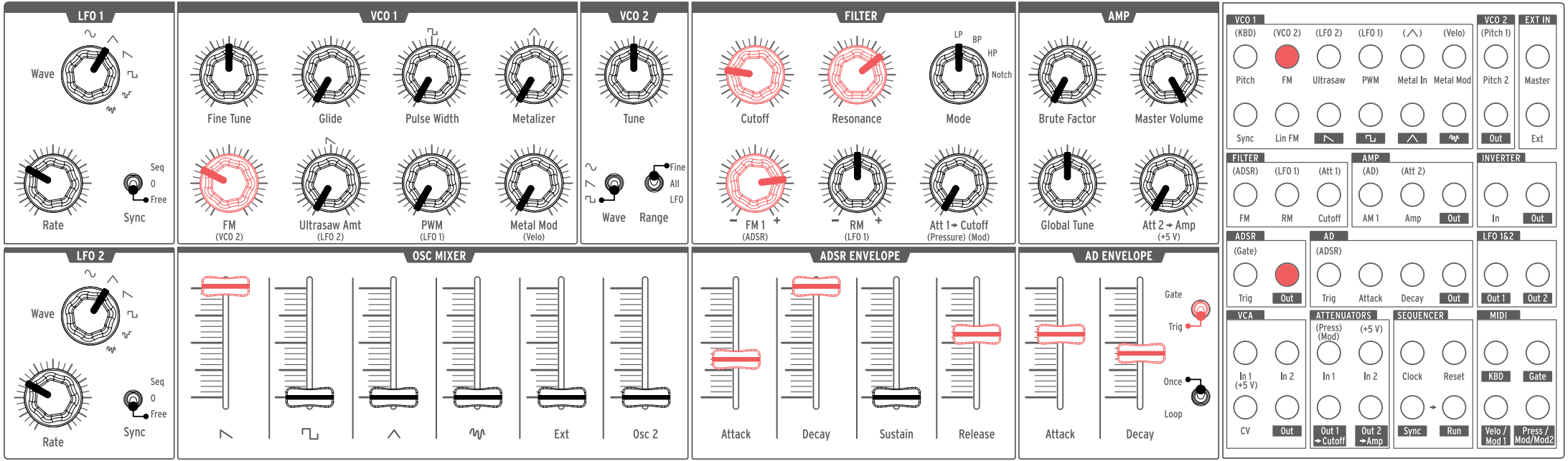



# –SUB DROP

Victor Morello

## –Recipe

Long decaying bass that will make your subwoofer happy, but not your neighbours.
Adjust the AD decay time for different results.

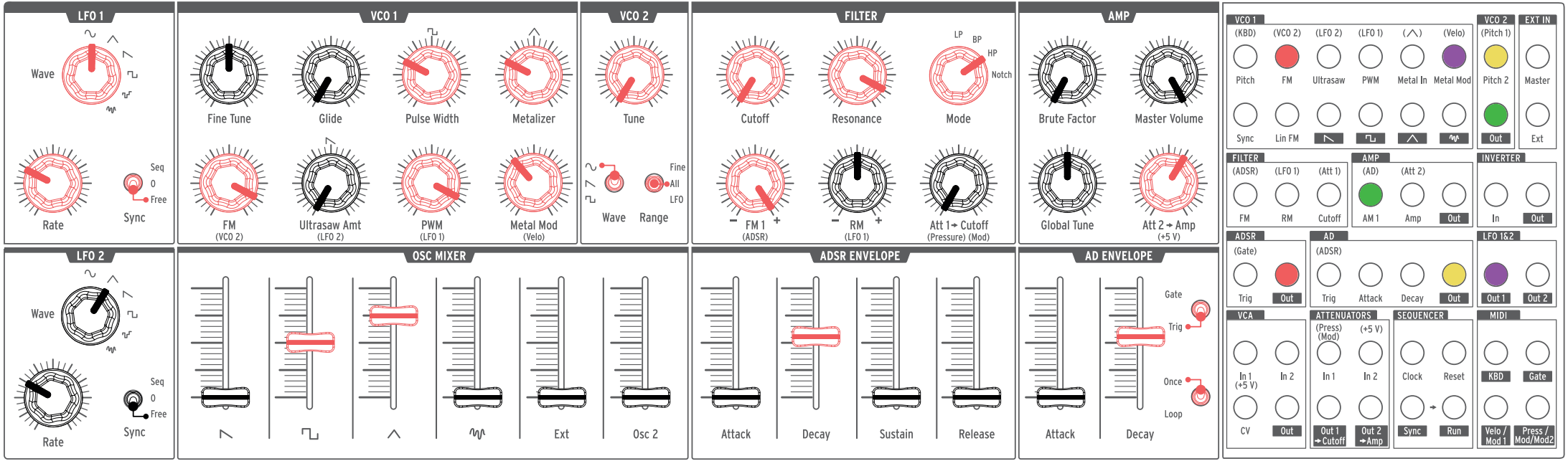



## –MEOW

Victor Morello

## –Recipe

What good would a patch-book be without a cat sound?
Adjust the VCO 1 FM knob and the AD decay time to get different meows.

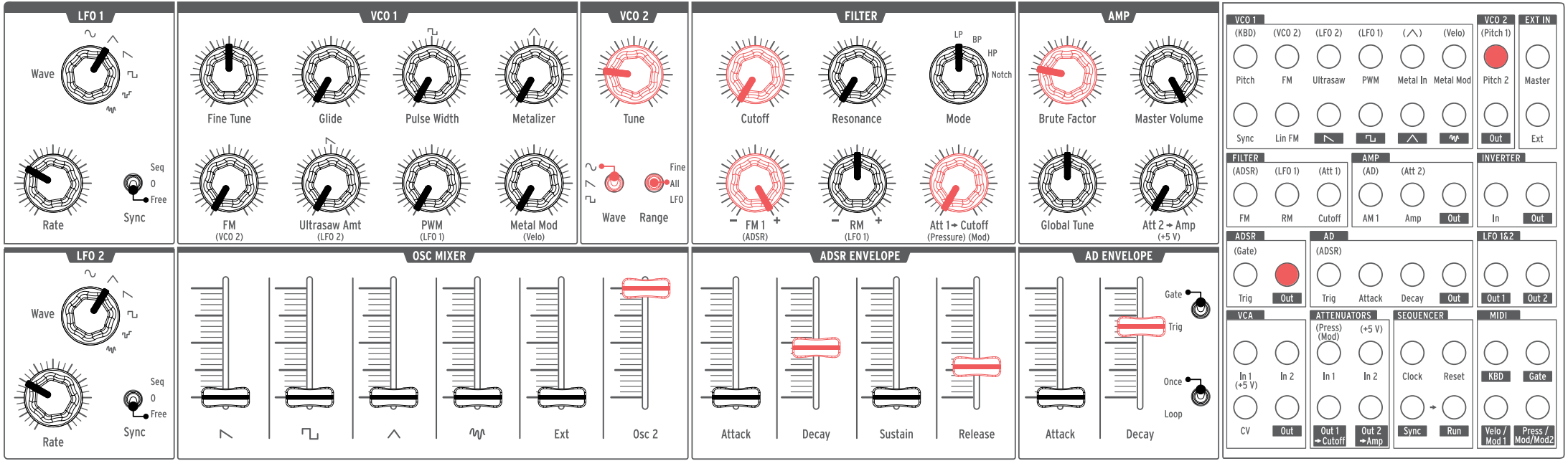



# –VISION BASS

J.B. Arthus

## –Recipe

Huge sounding bass patch, suitable for modern drum and bass and other electronic genres.
Turn down the AMP AM2 knob to hear a sound only if a key is pressed.

