# MODALICS

# BEAT SCHOLAR



# A New Way to Compose Rhythm.

Beat Scholar is a rhythmic composition app & plugin, designed to deliver a uniquely intuitive & creative experience when composing drum patterns and beats.

Beat Scholar makes exploring the most interesting, deep concepts in rhythm as easy as slicing a pizza pie… and as fun as eating one. You'll see in a sec!

## Table of Contents

## Min Supported System Specs

Intel Core i5 or equivalent AMD CPU, 4 GB RAM (6 GB recommended)

Apple ARM64 (M1, M2, etc..) on Apple Systems

Windows 10 / macOS 10.13

### Supported Formats:

Windows (64-bit only) - Standalone, VST, VST3, AAX

macOS (64-bit only) - Standalone, VST, VST3, AAX, AU

### Tested DAWs

Cubase, Ableton Live, Logic, Pro-Tools, FL Studio, Reaper, Studio One



**The Installer Includes Standalone, Plugin and AU Midi FX formats.**

Beat Scholar should run on any DAW that supports the formats listed above.
if you run into any issues let us know at info@Modalics.com

# Quick Start Guide

## The Pattern Area

**This is where the magic happens...**
This is the heart and soul of Beat Scholar. Each circle represents a rhythmic unit (quarter note by default) that can be interacted with in several ways:

**Click a beat to turn it On or Off.**
Press and hold a number key and click a beat to split it.
Press and hold ALT and drag up/down to change velocity.
Any drum can be placed on any slice.

## Brushes Area

**Drum Brush -** Use this brush to place and replace drums.
**Slicer Brush -** This brush is used to divide a beat to subdivisions.
**Velocity Brush -** Set default note velocity and adjust note velocity on the pattern area by clicking & dragging up/down.
**Randomizer Brush -** This brush is used to apply randomizations to beats and lanes

## Bar Headers
Click and drag number values to change a bar's measure.
Header Buttons - Duplicate, add or remove bar.

**Activation Status**

**Preset Menu**

**Swing Slider**

**Transport Controls**

**Undo / Redo**

**About**

**Pattern / Bar Button -** Switch between Bar / Pattern Modes

Do Not Give Up     Swing     120 BPM     1     100     MODALICS

**Add Lane Button**

8 | 4     Bars     Push     Evolve

## Pattern Pads
Duplicate, add, remove or trigger patterns using the pattern pads
Click pad to arm it for playback, right click the pattern name to rename it

## Lane Controls
**S -** Solo Lane
**M -** Mute Lane
**Minus -** Remove Lane
**Plus -** Add Lane

**Pattern Name**

Bars     Fill     2 | 4     3 | 4

## Bar Pads
Duplicate, add, remove or ch
bar's measure using the bar
Click and drag the numbers
to change a bars measure

**Pad Trigger -** Pad audition during playback on/off

**Kit Preset Menu**

**Midi Map -** Map drum pads output to specific midi notes

## Settings & Stereo/Multi Out Modes
When Beat Scholar is in Standalone, the co
button will open the sound & midi settings

Inside a DAW this will be replaced by a Ste
toggle to switch between stereo and multi
output modes.

Map     Cold Fusion     Kick     Master

LongTone     Attack  Pitch  HPF  Cutoff  Reso  Room  Reverb  Level  Cutoff  Reso  Master
One Shot     Damp  Fine  Drive  Comp  Crush  Dist  Gain  Crush  Comp
DW Hit

## Drum Pads
Click a drum pad to select an instrument, audition it & prime it for placement on the pattern area.
Pro Tip: Pads are mapped to hotkeys.

Top row - QWERTYUI
Bottom Row - ASDFGHJK

## Sample Control
**Folder Icon -** Load custom samples
**Sample Selectors -** Select factory samples using the sample selectors.
Kicks & Snares have 2 layers, and thus, 2 sample selectors. Other drum categories have only 1 sample selector.

## Envelope Control
**Attack -** increase the attack length of the sample playback, dulling the hit of the selected drum.
**Damp -** Shorten the selected drum sample.

