The Eskmo bass sound, how?
Posted by Toby D - 2007/12/09 08:26

_____

I'm not after a replication of his sound but would like to know which parameters I need to automate in order to get control over the wobble and get it in time with the rest of the track and of course make things more interesting.

==

Re: The Eskmo bass sound, how?
Posted by theorize - 2007/12/13 22:13

_____

post up a clip and i'll see what i kin do for ya, what synth are you using?

==

Re: The Eskmo bass sound, how?
Posted by datapusher - 2007/12/13 22:19

_____

you need to assign an envelope to the LFO parameter of whatever synth vst youre using in whatever sequencer. the envelope setup different for each sequencer, but that is what you're looking to do. Getting control of the LFO and making it sound right is trickey sometimes ;-) trial by error and you may come up with a whole new original sound at that. pz

good luck.

J

==

Re: The Eskmo bass sound, how?
Posted by Toby D - 2008/01/16 16:41

_____

thanks for the repiles, i completely forgot i posted it lol, will try out the LFO/envelope set up. I use Logic Pro with a choice of synths including Predator, Blue, Albino 3, reFX Nexus, Novation V Station, Absynth 4, Massive and Lin Plug Alpha.

Predator will probably fill my need for filth though :)

==

Re:The Eskmo bass sound, how?
Posted by frankedukes - 2008/07/17 09:07

_____

LFO to filter cutoff will give you the wobble first

then set LFO frequency to oscillate at either 1/8,1/4, 1/2 or whatever you like. I can set it up pretty easily in Kontakt, but you can probably do it with softsynths aswell.

==

Re:The Eskmo bass sound, how?
Posted by frankedukes - 2008/10/27 15:33

_____

B) thats a great tip datapusher, like how controlling the lfo freq. You could also use the stepper lfo (massive) for some bomb as modulations.

==

Re:The Eskmo bass sound, how?
Posted by sophistik - 2010/06/19 19:21

_____

Try using a 12db BandPass filter with the LFO modulating the frequency cuttoff. That will give you some great wobble. A BP filter will give you more of a pronounced wobble effect. You will have to layer a sine underneath it to get the low end back. Then the best thing you can do to make your life easier is to map the LFO rate to be modulated by the velocity of your note. More velocity, more wobble. Less velocity... you get it. Makes it much easier to automate because when you are editing you're dealing with straight midi note data and not a CC message or other data to control your LFO automation. Also if you are using a keyboard controller it makes writing the bass line much quicker.

==