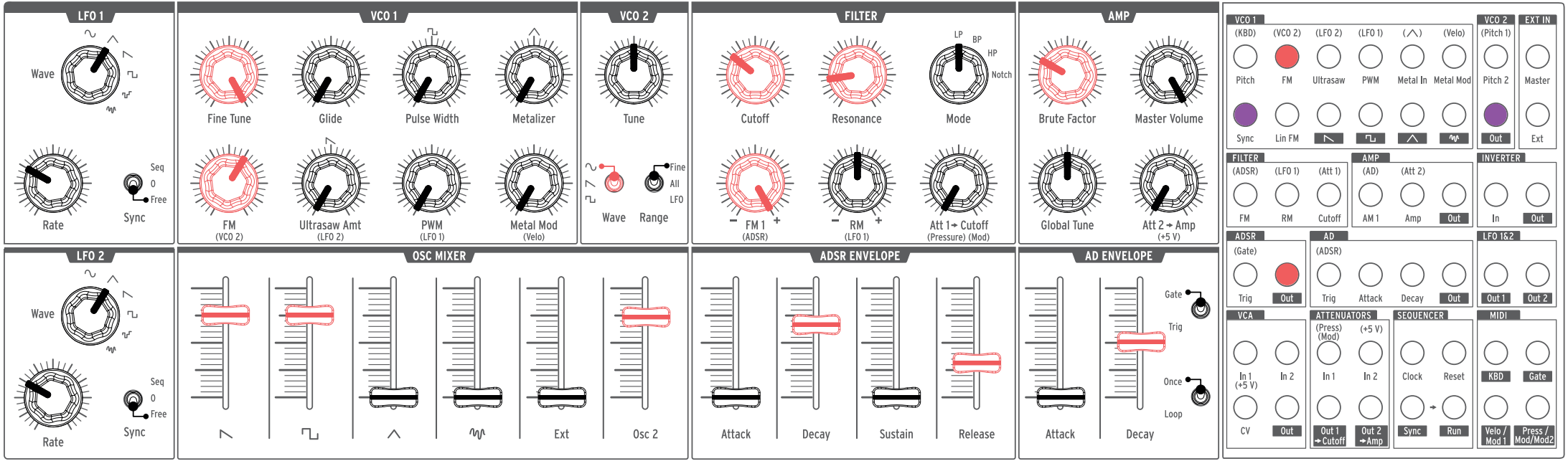



## –ASTRAL KICK

J.M. Blanchet

## –Recipe

Simple kick drum generated by modulating the pitch of VCO 2 with the ADSR Envelope, widely used in goa trance at the time.
Increase the ADSR Envelope decay time to add punch, or decrease it to emphasize sub frequencies.

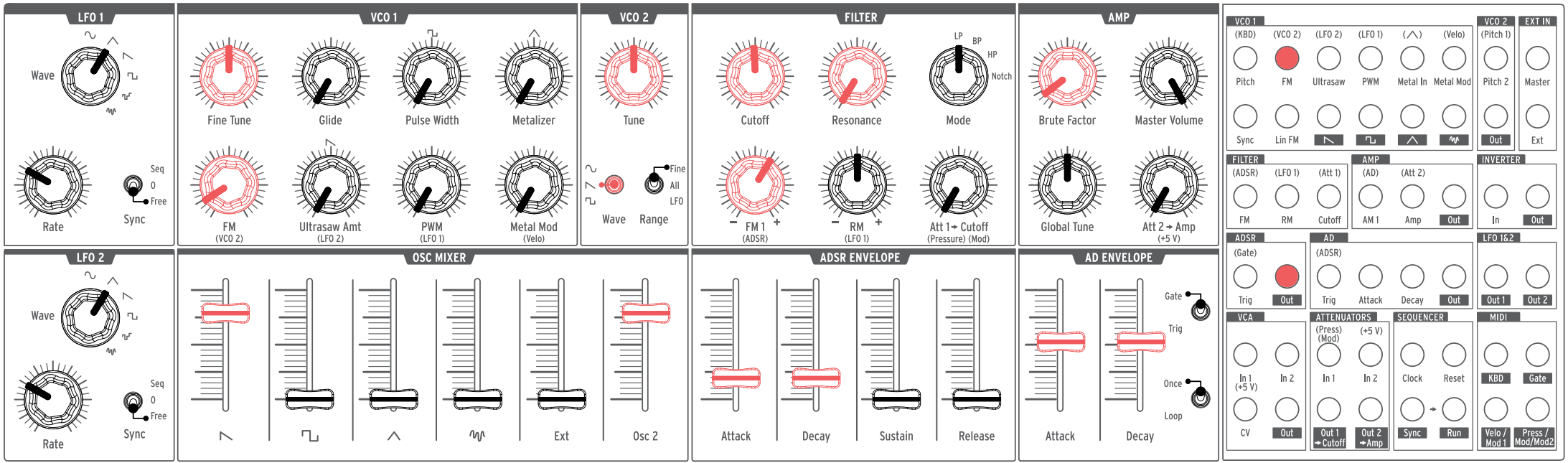



## –SYNCHRO BASS

J.M. Blanchet

## –Recipe

Classic bass sound using hard sync.
Adjust VCO1 FM amount to get different timbres.

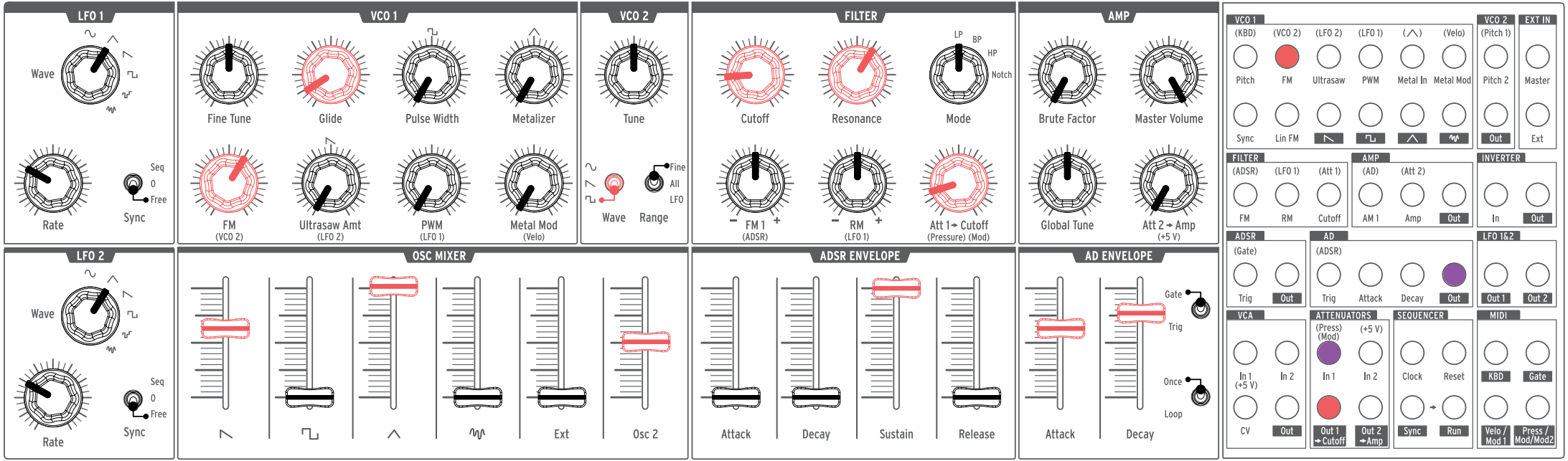



# –BRASS LEAD

J.M. Blanchet

## –Recipe

A JP8-style lead using a short attack/decay envelope on VCO 1's pitch.
Fine tune the VCO 1 FM knob to set the detune effect to your liking.

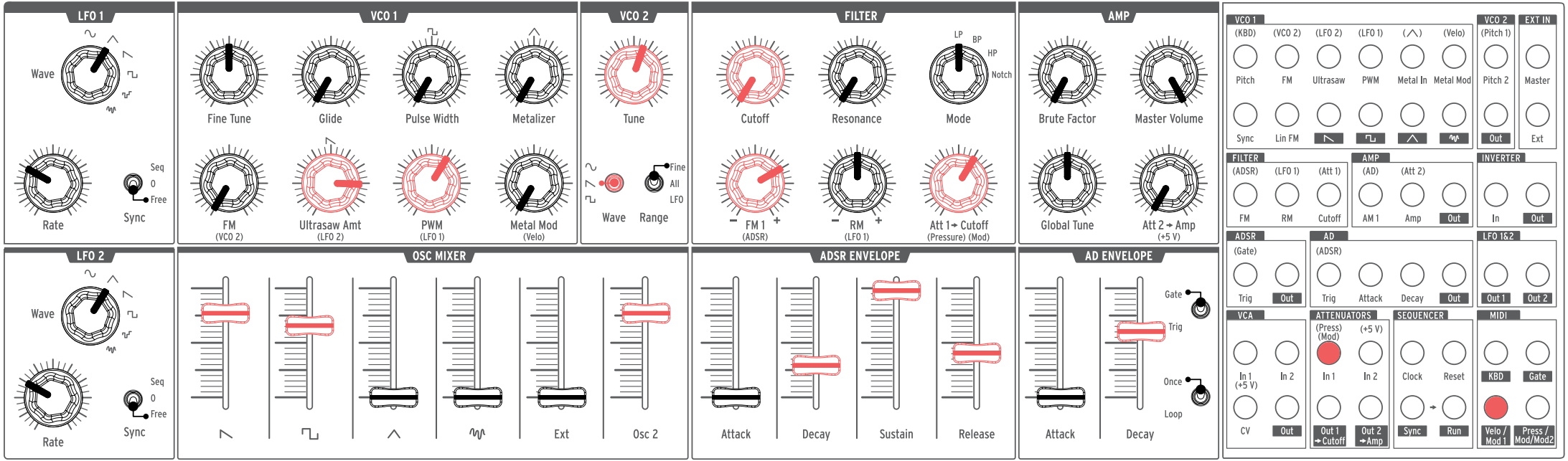



## –WICHITA'S LEAD

J.M. Blanchet

## –Recipe

Soft lead sound inspired by the sound Lyle May used on "As Falls Wichita, so Falls Wichita Falls"