## Sample Pitch
**Pitch -** Raise or lower the pitch of the selected sample
**Fine -** Fine tune the pitch value in cents

## FX Area
**HPF -** Hipass Filter Cutoff
**Cutoff -** Filter cutoff frequency
**Reso -** Filter resonance
**Drive -** Soft clipping
**Comp -** Compression amount
**Crush -** BitCrusher amount
**Dist -** Parallel drum dist amount

## Volume & Pan
Control the selected sample volume and panning value

## Master Module
FX on this module affect the entire plugi
individual drum processing.

**Cutoff -** Master filter cutoff freq
**Reso -** Master filter cutoff resonance
**Crush -** Master Bitcrusher amount
**Comp -** Master compression amount

# Quick Start Guide - Key Commands

Mastering Beat Scholar's key commands is a great way to accelerate
your beat making. Make more beats. FASTER. DO IT.

## Pattern Area Key Commands

1. **Press & Hold Number (1-9) + Click** - Apply subdivision to beat.
2. **Press & Hold Alt + Click & Drag -** Adjust note velocity.
3. **Right Click -** Open Context Menu.
4. **Shift + Click Beat -** Fill / Empty all slices.
5. **Shift + Click Bar Header -** Reset bar contents.
6. **Shift + Click Lane Arrow -** Reset Lane contents.
7. **Hold CMD/CTRL + Drag Up/Down -** Increase/Decrease Slices.
8. **Hold "/" + Click -** Apply current randomizer setting to beat/lane.
9. **Tab -** Switch between the drum brush and the last selected brush.
10. **Left/Right Arrow + Click -** Rotate slices in beat/lane.
11. **Down Arrow + Click -** Mirror slicing in beat/lane.
12. **Press & Hold "C" + Click -** Copy beat.
13. **Press & Hold "V" + Click -** Paste Beat.
14. **CMD/CTRL + Mouse Wheel Up/Down -** Zoom in vertically.
15. **CMD/CTRL + TrackPad Left/Right -** Zoom in Horizontally.
16. **Alt + Mouse Wheel -** Horizontal Zoom alternative.

    *You can use the mouse wheel or track pad to scroll the pattern area.

## Arrangement Module Key Commands

1. **Shift + Drag Pattern Pad -** Export mid file to DAW.
2. **Hold "C" + Click Pattern Pad -** Copy Pattern Contents
3. **Hold "V" + Click Pattern Pad -** Paste Pattern Contents
4. **Hold "C" and click bar pad / bar header -** Copy bar contents.
5. **Hold "V" and click empty bar pad / b

## Kit Key Commands

1. **A,S,D,F,G,H,J,K -** Select drum pad fro bottom row of kit module.
2. **Q,W,E,R,T,Y,U,I -** Select drum pad fron upper row of kit module.

## General Key Commands

1. **Alt + Click -** Reset all controls & parameters to their default value.
2. **Double Click -** Manually insert value.
3. **F1 -** Open manual.
4. **F2 -** Reset window size.

Congrats on purchasing your copy of Beat Scholar!
Installing it is as easy as installing anything else that installs easily. Let's begin!

1. Download your copy of Beat Scholar from the email sent to you following your purchase titled "Your Beat Scholar License is Ready".

2. Start Beat Scholar in standalone or inside your DAW of choice.

3. Upon Starting the app, the license activation prompt will appear.

4. To start a 14 day trial of Beat-Scholar simply click "Start Trial" with an active internet connection.

5. If you've purchased Beat Scholar, simply drag and drop your license file onto the activation prompt (active internet connection required) and you're good to go!

6. You can also click the folder icon to load your license file through a file system prompt.

7. Click anywhere to close the activation window and make **sick, sick beats.**

**PS - Beat Scholar will notify you when a new version is available for download, all updates are free!**
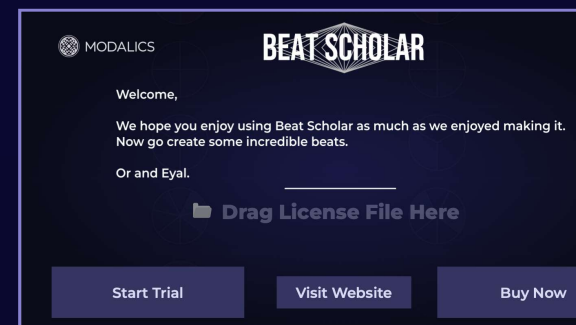
## Beat Scholar's Interface is comprised of 5 main modules:

- **Top Toolbar** - Global Functions and Editing Tools.