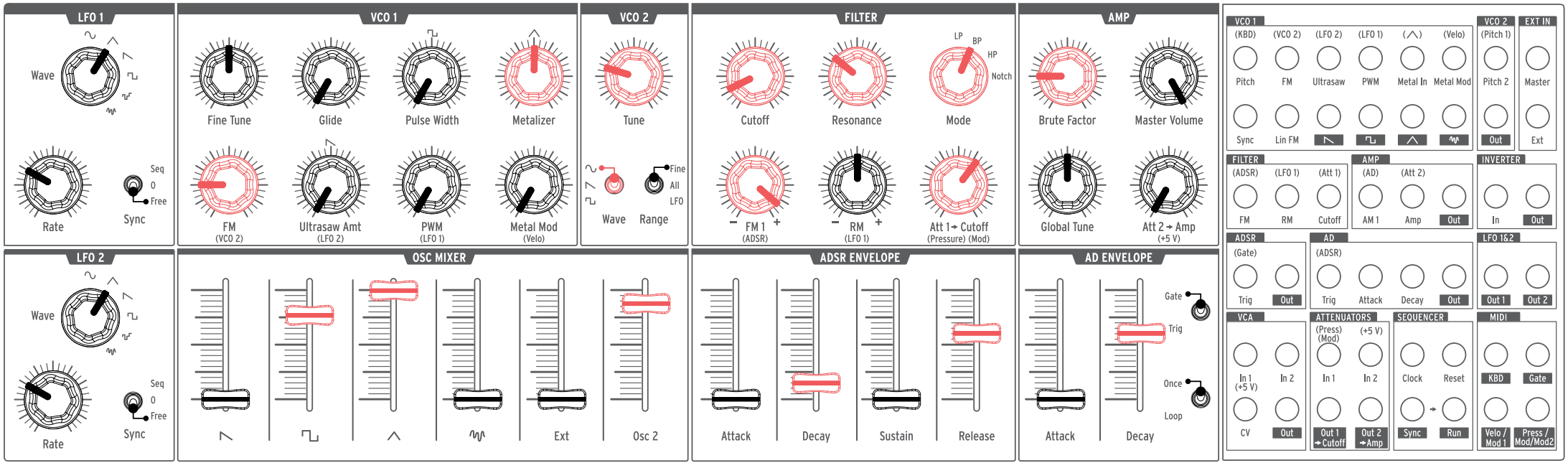



# –SUPER FAT LEAD

J.M. Blanchet

## –Recipe

Fat and detuned lead sound using both UltraSaw and PWM on VCO 1 and velocity on filter cutoff control.
Tweak the ADSR Envelope sustain level to get different results.

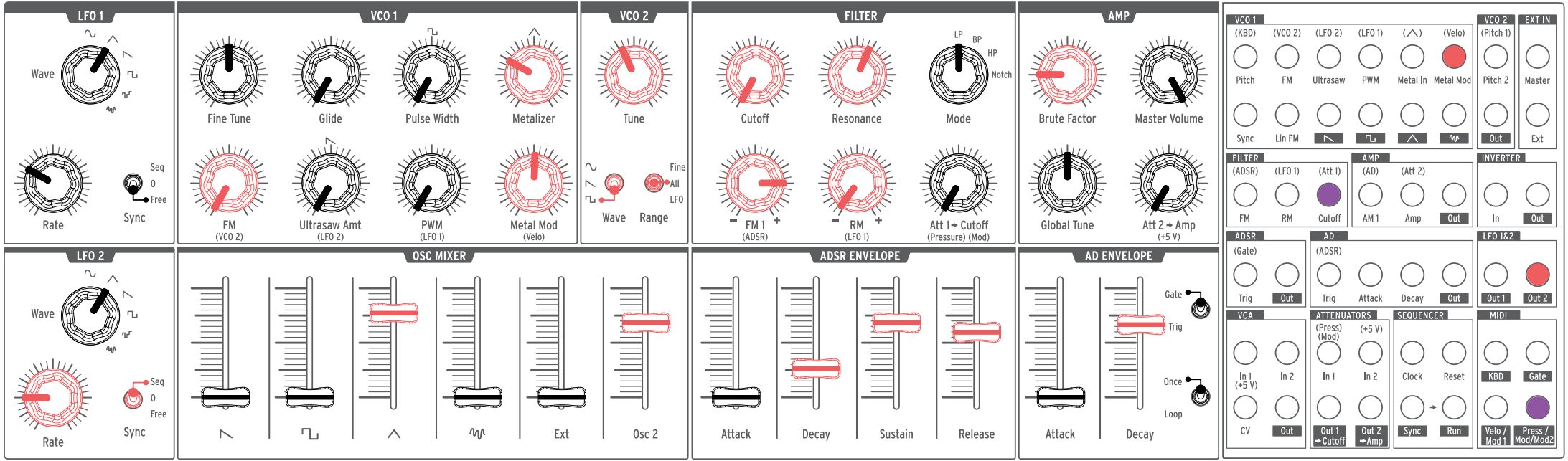



## –BPF LEAD

J.M. Blanchet

## –Recipe

A percussive FM bass sound. Carefully adjust VCO 2 Tune until your hear no beating between the oscillators.
Using the modulation source (Mod wheel/AT on the keyboard version,
Pressure on the sequencer version) will increase the filter frequency and brighten up the sound.

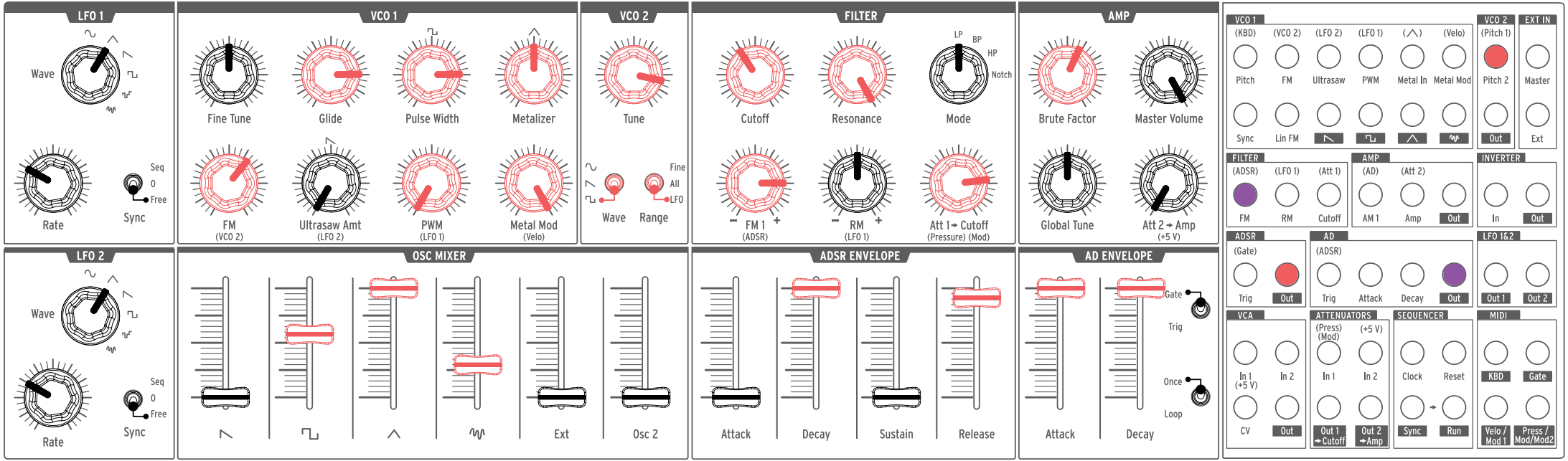



# –METALIZED BASS

J.M. Blanchet

## –Recipe

Bass sound using metalizer modulated by LFO 2. Try this sound with a sequence or an arpeggio!

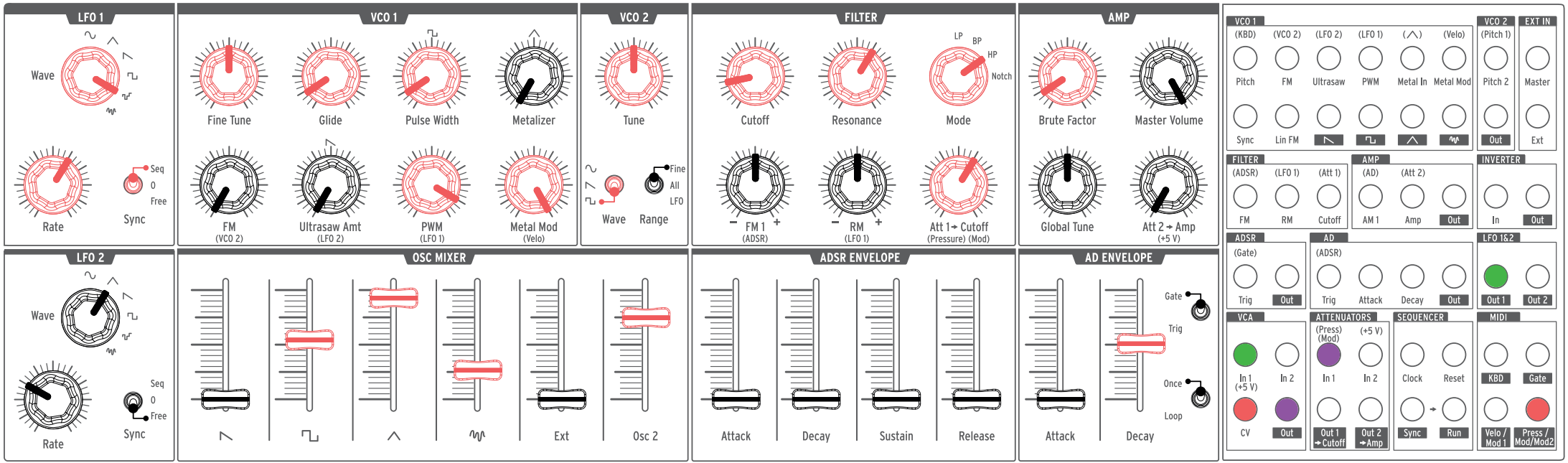



# –OLD SCHOOL EFFECT

J.M. Blanchet

## –Recipe

Vintage sound effect using VCO 2 as a voltage controlled LFO.
The ADSR envelope is being used to control VCO 2 frequency.

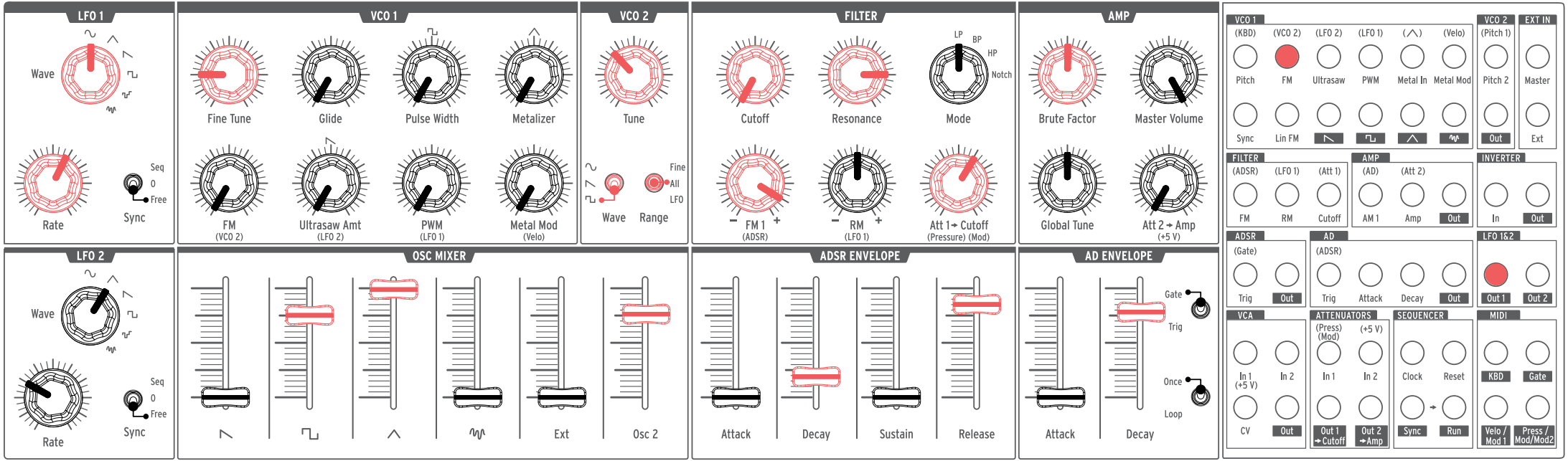



## –DYNAMIC LEAD LINE

J.M. Blanchet

## –Recipe

Lead sound on which the velocity is controlling the Metalizer amount.
Increase the mod wheel / aftertouch to add random modulation on the filter.

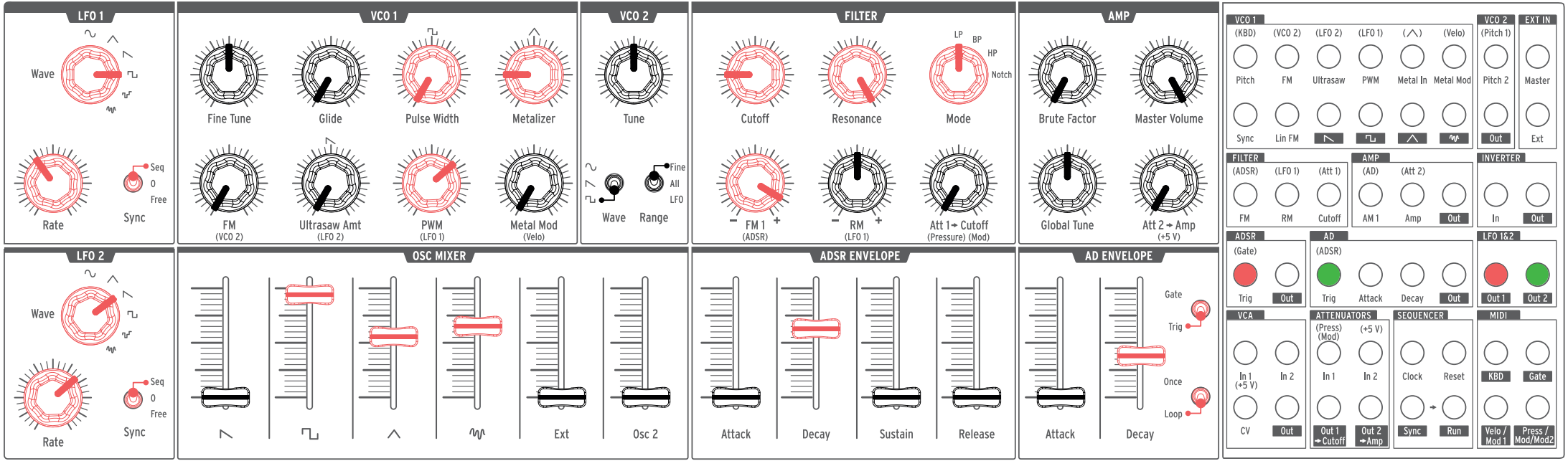



## –SEQUENCE ME

J.M. Blanchet

## –Recipe

A dynamic lead sound that begs to be sequenced or arpeggiated.
Use modulation source (Mod wheel/AT on the keyboard version, Pressure on the sequencer version) to add a vibrato effect to VCO 1 while opening the filter cutoff.