- **Pattern Module** - Main rhythm composition area.

- **Arrangement Module** - Add/Remove bars and patterns to prepare rhythmic arrangements.

- **Kit & Sounds** - Select and manipulate the drums that will be applied to the pattern module.

- **Randomizer Module** - Select from a variety of randomizer presets or shape your own (activated by selecting the dice brush and replaces the sounds module)

- **Master Module -** Master FX, playback volume and output modes.

Activation
Status

Preset
Menu

Swing Slider &
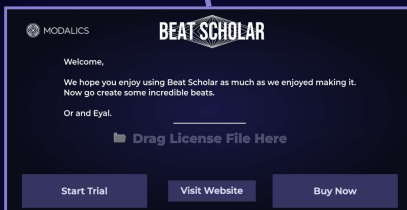Transport Controls

Brush Area    Undo/Redo    Ab

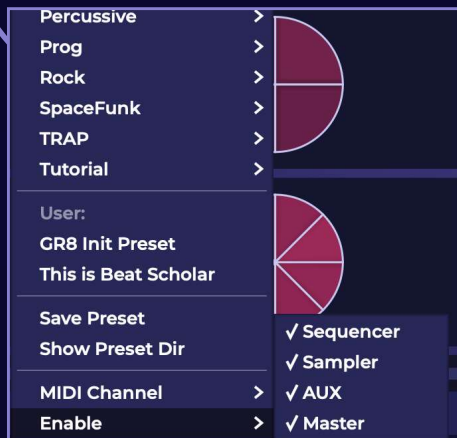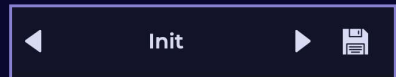BEAT SCHOLAR  ◄  Do Not Give Up  ▶  💾  |  Swing  ■  ▶  120 BPM  |  ●  🔍 1 ▼  ▥ 100  ⊞  |  ↶  ↷  ◉ MO

Clicking the Beat Scholar logo will open the license activation prompt.

Aside from navigating the awesome selection of presets we've assemb
the preset menu allows you to manage your own presets under the "Us
category.

**Show Preset Dir** will open the preset folder on your file system.

*The presets menu will reflect your file structure, so you can create subdirectories under the us
directory to represent categories or sub categories, and they will be reflected in the preset me

You can also turn the sequencer off in case you would like to use the
sampler with midi input from your DAW.

Turning the sampler off is useful in case you want to use an external
sampler.

Percussive
Prog
Rock
SpaceFunk
TRAP
Tutorial

User:
GR8 Init Preset
This is Beat Scholar

Save Preset
Show Preset Dir

MIDI Channel
Enable

√ Sequencer
√ Sampler
√ AUX
√ Master

**Swing Slider -** Select between positive and negative swing values, with 100% being your standard triplet-feel swing.

**Swing Ref -** Right click the slider to select a swing reference value. You can select between 1/8, 1/4 or 1/2 swing reference values in order to determine the rhythmic value that will remain in it's grid-accurate position, meaning the swing factor will be applied in all beats between the value set as the swing reference.

**Pro Tips:** The swing slider is a great way to make any beat groove harder, low values on both the positive and negative sides are a great way to spice up any mundane beat. Or go crazy and set the slider to 200% negative swing to create a black hole and end all existence.
Experiment with the 1/2 swing ref. value for some wicked swing feels that will remind you of that one time you were really drunk trying to play your friends drum set and ruined everybody's day.

**Play, Pause, Stop & BPM - These transport controls are operational only in Standalone mode. When Beat Scholar is used in a DAW it completely syncs with your DAW's timeline.**

**Drum Brush -**  The default brush. The Best Brush.
Use the drum brush to place and replace drums on the pattern area. The brush color changes according to the drum selected in the kit module.
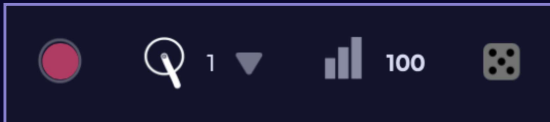
**Slicer Brush -** This brush can be used to quickly and easily divide beats into subdivisions, the drop down arrow will open a selection of subdivisions.

**Important Tip:**
• Pressing and holding a number key on your keyboard (1-9) and clicking on any beat is the fastest and easiest way to divide your beats.
• When selecting the slicer brush, the lane box (where the solo/mute controls are located) will show an arrow, allowing you to quickly slice an entire lane of beats.

**Velocity Brush -** This brush lets you change note velocities across the pattern area, by clicking a beat/slice and dragging up or down you can adjust velocities of individual notes.

**Randomizer Brush -** Apply randomizer settings to beats and lanes, this brush will also show the randomizer module.

**Important Tip:**
• Press and hold the Alt/Option key to momentarily select the velocity brush for a quick way to involve adjusting velocity in your workflow.
• Click and drag / double click the number next to the velocity brush to adjust the default note velocity.

## The Pattern Module

A rhythmic playground designed to free your mind and present seamless ways
to create outer-worldly grooves and spasm-inducing space funk. Or just good ol'
regular beats. We're just weirdos.



This is the heart and soul of Beat Scholar, each circle (Beat Pizza as we call it) represents a beat, 1/4 note by default, and ca
be interacted with in several ways -

**Placing a drum -** it's as easy as clicking an empty beat anywhere on the pattern area. Use the **QWERTYUI** & **ASDFGHJK**
keys to prime a drum for placement and edit it in the sounds module.

**Replacing a drum -** if a beat is already "equipped" with a certain drum, clicking said beat with a different drum will
replace it with the currently selected drum. Clicking it again will turn off that slice. Try it!

**Creating Subdivisions -** Splitting a beat into subdivisions is easy as holding a number key and clicking any beat.

**Diversifying your beat pizzas -** You can place any drum, anywhere! No lane limitations here. Each beat can hold
different drum selections in order to create intricate fills or interesting linear rhythms.

**Changing Velocity -** Using the velocity brush or the **alt/option** key command, hold any beat/slice and drag up or
down to change the note velocity. Each note "remembers" your velocity selection and will maintain its velocity
even if it's turned off and on again.

**Right Click -** Your best friend and the easiest way to learn about Beat Scholars features and key commands.

# Pattern Module - Lane & Headers

## Lane Operations

The pattern module can include up to 16 Lanes, each lane box
contains controls that solo, mute, remove or add lanes.

**+**  — Add a new empty lane from top.

**▶** — The lane boxes will show these arrows any time a function can be
applied to an entire lane.

## Bar Headers

You can change a bars measure by clicking and dragging the
number values up or down. You can also duplicate, add or remove
bars using the buttons on the right side of the header.

| 4 | 4    ⧉  +  ✕ | 3 | 4    ⧉  +  ✕ |

## Important Tips:

• Shift + Click - Reset bar contents
• Hold "C" + Click - Copy bar contents
• Hold "V" + Click - Paste bar contents (overwrites existing contents)

# Arrangement Module - Bars

## Arrangement Module - Bars Mode

Clicking the **"Bars"** toggle switches the arrangement module between bar and pattern modes.
Bars mode is used to create and edit a specific pattern, pattern mode is used to create, trigger and manage an entire arrangement of patterns. (More on this on the next page)
The name of the pattern you are currently editing appears below the toggle.

The **bar pad** holds several important functions, it allows you to add, remove & duplicate bars as well as changing bar measures.
The **beat** (number on the left) and **note value** (number on the right) are sliders, that can be adjusted by clicking the number and dragging your mouse up or down.

This nifty lil' button adds a new empty bar or Pattern. That's all it does I swear.

### Pro Tips:
1. Experimenting with varied bar measures is really easy in beat scholar and can result in some creative beat making! Try composing a basic beat and adjusting the **beat value** (number on the left of the divider) to see how different measures feel.
2. **Duplicate & variate -** Create your first bar, duplicate it several times and create small variations to enrich your arrangement.