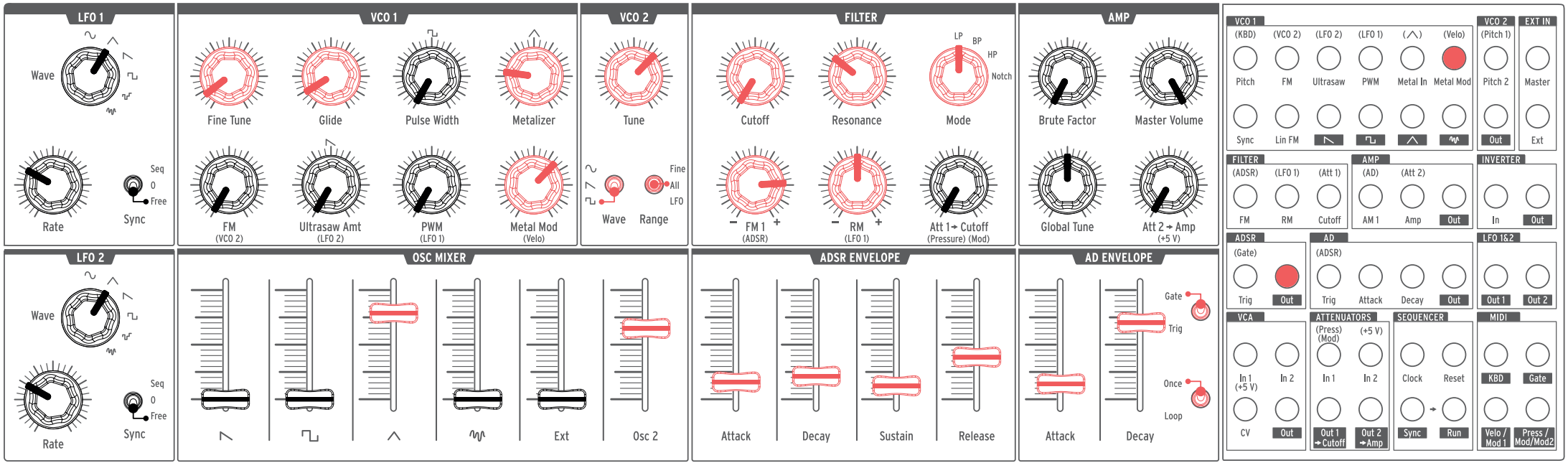



## –SEQ WITHOUT A SEQ

J.B. Arthus

## –Recipe

A practical example of using an LFO to trigger the envelopes. LFO 1 triggers the ADSR Envelope while LFO 2 triggers the AD envelope. Both LFO are synced to the master clock. Set LFO 1 Wave to random to trigger the ADSR in an unpredictable way.

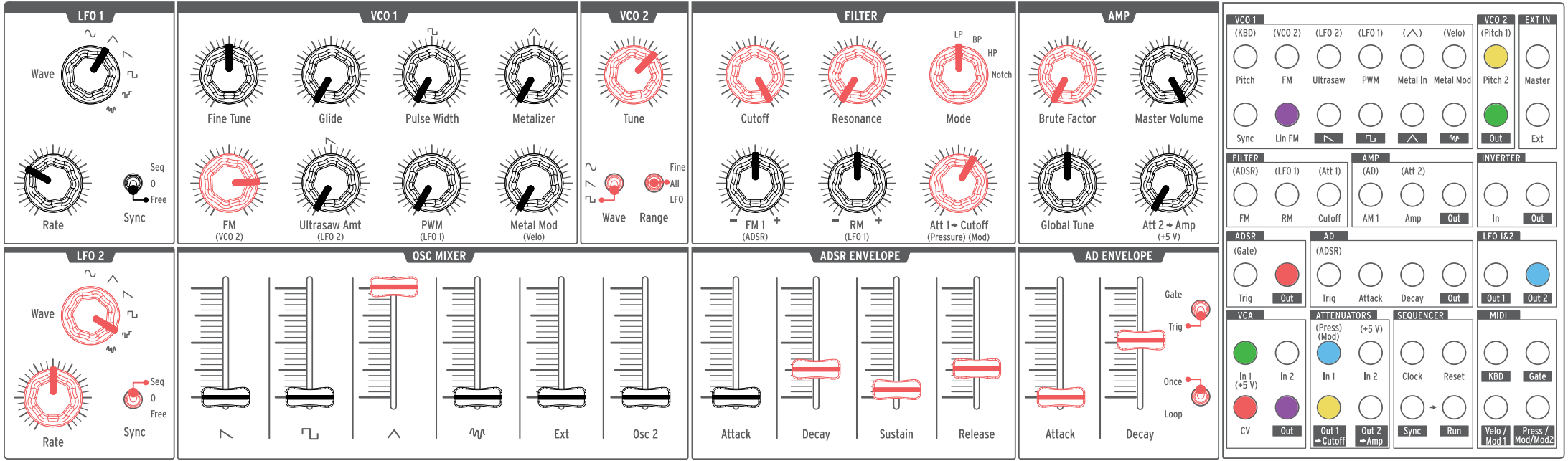



## –GARAGE BASS

J.B. Arthus

## –Recipe

Modern and fat sounding bass. In this sound, VCO 2 is playing 3 octaves above VCO 1.
Carefully adjust VCO 2 Tune until your hear no beating between the oscillators.
Increase the VCO 1 Metal AMT knob to get a harsher tone.

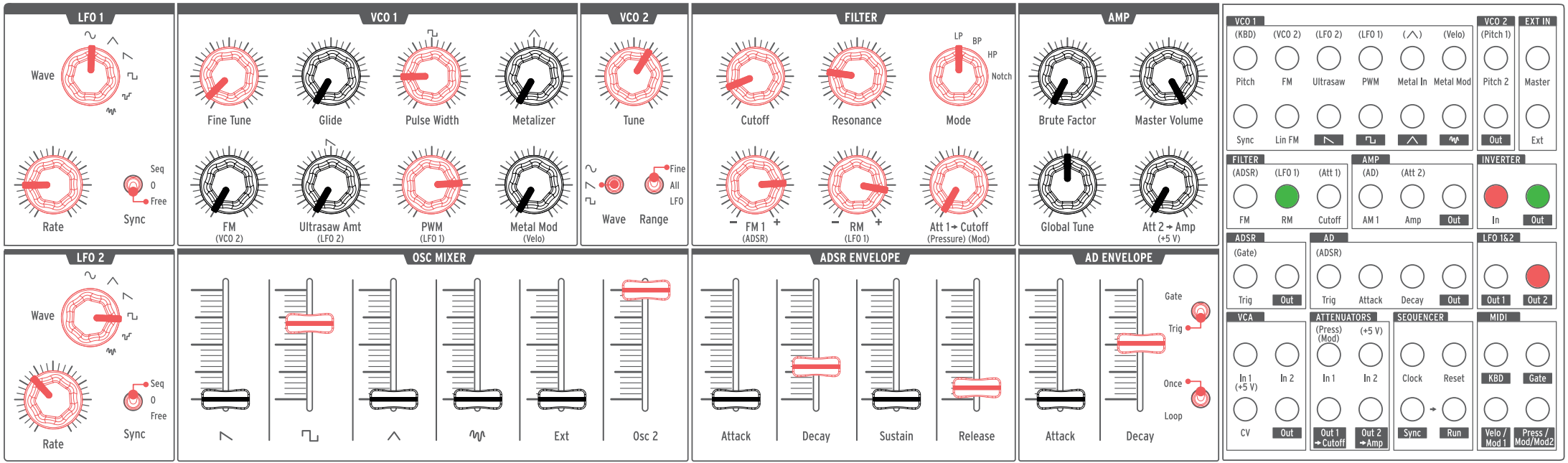



# –WEST RANDOM

J.B. Arthus

## –Recipe

Modular-ish bleep n blop to impress your friends.
Tweak the VCO 1 FM and VCO 2 tune knobs to change the color of the sound, and the ADSR Envelope times to shape the modulation differently.

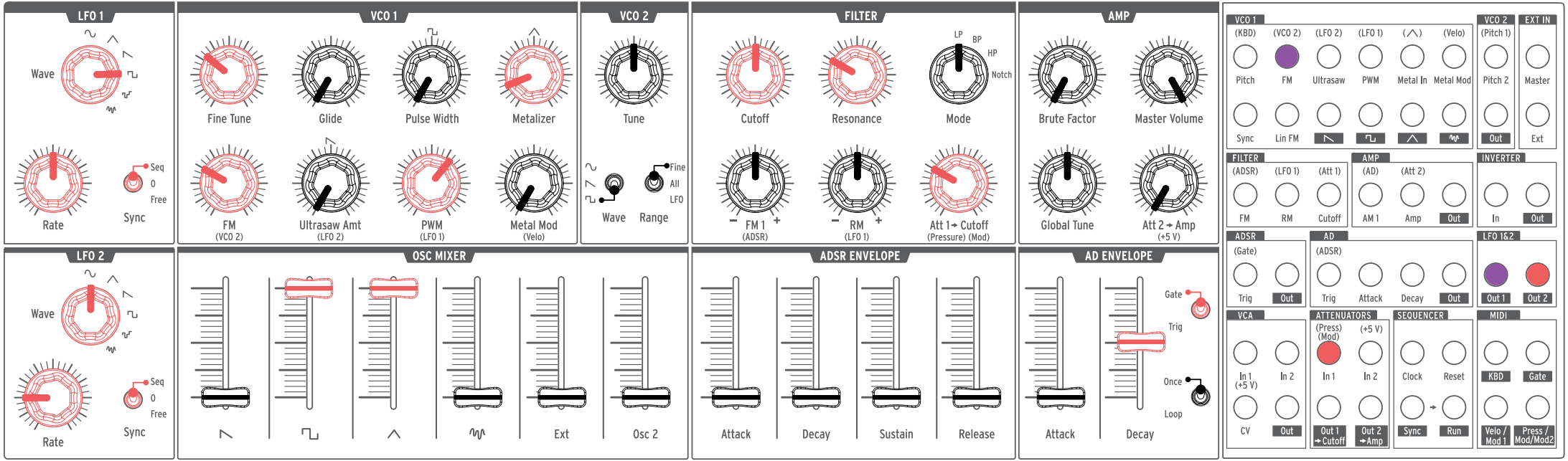



## –TECH STAB

J.B. Arthus

## –Recipe

Carefully tune VCO 2 so that it plays one octave and a minor third above VCO 1
(Playing a C3 with the keyboard should result in VCO 2 playing a D#4)
LFO 2 is used as a modulator for the filter resonance, adding a rhythmic quality to it.
Change the LFO 2 Rate to get different patterns.