# Arrangement Module - Patterns

## Pattern Mode

The Pattern Mode allows you to create a wide variety of patterns, each with its own arrangement of bars, measures, lanes and drum selections.
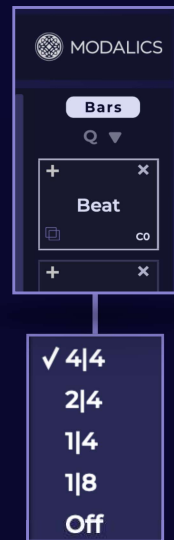


**The pattern mode header has 3 functions:**
1. **Patterns/Bars** toggle switches between the 2 arrangement module modes
2. **Quantize Value -** sets a beat value interval between triggered patterns. Meaning that the triggered pattern will start playing only after the selected time value will pass.
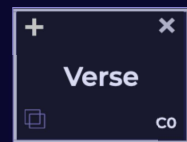
The **Pattern Pad** allows adding, removing, duplicating and renaming patterns.
On the lower right, each pattern is assigned with its own **midi note** indicated on the lower right of the pad. Allowing you to trigger patterns using midi input from your DAW or a controller.
**Right click** a pattern name to rename it.
**Drag a Pattern Pad** to your DAW timeline in order to export that pattern as a midi event.

# Kit Module

The Kit Module includes 16 drum pads, each with its own assigned factory sound library. It is used for selecting drums to be placed on the pattern module as well as to present processing options. You can also load your own samples!

## Important Functions:

**Auditioning -** Click any drum pad to audition its current sound.

**Drum selection -** Selecting a drum pad also primes the drum brush with the selected pad.

**Loading Custom Samples -** Drag and drop your own sample files (WAV, MP3, FLAC, AIFF) to a drum pad and it will play and place the loaded file.

**Adjusting Midi Output Mapping -** For easy integration with ext. samplers.

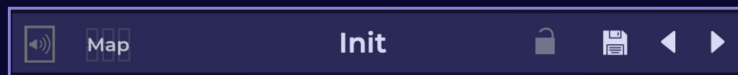## Kit Header Functions:

Trigger During Playback On/Off

Edit Midi Output Map

Open kit preset menu

Lock Kit Selection

Save Kit

Kit Preset Navigation

# Sounds Module

The sounds module allows for editing the sample selection and sound design elements of the selected drum pad.



## Sample Section
**Folder Icon -** Load your own sample file to the selected drum pad

**Sample Knobs -** Select from a list of factory samples

**Mix slider -** Mix between 2 layers (only available on Kick and Snare drum pads)

**One Shot -** Choose if sample Length follows beat length or is triggered in its entirety

**Solo/Mute -** Solo or mute selected drum

## Sample Character
**Attack -** Lengthen the sample attack time, resulting in a softer sample impact

**Damp -** Shorten sample length

**Pitch -** Adjust sample pitch in semi-tones (+-12)

**Damp -** Adjust sample pitch in cents (+-100)

## Sample Sound
**HPF -** Controls hi-pass filter cutoff.

**Cutoff -** Controls filter cutoff frequency (20k-20hz)

**Reso -** Adjust filter resonance (works well in conjunction with lowering the cutoff freq.)

**Drive -** Parallel drum distortion

**Comp -** Compression amount

**Crush -** BitCrusher amount

## FX and Level Control
**Reverb -** Long reverb amo

**Room -** Short reverb amo

**Dist -** Parallel drum distor amount.

**Volume & Pan -** Sample playback level and stereo position.

You can load your own samples to any of Beat Scholars 16 drum pads by either using the folder icon, or dragging and dropping your files on a drum pad. You can even drop your files directly on the sounds module sample area.

If your sample loaded correctly, you should see your sample file name appear with a snazzy waveform under it. Like so:
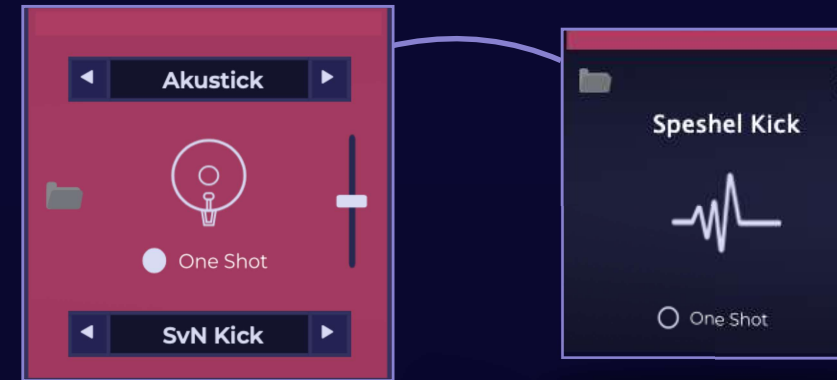
### Good to know:

- Click the sample name to open the sample drop down menu.
- Clicking the **X** button will remove your custom sample and revert the drum pad to its original function.
- Custom samples are saved with your Beat Scholars presets, both in standalone mode or within your DAW projects, meaning you don't have to worry about where you placed that one kick that you **always** use after browsing 300 others.
- All processing features are available for use with your custom samples, same as with the factory presets.
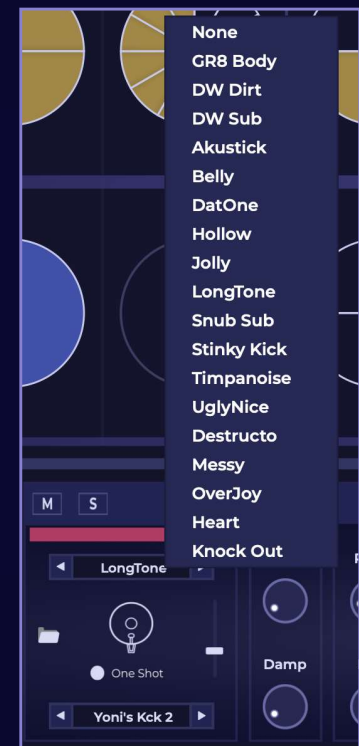
# Master Module

The master module contains controls that affect your beats' tonal character and overall volume
The effects here are applied on the master stereo output of the plugin

**Cutoff & Reso -** Filter frequency and resonance
**Pro Tip:** Rolling off the master cutoff is a great way to smoothen out your beat and give it a mellower vibe in the context of a mix.
**Crush -** Master bit crusher effect amount
**Comp -** A compressor tuned to accentuate transients and even out beat dynamics at extreme settings.
**Master -** Master volume level. (AKA immediate sound improver)

## Differences Between Standalone and DAW
When Beat Scholar is running in standalone mode, the master header will show a cogwheel icon, clicking this icon will open sound and midi settings.

If used as a virtual instrument in a DAW, the Stereo/Multi toggle will appear:
**Stereo Mode:** All sampler tracks are routed to the master module FX and out through the plugins stereo output.
**Multi Mode:** Beat Scholar will output 16 stereo tracks, each sampler track will have its own output. This mode is useful in case you want to apply processing in your DAW. to the sampler sounds. In this mode, the master FX section will not affect the sampler.
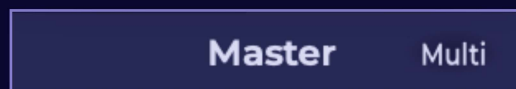
# Randomizer Module
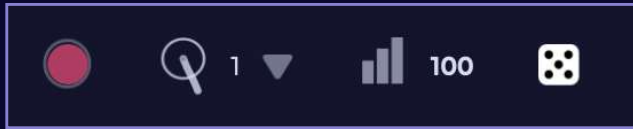
Clicking the dice icon on the brush area will initiate the Randomizer mode, you can also use "/" on your keyboard to momentarily switch to the randomizer brush.



## The Randomizer has 4 Submodules:

**Drum Selection -** Use the drum pads to select drums to be randomly placed on triggered steps.

**Beat Slicing -** Set slice values to be applied when using the brush.

**Step Triggering -** Adjust the chance that a slice will be triggered on and the chance triggered steps will cluster together (spacing)

**Velocity Range  -** Set min and max values for triggered step velocity

**Randomizer Presets**
The best way to explore uses for the randomizer is to browse the factory randomizer presets.

- Click the **preset name** to open the menu.
- Use the **arrows** to navigate the between presets.
- Click **save preset** to open the save prompt.
- You can select **Show Preset Dir** to view and manage your randomizer preset directory. Any folders or naming adjustments you make will be reflected in the randomizer user preset menu.