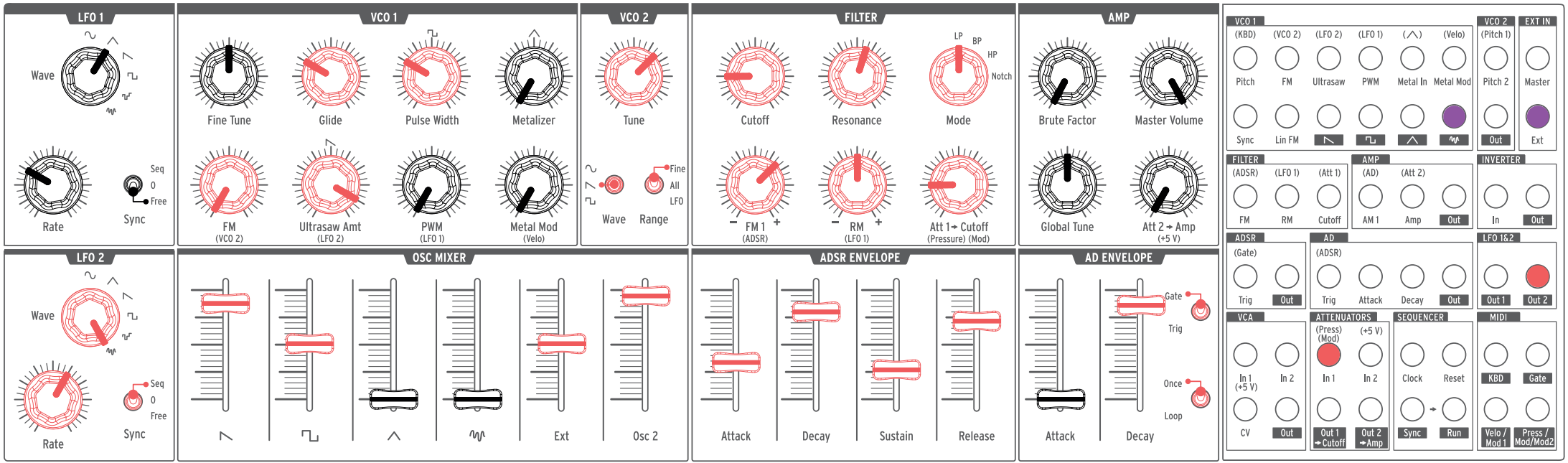



## –SQUAREPEGGIO

Victor Morello

## –Recipe

LFO 1 is being used to modulate the VCO 1 pitch up and down like an arpeggiator.
The tricky part is to set the VCO 1 FM knob so that it plays one octave above and below.
Slow down LFO 1 and use a tuner if needed.

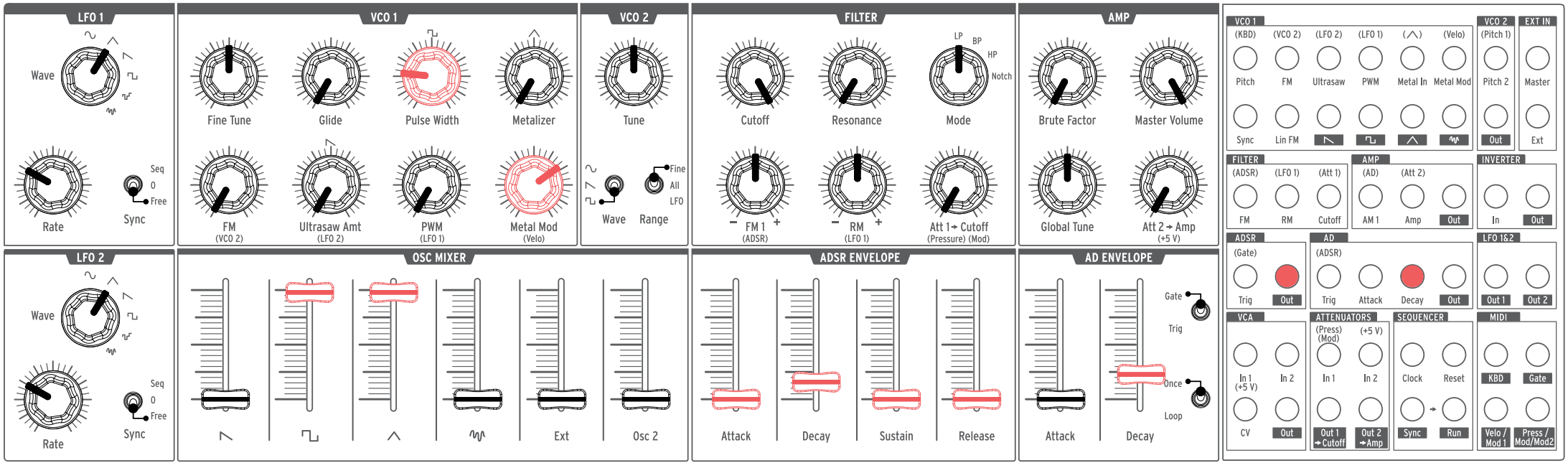



## –NOISY LONG BASS

J.B. Arthus

## –Recipe

Long sustained bass with decaying noise, suitable for modern electronic music.
Carefully adjust VCO 2 so that it plays a 4th above VCO 1 (Playing a C3 with the keyboard should resulting in VCO 2 playing a F3).
Increase the Filter FM 2 knob for more random cutoff modulation.

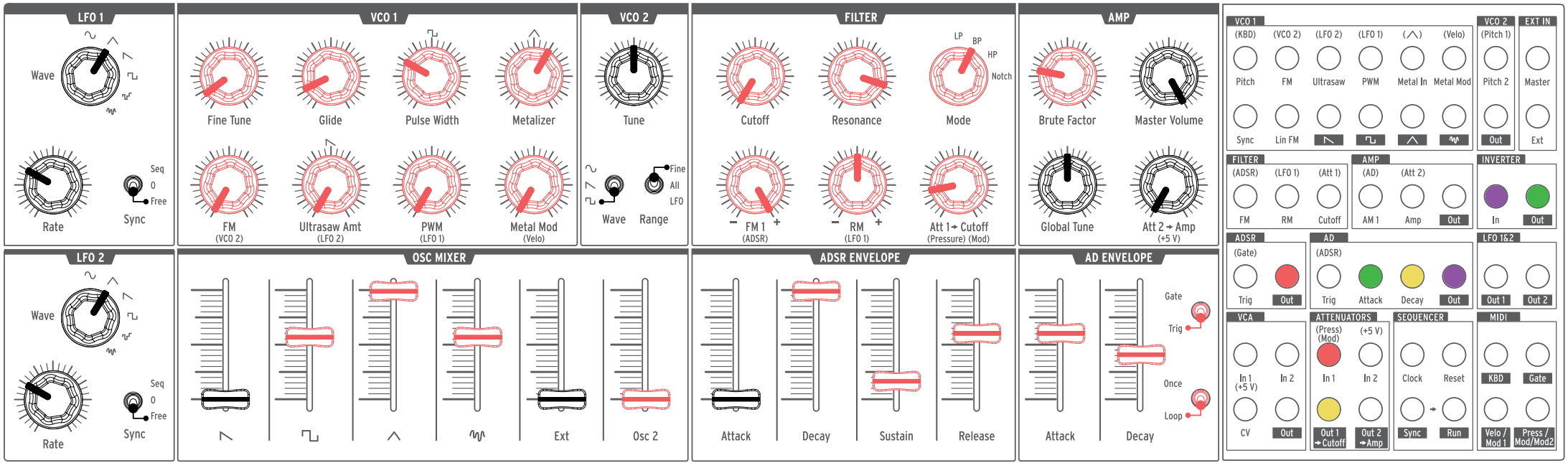



# –ENVELOPE SHAPING

Victor Morello

## –Recipe

In this patch, the ADSR Envelope is used to modulate the AD Envelope decay time.
This results in a drastic changing of the decay curve, which can be very useful for sculpting your sound.
Tweak the decay of the ADSR Envelope to control the total length of the volume envelope.

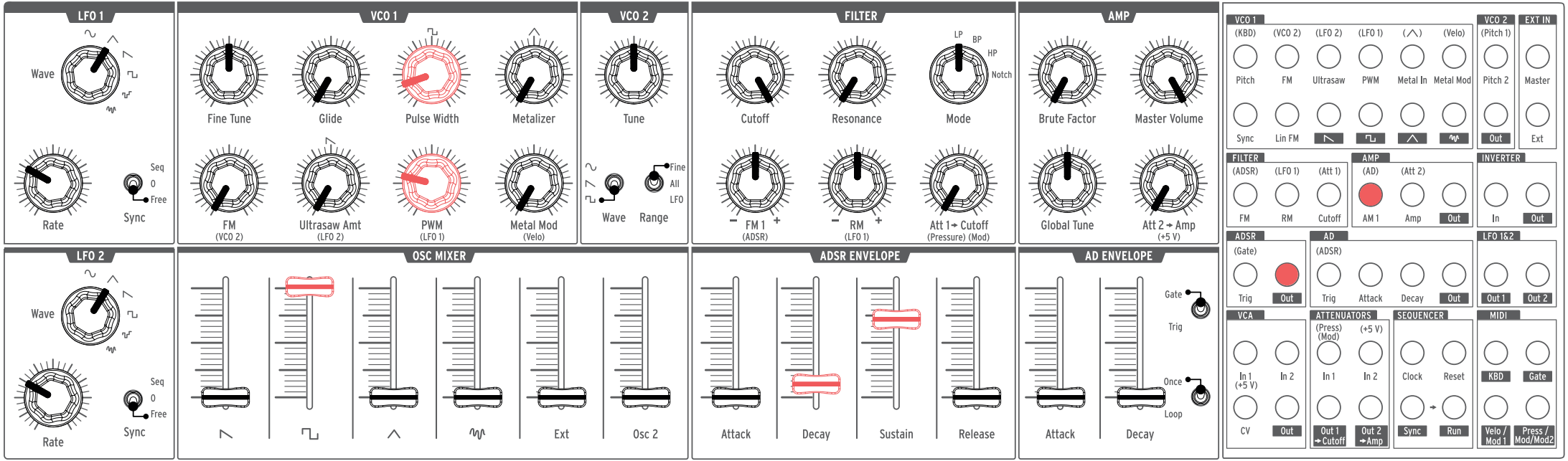



# –WOOSH EPHECT

J.B. Arthus

## –Recipe

Complex falling effect sound suitable for sound design and experiments.
The ADSR Envelope is used to modulate the decay time of the AD Envelope
-which itself is self modulated to change the curve to a more exponential one.
VCO 2 and LFO are free to use if you want to dig even deeper.

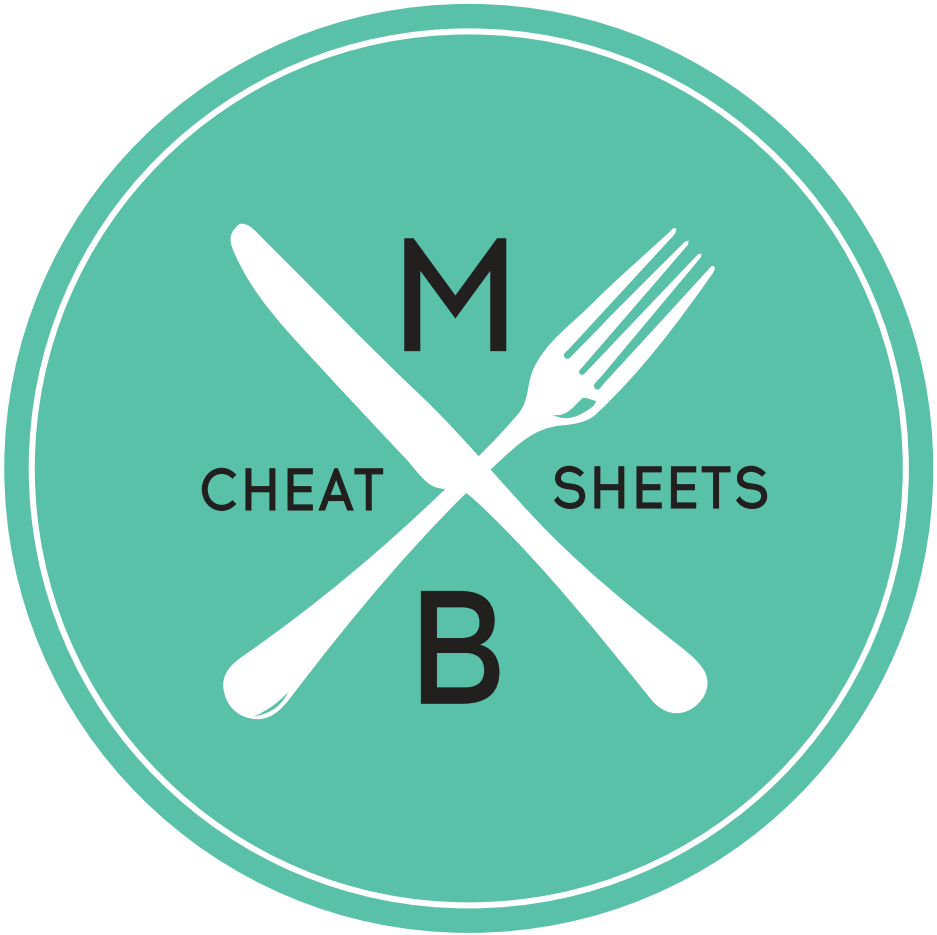


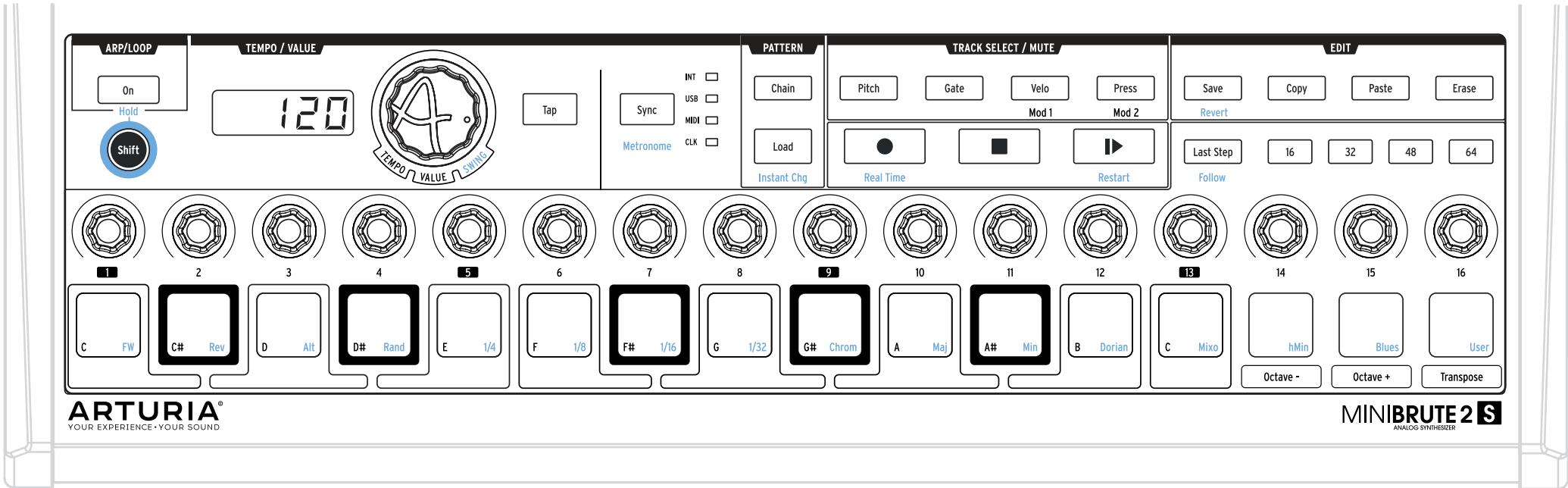

# –SNAPPY ADSR

Victor Morello

## –Recipe

Simple and straightforward patch showing how to use the ADSR Envelope to control the volume of the signal.
The ADSR Envelope is used here as a "natural" compressor where the decay time controls the punch of the envelope.