## Drum Selection Features

**Drum Selection -** You can multi-select up to 16 drums on the kit module, the selected drums will be randomly applied to triggered steps.

**Clear -** Remove all drum selections, if no drums are selected and the module is **on** the brush will place kick drums by default.

**All -** Select all drums if it's chaos you desire.



## Beat Slicing Features

**Slicing Values -** You can multi-select up to 45 slice values that can be applied to a single beat or an entire lane.

**Clear -** Remove all slicing selections.

**All -** Select all slice selections on currently displayed page.

**Next / Prev Arrows -** Browse slice value pages.

## Step Triggering Features

**Trigger Chance -** Adjust the chance that a beat or slice will be triggered on, 100% will trigger all slices (Crazy, right?)

**Fill Empty -** Apply step triggering only to slices that are currently off.

**Pro Tip:** This feature is especially useful with slicing turned off to apply randomizers while maintaining the existing drum placements and subdivision layout. Try the preset "Snare Ghosts" in the "Secret Sauce" category for an example.

**Spacing -** Adjust the chance that a triggered step will activate a subsequent step as well.

**Pro Tip:** Using very low trigger chance and spacing values will mean the randomizer will trigger only occasionally, but when it does it will cluster phrases together. You can also try the opposite to get



## Velocity Range

Adjust min & max velocity values that will be applied to triggered steps
If this module is turned off, the default velocity (in the brush area) will be applied
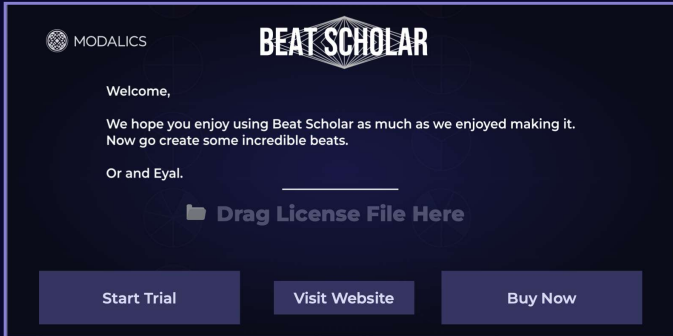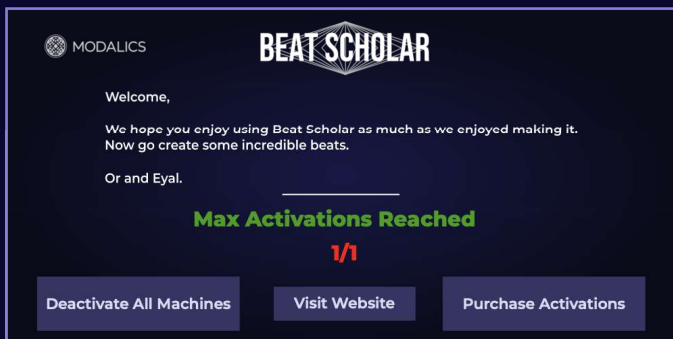
## Product Installed

After successfully installing Beat Scholar you will be presented with this window, prompting you to either start 14 day trial or quickly hop on to our website and purchase copy of Beat Scholar.

## Product Activated

After successfully activating Beat Scholar you will be presented with this window (which can be closed by

## Max Activations Reached:

When purchasing Beat Scholar, your license file will allow for a certain number of activations, upon reaching the maximum number you will be presented with several options:

**Deactivate All Machines -** All BS licenses you've activated will be de-activated, allowing you to immediately run Beat Scholar on the current machine.

On a personal note…

Thank you so much for trying out and/or purchasing Beat Scholar.

Behind the menacing image of the mega-corporate "MODALICS" there are 2 music-tech nerds with an undying passion for music, musicians and the tightly knit relationship between instruments and creativity.

Forming this company is an idealistic endeavor for us, we truly feel we want to give something to our fellow musicians and form a strong connection with the wonderful, curious (often peculiar) people that occupy the pro-audio and production space.

You can feel free to email us with anything from feature requests, awesome music you've made with our plugins, or even questions about us… and everything in between!

Yours truly,

Or Lubianiker & Eyal Amir

or@Modalics.com
eyal@Modalics.com