M
CHEAT
SHEETS
B


ARP/LOOP
On
Hold
Shift
TEMPO / VALUE
120
TEMPO
VALUE
SWING
Tap
Sync
Metronome
INT
USB
MIDI
CLK
PATTERN
Chain
Load
Instant Chg
TRACK SELECT / MUTE
Pitch
Gate
Velo
Press
Mod 1
Mod 2
Real Time
Restart
EDIT
Save
Copy
Paste
Erase
Revert
Last Step
16
32
48
64
Follow
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
C FW
C# Rev
D Alt
D# Rand
E 1/4
F 1/8
F# 1/16
G 1/32
G# Chrom
A Maj
A# Min
B Dorian
C Mixo
hMin
Blues
User
Octave -
Octave +
Transpose
ARTURIA
YOUR EXPERIENCE • YOUR SOUND
MINIBRUTE 2 S
ANALOG SYNTHESIZER

# –CHEAT SHEET MINIBRUTE 2S

MiniBrute 2S provides pad playing, real-time recording and step recording.
Some of the key combinations are only available in specific modes.
Here is a list of all those combinations.

## –All modes

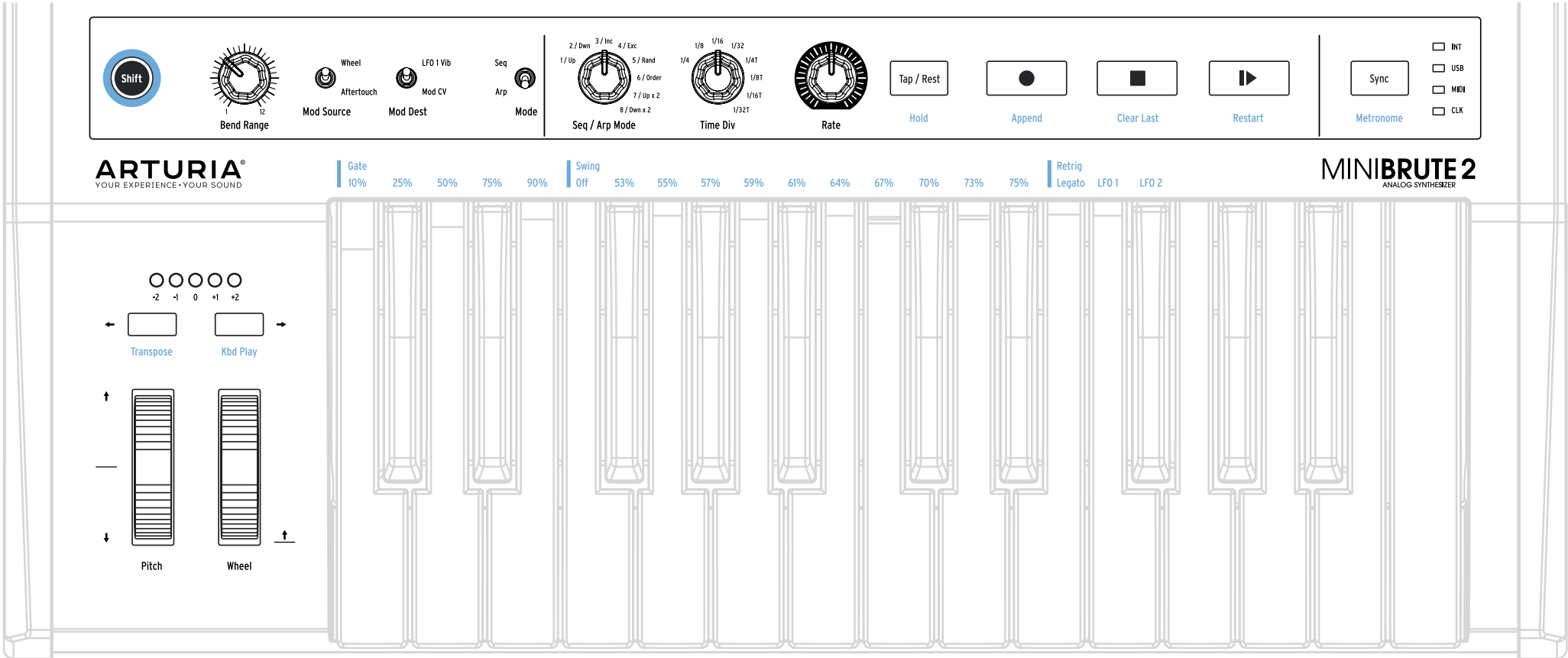
**SHIFT + Tempo knob** = Swing amount
**SHIFT + Track Select** = Track Mute
**SHIFT + Pad 1-4** = Play mode (FW, Rev, Alt, Rand)
**SHIFT + Pad 5-8** = Resolution (1/4, 1/8, 1/16, 1/32)
**SHIFT + Pad 9-16** = Scale
**SHIFT + Page 16 .. 64** = Set length to the end of the pressed page
**SHIFT + Play** = Restart all sequences to step 1,
quantized to the next step of Seq 1
**SHIFT + Rec** = Real-Time Recording
**SHIFT + Save** = Recall saved state
**SHIFT + Pad 16 + Pad 1-12** = Edit user scale
**SHIFT + Pad 16 + Tempo Knob** = Change Root Note
**SHIFT + Load** = Instant Change on/off
**SHIFT + Arp/Loop** = ARP Hold mode
**Arp/Loop + Tempo Knob** = Arp modes
**SHIFT + Ext/Sync** = Metronome
**SHIFT + Last Step** = Follow
**Sync + Tempo knob** = Change Analog Clock (Clk) type
**Erase + Page 16 .. 64** = Erase a page
**Copy + Page 16 .. 64** = Copy a page
**Paste + Page 16 .. 64** = Paste a page
**Save + Pad 1-16** = Save pattern
**VELO / PRESS + Tempo Knob** = Change mode for sequences
"Mod1" and "Mod2"
**Chain + Pad** = Chain patterns
**Load + Pad** = Load a sequence
**Load + Tempo Knob** = Change bank
**Last Step + Pad** = Set Last Step for the sequence
**Last Step + Page 16,32,48,64** = Set Last Step on step 16,32,48,64
**SHIFT + Page 16, 32, 48, 64** = Extend sequence

## –Step Recording mode

**SHIFT + Encoders 1-16** = Secondary sequence parameter
**Erase + Pad 1-16 (in edit mode Rec is red)** = Erase step
**Erase + Tempo knob** = Change Bank
**Copy + Pad 1-16 (in edit mode Rec is red)** = Copy steps
**Paste + Pad 1-16 (in edit mode Rec is red)** = Paste steps

## –Pad Playing / Real-Time Recording mode

**Erase + Pad 1-16** = Erase a pattern
**Copy + Pad 1-16** = Copy a pattern
**Paste + Pad 1-16** = Paste a pattern
**Paste + Tempo knob** = Change Bank
**Erase + Tempo Knob** = Change Bank


Shift
Bend Range
1
12
Wheel
Aftertouch
Mod Source
LFO 1 Vib
Mod CV
Mod Dest
Seq
Arp
Mode
2 / Dwn
3 / Inc
4 / Exc
1 / Up
5 / Rand
6 / Order
7 / Up x 2
8 / Dwn x 2
Seq / Arp Mode
1/8
1/16
1/32
1/4
1/4T
1/8T
1/16T
1/32T
Time Div
Rate
Tap / Rest
Hold
Append
Clear Last
Restart
Sync
Metronome
INT
USB
MIDI
CLK
ARTURIA
YOUR EXPERIENCE • YOUR SOUND
Gate
10%
25%
50%
75%
90%
Swing
Off
53%
55%
57%
59%
61%
64%
67%
70%
73%
75%
Retrig
Legato
LFO 1
LFO 2
MINIBRUTE 2
ANALOG SYNTHESIZER
-2
-1
0
+1
+2
Transpose
Kbd Play
Pitch
Wheel

# –CHEAT SHEET MINIBRUTE 2

MiniBrute 2 offers a sequencer and an arpeggiator.
Some controls for this section use key combinations using the SHIFT button.
Here is a list of all those combinations.

## –All modes

**SHIFT + Seq encoder** = Wait to load pattern. Pattern is loaded when shift is released.
**SHIFT + Time Div encoder** = Wait to load time div. Time dic is applied only after SHIFT is released.
**SHIFT + Key 1 to 5** = Gate
**SHIFT + Key 6 to 16** = Swing amount
**SHIFT + Key 17** = Envelope Legato
**SHIFT + Key 18 & 19** = LFO 1 & 2 Retrig

**SHIFT + Tap in ARP mode** = ARP Hold mode
**SHIFT + Oct -** = Seq transpose mode
**SHIFT + Oct +** = Seq KBD play Mode
**SHIFT + Play** = Restart all sequences to step 1, quantized to the next step of Seq 1
**SHIFT + Rec in Seq mode** = Sequencer append mode
**SHIFT + Stop in Seq mode** = Clear last step
**SHIFT + Sync** = Metronome

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Nov. 2017